Character **Howard Philips Lovecraft**

SonOfAtreus Player

Aspects

HIGH CONCEPT
Ritualist Writer

TROUBLE
No Money, Mo' Problems

OTHER ASPECTS
Pierre LeRoux Is Watching Me
Derleth Must Survive

Stress

	1	2	3	4	5	6	7	8
Physical (Endurance)	○	○	●	●	●	●	●	●
Mental (Conviction)	○	○	●	●	●	●	●	●
Social (Presence)	○	○	●	●	●	●	●	●

Consequences

Type	P/M/S	Stress	Used?	Aspect
Mild	Any	-2	○	
Moderate	Any	-4	○	
Severe	~~Any~~ Phys	-6	●	Cancer- Small Intestine
Extreme	Any	-8	○	

Power Level		Skill Cap
Up To Your Waist		Superb (+5)

Skill Points Spent (30)   Total Available (0)

(7) Base Refresh Level

Current Fate Points (1) Adjusted Refresh

(1) Last Session's FP

Skills

Superb (+5)	Lore
Great (+4)	Conviction, Scholarship
Good (+3)	Discipline, Presence
Fair (+2)	Alertness, Contacts, Stealth
Average (+1)	Athletics, Empathy, Fists, Investigation, Rapport

Stunts & Powers

Cost Ability

-3 Thaumaturgy

Thaumaturgy is a subtle art - and slow. This is done through careful preparation and ritual, and thus can't ever be used quickly enough to be much use in a fight. However, given time, preparation, materials, and the right caster, it's more than enough for supernatural forces.

Specialization - Full thaumaturgy grants the ability to specialize in one form of thaumaturgical magic, usually by focusing on a particular application. This specialization can take the form of a complexity bonus (increase level of complexity you can manage without preparation) or a control bonus (increase rolls to control ritual by 1) for spells in a particular type. One or the other must be chosen, though the specialization doesn't need to be defined when the ability is taken.

Item Slots - Thaumaturgy comes with two free Focus Item slots. A single Focus Item slot can be traded in for two Enchanted Item slots. You may gain more Item slots by taking Refinement.

-1 Soulgaze

Wizards (and a rare few others) have the ability to gaze upon another's soul directly - but only the first time they make more than a moment of eye contact, and only if the one they gaze upon actually has a mortal soul.

This power is considered an application of The Sight.

-2 Occultist (Outsiders/Old Ones)

Gain +2 to Lore roll when dealing with Outsiders, +4 when dealing specifically with finding means of entry into this reality.

(-6)   Total Refresh Adjustment