

NAME _____

PLAYER _____

ARTIHACKER

Important skills include **Burglary, Crafts, and Shoot**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a location to the map tied to your motivation. *Does it hold an artifact you long to experiment with? The outcome of a past mistake? Or evidence that your work is worthwhile?*

Location:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Improved Explosive (Shoot):** I may spend a fate point before making a Shoot attack. If I do, I may make a zone attack against every enemy in that zone.
- Jamming Signal (Burglary):** At the start of any scene where I'm present, I may take a free action to use Burglary to create an advantage. If I'm successful, I create the situation aspect **JAMMING SIGNAL** with a free invoke, which can be invoked to block communication to bots, machines, or Replitech.
- Quickbot Gofers (Crafts):** I may create an advantage with Craft to build quick robot assistants; the difficulty of this roll is based on the amount of scrap nearby, but is never less than Fair (+2). If successful, instead of an aspect, I create a number of NPC bots, equal to the shifts of success, that act as a mob. The bots have a unifying high concept, one stress box, and are Average (+1) at one skill of my choice. The bots go away if I create more or at the end of the scene, but I may pay a fate point to retain up to two bots for the next scene.

ARACHNOID

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Poisonous (Fight):** Through a stinger, barb, or permeable membrane I can deliver a paralytic poison. I gain +2 when I use Fight to create a **PARALYZED** aspect using my poisonous appendage. Creatures with alien anatomy (or no anatomy at all) may be immune to these effects.
- Webbing (Shoot):** I can cast webs from my spinnerets. By spending a fate point I can do one of the following: create a Good (+3) obstacle that blocks passage through a doorway or corridor—Gain +3 to use Shoot to create an **ENSNARED** aspect—create a webbed path to a location up to one zone away that I can safely travel on.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

DAREDEVIL

AVIANOID

Important skills include **Drive, Contacts, and Will**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone create a connection between two locations. *What path or history connects them? What physical and social obstacles separate them?*

Connection:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Chaaaarge! (Drive):** Once per scene when riding, if I use Drive to overcome a physical obstacle and move a zone, I may immediately make an attack with Fight.
- Need a Lift?:** Once per scene, when I move one or more zones, I may also move an ally with me.
- Pocket Mount (Will):** I have a mount or riding device that I can summon and unsummon—e.g., dismiss spirits, shrink, or disguise at will. I can use Will as if it were Stealth to hide it away from anyone trying to take it off me.

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Tooth and Claw:** I have vicious claws, teeth or talons, giving me Weapon:2 when I hit with an unarmed attack.
- Wings (Athletics):** I have wings that let me glide through the air. In safe circumstances, I may ignore obstacles that I can simply fly over. When it's dangerous, I gain +2 to Athletics to overcome such obstacles.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

ELEMENTALIST

CYBORG

Important skills include **Craft**, **Shoot**, and **Will**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a location on the starting map where you draw your elemental affinity from. *Must you protect this magical font or does it have its own defenses?* Yes, this means that as you advance, you can control more than one element!

Location and Element:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Element Force (Shoot):** Whenever I succeed with style on a Shoot attack with my element, instead of taking a boost, I may move the target up to three zones away from me.
- Elemental Shaping (Craft):** In places where my element is available, I may use it to create temporary objects. They can be used to attack a target using Craft instead of Shoot
- Resourceful:** Once per roll, if I invoke an aspect related to my element, (e.g., a **POOL OF WATER**), I gain a +3 bonus instead of +2.

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Energy Blast:** *When taking this stunt, choose a skill: Will or Physique.* I can attack targets at rage with energy blasts as though this skill were Shoot. Once per session I can supercharge my blast, gaining +2 on my attack or allowing me to attack all foes in a single zone.
- Modular Body (Crafts):** Once per scene, as an action I may use Crafts to augment my body. Roll to create an advantage against a Fair (+2) difficulty. If successful, I may forgo the usual benefit and instead pick a free stunt from the EZ Stunts list. I can only have one modification at a time.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

INFILTRATOR

Important skills include **Deceive**, **Investigate**, and **Burglary**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add an object to the Starting Map that's tied to your motivation. *Is it an artifact you're trying to recover? Top Secret blueprints? A secret symbol between Underground Ops?*

Object:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Deft Hands (Burglary):** My quick hands also let me parry attacks. I may use Burglary as if it were Athletics to block against Fight attacks (but not Shoot) from all but gigantic foes.
- Quick Eye (Investigate):** Once per scene, I may use Investigate as if it were Notice to defend against surprises or spot quick details.
- Shadow Weaver (Deceive):** I may use Deceive to create magical holograms or disguises for myself and my party. These silent illusions are convincing in low light but not in full light.

DINOSAUROID

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- RAAAAAWR! (Provoke):** My ferocious roar terrifies all. I can spend 1 fate point to use Provoke to attack all characters and creatures in my zone. This attack does not differentiate between friend and foe, and it cannot be used more than once on the same target in a single scene.
- Tail Swipe:** Whenever I am fighting more than one enemy or a mob, I may use my tail to make an additional, unarmed attack against the mob or a second opponent. This extra attack may not use any weapon stunts and inflicts a maximum of two stress on a success.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

POET

Important skills include **Rapport**, **Empathy**, and **Lore**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a Core Community (or an aspect to the current one). *Are you considered a hero there, or a troublemaker?*

Core Community:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Cheer On (Rapport):** When I use Rapport to create an advantage by calling out encouraging words, my teammates gain +3 when invoking the aspect instead of +2.
- Magical Resonance (Lore):** When using Lore to overcome, I gain +2 when recognizing if an object or a sound is magical or of Demiurge origin.
- Read the Room (Empathy):** I gain +2 on Empathy actions to discern the emotional state or general feelings of a group (i.e., a town, a mob).

ENERGY BEING

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Elemental Travel (Stealth):** I can teleport between one site of my elemental affinity to another as part of my normal movement. I gain a boost when I travel through my elements this way.
- Energy Blast:** *When taking this stunt, choose a skill: Will or Physique.* I can attack targets at rage with energy blasts as though this skill were Shoot. Once per session I can supercharge my blast, gaining +2 on my attack or allowing me to attack all foes in a single zone.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

PRINCESS

Important skills include **Contacts**, **Rapport**, and **Resources**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a region (or an aspect to an existing one). *What work have you done to help, and what still must be accomplished?*

Region & Work:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Ambassadors (Rapport):** When an ally and I are working as representatives for an important figure and use Teamwork, we gain +3 (instead of the normal +1) to Rapport when creating an advantage.
- Best that Money Can Buy (Resources):** Once per session, I can pull out an expensive device from my bag and describe how that device (i.e., a taser-glove that helps me fight) helps with an action and skill. I may use Resources as a skill for that action for the rest of the scene.
- The Noble Peerage (Contacts):** I gain +2 to create an advantage with Contacts when dealing with the upper echelons of society.

FUNGOID

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Regeneration (Physique):** I can recover from physical consequences on my own without increased difficulty. I may roll Physique with an additional +2 to do so.
- Spore Cloud (Physique):** I can expel a cloud of blinding spores from my fungoid body. I gain +2 to use Physique to create a **BLINDED** aspect on a defending target. This ability has no effect on creatures whose primary sense isn't vision.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

RANGER

Important skills include **Athletics, Burglary,** and **Notice**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a location to the Starting Map that's tied to your motivation. *Is it a legendary hidden temple? A Wildernexus you defend? A master who has wronged you?*

Location:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Nimble Step (Athletics):** Whenever I use Athletics to defend against an attack and succeed, I may move up to 1 zone.
- Precision Work (Burglary):** I gain +2 to overcome with Burglary when disabling alarms or handling an object without setting off security measures.
- Something's Wrong (Notice):** I gain +2 on Notice actions when spotting something or someone in a Wildernexus or ruin that is not supposed to be there (i.e., a Master's soldier hiding in the bush, an invasive species.)

GLOWBOT

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Laser Proof (Physique):** My chassis is tough and reflective. I may use Physique to defend against laser-based weapons and gain a +1 to the roll. If I defend with style, I may spend the boost to inflict 1 stress on the attacker by bouncing the beam back at them.
- Modular Body (Crafts):** Once per scene, as an action I may use Crafts to augment my body. Roll to create an advantage against a Fair (+2) difficulty. If successful, I may forgo the usual benefit and instead pick a free stunt from the EZ Stunts list. I can only have one modification at a time.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

RUFFIAN

HUMAN

Important skills include **Physique, Fight, and Empathy**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone create or pick a reputation aspect for the party (or create a second one). *Who's responsible for spreading truths/lies about you? Do you care how people see you?*

Reputation:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Plight of Others (Empathy):** If I am on a mission to save or avenge others, once per session, I may use Empathy as if it were Will for an entire scene.
- Submission Hold (Fight):** Whenever I make a successful bare-handed attack and deal physical stress with Fight, I deal one mental stress as well. If an opponent would be taken out this way, treat it as if they conceded instead. This attack is non-lethal.
- Unbridled Strength (Physique):** Once per scene, when I use Physique to overcome a physical obstacle, I gain +2 to Physique, treating a failure as a tie. Treat this result as a create advantage roll to place a **DEBRIS** or similar situation aspect on the scene.

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Curious (Lore):** Because of my inquisitive nature, I get +2 to use Lore when Overcoming obstacles to get Magic Items or Artifacts to work for the first time, even if Lore isn't normally the right skill to use for that effort.
- Reckless:** Once per session, I can automatically create the aspect **A DANGER TO EVERYONE AROUND ME** with two free invokes on it for me, and one free invoke for the GM. The GM may not use theirs until I use at least one of mine. Once all free invokes are used, the aspect is removed.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

RUNEKEEPER

INSECTOID

Important skills include **Investigate**, **Lore**, and **Will**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a ruin to the starting map that you are charged with protecting and repairing. Create a location aspect to represent the tremendous power that emanates from the artifacts within.

Ruin:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Indomitable (Will):** I gain +2 to Will to defend against Provoke attacks related to intimidation and fear.
- Research Team (Investigate):** Whenever an ally and I are using Teamwork to overcome or create an advantage to search for info or clues, we gain +3 to Investigate (instead of the normal +1).
- Rune of Protection:** I can spend one Fate Point to give myself or a companion Armor:1 against physical attacks till the end of the scene.

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

- 2** Mild:
- 4** Moderate:
- 6** Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Compound Eyes:** Because my eyes have multiple lenses and can process more information at once I can respond faster to movement around me. When a conflict begins, so long as I can see my foes, I gain a +2 to any defend roll I make before the first round of action ends.
- Hive Mind:** I am psychically linked to others of my bioform. Once per scene, I may increase the rating of one of my Mediocre (+0) skills for a single roll. Pick one: raise it to Fair (+2) or my Contact rating, whichever is higher.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

SCOUNDREL

Important skills include **Stealth, Notice, and Fight**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone pick or add a Master to the map who is your mortal enemy. *What lengths would you go to stop them? How do they see you (if they even know you exist)?*

Mortal Enemy:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Ambush (Fight):** If I started a round with a **HIDDEN** aspect, I get an extra free invoke on that aspect when I Shoot or Fight this turn, provided I remove it (i.e., I leap from cover to attack)
- Shadow Spies (Stealth):** I can summon shadow helpers (such as elementals, nanobots, or trained roborats) to be my eyes and ears. I can use Stealth as if it were Investigate to discover or create aspects in any not brightly lit location.
- That'll Come in Handy (Notice):** When I use Notice to discover or create a scene aspect involving something that can be used as an improvised weapon—e.g., **DECORATIVE SWORDS ON THE WALL, BRANCHES ON THE GROUND, HEAVY BARSTOOLS**—it gains an extra free invoke.

MUTABEAST

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Lasers and Feelings:** Uplifted by Demiurge tech, I've learned to balance my emotional instincts with rational thought. Once per session I can demand attention, temporarily pausing a charged situation (even mid-combat) long enough to try to convince everyone who can hear me to stop what they are doing and try to talk it out one more time. During a conflict, this does not count as taking my turn and can happen at any time.
- Unbridled Strength (Physique):** Once per scene, when I use Physique to overcome a physical obstacle, I gain +2 to Physique, treating a failure as a tie. Treat this result as a create advantage roll to place a **DEBRIS** or similar situation aspect on the scene.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

SHARPSHOOTER

MUTANT

Important skills include **Shoot**, **Stealth**, and **Notice**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a rival NPC. *One of you is obsessed with proving you're the best, and one of you just wants peace. You pick which one is which.*

Rival:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Save Your Skin (Stealth):** Once per conflict, I can use Stealth to Defend against an attack and hide at the same time (Foes need to exceed my stealth roll to find me).
- Trick Arrows (Shoot):** I may use Shoot as if it were Crafts to create trick arrows aspects, which represent specialized arrows I make on the spot or that I crafted earlier. Trick arrows created this way may have many functions (e.g., net arrow, flash arrow, data arrow) but can only be used to overcome or create an advantage.
- Weak Spot (Notice):** I may create an advantage with Notice to place an **AIMED SHOT** aspect on an opponent. If I succeed, my attack ignores all Armor Rating whenever I invoke that aspect, in addition to getting the normal invoke bonus.

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Extra Senses (Notice):** My unusual senses grant me +2 to overcome using Notice when searching for hidden persons and other creatures.
- Telekinesis (Will):** I can move things with my mind, using Will instead of Physique to lift or move objects that are up to one zone away.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

SUMMONER

Important skills include **Contacts, Lore, and Provoke**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a Face NPC to the Starting Map that's tied to you. *Are they a mortal, or a spirit? Friend or foe?*

NPC:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Mocking Imps (Provoke):** I can summon near-invisible spirits that mock and pester. I can create advantages with Provoke to spook and irritate a nearby target without any clear sign pointing to me.
- Secret Signals (Contacts):** I can use Contacts to send messages through spirits instantly to and from other sorcerers and my teammates. In addition, once per session I can give the recipient a Boost in the form of spirit guardians to aid them.
- Spell of Binding (Lore):** When I use Lore to create a magical trap, the first roll each round to overcome it has the opposition increased by +2.

NECROID

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Old as Dirt (Lore):** I've been *not-quite* alive for ages. I gain +2 to Lore when Overcoming obstacles to remember ancient lore, lost languages, or forgotten myths.
- Tough as Bones:** My mild consequence box may absorb up to four points of physical stress like a moderate consequence box does. If I use it in this way, it must be healed in the same manner as a moderate consequence box.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

VETERAN

OOZE

Important skills include **Investigate**, **Shoot**, and **Rapport**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone add a Base aspect to the Starting Map. *Why is this a place you feel safe? What resources & connections do you have there?*

Base Aspect:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Dead to Rights (Shoot):** When I threaten someone with a loaded weapon, I can intimidate them, using Shoot as if it were Provoke when creating an advantage.
- Let's Make a Deal (Rapport):** I gain +2 to Rapport when trying to get information or help from someone by honestly offering something they want in exchange for their cooperation.
- Modus Operandi (Investigate):** When analyzing a person's workplace or plans, even if the subject is not present, I may use Investigate as if it were Empathy to create an advantage or overcome.

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Slip through the Cracks:** My body is gelatinous, so I gain +2 when escaping bonds, grappling, or being grappled by a foe. I may also ignore obstacles that I can squeeze through or past, if I have enough time (it's slow!).
- Unknowable Anatomy:** I have a mutagenic body that can become temporarily immune to harm of various forms. Once per session, I can declare myself invulnerable to a particular attack and automatically succeed with style on a Defend action against that specific attack.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

WARRIOR

Important skills include **Fight, Athletics, and Notice**

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

During character creation and at each major milestone pick or add a Master to the map. *How did you scar them? What forces have they marshalled to hunt you down?*

Master:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

- Been There, Wrestled That (Fight):** Once per scene when in combat with dangerous flora or fauna, I may use Fight to create an advantage by discovering or creating an aspect about a weakness that foe has; the aspect gains an extra free invoke.
- Friendly Foot Race (Athletics):** When using Athletics, I gain +2 to overcome when racing or navigating obstacles. Once per session, I can grant this bonus to an ally as well.
- Look Out! (Notice):** Once per session, if an ally near me is hurt by an ambush, projectile or a trap, they may reduce the stress equal to my Notice rating.

SHAPESHIFTER

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

- Mimic (Deceive):** I may morph my features to match another humanoid's. Once per session, I may pick a specific person I have touched. When creating advantages with Deceive to disguise myself as that person, I gain an additional free invoke on that aspect, even on a failure.
- Slip through the Cracks:** My body is gelatinous, so I gain +2 when escaping bonds, grappling, or being grappled by a foe. I may also ignore obstacles that I can squeeze through or past, if I have enough time (it's slow!).

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

WEREBEAST

Important skills include

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

IMPACT

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

BIOFORM STUNTS

Pick one stunt from your bioform.

- Danger Instincts:** I may always roll to defend against a threat, even one I don't see coming. Once per scene, when I would otherwise fail a roll to defend, I may increase my roll by +2.
- Tooth and Claw:** I have vicious claws, teeth or talons, giving me Weapon:2 when I hit with an unarmed attack.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).

NAME _____

PLAYER _____

Important skills include

ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

IMPACT

STUNTS

ARCHETYPE STUNTS

Pick one stunt from your archetype.

SKILLS

_____ ATHLETICS	_____ LORE
_____ BURGLARY	_____ NOTICE
_____ CONTACTS	_____ PHYSIQUE
_____ CRAFTS	_____ PROVOKE
_____ DECEIVE	_____ RAPPORT
_____ DRIVE	_____ RESOURCES
_____ EMPATHY	_____ SHOOT
_____ FIGHT	_____ STEALTH
_____ INVESTIGATE	_____ WILL

FATE POINTS

Starting refresh is 3.

Refresh:

STRESS

Physical

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Mental

1 1 1 1 1 1

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

BIOFORM STUNTS

Pick one stunt from your bioform.

BANNER STUNTS

Pick one stunt from your banner (Dignitary, Rebel, Pathfinder, or Archaeonaut).