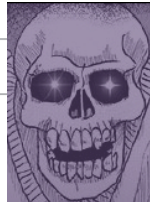


TEAM NAME Skeleton Crew

CHARACTER NAME Caomh Culainn



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: Celtic Wight Berserker

TROUBLE: A Few Millennium Out of Touch

ASPECT: 'Enough talk, SMASH!

ASPECT: Boudica, Iron-Age Axe* (tied to Stunts)

ASPECT: Warrior's Code

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.

Boudica, Soul Renderer - If you are wielding Boudica, you are able to Intimidate ghosts, zombies, and other undead creatures that are immune to fear.
Berserker Blade - If you make a successful Attack with **Boudica**, it deals +1 Stress. (This does not affect your roll, nor does it help when defending).
Wild Fighter - Caomh may use Wilderness instead of Notice to determine combat order

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).

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) Fight

Good (+3) Physique
Intimidation

Fair (+2) Wilderness
Mythos
Athletics

Average (+1) Pick 4

TEAM MOTIVATION

Monster Slayers

TEAM DYNAMIC

CHARACTER NAME

Skills

RANK	Skill Name	Description	Overcome	Create Advantage	Attack	Defend
+2	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	👊	⊕	👉	🛡️
+4	Fight	Close-quarters combat	👊	⊕	👉	🛡️
	Investigate	Used to find things out. Uncover facts or information.	👊	⊕	👉	🛡️
+2	Mythos Arcane	Knowledge and education. Flesh out information.	👊	⊕	👉	🛡️
	Notice	Powers of observation	👊	⊕	👉	🛡️
+3	Physique	Raw strength & endurance. Gives add'l physical tracks.	👊	⊕	👉	🛡️
+3	Intimidation	Getting a negative emotional response.	👊	⊕	👉	🛡️
	Rapport	Eliciting positive emotions.	👊	⊕	👉	🛡️
	Resources	Bus fare.	👊	⊕	👉	🛡️
	Shoot	Ranged weaponry.	👊	⊕	👉	🛡️
	Stealth	Avoid detection.	👊	⊕	👉	🛡️
	Will	Mental fortitude. Grants add'l mental stress tracks.	👊	⊕	👉	🛡️
	Fabricate	Traditional arts—fine art, blacksmithing, enchantments	👊	⊕	👉	🛡️
+2	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	

Culainn was a bodyguard who fought and died alongside his Celtic king over two-thousand years ago. Caomh's body was laced with spells and buried in his lord's tomb, in order guard him in this world and the next. Caomh woke up six months ago, only to find that his king's remains were gone, and his mission at an end. He finds this new world a confusing one, solves most problems with his bronze axe, and speaks like a character out of Macbeth. As a wight, he appears to be nothing more than a walking skeleton clad in armor.

