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.

<u>Fateless Masses Sheet (6x1)</u> (may require a level of neat or small handwriting) <u>Fateless Masses Sheet (4x1)</u> (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:

F	Faceless	Α	Average
S	Supporting	F	Fair
M	Main	G	Good

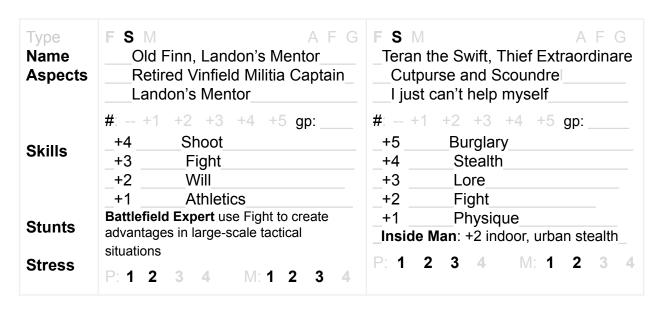
The rest of the fields:

Name	name or just descriptor of the NPC	
Aspects	list their aspects	
num/gp	# +1 +2 +3 +4 +5 gp:	
	Circle the number of NPC's in the group based on what their modifier is when they are using Teamwork . 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)	
Skills	list their skills: _+1Lore (for accounting)	
Stunts	list their stunts, if any - mostly for Supporting and Main NPC's	
Stress	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 Name Aspects	F S M A F G Angry Accountants Passive Agressive Sharp Eyed	F S M A F G Street Thugs Street Wise Loyal to the Don		
Skills	#: +1 +2 +3 +4 +5 gp: _+1Lore (for accounting)	#: +1 +2 +3 +4 +5 gp:2 _+2 Fight _+1 Athletics, Physique		
Stunts Stress	P: 1 2 3 4 M: 1 2 3 4	P: 1 2 3 4 M: 1 2 3 4		

Supporting NPC's



Main NPC's

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

Type Name Aspects	F S M A F G Smuggler Queen of the Sindal Reach _A mostly Loyal CrewRemorse is for the weak	F S M A F G _"Zird, why won't you die" My ship, the Death Dealer I've got the law in my pocket
Skills	#: +1 +2 +3 +4 +5 gp: _+6	#: +1 +2 +3 +4 +5 gp: _+2
Stunts	* Deceive instead of empathy to Create Advantage in social	* +2 Deceive to Create Advantage Fight
Stress	P: 1 2 3 4 M: 1 2 3 4	P: 1 2 3 4 M: 1 2 3 4