

(FATE LITE) NAME _____

ASPECTS _____ SKILLS *Do Anything 1*

Each character starts with:

- 5 Aspects (what your character is)
- The Do Anything 1 skill (skills are what your character does)
- 5 Fate Points (who your character is can affect what they do)

(FATE LITE)

Conflict is narrative: the winner gets to narrate the outcome (subject to GM moderation). **Say what you do and roll a number of d6s equal to the skill used.** If the sum of your roll is higher than the opposing roll (either the GM or another player), the thing you wanted to happen, happens.

If you roll all sixes on your roll, you can add a new skill to your sheet at one level higher than the one you used for the action. The skill must be a subset of what happened to you in the action (Say, Athletics 2 if you were climbing a wall, or Teeth of Biting 2 if you were eating a cake).

Spend a Fate Point before a roll to invoke an Aspect - this gives you an extra 6 on the roll, if it makes narrative sense.

The GM can also compel your aspects - you get a Fate Point but the GM takes narrative control of your character momentarily, if it makes narrative sense.

For example, the Defender of the Small aspect can be invoked for an extra 6 when protecting your character's kid brother from a bully, and can be compelled to cause your character to defend him instead of flirting with a crush.

(FATE LITE) NAME _____

ASPECTS _____ SKILLS *Do Anything 1*

Each character starts with:

- 5 Aspects (what your character is)
- The Do Anything 1 skill (skills are what your character does)
- 5 Fate Points (who your character is can affect what they do)

(FATE LITE)

Conflict is narrative: the winner gets to narrate the outcome (subject to GM moderation). **Say what you do and roll a number of d6s equal to the skill used.** If the sum of your roll is higher than the opposing roll (either the GM or another player), the thing you wanted to happen, happens.

If you roll all sixes on your roll, you can add a new skill to your sheet at one level higher than the one you used for the action. The skill must be a subset of what happened to you in the action (Say, Athletics 2 if you were climbing a wall, or Teeth of Biting 2 if you were eating a cake).

Spend a Fate Point before a roll to invoke an Aspect - this gives you an extra 6 on the roll, if it makes narrative sense.

The GM can also compel your aspects - you get a Fate Point but the GM takes narrative control of your character momentarily, if it makes narrative sense.

For example, the Defender of the Small aspect can be invoked for an extra 6 when protecting your character's kid brother from a bully, and can be compelled to cause your character to defend him instead of flirting with a crush.

(FATE LITE) NAME _____

ASPECTS _____ SKILLS *Do Anything 1*

Each character starts with:

- 5 Aspects (what your character is)
- The Do Anything 1 skill (skills are what your character does)
- 5 Fate Points (who your character is can affect what they do)

(FATE LITE)

Conflict is narrative: the winner gets to narrate the outcome (subject to GM moderation). **Say what you do and roll a number of d6s equal to the skill used.** If the sum of your roll is higher than the opposing roll (either the GM or another player), the thing you wanted to happen, happens.

If you roll all sixes on your roll, you can add a new skill to your sheet at one level higher than the one you used for the action. The skill must be a subset of what happened to you in the action (Say, Athletics 2 if you were climbing a wall, or Teeth of Biting 2 if you were eating a cake).

Spend a Fate Point before a roll to invoke an Aspect - this gives you an extra 6 on the roll, if it makes narrative sense.

The GM can also compel your aspects - you get a Fate Point but the GM takes narrative control of your character momentarily, if it makes narrative sense.

For example, the Defender of the Small aspect can be invoked for an extra 6 when protecting your character's kid brother from a bully, and can be compelled to cause your character to defend him instead of flirting with a crush.

(FATE LITE) NAME _____

ASPECTS _____ SKILLS *Do Anything 1*

Each character starts with:

- 5 Aspects (what your character is)
- The Do Anything 1 skill (skills are what your character does)
- 5 Fate Points (who your character is can affect what they do)

(FATE LITE)

Conflict is narrative: the winner gets to narrate the outcome (subject to GM moderation). **Say what you do and roll a number of d6s equal to the skill used.** If the sum of your roll is higher than the opposing roll (either the GM or another player), the thing you wanted to happen, happens.

If you roll all sixes on your roll, you can add a new skill to your sheet at one level higher than the one you used for the action. The skill must be a subset of what happened to you in the action (Say, Athletics 2 if you were climbing a wall, or Teeth of Biting 2 if you were eating a cake).

Spend a Fate Point before a roll to invoke an Aspect - this gives you an extra 6 on the roll, if it makes narrative sense.

The GM can also compel your aspects - you get a Fate Point but the GM takes narrative control of your character momentarily, if it makes narrative sense.

For example, the Defender of the Small aspect can be invoked for an extra 6 when protecting your character's kid brother from a bully, and can be compelled to cause your character to defend him instead of flirting with a crush.

(FATE LITE) NAME _____

ASPECTS _____ SKILLS *Do Anything 1*

Each character starts with:

- 5 Aspects (what your character is)
- The Do Anything 1 skill (skills are what your character does)
- 5 Fate Points (who your character is can affect what they do)

(FATE LITE)

Conflict is narrative: the winner gets to narrate the outcome (subject to GM moderation). **Say what you do and roll a number of d6s equal to the skill used.** If the sum of your roll is higher than the opposing roll (either the GM or another player), the thing you wanted to happen, happens.

If you roll all sixes on your roll, you can add a new skill to your sheet at one level higher than the one you used for the action. The skill must be a subset of what happened to you in the action (Say, Athletics 2 if you were climbing a wall, or Teeth of Biting 2 if you were eating a cake).

Spend a Fate Point before a roll to invoke an Aspect - this gives you an extra 6 on the roll, if it makes narrative sense.

The GM can also compel your aspects - you get a Fate Point but the GM takes narrative control of your character momentarily, if it makes narrative sense.

For example, the Defender of the Small aspect can be invoked for an extra 6 when protecting your character's kid brother from a bully, and can be compelled to cause your character to defend him instead of flirting with a crush.