|  |  |  |  |
| --- | --- | --- | --- |
| D:\Personal\stuff\Starblazer\fate-points-peter-c.png | Physical Stress □□□□□ Composure Stress □□□□□  Consequences  Minor -2    Major -4    Severe -6    Extreme -8 | |  |
|  | D:\Personal\stuff\Starblazer\fate.png | |  |
|  |  |  |  |
|  |  |  |  |
|  |  | |  |
|  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Jon HectorShady Scientist | 5 **Science!** (also medicine and computers)  4 **Alertness** (rarely surprised, strike early in a fight, and tend to pick up on details of a scene), **Engineering** (build and take apart, also computer systems, power management, construction and design)  3 **Drive** (any ground vehicle), **Starship Engineering** (understanding and use), **Survival** (every sort of outdoor activity from wilderness survival to animal handling)  2 **Academics** (Any knowledge that would not explicitly fall under Science, Mysteries, or Artl), **Athletics** (running, jumping, climbing, swimming), **Guns** (any personal weapon that fires at range), **Investigation** (actively looking for something) | * **Universal Gadget** A personal gadget that you may design on the fly, in the middle of a situation, as if your character happened to have “just the thing” in his satchel at the precise moment when it was needed. Same design rules as a personal gadget, only allowed two improvements. Once defined, locked in for the remainder of the session. * **Scientific Genius** Respected authority in a specific scientific field (Physics +1, Electricity +2) * **Theory in Practice** For a Fate point, once per scene, use Science Skill to substitute for nearly any other, subject to GM approval. If the roll generates no shifts, takes a minor consequence * **Scientific Invention** Create/upgrade devices using Science instead of Engineering. |  |
| Inspired by - Seamus Zelazny Harper (Andromeda),  Clive 55 (The Starship),  Dex Dearborn (Sky  Captain and the  World of  Tomorrow)  1 **Deceit** , **Empathy**,  **Resolve**, **Resources**,  **Weapons** |  |
|  |  | * **Weird Science** Create/upgrade gadgets to  use any improvements that  are marked as requiring  Weird Science |  |
|  |  | **Improvements**  **Additional Capability** –  something else of roughly  the same scale/ something  normal exceptionally well.  **Alternate Usage** - skills to be used differently. |  |
|  | * Training   + **Good with numbers**   + **Jury-Rig under pressure** * Legend: Jon Hector's Digital Revenge!   + **Hacker**   + **Underworld infamy** * Mission: Eight and the Lost World   + **Fascinated with ancient tech**   + **Sucker for the underdog** * Mission: Xiao Ling versus the Robot Race - in The Long Shot   + **Values life**   + **Doesn't trust AIs** | **Armed** - adds guns or blades to a device that would not normally have them. Each improvement adds +1 to stress damage.  **Armoured** - a point of armour (max 3)  **Alien Technology** - "Weird Science” includes an alien technological advance that provides an unusual effect.  **AI Control** - some manner of AI control or autopilot, able to act independently in a very limited fashion.  **Conscious** - AI capable of basic reasoning and can interpret simple commands.  **Craftsmanship** - The device gives a +1 bonus to any effort using it (max once pre skill)  **Hair Trigger** - A bomb with a hair trigger has no delay – it blows up as soon as it’s thrown.  **Miniaturization** - Something that’s not normally portable can now fit in a large set of luggage, while something merely large can now fit in a wristwatch.  **Maximization** - allows the object to interact with objects up to 3 scales larger rather than just two. | **Rugged**  - 2 extra  boxes of stress  capacity over  the default.  **Special Effect** – operate  on different principles.  **Upgrade** - +2 bonus to some  fairly specific use for the thing. |
| * **Basic cost** of Mediocre * **Not related** to your career or a skill you have +1 cost * **Related** to an Aspect or Stunt -1 cost * **Restricted** equipment or used by a specialist +2 cost * **Bigger than** a person +1, a truck +1, a building +1, a Scale 3 Starship +2 cost and requires 2 x successful Resource skill checks | **Fate Points**  +1 to roll, Declaration, Invoke Tag/Aspect for +2 or reroll or use alternate skill, power stunt, refuse compulsion, compel opponent aspect  **Spin** (3 Shifts)  +/1 to next roll, sticky aspect |

# Jon Hector

