

# BASE RAIDERS

Player

Character

FATE Points

Archetype

Background

## ASPECTS

Archetype	
Background	
Conviction	
Complication	
Free	
Free	
Free	
Free	

Base Refresh

Power Refresh

Gift Refresh

Adjusted Refresh

Minor Consequences


Moderate Consequences


Severe Consequences


### Gifts

### Stress Track

Health Stress										
Health Armor										
Composure Stress										
Composure Armor										
Reputation Stress										
Reputation Armor										

### Great Skills (+4)

### Good Skills (+3)

### Fair Skills (+2)

### Average Skills (+1)

### Unique and Strange Skills

# The Five Questions



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