

Charles Babbage

Concept: Victorian mathematical genius turned cyborg

Science: Near-sightedly inquisitive

Cyborg: Odic braincase, Patent: Ada Lovelace

Gentleman: Old-fashioned socialite

Omega: Always tell me the odds

Physical OO

Mental OOOOO

Sciences +3

Engineering +5

Mathematics +5

Notice +4

Will +5

Athletics +2

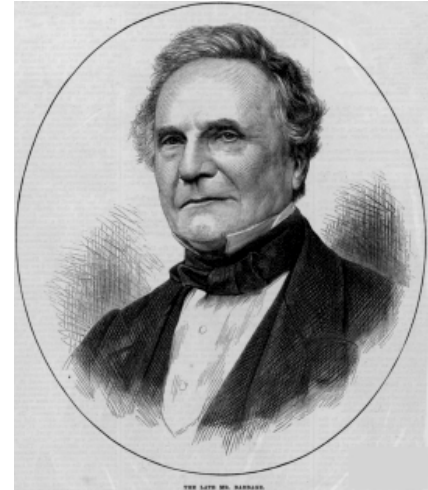
Contacts +3

Empathy +3

Physique +3

Rapport +3

Vehicles +3



Access panels & keyboards. When engaging in teamwork, if your allies would benefit from interacting with your suit's calculators and sensors, they get a +3 instead of a +1 to their roll.

I have a chart for this! Spend a fate point and choose a skill. For the rest of the scene, you may use Mathematics in place of that skill.

Robot body (2 benefits).

Function: Elegant robotic body with brass, valves and pockets

Flaw: It's driven by a crank!

- Bulletproof, but weak to electromagnetism.
- Use Engineering instead of Combat to attack with **lightning!** Whenever you succeed with style, you can forgo the boost to move the defender up to two zones away.

Saw that coming! In a conflict, if an opponent's dice show exactly three of the same face, you get a boost for free. (Quadruples don't count.)

That's Statistically Unlikely. Use Mathematics to see through a lie with a logical or scientific basis.

6 benefits = 1 fate point to GM.

Modes:

Science: Sciences, Notice, Will (3)

Gentleman (8): Rapport, Contacts, Empathy, Vehicles, Will

Cyborg (6): Athletics (1), Notice (1), Physique (1), Vehicles (2), Will (1)

SKILL CALCULATIONS

MODES ->	+3	+2	+1	REINF?
Sciences	x			
Engineering	x			(3)
Mathematics	x			(3)
Notice	x		x	
Will	x	x	x	
Rapport		x		(1)
Contacts		x		(1)
Empathy		x		(1)
Vehicles		x	x	
Athletics			x	(1)
Physique			x	(3)

Points to spare: 8+6+3 -> 13.

Cleric Babbage of Charts:

- Smite musician
- (In the name of) the final tally
- Sumcheck (give it repentance / confession behaviour)

Reverse engineering some modes into minimum desired skill ranks:

Let Me Explain Why You're Wrong. You can use Mathematics to Overcome or Create Advantage as in Empathy, as long as the result involves a diagram, but at a cost (which should probably be offending or alienating someone). [Cost: 2 - 1 = 1]

- *Overcome: Perceive a change in someone's attitude or intent.*
- *Create advantage: Read a person's emotional state and/or get a general sense of who they are. Most often, this will mean discovering their aspects, but you can also create new aspects for NPCs. You can also use this to discover what circumstances will allow you to conduct mental attacks against the target by figuring out their breaking points.*