

SAM PEREGRINE

Thank You for Volunteering • GM: Graham Wills



Status

Fate:
Stress:

Aspects:

High Concept	Scientist and Inventor
Trouble	That's too interesting to ignore!
General	Looks great in a lab coat
General	My devices always work, but not always how I expect

Skills

Great (+4)	Science			
Good (+3)	Knowledge	Will		
Fair (+2)	Resources	Rapport	Technical	
Average (+1)	Athletics	Notice	Physique	Fighting

Stunts:

Gadgeteer:	Once per session I may declare that I have an especially useful device that lets me eliminate one situation aspect.
Goobledigook:	I can spout bewildering scientific gobbledigook at the drop of a hat. I use Science instead of Provoke when my opponent has any interest in science.

Background:

I grew up in small city in the Midwest of the United States. Although I went to a small school, I rapidly impressed my teachers and soon was studying in major universities years ahead of my actual age. Now at 22 I am driven by curiosity and a desire to discover and invent new things.

I volunteered because it's too interesting to ignore - I want to understand the aliens!

DEL AMALYAH

Thank You for Volunteering • GM: Graham Wills



Status

Fate:

Stress:

Aspects:

High Concept	Enforcer for a Crime Syndicate
Trouble	Convicted of Murder
General	I Know How the System Works
General	I'm Only Scary When I Want To Be

Skills

Great (+4)	Fighting			
Good (+3)	Physique	Provoke		
Fair (+2)	Athletics	Intrusion	Stealth	
Average (+1)	Notice	Deceive	Pilot	Will

Stunts:

I Can Use That:	For a Fate point, I can use something as if it was an appropriate tool for the task, as long as it is vaguely feasible.
So Much Muscle:	When I use Athletics to overcome a physical obstacle, I add +2 to the roll

Background:

My strength and physical prowess have always been my main assets, so when I needed money, I joined a crime syndicate and worked as muscle. I never killed anyone, but took the fall when one of the other syndicate members shot a police officer. Faced with a long jail sentence, I looked around for other options. **I volunteered because** the alternative was a long stretch in prison

JAY STONE

Thank You for Volunteering • GM: Graham Wills



Status

Fate:

Stress:

Aspects:

High Concept
Trouble
General
General

Very, Very Lucky
Life has been Too Easy
Everyone Likes Me
I've Read Books on Almost Everything

Skills

Great (+4)	Rapport		
Good (+3)	Contacts	Empathy	
Fair (+2)	Bureaucracy	Knowledge	Pilot
Average (+1)	Deceive	Physique	Technical Shooting

Stunts:

Pick Someone Else: Once a scene, you may designate someone else as the target of any attack or avoidable danger instead of yourself. You may do this after dice are rolled, in which case they are re-rolled.

Try This Instead: When you help someone else, you stumble on to a better way to do the task; when you create an advantage for someone else, they get a +3 bonus if they tag it rather than the usual +2

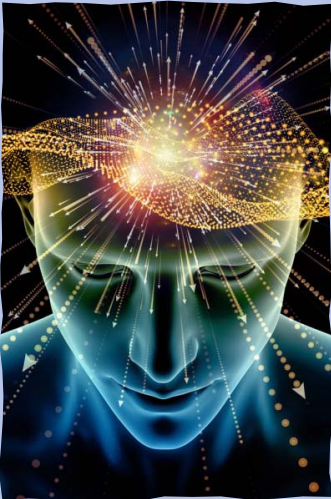
Background:

Life has always gone smoothly for me; opportunities have fallen into my lap and troubles have passed me by. I have tried many things in my life and been a success at all of them, but it doesn't annoy the people I work with - I make things better for them too!

I volunteered because life has been so easy for so long that I'm getting bored.

ZED 1-A4

Thank You for Volunteering • GM: Graham Wills



Status

Fate:
Stress:

Aspects:

High Concept	Genetic Experiment
Trouble	The Government Owns Me
General	My Life has been Lived in Laboratories
General	No Stranger to Pain

Skills

Great (+4)	Physique			
Good (+3)	Intrusion	Will		
Fair (+2)	Knowledge	Shooting	Science	
Average (+1)	Bureaucracy	Deceive	Empathy	Fighting

Stunts:

Latent Telepath:	For a fate point, I can establish a telepathic communication with someone that lasts for a scene. If the target is unwilling, I make a will vs. will attack; if I win I can read their thoughts.
Speciality:	I have a +2 to the roll for science when the subject is
Mental Science:	anything to do with the brain or mind.

Background:

I was born in a government laboratory, the result of an attempt to breed and mutate a psionic-capable human. Although I am one of the most successful results, my ability is very sporadic and I know that if the government found out how well I could do it, I would never be seen again.

I volunteered because it was my way to escape from the program.

MORGAN BURKE

Thank You for Volunteering • GM: Graham Wills



Status

Fate:
Stress:

Aspects:

High Concept	Privileged Corporate Executive
Trouble	Can't Refuse a Drink
General	Driven by Ambition to Succeed
General	From an Old and Respected Family

Skills

Great (+4)	Bureaucracy			
Good (+3)	Notice	Rapport		
Fair (+2)	Athletics	Provoke	Resources	
Average (+1)	Contacts	Deceive	Stealth	Fighting

Stunts:

Body Language Reader:	I can use Notice instead of Empathy to discover aspects of another character
Like I Care:	I can spend a fate point to ignore a mental aspect for a scene

Background:

Some people do not understand that the life of an executive is far tougher and more dangerous than that of a soldier or street criminal. My weapons are organization, skill and subtlety, and I will use them to win.

I volunteered because if I succeed I will be famous and, more importantly, promoted!