

Name: Sergei Ivankov

Aspects:

High Concept:	Expatriate Russian democratist in Her Majesty's Secret Service, delving for the secrets of Lemuria
Trouble:	Never there first
Phase 1:	Gentleman's Code
Phase 2:	That's where I keep my stuff!
Phase 3:	Eyes on the prize
Home Genre:	Parallel Earth circa the 1920s, where Lemurian tech is reawakening
Source of Power:	Mad Science

Skills:

Great(1)	Craft				
Good (2)	Shoot	Investigate			
Fair (3)	Lore	Notice	Athletics	Resources	
Average (4)	Rapport	Physique	Will	Fight	Deceive

Stunts:

- Craft: Always Making Useful Things: barring special circumstances, Sergei may be assumed to have normal tools on hand in the most improbable conditions.
- Investigate: Attention to Detail - Use Investigate instead of Empathy against Deceive
- Athletics: Flynnning (may freely move 2 zones instead of one in combat, may invoke a the cost of a Fate point to reduce penalties for one scene in chaotic/moving combat zones such as moving train cars/rolling logs/swinging from chandeliers/On the Ninja Warrior course.)
- Polyglot

Extras: (see the blog post for these)

Cinematic Invention: (3)

Omnidisciplinary Competence: (1) - Craft

Rapid Genre Adaptation: (1) - Craft

Significant Milestones: (3)

Sergei requires 3 additional significant milestone to purchase two extra Skills at Average, and then bump one of those to Fair.

Add in whatever another stunt costs, too, for Polyglot