

JET BLACK, FLYING SOLDIER

Spirit Centurion; Gadget Guy

Significant Aspects: Motorhead; Unspoken Love (Sally); First on the Scene; Dogged; "Sally, Save Me!"; Rocket Red Rivalry; Doctor Methuselah Must Be Stopped!; Cutting it Close; Over My Head; Amazing Jet Pack!

Skills

- Superb** Athletics
- Great** Engineering, Guns
- Good** Pilot, Stealth, Fists
- Fair** Drive, Endurance, Resolve, Intimidation
- Average** Alertness, Science, Might, Rapport, Weapons



SAMPLE PLAYER AND NON-PLAYER CHARACTERS

Stunts

- Engineering:** The Amazing Jet Pack (Personal Gadget); Universal Gadget
- Guns:** One Shot Left; Trick Shot; Two Gun Joe

Gadgets

Amazing Jet Pack (Plane, □□□): Miniaturization; Special Effect (backpack form factor); Alternate Usage (Athletics instead of Pilot)

Stress

- Wounds:** □□□□ □
- Composure:** □□□□ □

Fate Points: 10

SAMPLE PLAYER AND NON-PLAYER CHARACTERS

MACK SILVER, ENTREPRENEURIAL PILOT

Spirit Centurion; Two-Fisted Pilot

Significant Aspects: Silver Spoon; Black Sheep; Fly by Night; War Buddies; A Girl in Every Port; “Lucy”, the Century Clipper; Been There; I Know a Guy; Seat of His Pants; Heart of Gold

Skills

- Superb** Contacting
- Great** Deceit, Pilot
- Good** Gambling, Fists, Rapport
- Fair** Academics, Alertness, Athletics, Resources
- Average** Endurance, Guns, Sleight of Hand, Stealth, Resolve



Stunts

- Academics:** Linguist
- Contacting:** Walk the Walk; Network of Contacts
- Engineering:** Lucy (Personal Gadget)
- Pilot:** Barnstormer

Gadgets

Lucy (Plane, □□□□□): Futurization (China Clipper before its time); Rugged; Independent (autopilot system)

Stress

- Wounds:** □□□□□ □
- Composure:** □□□□□ □

Fate Points: 10

SALLY SLICK, SCRAPPY MECHANIC

SAMPLE PLAYER AND NON-PLAYER CHARACTERS

Spirit Centurion; Ace Inventor

Significant Aspects: Scrappy; One of the Guys; Grease Monkey; Hidden Crush (Mack); Eureka!; “Jet’s in Trouble!”; Monkeywrench; “Gimme a Minute!”; Fearless; “It Works on Paper!”

Skills

- Superb** Engineering
- Great** Drive, Fists
- Good** Athletics, Endurance, Weapons
- Fair** Science, Resolve, Stealth, Investigation
- Average** Alertness, Pilot, Might, Rapport, Contacting



Stunts

- Engineering:** Universal Gadget x 3
- Drive:** One Hand on the Wheel; Unsafe at Any Speed

Stress

- Wounds:** □□□□□ □□
- Composure:** □□□□□ □

Fate Points: 10

SAMPLE PLAYER AND NON-PLAYER CHARACTERS

THE GREY GHOST, UNSEEN HAND OF JUSTICE

Spirit Centurion; Man of Mystery

Significant Aspects: Strength of the Ages; For the Forgotten Ones!; Shadowed Purposes; Secret Identity; Driven; Mysteries of the East; Deadly Silence; Unfortunate Truths; Good Intentions; The Mark of Khan

Skills

- Superb** Stealth
- Great** Might, Fists
- Good** Athletics, Resolve, Mysteries
- Fair** Deceit, Alertness, Endurance, Empathy
- Average** Resources, Burglary, Drive, Investigation, Weapons



Stunts

- Endurance:** Death Defiance
- Might:** Unbound
- Stealth:** In Plain Sight; Master of Shadows; Quick Exit

Stress

- Wounds:** □□□□□ □
- Composure:** □□□□□ □□

Fate Points: 10