

MAJOR JESSIE FARMAN

It's unclear whether Major Farman is from another dimension, another planet, or another time; she appears to have stepped out of an Atomic Age science fiction film. Regardless of her origin or plausibility, Farman is determined to uphold 'Galactic Law' with her time-manipulating ray gun, rocket-powered jet boots, and dashing daredevil antics.



CONCEPT *Ace pilot from another world*

(+3) **ACTION** *Addicted to action*

(+2) **Banter** *Excitable motormouth*

(+1) **SPACE FORCE** *To be an outstanding hero for justice!*

OMEGA *Hardcore grease monkey*

+5 Combat

+5 Vehicles

+4 Athletics

+4 Notice

+4 Provoke

+3 Physique

+3 Will

+2 Contacts

+2 Deceive

+2 Empathy

+2 Rapport

PHYSICAL: 0000

MENTAL: 000

- **(3) (-1) TIME GUN (Hardware megastunt).**

Function: *Making time less straightforward*

Flaw: *Experimental prototype*

Does What It Says On the Tin. You can use Combat to create advantages describing how targets hit by your Time Gun are sped up or slowed down.

Time hurts. Combat attacks with the Time Gun have weapon:4.

The great equaliser. You can use Combat to overcome physical obstacles with the Time Gun (and you get +1 to do so), *but at cost*.

- **(3) ROCKET BOOTS (Hardware megastunt).**

Function: *Rockets on my feet*

Flaw: *Rockets on my feet!*

Aerial acrobatics. You get +2 to create advantages with Vehicles while airborne.

Air superiority. You get +2 to attack with Combat while airborne.

Like a leaf in the wind. You can use Vehicles instead of Athletics to defend while airborne and you get +1 to do so.

- **(2) (-1) WHAT A GAL! (Heroic megastunt)**

Unflappably heroic. You can use Provoke to defend against attempts to frighten or intimidate you, and you get +1 to do so. *However you are weak against appeals to your*

sense of justice.

Strategic surrender. When you concede, you immediately get a Fate point.

- **(1) PRACTICAL ROCKET SCIENCE.** You can use Vehicles in place of any applicable Science skill when working with vehicles that have an engine of some sort.
- **(1) GearHead savant.** Once per scene when using Vehicles to overcome a mechanical problem, you can create a boost representing an unrelated feature you added to the device--whether you succeed on the overcome action or not.

Benefits: 10-2 (-5 allowance) = 3 fate points to the GM.

Possible stunts to take:

- **(1) Reinforced Flight Suit (hardware stunt):** You have armor:2 against physical attacks.
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Modes and Skill Reinforcement

Action (9) - Athletics, Combat, Notice, Physique, Provoke, Vehicles; p82

Banter (9) - Contacts, Deceive, Empathy, Provoke, Rapport, Will; p83

~~Fighter-Pilot~~ Space Force (8) - Athletics, Combat, Notice, Vehicles, Will; p298

		+3	+2	+1	
SKILL	RANK	ACTION (9)	BANTER (9)	SPACE FORCE (8)	POINTS
Athletics		+4*	x		x
Combat	+5*^	x		x	2
Contacts	+2		x		
Deceive	+2		x		
Empathy	+2		x		
Notice	+4*	x		x	
Physique	+3	x			
Provoke	+4*	x	x		
Rapport	+2		x		
Vehicles	+5*^	x		x	2
Will	+3*		x	x	
30 - 9 - 9 - 8 = FOUR POINTS REMAIN...					(4 - 2 = 0)