

FATE-14

EAUBRONT SHOPONT

SKILLS

- (+4) Great : Investigate
(+3) Good : Fight, Physique
(+2) Fair : Athletics, Provoke, Rapport
(+1) Average : Deceive, Lore, Notice, Will

ASPECTS

Still Lost (Trying To Get Found) - High-Concept

He travels across the land, searching far and wide, for... well, he can't really say, except that he hasn't found it yet. He has a strong desire to see and experience almost anything the world has to offer to him, hoping that it turns out to be the thing that he's searching for.

Gambler - Trouble

Eaubront is a man driven strongly by desires and impulses, the strongest of which is to take chances. Though he's not beyond manipulating the odds in his favor, the temptation of great rewards can blind him to truly great risks.

Exercises in Argumentation

Eaubront finds great pleasure in debate. Or arguing, as some would call it. He's rather good at framing ideas in a variety of perspectives in the hopes of convincing people to see his own point of view. He also enjoys playing devil's advocate, just to see if he can.

Elezen "Mutt"

The hale and hearty Eaubront can easily be considered charismatic and even handsome, exotic or novel with his unusually large proportions and unique facial features. Both his eyesight and his hearing are notably good, on account of his mixed Duskwight and Wildwood heritage...

Boozehound

There are few things Eaubront loves more than alcohol. Through sheer body mass and determination, he has a fairly decent tolerance for the drink. Ale, hooch, firewater, mezcal, he'll try it all; the more fatal-sounding name, the more enticing it is..

STUNTS

Lucky (General Stunt)

When spending a Fate Point to reroll dice, roll five dice and pick any four.

Provoke (Weapon Stunt)

The threshold for succeeding with style when using Provoke to attempt to draw an enemy's attention is lowered by one.

Sleight of Hand

+2 to Deceive rolls that use sleight of hand.

Street Fighter

+2 to Fight attack rolls when fighting in an urban street or alley setting.

Dance of Steel

+2 to Fight defense rolls against the target most recently provoked by Eaubront.

FP: 3/3

STRESS AND CONSEQUENCE

PHYSICAL STRESS

- 1
- 2
- 3
- 4

MENTAL STRESS

- 1
- 2
- 3

CONSEQUENCES

Minor (2):

Moderate (4):

Severe (6):

MILESTONES

Minor Milestones

Eureka and Forgive Me

- Earth Movers: n/a
- Thus it is to Fetter the Stars: ??

Safe for Consumption: n/a

Crack Rock Steady: n/a

Significant Milestones

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Major Milestones

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