

TEAM NAME **Skeleton Crew**

CHARACTER NAME **Doc Turnell**



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: **Retired Mad Scientist**

TROUBLE: **What are these "ethics" you keep talking about?**

ASPECT: **Narcoleptic**

ASPECT: **Can We Improve It**

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.

Universal Gadget - The Multifunction Widgetdoodle - Can take the role of any tool you want. Also, once per adventure, you can have it do any single, one-use trick (ex. unlock a door, create a smokescreen, launch a bola, etc.)

"Magic Is Just 'Science' To Dumb People" - If you have the Widget, you can use Science skill to make Sixth Sense tests.

Did Someone Say Explosives?! - See Below

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).

Did Someone Say Explosives?! - You may hurl an explosive against any target up to 2 zones away. Roll a Shooting attack- it's multiplied against all characters in the same zone (friend or foe.) Dodge with Athletics. You may only use this once a scene. Alternatively, you may use Create an Aspect to build more explosives (from materials around, or your Resources.) Every time you invoke an explosives aspect or boost, you may make an Explosive attack; an invoked explosive will not grant +2.

Explosives Aspect: Collateral Damage

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) Science

Good (+3) Engineering

Shooting (Ray Gun)

Fair (+2) Resources

Investigation

Will

Average (+1) Pick 4

TEAM MOTIVATION

Monster Slayers

TEAM DYNAMIC

CHARACTER NAME

Skills

RANK	Skill Name	Description	Icons
	Athletics	Jumping, running, swimming, climbing, etc.	
	Burglary	Stealing things and getting into off-limits locations	
	Contacts	Knowing and making connections with people	
+3	Engineering	Working with machinery	
	Deceive	Lying and misdirecting people	
	Drive	Operating vehicles	
	Empathy	Ability to read a person	
	Fight	Close-quarters combat	
+2	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.	
+2	Resources	Bus fare.; Rare Materials & Tools	
+3	Shoot	Ranged weaponry.	
	Stealth	Avoid detection.	
+2	Will	Mental fortitude. Grants add'l mental stress tracks.	
	Fabricate	Traditional arts—fine art, blacksmithing, enchantments	
	Wilderness	Surviving in the wild, animal handling	
+4	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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Great +4	+4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Good +3	+3	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fair +2	+2	+2	+2	<input type="checkbox"/>	<input type="checkbox"/>
Average +1	+1	+1	+1	+1	<input type="checkbox"/>

After a short-lived career as a both a costumed hero and a super villain (both ended early, partially due to an allergy to spandex), Doc spent the last few decades in the Research and Development wing of the local superhero union. He lives in the suburbs, delighting in looking after Shelley and harassing the Neighborhood Committee. Shelly is his adopted daughter, whom he dotes on lovingly.

