

# The Edge of Darkness: Fate Core Cthulhu Mythos Adventure

**Character Name:** Joselin Hambleton

**Character Description:** 5'3", 110 lbs., 20 yrs., brown hair, green eyes

Carries a small tool kit.

Refresh

3

## Aspects

*High Concept:* Scrappy Young Mechanic

*Trouble:* Can't Be Told No

*Aspect:* Wizard of the Gears

*Aspect:* Rough Around the Edges

*Aspect:* Grand-Niece of Rupert Merriweather

## Skills

*Superb (+5):* Crafts

*Great (+4):* Will, Provoke

*Good (+3):* Investigate, Notice, Drive

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

*Average (+1):* Contacts, Rapport, Empathy, Physique, Investigate

## Story:

Joselin is the grand-niece of Rupert Merriweather. He has taken a liking to the pugnacious young woman and, over the years, has offered her refuge from her troubled life.

Joselin, always a bit of a "tomboy," never fit in with her upper-class roots. As a result, she has had a contentious relationship with her parents for a long time. Uncle Rupert was one bright spot in her upbringing.

Joselin has a gift for mechanics and engineering. Though she has been encouraged to pursue a degree at Miskatonic, she doesn't feel like she'll fit in there.

Joselin was contacted earlier this by a phone call from her cousin, Bertrand, telling her that Uncle Rupert wanted to see her at his hospital room in St. Mary's hospital on Thursday at 1:00 pm.

## Stunts:

**Always Making Useful Things (Crafts):** You don't ever have to spend a fate point to declare that you have the proper tools for a particular job using Crafts, even in extreme situations (like being imprisoned and separated from all your stuff). This source of opposition is just off the table.

**Armor of Fear (Provoke):** You can use Provoke to defend against Fight attacks, but only until the first time you're dealt stress in a conflict. You can make your opponents hesitate to attack, but when someone shows them that you're only human your advantage disappears.

**Lie Whisperer (Empathy):** +2 to all Empathy rolls made to discern or discover lies, whether they're directed at you or someone else.

## Stress

Physical (Physique) ○○○○

Mental (Will) ○○○○

## Consequences

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

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

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