



# Game Creation Worksheet

Game Name

Setting/Scale

## ISSUES

Current Issues

Impending Issues

## FACES AND PLACES

Name
Issue / Aspect

Name
Issue / Aspect

Name
Issue / Aspect

Name
Issue / Aspect

Name
Issue / Aspect

Name
Issue / Aspect

## DIALS

## SKILLS

Number of aspects

Number of phases

Skill cap

Skill pyramid or columns

Number of columns

Refresh rate

Number of initial stunts

Types of stress tracks

Default number of stress boxes

Default consequence slots


## STUNTS AND EXTRAS