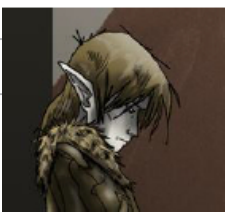




TEAM NAME Skeleton Crew

CHARACTER NAME Weston Peese



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: Vampire Rocker

TROUBLE: Recovering Addict (Blood)

ASPECT: Standard Bram Stoker Package

ASPECT: Weak In Any Light

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.

- Spider-climb:** You have +2 to Overcome rolls with using Athletics to climb.
- Mean Right Hook:** When you succeed with style on a Fight attack, you may choose to reduce the result by one to move the target to back up to two zones (instead of a boost.)
- Sprinter.** On a successful Overcome roll with Athletics to move zones, you may move an two zones instead of one.
- Ambush.** You can use Stealth to make physical attacks, provided your target isn't already aware of your presence. When using this attack, any shadow-based aspects/boosts you invoke grant an extra +1.
- Hypnotizing Eyes** - You may use Sixth Sense on Overcome rolls to Hypnotize weak npcs & defeated enemies.

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

1

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) Stealth

Good (+3) Athletics

Fight

Fair (+2) Sixth Sense

Physique

Will

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.	
	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	
	Fight	Close-quarters combat	
	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.	
+1	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	
	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	<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"/>

Weston was a young rock fan in the 1970s, enjoying the dawn of metal. A chance encounter turned him forever into a vampire, granting him strength and weakness. While he possesses incredible strength and reflexes, he is extremely sensitive to ANY form of light, including artificial.

