



TEAM NAME Skeleton Crew

CHARACTER NAME Bulldawg



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: Gangsta Werewolf

TROUBLE: You Wouldn't Like Me When I'm Angry

ASPECT: Horn Dog

ASPECT: Nosey

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.

- Scooby Sense** - You may use Wilderness instead of Notice when detecting where an enemy is located.
- Dodgy** - You gain +2 to Athletics when Overcoming obstacles when moving between zones.
- Savage Bite** - Once per scene, you may use Wilderness to Attack. If this attack is against an animal, gain an additional +1 to the roll.
- Transform** (See Extras)

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).

Transform -Switch from Human Skills to Wolf skills. This normally takes an Action, but you may pay a Fate Point to change instantly. Alternatively, a GM may compel you to change by invoking an appropriate aspect (ex. "You Wouldn't Like Me When I'm Angry")

REFRESH

2

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

Human Skills

Great (+4) Burglary*

Good (+3) Investigate*

Athletics

Fair (+2) Wilderness*

Stealth

Deceive

Average (+1) Fighting*

Pick 3

Wolf Skills

Great (+4) Wilderness*

Good (+3) Fighting*

Athletics

Fair (+2) Burglary*

Stealth

Deceive

Average (+1) Investigate*

Pick 3

TEAM MOTIVATION

Monster Slayers

TEAM DYNAMIC

CHARACTER NAME

H/W	Skills	
RANK		
+3	Athletics Jumping, running, swimming, climbing, etc.	
+4/+2	Burglary Stealing things and getting into off-limits locations	
	Contacts Knowing and making connections with people	
	Engineering Working with machinery	
+2	Deceive Lying and misdirecting people	
	Drive Operating vehicles	
	Empathy Ability to read a person	
+1/+3	Fight Close-quarters combat	
+3/+1	Investigate Used to find things out. Uncover facts or information.	
	Mythos Arcane Knowledge and education. Flesh out information.	
	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.	
+2	Stealth Avoid detection.	
	Will Mental fortitude. Grants add'l mental stress tracks.	
	Fabricate Traditional arts—fine art, blacksmithing, enchantments	
+2/+4	Wilderness Surviving in the wild, animal handling	
	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	

Bulldawg thinks he's pretty fly for a white guy, but in fact he's just a bit obnoxious. In addition to being a hip-hop fanatic and would-be ladies man, Bulldawg is also a werewolf. As a wolf, he stands about waist-high to a normal human, and isn't much taller in human form.

