

FX's  
**Fateless Masses Sheet for NPC's**  
**Instructions**  
for Fate Core  
V1.0

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## How to Use the Fateless Masses Sheet for NPC's

This is primarily meant to record Faceless and Supporting NPC's, but is also flexible enough to be used to record Main NPC's as you go too. For almost all Faceless and Supporting NPC's you will use only one side (*either the left or the right*) for a given NPC or group of NPC's. For Main NPC's you will most likely use both sides.

[Fateless Masses Sheet \(6x1\)](#) (may require a level of neat or small handwriting )

[Fateless Masses Sheet \(4x1\)](#) (there is a little more room in landscape)

**Type:** Take a pencil or pen and trace over the letter of the NPC type so it stands out:

<b>F</b>	Faceless	<b>A</b>	Average
<b>S</b>	Supporting	<b>F</b>	Fair
<b>M</b>	Main	<b>G</b>	Good

The rest of the fields:

<b>Name</b>	name or just descriptor of the NPC
<b>Aspects</b>	list their aspects
<b>num/gp</b>	<b>#:</b> -- +1 +2 +3 +4 +5 <b>gp:</b> ____  Circle the number of NPC's in the group based on what their modifier is when they are using <b>Teamwork</b> . You can mark each one off as they are eliminated so you know what the current modifier is. The first NPC in a group is an underline since the first one does not contribute to the additional Teamwork modifier, but provides the base skill.  gp: write in the group number as in gp 2 (of 4)
<b>Skills</b>	list their skills: __+1__ __ Lore (for accounting)__
<b>Stunts</b>	list their stunts, if any - mostly for Supporting and Main NPC's
<b>Stress</b>	trace the numbers that they have so they stand out and you mark them out as needed during combat. Alternatively you may circle them and then mark them out as needed.

## Faceless NPC's Examples

Type	F S M	A F G	F S M	A F G
<b>Name</b>	Angry Accountants		Street Thugs	
<b>Aspects</b>	Passive Agressive		Street Wise	
	Sharp Eyed		Loyal to the Don	
<b>Skills</b>	#: -- +1 +2 +3 +4 +5 gp: ____ +1 Lore (for accounting)		#: -- +1 +2 +3 +4 +5 gp: 2 +2 Fight +1 Athletics, Physique	
<b>Stunts</b>				
<b>Stress</b>	P: 1 2 3 4 M: 1 2 3 4		P: 1 2 3 4 M: 1 2 3 4	

## Supporting NPC's

Type	F S M	A F G	F S M	A F G
<b>Name</b>	Old Finn, Landon's Mentor		Teran the Swift, Thief Extraordinaire	
<b>Aspects</b>	Retired Vinfield Militia Captain		Cutpurse and Scoundre	
	Landon's Mentor		I just can't help myself	
<b>Skills</b>	#: -- +1 +2 +3 +4 +5 gp: ____ +4 Shoot +3 Fight +2 Will +1 Athletics		#: -- +1 +2 +3 +4 +5 gp: ____ +5 Burglary +4 Stealth +3 Lore +2 Fight +1 Physique	
<b>Stunts</b>	<b>Battlefield Expert</b> use Fight to create advantages in large-scale tactical situations		<b>Inside Man:</b> +2 indoor, urban stealth	
<b>Stress</b>	P: 1 2 3 4 M: 1 2 3 4		P: 1 2 3 4 M: 1 2 3 4	



## Main NPC's

It is a bit crowded for a Main NPC, but it can get you started. =)

Type	F S M A F G	F S M A F G
<b>Name</b>	Smuggler Queen of the Sindal Reach	"Zird, why won't you die"
<b>Aspects</b>	A mostly Loyal Crew Remorse is for the weak	My ship, the Death Dealer I've got the law in my pocket
<b>Skills</b>	#. -- +1 +2 +3 +4 +5 gp: +6 Deceive, Fight +5 Shoot, Burglary +4 Resources, Will +3 Contacts, Notice	#. -- +1 +2 +3 +4 +5 gp: +2 Crafts, Stealth +1 Lore, Physique * Succ w/st on defense, may choose 2 pt hit instead of boot * +2 Deceive to Create Advantage Fight
<b>Stunts</b>	* Deceive instead of empathy to Create Advantage in social	
<b>Stress</b>	P: 1 2 3 4 M: 1 2 3 4	P: 1 2 3 4 M: 1 2 3 4