

<b>Name</b>	Dave
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Concept Aspect	Good Mode Aspect	Fair Mode Aspect	Average Mode Aspect	Omega Aspect
<pats truck affectionately> We'll get you where you need to be	I can talk my way into anywhere, ... And sometimes out again	Prior Planning Prevents Piss-Poor Performance	Basic medical training	I said it was an insane schedule, ... Never said 'impossible'

		Good (+3) Mode			Stunts & Mega-Stunts
		<b>Banter</b>			<b>Feel the Burn (p.82)</b>
<b>Superb (+5)</b>	Specialised Skills	<b>Fair (+2) Mode</b>			<b>Chapter 1; The Early Years (p.83)</b>
	Will	<b>Action</b>			
<b>Great (+4)</b>	Focussed Skills	Specialised Skills	<b>Average (+1) Mode</b>		<b>The Social Network (p.83)</b>
	Provoke	Vehicles Notice	<b>Science</b>		
<b>Good (+3)</b>	Trained Skills	Focussed Skills	Specialised Skills		<b>Fasten Seat Belts (p.89)</b>
	Contacts Deceive Empathy Rapport				
<b>Fair (+2)</b>			Trained Skills	Focussed Skills	<b>Physical Stress</b>
			Athletics Combat Physique	Political Science	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Average (+1)</b>			Trained Skills		<b>Mental Stress</b>
			all sciences		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

- **Feel the Burn.**

Once per issue, when rolling to overcome with Physique, you may voluntarily take a consequence and add its value—+2 for mild, +4 for moderate, +6 for severe—to your total.

- **Chapter 1, The Early Years.**

You are a master storyteller, and nearly anyone who listens to one of your tales can't help but pay rapt attention. When you spend at least a few minutes engaged in a pleasant conversation with someone, place a boost on them for free, such as *Lost in the Story*.

- **The Social Network.**

When you arrive in a new town, city, port, or other sizable population center, you may roll Contacts against a difficulty of Great (+4). On a tie or better, write down an aspect that represents a friendly contact you have there. On a success, the aspect has one free invocation; on a success with style, two free invocations. You can invoke this aspect to have your friend take one risk on your behalf—fight for you, lie for you, and the like. When you spend a fate point to invoke this aspect, it goes away at the end of the scene, along with your friend.

- **Fasten Seat Belts.**

+2 to overcome with Vehicles when dealing with adverse environmental conditions.