

Name	Lt. Col. William Scott
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Concept Aspect	Good Mode Aspect	Fair Mode Aspect	Average Mode Aspect	Omega Aspect
Reluctantly Retired Astronaut	Let me talk to the guys who <i>actually</i> do the work	Two-Fisted Rocket-Jockey	A career in the cold war	I may be retired, but I'm not out of the game just yet

		Good (+3) Mode			Stunts & Mega-Stunts Breakneck Pace (p.82) The Social Network (p.83) 3 Other Stunts
Superb (+5)	Specialised Skills	Banter	Fair (+2) Mode		
			Action		
Great (+4)	Focussed Skills		Specialised Skills	Average (+1) Mode	
	Contacts Deceive Provoke		Vehicles	Intrigue	
Good (+3)	Trained Skills		Focussed Skills	Specialised Skills	
	Empathy Rapport Will		Athletics Notice		
Fair (+2)			Trained Skills	Focussed Skills	Physical Stress
			Combat Physique		□ □ □
Average (+1)			Trained Skills		Mental Stress
			Burglary Stealth		□ □ □ □

- **Breakneck Pace.**

+1 to overcome with Athletics or Vehicles when involved in a chase.

- **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.