

Name	Dr. Martin King, self-styled Future Discoverer of the Selenian Race
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Concept Aspect	Good Mode Aspect	Fair Mode Aspect	Average Mode Aspect	Omega Aspect
Self-Styled Future Discoverer Of The Selenian Race	Widely-Dismissed Expert In Extremophile Biology	Sometimes I Impress Even Myself	Veteran of Her Majesty's Lunar Expeditionary Forces	Obsessed With Exploration

		Good (+3) Mode			Stunts & Mega-Stunts Remember Your Training (p. 91) Passionate Orator (p.83) Number Cruncher (p. 85) Riposte (p.74) 1 Other Stunt
Superb (+5)	Specialised Skills	Science	Fair (+2) Mode		
	CryptoSelenoZoology Will	Banter			
Great (+4)	Focussed Skills		Average (+1) Mode		
	Biology Notice				
Good (+3)	Trained Skills		Specialised Skills		
	All Science	Contacts Rapport			
Fair (+2)		Trained Skills	Focussed Skills		
		Deceive Empathy Provoke			Vehicles
Average (+1)			Trained Skills		
					Combat Physique Tactics

Stunts & Mega-Stunts
Remember Your Training (p. 91)
Passionate Orator (p.83)
Number Cruncher (p. 85)
Riposte (p.74)
1 Other Stunt
Physical Stress
□ □
Mental Stress
□ □ □ □ □

TACTICS (Weird Skill)

- **CREATE ADVANTAGE:** Use your environment to your advantage in physical conflicts.
- **DEFEND:** Counter attempts to create an advantage against you that involves maneuvering or positioning.

- **Remember Your Training.**
When you invoke one of an opponent's aspects or consequences in a physical conflict, you get a +3 bonus instead of +2.

- **Passionate Orator.**
When addressing a large crowd of people, you may use Will in place of any other Banter skill.

- **Number Cruncher.**
Spend a fate point and choose any Science skill. For the rest of the scene, you may use Will in place of that skill.

- **Riposte.**
When you use Combat to defend in melee and succeed with style, sacrifice your next action to immediately inflict an attack on your opponent at the shift value of your defense. For example, if you get four shifts on your defense, you'd deal a 4-shift hit to the attacker. You can't do this again until you have another "next action" to spend (after your skipped turn goes by).