

Name: Daniel Cooper

Age: 18

High Concept

"Anti-Magic" Beacon

Trouble

I have no idea what I really am.

Aspects:

MoonBucks Regular

Locally Raised **Telonato** (Te-lone-a-too)

"Cooper Troopers"

Don't make me defend myself.

Shy Guitarist guy

Skills: 21 (cap at great)

+4: Fist

+3: Discipline, Empathy

+2: Conviction, Performance, Athletics

+1: Endurance, Presence, Alertness, Investigation, Contacts

Stress track:

P: O O O

M: O O O

S: O O O

Consequences:

Mild (-2):

Moderate (-4):

Serious (-6):

Extreme (-8):

Refresh: 6

Adjusted Refresh: 3

-1 Anti-Magic zone: All mortal based magic is at a -1 while in the same zone as this character. This means any attacks, blocks, wards, etc that are in the zone are at -1. This also means any magic that originates in another zone and comes into this zone loses an additional 1 (in addition to whatever the power loses for going a zone).

-1 Martial Artist: As a result of advanced training, you are able to recognize many styles of martial arts, using Fists as a knowledge and perception skill focused on unarmed fighting. This enables you to make assessments and declarations related to fighting styles and fighting culture using your Fists skill. This stunt may be used as a prerequisite for other Fists stunts.

-1 Guitarist: +2 to performance when using a guitar.

-1 Precision Strike: +1 on Fists maneuvers to place Aspects or a Block on a target. These aspects can be something like "kidney shot" or "nose pop" that can be used by any friendly character as a normal +2 or reroll. Another kind of aspect is the "Disarmed" aspect. This aspect prevents the target from using whatever item/weapon was disarmed. Unlike other aspects, this can not be tapped for a +2 or a reroll if used by Daniel or a friendly target.

Fate points: 3

Story

Artists disappear a lot.

J.J. was working on a song with me, and then disappear

Half empty champagne that smells of strawberries

Business cards "Helmuth"

SK81UD