ID

Name	The Curious Child
Description	The Curious Child was by far the more talkative of the Family's young Twins. A loquacious, intelligent youth who was never without a magnifying glass or notebook, the Curious Child often overwhelmed guests and others in the Family with a never-ending stream of questions. In death, the Child is most often a nosy observer who occasionally cannot help but try to interact with the living.

Refresh: 3

FATE™ CORE SYSTEM

ASPECTS

In Life	A Talkative Explorer and Learner
In Death	Excitable Observer of the Mortal World
Tragedy	The Door, Barred for Eternity

SKILLS

Superb (+5)					
Great (+4)	Investigation				
Good (+3)	Academics	Persuasion			
Fair (+2)	Flight	Invisibility	Telepathy		
Average (+1)	Agility	Ectoplasm Manipulation	Manifestation	Teleportation	

EXTRAS

STUNTS

Keen Observer (Investigation) – +2 to Create an Advantage with Investigation in any situation where the Curious Child might have previously spied upon an individual or studied an area or object.

I Know How to Do That! (Academics) – Once per Scene, the Curious Child can use Academics in the place of any other Skill they could feasibly have learned or read about doing.

Exhausting Conversationalist (Persuasion) – The Curious Child can spend a Fate Point to convince a listener of just about anything, so long as they have enough time to wear them down.

COHESION STRESS (Manifestation)

1 ☐ 2 ☐ 3 ☐ 4 ☐

SANITY STRESS (Willpower)

1 ☐ 2 ☐ 3 ☐ 4 ☐

CONSEQUENCES

2	Mild	2	Mild
4	Moderate		
6	Severe		