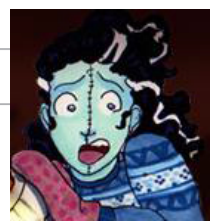


TEAM NAME **Skeleton Crew**

CHARACTER NAME **Shelley 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: **Frankensteinian Gentle Giant**

TROUBLE: **Don't Know My Own Strength**

ASPECT: **Wallflower**

ASPECT: **Hidden Rage**

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.

- Hurl!** – During any combat in which there are heavy Scenic Aspects around (ex. Tables, motorbikes, fridges), whenever you invoke the aspect, you may instead make a ranged attack against any model in a zone up +2 zones away.
- Grappler** – +2 to Physique rolls made to Create Advantages on an enemy by wrestling or grappling with them.
- Ground Pound** – Once per scene, you may make a Fight attack that's multiplied for all targets in your zone (including Friends!) Dodge with Athletics.
- Thick Skin** - Add +2 to Defend against the first Physical Attack dealt to you in any scene.

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

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

Skills

Great (+4) Physique

Good (+3) Fighting
Athletics

Fair (+2) Intimidation
Empathy
Science

Average (+1) Pick 4

TEAM MOTIVATION
Monster Slayers

TEAM DYNAMIC

CHARACTER NAME

Skills

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

Legend

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

Standing close to seven feet tall, Shelley is a blue-skinned patchwork woman resurrected from the dead. No one remembers who revived her and how long ago it was, but the mad scientist Doc Turnell found her frozen in the Artic ice, and has raised her as his daughter ever since.

