

TEAM NAME Skeleton Crew

CHARACTER NAME Abby Normal



Aspects

Aspects are phrases that describe some significant detail about a character. They are the reasons why your character matters.

Aspects can cover a wide range of elements, such as personality or descriptive traits, beliefs, relationships, issues and problems, or anything else that helps us invest in the character as a person, rather than just a collection of stats.

HIGH CONCEPT: Scholar of the Unknown

TROUBLE: Burning Curiosity

ASPECT: (Book) Lover, Not a Fighter

ASPECT: Possessor of the Necronomnomnomicon (See Extra)

ASPECT:

Stunts

Stunts are special tricks that your character knows that allow you to get an extra benefit out of a skill or alter some other game rule to work in your favor.

Stunts are like special moves in a video game, letting you do something unique or distinctive compared to other characters. Two characters can have the same rating in a skill, but their stunts might give them vastly different benefits.

Historian - Abby gains +2 to any Mythos rolls when dealing with historical, non-mythical objects and stories.
The Power of Deduction. Once per scene you can spend a fate point (and a few minutes of observation) to make a special Investigate roll representing your potent deductive faculties. For each shift you make on this roll you discover or create an aspect, on either the scene or the target of your observations, though you may only invoke one of them for free.
Magic By the Book -(See Extra)

Extras

Extras are the powers, gear, vehicles, organizations, and locations your group may want to have some rules for (if aspects, skills, and stunts don't quite cover them on their own).

Magic By the Book: If she has the Necronomnomnomicon, you may use Mythos to Create an Advantage by turning to a section of the book and brushing up on it (ex. Monster Anatomy, Ice Magic, Magic Missile, Illusions, etc.) If she successfully creates a Boost or Aspect*, in a future turn, she may in invoke the boost/aspect in order cast spells of that type for the rest of the scene. Any spells she attempts use Mythos for any rolls (Note: the boost or invoke does not give you +2 as well). Alternatively, instead of spending time to Create an Aspect, she can spend a Fate point to immediately use any type of magic for the rest of the scene- this represents Abby having pre-read the section last night. She can only have one spell aspect at a time.
Magic Aspect: Teensy Chance of Insanity

REFRESH

3

Refresh is the number of fate points you get at the start of every game session to spend for your character. Your total resets to this number unless you had more fate points at the end of the last session.

Stress

PHYSICAL ① ② ③ ④

MENTAL ① ② ③ ④

Skills

- Great (+4)** Mythos
- Good (+3)** Fabricate
Investigate
- Fair (+2)** Will
Notice
Science
- Average (+1)** Pick 4

TEAM MOTIVATION
Monster Slayers

TEAM DYNAMIC

CHARACTER NAME

Skills

RANK	Skill Name	Description	Overcome	Create Advantage	Attack	Defend
	Athletics	Jumping, running, swimming, climbing, etc.	👊	⚙️	👉	🛡️
	Burglary	Stealing things and getting into off-limits locations	👊	⚙️	👉	🛡️
	Contacts	Knowing and making connections with people	👊	⚙️	👉	🛡️
	Engineering	Working with machinery	👊	⚙️	👉	🛡️
	Deceive	Lying and misdirecting people	👊	⚙️	👉	🛡️
	Drive	Operating vehicles	👊	⚙️	👉	🛡️
	Empathy	Ability to read a person	👊	⚙️	👉	🛡️
	Fight	Close-quarters combat	👊	⚙️	👉	🛡️
+3	Investigate	Used to find things out. Uncover facts or information.	👊	⚙️	👉	🛡️
+4	Mythos Arcane	Knowledge and education. Flesh out information.	👊	⚙️	👉	🛡️
+2	Notice	Powers of observation	👊	⚙️	👉	🛡️
	Physique	Raw strength & endurance. Gives add'l physical tracks.	👊	⚙️	👉	🛡️
	Intimidation	Getting a negative emotional response.	👊	⚙️	👉	🛡️
	Rapport	Eliciting positive emotions.	👊	⚙️	👉	🛡️
	Resources	Bus fare.	👊	⚙️	👉	🛡️
	Shoot	Ranged weaponry.	👊	⚙️	👉	🛡️
	Stealth	Avoid detection.	👊	⚙️	👉	🛡️
+2	Will	Mental fortitude. Grants add'l mental stress tracks.	👊	⚙️	👉	🛡️
+3	Fabricate	Traditional arts—fine art, blacksmithing, enchantments	👊	⚙️	👉	🛡️
	Wilderness	Surviving in the wild, animal handling	👊	⚙️	👉	🛡️
+2	Science!	Hard sciences and social sciences	👊	⚙️	👉	🛡️
	Sixth Sense	Noticing and analyzing magic and paranormal energy	👊	⚙️	👉	🛡️

Legend

- 👊 **Overcome**
- ⚙️ **Create Advantage**
- 👉 **Attack**
- 🛡️ **Defend**

Assigning Skills

When assigning ranks remember the skill pyramid—you get one skill at the highest rank (usually +4), then two at the next rank (+3), and so forth.

Superb +5					
Great +4	+4				
Good +3	+3	+3			
Fair +2	+2	+2	+2		
Average +1	+1	+1	+1	+1	

Abby is the head librarian at Hubris U—a mean feat, as she's never even graduated yet. After memorizing numerous shelves of ancient reference at her own library, she traveled to far off libraries and then memorized THEIR ancient texts. What she makes up for in knowledge and scholarly curiosity, she lacks in social experience.

