

# The Edge of Darkness: Fate Core Cthulhu Mythos Adventure

**Character Name:** Genie Radcliff

**Character Description:** 5'5", 120 lbs., 25 yrs., red hair, blue eyes, wears glasses

Refresh

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## Aspects

*High Concept:* Ritual Magic Autodidact

*Trouble:* Marked by the Brotherhood

*Aspect:* Anything for Brandon (Radcliff)

*Aspect:* Gifted Student

*Aspect:* Former Protégé of Rupert Merriweather

## Story:

Genie is a former protégé of Rupert Merriweather. She was his star pupil until she was discovered one night pilfering some of Rupert's old notes. Rupert cast her away after that and she has not been in his presence since.

Genie is in debt to a shadowy cabal known to her only as The Brotherhood. She dealt with them, trading arcane knowledge she's discovered at the University for information about her missing brother, Brandon. They have been stringing along bits of information about Brandon, forcing her to steal more lore on their behalf.

Genie never meant to hurt Rupert—in fact, she has a great deal of respect for the old man. But her love for her brother is greater. And it cost her that friendship.

Genie received a telegraph from Rupert just this week, asking her to meet with him at St. Mary's hospital on Thursday at 1 o'clock. She doesn't know what to expect from this meeting.

## Stress

Physical (Physique) ○○○○

Mental (Will) ○○○○

## Skills

*Superb (+5):* Lore

*Great (+4):* Will, Scholar

*Good (+3):* Deceive, Notice, Empathy

*Fair (+2):* Stealth, Fight, Investigate, Athletics

*Average (+1):* Contacts, Resources, Physique, Rapport, Burglary

## Stunts:

**Shield of Reason (Lore):** You can use Lore as a defense against Provoke attempts, provided you can justify your ability to overcome your fear through rational thought and reason.

**Specialist (Lore) [Cthulhu Mythos]:** You get a +2 to all Lore rolls relating to that field of specialization.

**Ritual Magic (Lore):**

- Use Lore to perform and prepare Rituals or answer questions about arcane phenomena.
- Use Lore to alter reality with magic by placing an Aspect on the scene or target. Others can defend with Will.
- Use Lore for magical physical or mental attacks. Targets defend vs. Athletics or Will (or Lore if applicable).
- Use Lore to defend against magic and other supernatural effects.

## Consequences

Mild (2) \_\_\_\_\_

Moderate (4) \_\_\_\_\_

Severe (6) \_\_\_\_\_