

4x6 CARD KIT™



4x6" cards you can print onto blank 4x6" note cards using a photo printer.
Visit www.rpgsociety.org for this and other great resources.

© 2013 Stan Shinn. This work is based on Fate Core System and Fate Accelerated Edition (found at <http://www.faterpg.com/>), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>). Fate™ is a trademark of Evil Hat Productions, LLC. The Powered by Fate logo is © Evil Hat Productions, LLC and is used with permission.

Contents

What's In the Toolkit?

- **Character Creation**—Scratch worksheet to use when creating a new PC or Main NPC. Unlike the character sheet it contains rules and resources to create the character. After completion, the player will transfer the results to a normal Character Sheet.
- **Character Sheet Style 1**—Minimalist Fate Core character sheet using a fancy style.
- **Character Sheet Style 2**—Minimalist Fate Core character sheet using a box style.
- **Rules Summary**—Fate Core rules summary.
- **Stunt Design**—Rules and tips along with a working text area to create a Fate Core stunt.
- **Session Planner**—A card to aid in designing a game session, with tips for people, place and things; scenes; and an NPC planner.
- **Scene**—A card to aid in designing a scene, with an area for a map with zones and tips for aspects for a scene.
- **Aspect**—Blank card for aspects. A simple blank card without a label would work well too.
- **Map**—Blank card for a map with zones. A simple blank card without a label would work well too.
- **Fantasy Names**—List of Fantasy setting names. Useful both to a Gamemaster and to players who want a tool to help them name their own Fantasy character. Also includes common NPCs you'd see in Taverns.
- **Blue Graph Paper**—Blue graph paper for color printers.
- **Grey Graph Paper**—Grey graph paper for any printer.
- **Black Graph Paper**—Black graph paper for any printer.

Character Name _____

Description

Stress Boxes

Physical
(Physique)

Mental
(Will)

*Physique or Will at +1 to +2 = +1
stress boxes, at +3 to +4 = +2*

Refresh

*Starts at 3; reduced by 1
for each stunt above 3*

Aspects

High Concept

Trouble

Skills Great (+4) = 1, Good (+3) = 2, Fair (+2) = 3, Average (+1) = 4

Athletics _____

Burglary _____

Contacts _____

Crafts _____

Deceive _____

Drive _____

Empathy _____

Fight _____

Investigate _____

Lore _____

Notice _____

Physique _____

Provoke _____

Rapport _____

Resources _____

Shoot _____

Stealth _____

Will _____

Stunts Pick 3 or more stunts based on top 3 skills

Extras

Character

Refresh

Description

Aspects

Skills

High Concept Superb (+5)

Trouble Great (+4)

Good (+3)

Fair (+2)

Average (+1)

Extras

Stunts

Physical Stress

1 2 3 4

Mental Stress

1 2 3 4

Consequences

-2 Mild

-4 Moderate

-6 Severe

Notes

Character _____

Refresh

Description

Aspects

High Concept

Trouble

Skills

Superb (+5)

Great (+4)

Good (+3)

Fair (+2)

Average (+1)

Extras

Stunts

Physical Stress

1 2 3 4

Mental Stress

1 2 3 4

Consequences

-2 Mild

-4 Moderate

-6 Severe

Notes

Fate Core Rules Summary

The Ladder

-2 Terrible | -1 Poor | 0 Mediocre | +1 Average | +2 Fair | +3 Good | +4 Great | +5 Superb | +6 Fantastic | +7 Epic | +8 Legendary

Aspect Types (p. 57)

Game aspects: permanent, made during game creation

Character aspects: permanent, made during character creation

Situation aspects: last for a scene or until irrelevant

Boosts: last until invoked one time

Consequences: last until recovered

Using Aspects (pp. 68–71)

Invoke: +2 to your skill roll or reroll, or +2 to any opposition, costs an FP unless it's free, free invoke stacks with a paid one and each other

Compel: accept complication for an FP

Fate Points (p. 80)

Spend to: invoke an aspect, power a stunt, refuse a compel, or declare a story detail (p. 80)

Earn by: accepting a compel, having your aspects invoked against you, conceding a conflict (p. 81)

Skill Roll (p. 130)

Roll four Fate dice and add to skill rating. Compare to opposition. For each step on the ladder greater than your opposition, you earn a shift.

Opposition Types (p. 131)

Active: another character rolls against you

Passive: a static rating on the ladder

Four Actions (p. 134)

Overcome: get past an obstacle

Create an Advantage: invoke an aspect for free

Attack: harm another character

Defend: prevent attacks or advantages on you

Four Outcomes (p. 132)

Fail: fail your action or succeed at major cost

Tie (0 shifts): succeed at minor cost

Succeed (1-2 shifts): succeed with no cost

Succeed with style (3+ shifts): succeed with additional benefit

Recovery (p. 164)

Mild: overcome Fair (+2), one whole scene

Moderate: overcome Great (+4), one whole session

Severe: overcome Fantastic (+6), one whole scenario

Session Planner

Game
Date _____



Setting:

Date/Time/Weather/Location

Events:

News/Rumors/Hooks

Names:

People/Places/Things

Scenes:

Including Twist & Aftermath

NPC Tactics:

Use extra cards for maps

Scene _____

Map

Sketch or rough layout of the scene

Zones

List any zones in the scene.

Aspects

List sights, smells, sounds, mood of crowd or other scene features.

Aspect

Map

Fantasy Names

Human (Male): Dygwyn, Medd, Teodoc, Cabryn, Sellyn, Calith, Dwoildan, Froimas, Gigord, Kaeliv, Kinnon, Thaeve, Thoennon, Traebaen, Uleranyth, Umielit, Rilarid, Belith, Feith, Groaric, Dwoeand and Prardov

Human (Female): Yarith, Cilla, Cloryan, Larka, Lolla, Sena, Sura, Aladda, Jeassa, Cyra, Merira, Ysyna, Nuvyan, Dreallan, Dreanna, Haeidith, Abiathiel, Adiedien, Adrilawen, Brirarwen, Ocalen, Sauss and Weran

Elf (Male): Anorion, Beléndel, Calóndir, Elryldor, Galil-Gan, Hithrar, Nebrilas, Syri, Calóldor, Elithralad, Galendel, Holas, Mómir, Calaldur, Celénduil, Elrimbor, Hondil, Perion, Vorfindel, Beland, Garalad, Merion, Rarang, Sebrinduil and Urilmar

Elf (Female): Caluwiel, Deludë, Eléwen, Glondra, Gydith, Trilmania, Nóthiel, Rydien, Tuvie, Anorfidia, Fydien, Galiwen, Glythiel, Glénia, Pilmania, Sywiel, Amilia, Caladith, Fáviel, Silith, Eliodien, Fowiel, Glowien, Isewiel, Anadë, Febriwen and Handra

Dwarf (Male): Glubur, Gombur, Helir, Hoignar, Loingir, Nesin, Nomli, Silir, Telir, Tomlir, Fomin, Fommlí, Gegnus, Lolin, Malir, Thisur, Vili, Doilin, Kali, Morin, Segnus, Hignus, Komnar, Mignar, Nogan, Romnar, Rosin, Sefur, Sugnus, Tili, Tori and Vignus

Dwarf (Female): Bulona, Dypyna, Fopala, Galane, Gokola, Kopena, Mellana, Nepila, Nolona, Pykyla, Thoikena, Typyn, Vepila, Cikyla, Cylen, Rolani, Lupala, Palyn, Solona, Thaken, Cilena, Dalena, Gelena, Gepila, Gollyna, Pipila, Thupal and Tullena

Halfling (Male): Freki, Freemish, Adalgrim, Andwise, Bandobras, Bingo, Bungo, Cade, Calkin, Falco, Fosco, Griffó, Halfred, Hob, Longo, Milo, Mungo, Odo, Otho, Paldo, Ponto, Porto, Posco, Rorimac, Roscoe, Rufus, Seredoc, Theadric and Welby

Halfling (Female): Amaryllis, Angelica, Aspodel, Belba, Berylla, Camellia, Carissa, Cora, Daisy, Elanor, Esmerelda, Euphemia, Hilda, Lavinia, Lily, Lidda, Lobelia, Marigold, May, Mirabella, Pearl, Petrilly, Poppy, Portia, Ruby, Seraphina, Susannah, Verna



Tavern (Proprietier, Barmaid, Stableboy):

The Salty Keg (Pegleg Pango, Oona, Kever)

The Lucky Urn (Tando the Round, Liera, Deegle)

The Bleeding Basilisk (Patch-eye Corvin, Veen, Joden)

The Hanged Hag (Ulthin, Witchkiller, Grenda, Beddick)

The Golden Fox (Honest Hedric, Morsa, Ched)

The Knealing Bard (Smiling Segrid, Hessa, Dorg)

The Haggard Hog (Kana Longskirts, Korina, Zed)





