

Splurb

Campaign: Fate Core
Male; Age: 25; Height: 3' 3"; Weight: 60 lb.; Hair:
None; Eyes: Red; Skin: Green

Aspects

**High Concept: Inscrutable
Tetsuishan Thie..., er, Rogue**
Trouble: Incomprehensible
Built for Space
Fearless
Small and Squishy

Fate Points

Refresh Rate 3

Skills

Great (+4):

Burglary

Good (+3):

Deceive, Stealth

Fair (+2):

Athletics, Contacts, Notice

Average (+1):

**Empathy, Investigate,
Resources, Shoot**

Stunts

Always a Way Out

Hardcore Parkour

Weight of Reputation



Stress

Mental

Physical

Consequences

Validation Report (0 issues): Nothing identified

Stunts

Always a Way Out

+2 on Burglary rolls made to create an advantage whenever you're trying to escape from a location.

Hardcore Parkour

+2 to overcome actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Weight of Reputation

You can use Contacts instead of Provoke to create advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate aspect to pair with this stunt.

Background & Personal Details

You have been with Transgalaxy for years now, and nobody knows why. In main the reason for this is because your communications skills are awful - your voice sounds like someone gargling sewage, and your motives are obscure and confusing to others even when you explain them.

Nobody is quite sure what you do on the ship, other than act as a general laborer and assistant. In truth you are there as a repossession specialist for those situations when cargo is stolen or there are problems with pick-up or delivery. These are somewhat rarified abilities. but you have found that you are able to put the same skills to use in other situations as well (rescuing captured or arrested crew members being a very common one).

HOW YOU FEEL ABOUT OTHER MEMBERS OF THE CREW

CANDY RAZZLE - I really need to know her better. It would be very useful to have a friendly lawyer when I need one. If only she would stop screaming and running when I come near....

GUN - he's an adorable little rascal, and the one I will go to when I need someone to provide a rear-guard or covering fire.

HAMILCAR PRIOC - who? Oh yes. Large, but forgettable.

GEARHEAD - I like him well enough, though I liked him more before he became self-aware. Still, he can whip up some handy gadgets and that's useful.

WILHELMINA PAX - I judge her most likely to die horribly doing something stupid and brave. But she is a decent boss, so I should likely try to prevent this.