FATE CORE SYSTEM — Game Creation Worksheet

Game Name

Setting/Scale

ISSUES

Current Issues

Impending Issues

FACES AND PLACES

Name	Name	Name
Issue / Aspect	Issue / Aspect	Issue / Aspect

Name	Name	Name
Issue / Aspect	Issue / Aspect	Issue / Aspect

DIALS

Number of aspects	5
Number of phases	3
Skill cap	Great (+4)
Skill pyramid or columns	Pyramid
Number of columns	NA
Refresh rate	3
Number of initial stunts	3
Types of stress tracks	Physical and mental
Default number of stress boxes	2
Default consequence slots	2/4/6

SKILLS

STUNTS AND EXTRAS