

Fate Points

Refresh

The Princess

Aspects

High Concept

Optional: Pick one from each list to assemble your high concept.

Situation:

Lost

Banished

Intrepid

Title:

Princess

Heiress/Heir

Last Daughter/Son

of:

The ____ Kingdom

The ____ Lake

The ____ Company

Trouble

Maybe...

A Little Too Trusting, Lovesick Klutz, On The Run From ____

The World Is Made Of...

You have convictions that you believe in absolutely. The world runs on these values. Maybe something like... Love & Peace, Hope Despite Setback, Possibility In The Face Of Entropy

Maybe...

____ Needs To Learn Some Manners, ____ Is My True Love, Trained In The Temple Of ____, Anything You Can Do I Can Do Better

Stress

1 2 3

Consequences

Mild [2]

Moderate [4]

Severe [6]

Approaches

Careful

Clever

Flashy

Forceful

Quick

Sneaky

Mark one approach +3, two approaches +2, two approaches +1, and one approach 0.

Stunts

Choose one or make up your own...

Because I have a tongue like silver, I can invoke my high concept and get an extra +2 to create an advantage when I have a platform to speak.

Because I am weaponized adorable, once per session I get to resist a compel for free when I wheedle out of trouble.

Because I am a handsome princess I get +2 to Create and Advantage when I create a dashing disguise to become a commoner or a prince.
