ID

Name	Elder Sibling
Description	A hopeless romantic and rebellious teenager all at once, the Family's eldest child had little patience for rules and tradition, preferring to act with wild abandon wherever their whims took them. This recklessness was tempered by a brilliant creativity, though Father had little appreciation for that. These traits endure in death, as the eldest sibling has become a somewhat mean-spirited trickster as a ghost.
Refresh	3

FATE™ CORE SYSTEM

ASPECTS

In Life	Reckless Artist with No Patience for Rules
In Death	Wicked Trickster with a Mean Streak
Tragedy	The Tapestry Burnt by Careless Flame

SKILLS

Superb (+5)					
Great (+4)	Ectoplasm Manipulation				
Good (+3)	Agility	Deception			
Fair (+2)	Incorporeality	Intimidation	Invisibility		
Average (+1)	Manifestation	Possession	Telekinesis	Temperature Control	

EXTRAS

STUNTS

Ghostly Contraption (Ectoplasm Manipulation) – Once per Scene, the Eldest Sibling can create semi-permanent constructs of ectoplasm; they may roll independently on the sibling's next turn (at the same level they were created at).

Treacherous Footing (Agility) – +2 to Create Advantages with Agility related to maneuvering opponent's into dangerous territory or situations.

Heart-Stopping Terror (Deception) – The Elder Sibling may Attack a living creature's body with Deception if they have Created an Advantage convincing the foe they are in mortal peril.

COHESION STRESS (Manifestation)

1 ☐ 2 ☐ 3 ☐ 4 ☐

SANITY STRESS (Willpower)

1 ☐ 2 ☐ 3 ☐ 4 ☐

CONSEQUENCES

2	Mild	2	Mild
4	Moderate		
6	Severe		