

The Edge of Darkness: Fate Core Cthulhu Mythos Adventure

Character Name: Duane Page

Character Description: 5'10", 175 lbs., 45 yrs., brown hair, green eyes, carries a revolver (Weapon:2)

Refresh

3

Aspects

High Concept: Scholarly Ex-Cop

Trouble: Recovering Cocaine Addict

Aspect: Been Around the Block

Aspect: Smarter Than He Looks

Aspect: Friend of Rupert Merriweather

Story:

Duane is an ex-detective with the Arkham Police. He is now an adjunct instructor at Miskatonic University in Criminal Justice.

To get through his long hours as a policeman, Duane used to take cocaine to push him through. His addiction ended up costing him his job. He has now been "clean" for a whole year.

Rupert Merriweather, whom Duane met as a consultant on one of his cases, recommended he try to get on at MU and helped push his application through. For that, Duane is eternally grateful.

Rupert is now confined to St. Mary's hospital, dying. Duane has received word that Rupert wishes to meet with him at the hospital on Thursday at 1 o'clock.

Skills

Superb (+5): Investigate

Great (+4): Empathy, Notice

Good (+3): Fight, Shoot, Stealth

Fair (+2): Rapport, Burglary, Scholar, Provoke

Average (+1): Athletics, Will, Physique, Resources, Deceive

Stunts:

Attention to Detail (Investigate): You can use Investigate instead of Empathy to defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of micro-expressions.

Reactive Shot (Notice): You can use Notice instead of Shoot to make quick, reactive shots that don't involve a lot of aiming. However, because you're not allowed to concretely identify your target before using this stunt. So, for example, you might be able to shoot at someone you see moving in the bushes with this stunt, but you won't be able to tell if it's friend or foe before you pull the trigger. Choose carefully!

Hard Boiled (Will): You can choose to ignore a mild or moderate consequence for the duration of the scene. It can't be compelled against you or invoked by your enemies. At the end of the scene it comes back worse, though; if it was a mild consequence it becomes a moderate consequence, and if it was already moderate, it becomes severe.

Stress

Physical (Physique) ○○○

Mental (Will) ○○○

Consequences

Mild (2) _____

Moderate (4) _____

Severe (6) _____