

Crestfallen

Player Name:
Physical Description:

Character Name:

Calamity

Group

High Concept

Trouble

Race

Freeform

Freeform

STUNTS

Physical Stress

1	2	3	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Mental Stress

1	2	3	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Consequences

2	Mild
2	Mild
4	Moderate
6	Severe

SKILLS

Superb (+5)

Great (+4)

Good (+3)

Fair (+2)

Average (+1)

REFRESH

Crestfallen

NOTES:

Event-Based Compel:

You have __ Aspect and are in __ situation, so it makes sense that, unfortunately, __ would happen to you. Damn your luck.

Decision-Based Compel:

You have __ Aspect in __ situation, so it makes sense that you'd decide to __. This goes wrong when __ happens.

Designing your own Stunts

Firstly envision what you want the stunt to do, then model it with the rules.

- Gain a +2 bonus to [Action] using [Skill] whenever _____.
- Gain a +1 bonus to [Action] and a +1 bonus to [Action] using [Skill] whenever _____.
- [Skill] gains [Action] which it didn't previously have, but only when _____.
- Use [Skill] instead of [Skill] to _____ whenever _____.
- When you Succeed with Style on an [Action] to _____, you can immediately create a new Situation Aspect with a free Invoke instead of just a Boost.
- When you successfully Create an Advantage with [Skill] to _____, gain an extra free Invocation.
- Twice per session, you may take a Boost representing _____.
- Twice per session, you may upgrade a Boost you receive with [Skill] into a full Situation Aspect with a free Invocation.
- Whenever you _____, you can spend a Fate Point to declare that _____ and then create a Situation Aspect to represent it.
- When [trigger event] happens, perform an [Action] with [skill]. If you succeed, _____.
- When you succeed with [Action] when using [Skill], add an extra two shifts of success to the result because _____.
- When your opponent succeeds with [Action] when using [Skill], reduce their shifts of success by two, because _____.

The Four Skill Actions:

Overcome Create Advantage Attack Defend