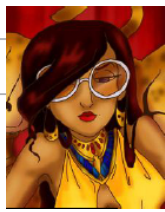




TEAM NAME Skeleton Crew

CHARACTER NAME Princess Amonanda



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: Mummy Princess Sorceress

TROUBLE: Spoiled Brat

ASPECT: Highly Flammable

ASPECT: Vengeful Witch

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.

Spell Tracker - You gain +2 to Sixth Sense rolls when detecting magical spells and enchantments.

Curse of Seker - You may use Mythos to Create an Advantage to weaken your opponents mentally & physically. (Ex. *Nausea*, *Shadow of Doubt*, *Drained*.) If you succeed with style, you may cause a Minor Consequence instead of an aspect.

Plagues of Egypt -(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).

Plagues of Egypt - You may use Fabricate to Create Advantages based on any negative, ancient plague (ex. darkness, frogs, blood, boils) or anything from Egyptian nature (ex. sand, crocodiles, scarabs.) These may work like normal aspects, or may be Plague Aspect / Boost: A Plague/ Boost aspect, when invoked, deducts -2 to an opponent's roll, or causes a Fair (+2) Obstacle for a task (ex. moving about a frog-covered floor). The Plague aspect lasts until the end of the scene, until you are taken out, or until you conjure another plague.

Magic Aspect: Bloodthirsty & Wild

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
 - Shoot (Acid)
- Fair (+2) Will
 - Resources
 - Sixth Sense
- Average (+1) Pick 4

TEAM MOTIVATION
Monster Slayers

TEAM DYNAMIC

CHARACTER NAME

Skills

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

Legend

- [Hand] **Overcome**
- [Cross] **Create Advantage**
- [Shield] **Attack**
- [Shield] **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	

An Egyptian Princess from the dawn of civilization, Princess Amonanda's soul (Ba) has spent the last few thousand years floating around the Earth, picking up facts, languages, and prime time television. As a sorceress, she can cloak herself in a glamour, making her look like a bronzed beauty pageant girl.

