

Wilhelmina Pax

Campaign: Fate Core
Female; Age: 21; Height: 5' 7"; Weight: 118 lb.; Hair:
Black; Eyes: Brown; Skin: Coffee

Aspects

**High Concept: Newbie
Arsubaran Executive Officer**

Trouble: I'll Do That!

Center of the universe

Go along to get along

Naturally Adaptable

Fate Points

Refresh Rate 3

Skills

**Great (+4):
Rapport**

**Good (+3):
Contacts, Notice**

**Fair (+2):
Drive, Fight, Stealth**

**Average (+1):
Burglary, Deceive, Physique,
Will**

Stunts

Best Foot Forward (2/session)

Pedal to the Metal

Rumormonger



Stress

Mental

Physical

Consequences

Validation Report (0 issues): Nothing identified

Stunts

Best Foot Forward (2/session)

Twice per session, you may upgrade a boost you receive with Rapport into a full situation aspect with a free invocation.

Pedal to the Metal

You can coax more speed out of your vehicle than seems possible. Whenever you're engaged in any contest where speed is the primary factor (such as a chase or race of some kind) and you tie with your Drive roll, it's considered a success.

Rumormonger

+2 to create an advantage when you plant vicious rumors about someone else.

Background & Personal Details

Dad worked for TransGalaxy. Mom worked for Transgalaxy. Your aunts, uncles, cousins, and grandparents - the ALL worked for TransGalaxy. And now here you are - working for TransGalaxy. Sure you could have used your contacts to get some cushy job as an executive or an officer on one of the Class-A lines. But the easy path is not the one for you - you want to work your way to the top. And as XO on board a class-D Freighter you pretty much have nowhere to go but up!

You are optimistic, enthusiastic, and a real go-getter, intensely loyal both to TransGalaxy and your crew. Not only do you want to succeed, you want them to succeed as well, and are always trying to help them further their careers. Sure, they don't always realize what you are trying to do - they sometimes use words like "busybody", "meddlesome", "martinet", and "%\$#&ING @%!!& #%@!!!!!" to describe you, but you are undaunted, knowing that years from now they will thank you for the aid you provide today.

WHAT YOU THINK OF OTHER MEMBERS OF THE CREW

CANDY RAZZLE - her legal training and interpersonal skills have been invaluable. She is a valued member of the crew.

GUN - his combat skills have been invaluable. Despite numerous disciplinary problems he is a valued member of the crew.

HAMILCAR PRIOC - he is always willing to pitch in and help on any project, and is a valued member of the crew.

GEARHEAD - a useful piece of equipment (and since he became self-aware a valued member of the crew, though I don't tell anyone outside the crew that because they would scrap him in a heartbeat).

SPLURB - not really sure why he is on board, but he pulls his weight and the droid keeps the slime