

Gun

Campaign: Fate Core
Male; Age: 25; Height: 4'; Weight: 110 lb.; Hair:
Brown; Eyes: Black; Skin: Furry

Aspects

**High Concept: Adorable
Urseminite Security Officer**

**Trouble: Never Met a Vice I
Didn't Try**

Blam! Murdered you!

Cute as a button

Empathy is for suckers!

Fate Points

Refresh Rate 3

Skills

**Great (+4):
Notice**

**Good (+3):
Fight, Shoot**

**Fair (+2):
Athletics, Physique, Will**

**Average (+1):
Deceive, Investigate,
Provoke, Stealth**

Stunts

Called Shot

Danger Sense

Heavy Hitter



Stress

Mental

Physical

Consequences

Validation Report (0 issues): Nothing identified

Stunts

Called Shot

During a Shoot attack, spend a fate point and declare a specific condition you want to inflict on a target, like **Shot in the Hand**. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

Danger Sense

You have an almost preternatural capacity for detecting danger. Your Notice skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

Heavy Hitter

When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.

Background & Personal Details

You are selfish, self-centered, hedonistic, lazy, and prone to violence (like all Urseminites). Despite this, and despite the fact that everyone KNOWS these things about you, people continually treat you as if you were an adorable, plush cuddly toy.

This enrages and infuriates you - but you are not above using it to your advantage when the occasion arises.

You are the security officer aboard the ship. Your job is to make sure that nobody damages TransGalaxy property or interferes with deliveries. Originally you signed on thinking that this would allow you to shoot pretty much anyone you wanted, but you have discovered that this isn't true (that recruiter LIED to you!)

You don't really care a whit for anyone but yourself, but you are smart enough to remember 3 important facts (most of the time anyway)

- 1) You can't run the ship by yourself
- 2) Having other people around you means you never lack for either fall guys or cover in a firefight
- 3) If you screw up, TransGalaxy WILL HUNT YOU DOWN and even you are afraid of them

WHAT YOU THINK OF THE OTHER CREWMEMBERS

CANDY RAZZLE - loser!

HAMILCAR PRIOC - big and dumb. Great bullet magnet and mobile cover.

GEARHEAD - boring!

SPLURB - I do NOT trust that slimy little slug.

WILHELMINA PAX - patsy, but it probably pays to pretend to be nice to her until I can sell her out for profit.