

TEAM NAME Skeleton Crew

CHARACTER NAME Peek-a-Boo



## 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: Possessed Small Medium

TROUBLE: Wee Little Girl (5-6)

ASPECT: Spectral Booster

ASPECT: Best Fwiend, Fortunato (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.

**Medium** - Peek-a-boo receives +2 to any rolls to detect ghosts in the immediate area. She can also communicate to spirits that less gifted individuals cannot even detect.

**I SEE YOU:** You may open your eyes as an action. If you do, you receive +2 to all Intimidation rolls until the end of the scene, and gains aspect "Unstable."

## 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).

**Fortunato** - Fortunato is a Poltergeist that only Peek-a-boo can see or hear. He counts as a separate "character" under your control, with stats below. Only one character may make an Action in any given turn. It can take stress directed at Peekaboo. (This is a Double Stunt.)

**Aspect:** Malicious Trickster

**Toss & Turn** - Fortunato gains +2 to Create an Advantage when using Physique to throwing objects and jostle them about.

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)

Fortunato (1)

### Peekaboo Skills

**Great (+4)** Sixth Sense

**Good (+3)** Notice

Intimidation

**Fair (+2)** Rapport

Will

Deceive

**Average (+1)** Pick 4

### Fortunato Skills

**Fair (+2)** Fight

Physique

### TEAM MOTIVATION

Monster Slayers

### TEAM DYNAMIC

CHARACTER NAME

H/W **Skills**

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

*Peek-a-boo is a young girl that comes from a long line of mediums, each able to contact spirits on the other side. When her parents died in a terrible accident, Peek-a-boo's ability went into over-drive; she is now a walking booster station for ghosts of all kinds. Luckily, she has a poltergeist for an invisible friend to watch over her.*

