



STRANDS OF FATE

FATE

MIKE McCONNELL

An aging gunslinger seated on his horse scans the town below...

The brash young pilot guns his craft through the asteroid field...

A professor scours the dusty book shelves for the ritual of summoning...

An assassin holds his breath as he gently squeezes the trigger...

STRANDS OF FATE

...contains everything you need to tell stories of adventure, action, horror, and intrigue set in any genre. Whether it's classic fantasy, urban mystery, dashing super heroes, or far future action, this book is your guide.

Strands of Fate utilizes the FATE roleplaying game system and provides the Game Master with all the tools he needs to get any campaign, of any genre or power level, off the ground and running in minutes.

It features...

- + Rules for creating and playing stories about average people, over the top heroes, or virtual gods.**
- + A system of Advantages that provide you with fully functional magic, psionics, mutations, cybernetic enhancements, or any other strange power you can imagine.**
- + Rules for creating and playing with vehicles, from pirate ships to star ships to ten story tall battle mechs.**
- + Support for non-human races or even transhuman characters.**
- + A system for creating and controlling units and organizations, and using them to play out regional or world spanning conflicts.**
- + Antagonists and equipment to challenge and aid your characters, whether they're knights, modern soldiers, or star hopping androids.**



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Chapter 1

The Basics

What is a Roleplaying Game?

Telling stories is a tradition we've shared since the earliest men learned to talk. Everyone gathers around and the storyteller avails the listener with tales of adventures, mystery, action or terror.

Role playing games (RPGs) were born of this tradition. But instead of a single storyteller telling the story and playing the part of all the characters, role playing games spread the work around a bit.

To play a role playing game you need at least two people, though three or four is preferable. One person usually has some sort of title, we call him the Game Master (or "GM") and the other participants are simply called Players.

Each player makes up a character. Like a character in a book or movie, the character should have an interesting background, quirky habits, views and beliefs and other traits that makes the character well-rounded.

But unlike a book or movie, the character is assigned statistics and traits that are defined by the game system. These attributes tell the player, and others, how capable the character is at performing certain things.

It is the GM's job to come up with some sort of plot outline for the story as well as playing all the other characters that appear. He is also the final arbitrator of the rules, and may even supersede the rules of the game if it suits his story.

So when the game starts, the GM describes to the players where their characters are and what is going on around them. And then he'll ask "What are you going to do."

Each player will, in turn, describe what actions they wish to take. Using the rules of the game, the players and GM determine what happens when the players attempt their actions and whether or not they succeed.

And that's role playing!

What is the FATE Game System?

The book you hold in your hands uses a heavily modified version of the FATE (Fantastic Adventures in Tabletop Entertainment) game system compiled and revised to allow the GM to run a game set in just about any genre he can imagine.

FATE is the award-winning role-playing system driving ***Spirit of the Century***, ***Starblazer Adventures*** and the ***Dresden Files RPG***. With this game system you can tell stories of great adventure, terrible tragedy, super heroics or bone chilling horror set in the genres of fantasy, modern, or science fiction.



Things You Should Have

In addition to this book you'll need a few supplies to play the game. Here's a list of mandatory items as well as some recommended ones.

You'll Need

- A set of Fudge dice, which can be purchased at several online hobby stores. Alternatively, you can use two six-sided ("d6") dice, preferably of differing colors, for each player and the GM.
- Some copies of character sheets or at least blank paper to record characters. (You can download character sheets from the Void Star home website.)
- Writing implements.
- Friends. For running a game, the sweet spot's somewhere between two and four.

You'll find useful:

- A set of poker chips or glass beads (to use as Fate Points).
- Index cards or "sticky notes" to pass notes and to make notes on things that come up in play.
- Snacks.



Rolling the Dice

When you want your character to perform an action your GM may can on you to roll the dice. Do so, and add any relevant modifiers to find the total result of the roll. Usually a roll will call for you to add a specific Ability to the roll. For instance, if you were told to “roll your Agility”, you’d roll the dice, add your Agility rating, and then add any other relevant modifiers to find the total. The total is then compared to a difficulty rating set by the GM to determine success or failure.

FATE uses Fudge dice, a set of four six-sided dice marked with a “+”, “-“ and “o” (or blank) on each side. You roll the four Fudge Dice and total them up. Each plus counts as +1, each minus counts as -1, and a blank (or o) counts as 0. The average result of the die roll is 0 but can sway as far as -4 to 4.

Once you’ve determined the result of your dice roll, add the result (or subtract if it was negative) to any other modifiers you might have such as your relevant Ability Rank.

For example if your Ability is Rank 2 and you roll a +,-,0,+ (a dice roll of +1), the total is 3.

If your total is equal to or higher than the difficulty you succeed at your task. And if you beat the difficulty by 3 or more you’ve generated “Spin”. This means you not only succeeded but you did so in spectacular fashion. See pg. 254 for more on Spin.

So when a character wants to do something that requires a roll, he follows this simple formula to determine how well he does:

4dF + Ability Rank + Other Modifiers vs. Difficulty

Modifiers can be anything from bonuses granted from Aspects to those provided by Advantages (see below).

Probability of 4 Fudge Dice	
Result	% Chance
-4	1.23
-3	4.94
-2	12.35
-1	19.75
0	23.46
1	19.75
2	12.35
3	4.94
4	1.23

Will these regular six sided dice work?

Yes they will.

Whether you don't have any Fudge dice, or you just prefer slightly less predictable results, you may use two six sided dice.

There are two ways to do this. The first method is to use four of them just like Fudge Dice, counting 1-2 as "0", 3-4 as "-", and 5-6 as "+".

The other option is to take two different colored six sided dice and decide which will be the "negative" die before you roll. Roll the dice and subtract the "negative" dice from the other dice result and add the total to your Ability Rank.

Note that using this method of randomization will have a tendency to create much more varied results.

Probability of d6-d6

Result	% Chance
-5	2.78
-4	5.56
-3	8.33
-2	11.11
-1	13.89
0	16.67
1	13.89
2	11.11
3	8.33
4	5.56
5	2.78



Ranks and Difficulty

Just about every quantifiable value in FATE is given a Rank. Abilities are given a Rank that determines how good you are at performing certain tasks, equipment is given ranks (called Equipment Ratings) to determine how much it aids you, etc.

Difficulties are given ranks just like everything else. For instance, it might be a Rank 0 difficulty to jumpstart a car, but a Rank 3 difficulty to repair that same car after a serious breakdown.

Guidelines for setting difficulties are found later in this book (pg. 252), but the rule of thumb is thus: "The average person succeeds at a difficulty 2 task a little more than half the time."



Taking Action

Dice are used in one of four types of situations:

- ✦ **Simple Actions:** Where the character spends his turn rolling against a fixed difficulty. If your total is equal to or higher than the difficulty, you are successful. (See page 257.)
- ✦ **Contests:** Two or more characters roll to perform competing simple actions. The character whose dice roll plus modifiers has the highest total wins. (See page 257.)
- ✦ **Conflicts:** When two or more characters act in direct opposition to one another, but where resolution is not as simple as a contest. (See page 205.)
 - **Physical Conflict** – A fight with fists, knives, guns, etc.
 - **Mental Conflict** – An argument, debate, or confrontation with something that potentially changes or damages your mind.
 - **Social Conflict** – A public conflict that can change or damage your reputation and/or legal status.
- ✦ **Extended Actions:** When you are performing a complicated task you cannot complete in a single turn. You roll each round, adding up the result of your rolls (plus modifiers) until you eventually hit a set difficulty. (See page 258.)



Character Aspects

More than any other attribute, Aspects are what make the character who he or she is. An Aspect can be any phrase or quote that tells you and the GM something about your character. Typically, an Aspect will relate to some event or important person from the character's past, an item of importance to the character, a part of his personality, or a goal. They should not, however, relate directly to his proficiency in a particular Ability. That's what Specialty Aspects are for (see below).

Some Sample Character Aspects:

Trained by Corporal Frank Sheppard

Always Underestimated

"Soon this city will belong to me!"

"Always on the run"

"Nobody gets left behind!"

Never Forgets an Insult

Aspects may be "invoked" for a benefit to the player. This means the player spends a Fate Point and gains a benefit in situations where his Aspect is relevant.

Aspects may also be "compelled". This means the character suffers in some way because he has that Aspect, but he is rewarded with a Fate Point for his troubles.





Abilities and Specialty Aspects

Abilities represent what a character can do, or rather, how well they can do it. They are ranked starting at 0 and get better as the rank increases. A rank of 0 means very little natural ability and/or no training. A rank of 5 means you are one of the best in the world with that Ability.

So while a character with a Strength rank of 0 may occasionally have trouble getting around in day-to-day life, a character with a Deception of 5 is among the greatest liars and con-artists on the planet.

Ability Rank	What that means...
-1*	You have a handicap or disability that often makes your everyday life a challenge.
0	Almost handicapped. You may have some trouble in day to day life.
1	Below Average. People note your deficiencies.
2	Average. Most people have an Ability rank of 2.
3	Above Average. You are noticed for your talents.
4	Well Above Average. You are one of the most talented people for hundreds of miles.
5	Peak Human. Few people on the planet have this level of an Ability.

* Characters default to a rating of 0, so the only way to get a -1 is by taking the Weakness Advantage found on page 203.

Abilities

Physical

Agility
Endurance
Perception
Strength

Mental

Knowledge
Reasoning
Willpower
Craft

Social

Deception
Empathy
Persuasion
Resources



Abilities are very broad generalizations, and while they can give you a good idea of what a character is capable of, they don't tell the whole story. To get a better idea of what a character is exceptionally good (or bad) at, you need to look at his Specialty Aspects (and Advantages, but we'll get to them later).

Like Character Aspects, Specialty Aspects illustrate things that are important to the character. However, unlike Character Aspects, which are very broad in their scope, Specialty Aspects should be more focused on a particular Ability.

Some Sample Specialty Aspects:

Expert Marksman (Agility)

Sickly and Slow to Heal (Endurance)

*"I hacked the DoD Database in less than 7 minutes!"
(Knowledge)*

Remember, Abilities are very broad. So don't think you need to have a high rank in an Ability to be very good at some specialty that falls under it. For example, a talented chemist would probably have his Knowledge Ability at Rank 2 or 3 with a Specialty Aspect that can grant a bonus to chemistry like *Recites the Periodic Table in His Sleep*.

See page 21 for more on Specialty Aspects.



Refresh Rate ("Refresh")

All characters start with a predetermined Refresh Rate set by your GM. This is the number of Fate Points the character begins each game session with. Regardless of how many FP you had at the end of the previous session, you start the next game session with a number equal to your Refresh Rate.

This Refresh Rate is often more simply referred to as your character's "Refresh".

Note that the GM may decide not to allow a Refresh at the beginning of a session if the previous session ended abruptly, or he may offer a Refresh at other times if appropriate; such as when hitting a milestone in a story arc.



Advantages

Advantages represent additional training or special abilities a character might have. You “purchase” Advantages with Advantage Points (AP) and they come in three “tiers”.

In the first tier we find the Expert Advantages. These are common among all people and are used to describe some degree of training. For example, a character with a Craft of 2 might also have the Gear Head Advantage, which grants a bonus to work on vehicles and implies some mechanic training.

The second “tier” is made up of the Heroic Advantages. These are the special, more cinematic, traits that push your character “over-the-top”. Heroic Advantages belong to action heroes like the bouncer who can take down a room full of drunken brawlers or the investigator who can fashion powerful explosives out of the stuff you’d find in most kitchens.

The third “tier” holds the Power Advantages. These are the magical spells, psionic powers, mutant gifts, cybernetic augmentations or other unnatural powers that characters may obtain.

What Advantages are available for you to choose from depends largely upon your GM, the genre of the game you’re playing, and the specific setting you’re using for your game.

Advantages are also meant to represent the unique abilities that a given genre/setting may allow for your character to indulge in – mechanical wonders made possible by science(!), arcane secrets of undocumented ancient civilizations, super-human capabilities, the unlocked power of an enlightened mind, you name it - these Advantages are meant to distinguish a character as something unique within the setting of the story.



Stress and Consequences

Bullets and claws rend flesh, the mind reels in the face of an unnamable abomination from beyond or at the sight of a dead loved one. The hero walks alone; outcast, banished, hungry, homeless, poor, and broken. Not all heroes are welcomed with open arms, but they do the job anyway.

When you suffer stress from an attack, the amount you suffer is marked off your stress boxes. Once all the stress boxes in a row are marked, you must take a Consequence. Once you have taken four Consequences (one each of Minor, Major, Severe(P), and Extreme(P)) you are in danger of being Defeated(P).

Consequences are essentially temporary Aspects that describe an effect of the stress you have taken. And like other Aspects they can be compelled, or even sometimes invoked. For example, a Minor Physical Consequence might be a *Sprained Ankle*, while a Severe(P) Social Consequence may be *Wanted Dead or Alive*.

In addition, the first invoking or compelling of a Consequence is free and the Severe(P), Extreme(P), and Defeated(P) Consequences are considered “persistent”, allowing you to always invoke or compel them for free.

Note that Extras are often unable to take the full allotment of Consequences.

See Chapter 6 for more on conflicts, stress, and Consequences.

Awesome vs. Realism

Unlike many other game systems, FATE does not try to simulate reality. Instead, the focus here is on telling a story, a shared narrative between the GM and players.

Often times what makes for a good story isn't always realistic. When playing games using *Strands of Fate*, remember to think of it as a play, novel, comic book, or movie. The players can use their Fate Points to take over some control of the story, bringing to the forefront the different aspects of the unfolding story and its characters that they think are cool.

While this may not always create a perfectly *realistic* result, it should always create an *interesting* one. “That was awesome!” is almost always more fun than “That was realistic.”

Glossary

Ability: Your Abilities paint a very broad picture of your character, defining his innate aptitude in performing certain tasks. When creating your character, you will give him ranks in his Abilities. The average person has a rating of 2 in each Ability. See Chapter 4 for more.

Advantage: These attributes further define what your character can do. If Abilities cover your character's natural ability, Advantages help represent what your character has learned over the years. See Chapter 5 for more.

Advantage Points (APs): Characters are given a number of Advantage Points at character creation with which to purchase Advantages.

Affinity Ability: An Ability that describes your aptitude for controlling your Power Source. Usually rolled when using Power Advantages. See pg. 92 for more.

Aspects: An Aspect is a word, phrase, quote, or sentence that describes some particular trait of a person, place or thing. You can spend a Fate Point (FP) to draw attention to a particular Aspect, or gain a FP when an Aspect harms you. This is called invoking or compelling an Aspect.

Aspects are generally written in *italics* in this book.

See Chapter 3 for more.

Assessment: You may use your Perception, Reasoning or Empathy to study a person, place or thing in an effort to discover Aspects it may have. See pg. 63 for more.

Armor Rating (AR): Armor, shields, and some Powers grant an Armor Rating. If you are successfully hit with an attack, your AR is subtracted from the amount of stress you suffer.

Campaign: A series of game sessions strung together to form a shared and evolving story.

Campaign Power Level (CamPL): A rating determined by the GM that sets the tone of the campaign. Your Campaign Power Level determines the number of Ability ranks, Advantage Points, etc; that starting characters have. See page 15 for more.

Character Aspect: An Aspect that describes who a character is. It answers the question of where he is from, his outlook on life, his guiding principles, etc.

Compel (an Aspect): Spend a Fate Point to make an Aspect impact a character in a negative way. You gain a Fate Point any time one of your own Aspects are compelled. See pg. 55 for more.

Concession: You may choose to end a conflict on your terms. If you offer a Concession to your opponent and it is accepted, you gain a FP. If he refuses and the offer was a fair one, he loses a FP. See pg. 208 for more.

Consequences: If you suffer too much stress on your Stress Track, you must take a special kind of Aspect called a Consequence. There are four types of Consequence - Minor, Major, Severe(P) and Extreme(P). As you take Consequences, and they are compelled, you become less and less effective at performing tasks until you are eventually Defeated(P). See Chapter 6 for more.

Declaration: You may roll your Knowledge or Reasoning to declare that a person, place, or thing has an Aspect you get to specify. The more interesting the Declaration, the higher the chances are of success. See pg. 65 for more.

Defeated: The exact nature of Defeat depends largely on what type of conflict you lost. For a physical conflict, it could mean a coma or even death. A mental conflict could reduce you to a gibbering vegetable, while a social conflict could land you in prison or exiled for life. See Chapter 6 for more.

Defining Aspect: The Character Aspect that best defines your character's concept. See pg. 19 for more on Defining Character Aspects.

Determination: The "armor" used in mental conflicts. Determination ratings derive from motivation and morale on the part of the defender. See pg. 222 for more.

Difficulty (Diff: X): The number that your roll plus modifiers must meet or exceed to successfully perform an action.

Edge: The "weapon" used in mental conflicts. Edge ratings are granted from exceptional role-playing or cleverness on the part of the attackers. See pg. 222 for more.

Equipment Rating (ER): The bonus a piece of equipment grants you when using it to aid you in performing an action. See pg. 299 for more.

Experience Points (XPs): At the end of each game session, the GM will reward you experience points. These points are spent to improve your character's traits.

Extra: Extras are the faceless masses of characters the PCs might interact with, but do not play a major role in the story. It may be the bar tender, the crossing guard, or one of the local farmers. They tend to have simplified statistics and are Defeated much easier than PCs or GMPCs.

Fate Point (FP): Fate Points are used as narrative currency. They can be spent to turn the spotlight on a particular person, place or thing's Aspects by

way of invoking or compelling. They can also be used to activate some Advantages. See Chapter 3 for more.

Game Master (GM): Also called Narrator, Judge, Referee, Story Teller, etc. in other games. The GM helps the group tell a story, devises the plot, background, setting and enemies, plays the roles of NPCs and enemies when you encounter them, and is responsible for knowing the rules and making sure the players have a great time.

Game Master Played Character (GMPC): These NPCs are the other major characters in the story that have a name as opposed to Guard #3. They are important figures in the story; such as a player character's boss, a major ally, or enemy.

Initiative: A roll that takes place at the start of a conflict that determines the order in which the acting characters get to take their turns. See pg. 210 for more.

Invoke (an Aspect): Spend a Fate Point to make an Aspect impact a roll in a positive way. See pg. 53 for more.

Leverage: The “weapon” used in social conflicts. Leverage ratings are granted from collecting evidence against your target, publically humiliating him, or undermining his base of power. See pg. 233 for more.

Maneuver: An action taken to place an Aspect on yourself, another character, an object, or the scene. See pg. 255 for more.

Melee Attack: An attack made against an opponent with your fist, feet, knives, spears or other hand held weapons.

Non-Player Character (NPC): They're the cast of people on the fringe of the story, people met along the way, all briefly played by the Game Master to enhance your experience. NPCs are either Extras or GMPCs.

Persistent Aspects: Denoted with a “(P)” at the end of the Aspect's name. These Aspects impact a person, place, thing or scene to such a degree that it can be invoked or compelled for free. It does not cost a Fate Point to invoke a persistent Aspect and no one gets a Fate Point if it is compelled. Note, however, that invoking or compelling a persistent Aspect for effect still costs a Fate Point. See pg. 59 for more.

Player: One of the people playing in the game that is not the Game Master.

Player Character (PC): That's the imaginary person you will play in the game. You create them from your imagination using the rules found in this book as a guide. Once created, you will control this character, making decisions for him or her that will help them overcome their obstacles.

Popularity: The “armor” used in social conflicts. The more the public cares for the defender, the more difficult it is to get a social attack to “stick”. See pg. 233 for more.

Power Source: The source of power from which you gain access to your Power Advantages. See pg. 95 for more.

Ranged Attack: An attack made with a bow, crossbow, pistol, assault rifle, thrown spear or any other type of ranged weapon.

Refresh Rate: Your Fate Point budget—how many Fate Points you get at the start of each session. Often just called “Refresh”.

Round: A round consists of about three seconds of in-game time. And during that time, each character in the scene gets a turn. Each character gets to take their turn in order of initiative.

Scene: FATE breaks up the action into scenes, much like a movie. You have interaction scenes, action scenes, chase scenes, etc. The exact length of a scene varies but generally begins and ends when there is a significant shift in the story’s focus or a change in the setting.

Scale: The scope of a conflict. Scales are rated as Personal, Skirmish, and Campaign Scale. See pg. 287 for more.

Session: A game session. The time you and your friends devote to playing the game on a given day.

Specialty Aspect: An Aspect that describes what a character is good (or bad) at. They are narrow in focus and are associated with an Ability to better define its intended meaning. Note: Resource Specialty Aspects can be items or Facilities and Persuasion Specialty Aspects can be allies and contacts. See page 21 for more.

Spin: When the total of your roll plus all modifiers beats the difficulty by three or more, you are said to have generated “Spin”. Spin indicates that not only did you succeed but you did so with finesse, precision and/or flare. See pg. 254 for more.

Stress Track: A Stress Track is used to track the amount of stress you have taken measured in stress boxes. Once all the stress boxes in a row are filled you must take a Consequence. Additional stress is then taken on the next row, which when filled, requires you to take another Consequence; and so on until you are Defeated or Concede. See Chapter 6 for more.

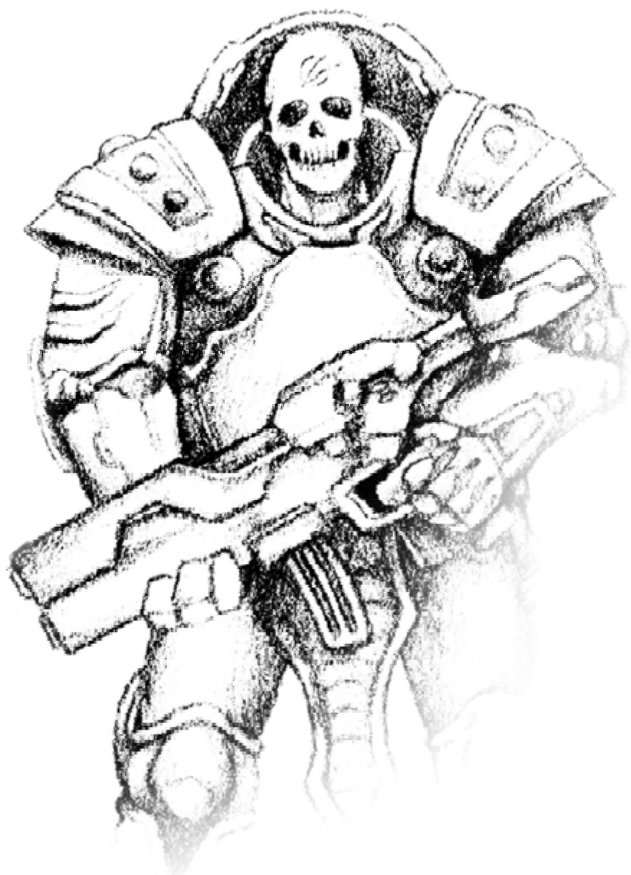
Tech-Level (TL): The general level of technology featured in the campaign. The higher the number, the more sophisticated the technology the average person has access to. See pg. 300 for more.

Temporary Aspect: An Aspect that goes away with time. “Fragile” Aspects go away when compelled or invoked or after the round is over. “Sticky” Aspects go away after they are intentionally removed or something happens to remove them. See Chapter 3 for more.

Turn: Your chance to act during a round.

Weapon Rating (WR): Weapons and some Powers have a Weapon Rating. After you have landed a successful attack on your enemy, this bonus is added to the amount of stress your target suffers. See pg. 299 for more.

Zone: The area in which a physical conflict takes place is divided into zones by the GM. Zones usually have clearly defined boundaries, such as walls or changes in elevation, and are sized based on the scale of the conflict. See pg. 297 for more.



Chapter 2

Character Creation

Steps of Character Creation

1. Determine your Campaign Power Level (CamPL) and Tech-Level (TL)
2. Think about your character concept and pick out a cool name
3. Select five Character Aspects
4. Purchase Abilities
5. Select five Specialty Aspects
6. Purchase Advantages
7. Purchase starting equipment

Step #1: Campaign Power Level and Tech-Level

Before you begin creating your character, the GM should set a Campaign Power Level (CamPL). The Campaign Power Level, simply put, tells you how “epic” your campaign is going to be. Will you be fighting gangsters in a back alley or dragons in the realm of gods?

The table below suggests several common Campaign Power Levels but don’t be afraid to make up your own. If you feel you want to run a campaign where the characters have the Abilities of a “Hero” but the Advantages of a “Super Hero”, go for it. Just remember that the Campaign Power Level will have a drastic affect on your game, so think about it carefully.

Tech-Level: Determine the campaign’s TL as it will impact how some Advantages are used and what equipment is available. See pg. 300 for more.

Aspects: Regardless of the CamPL, all characters begin with five Character Aspects and five Specialty Aspects.

Character Aspects define who a character is, while Specialty Aspects define the character’s proficiency in skills, his personal items, or interesting relationships.

Abilities: All characters begin with a rank of 0 in all Abilities. Depending on your starting CamPL, you gain additional ranks to distribute among your Abilities as per the table below. So placing 3 ranks in Empathy nets you an Empathy rating of 3.

The number in parenthesis is the highest rank you can start with in a single Ability, though it may be increased later by spending Experience Points.

Refresh: All characters start with a Refresh Rate determined by the campaign's Power Level as per the table below. This is the amount of Fate Points the PCs will start each game session with.

Advantages: Unlike Aspects, Advantages offer a constant bonus to a specific use of an Ability, such as sneaking or telling lies, or allow you to perform some special action.

Characters start with a number of points, depending on your CamPL, with which to purchase Advantages. However, some Advantages are only available at higher Power Levels and cannot be purchased no matter how many Advantage Points (APs) you have. The table below shows the suggested number of starting Advantage Points characters should get based on the Power Level of the campaign. The number in parenthesis is the maximum number of APs the character can put into a single Advantage, though he may add more later by purchasing APs with Experience Points and devoting them to improving his Power(s).

The different types of Advantages and what they are for are described later in this chapter.

Note that the GM may decide to allow Power Advantages to Experts or Heroes if they are playing in a setting where Advantages can be purchased with Resources, such as a futuristic setting featuring cybernetics. See pg. 90. Also, the GM may consider allowing Commoners and Experts to purchase the Heroic Advantage called Experienced (pg. 103).

Campaign Power Level	Refresh	Abilities (Max)	Adv. Points	Available Advantages
Commoner	4	24 (3)	1 (1)	Expert only
Expert	5	24 (3)	3 (1)	Expert only
Hero	6	25 (3)	6 (2)	Expert and Heroic only
Action Hero	7	25 (4)	9 (2)	Expert and Heroic only
Mythic Hero	8	26 (4)	12 (5)	Expert, Heroic and Powers (No Super Powers)
Legendary Hero	9	26 (5)	15 (7)	Expert, Heroic and Powers (No Super Powers)
Super Hero	10	27 (5)	See Below	See Below
- Metro Class	--	--	20 (10)	- All, Metro Class Super Power Only
- World Class	--	--	30 (12)	- All, Up to World Class Super Powers Only
- Galaxy Class	--	--	40 (14)	- All, Up to Galaxy Class Super Powers Only
- Cosmic Class	--	--	50 (16)	- All, Up to Cosmic Class Super Powers Only
- Infinity Class	--	--	60 (18)	- All

- + You have a number of Physical stress boxes equal to your Strength + Endurance + Modifiers.
- + You have a number of Mental stress boxes equal to your Reasoning + Willpower + Modifiers.
- + You have a number of Social stress boxes equal to your Persuasion + Resources + Modifiers.

Step #2: The Character Concept

The second step in creating a character is to sit down and think of a solid character concept. This of course will depend largely on the setting you are going to be playing in and the genre(s) you're taking inspiration from.

In a fantasy game, your character could be the outcast heir to an ancient kingdom. Or he might be a poor down on his luck merchant looking for a way to get back at the evil Duke who robbed him of his fortune.

In a modern game, your character might be a burned out cop with a knack for being in the wrong place at the wrong time. Or maybe you are a former pro race car driver getting by doing street races and driving the getaway car.

In a sci-fi game, you might be a cybernetically enhanced computer hacker embroiled in the world of industrial espionage, breaking into secure corporate networks and selling what you find to their competition. Or maybe you're a laser-rifle-wielding street samurai looking to bring justice back to your old home town... on Mars.

Don't be afraid to bounce your character concept off the GM and other players. You'll know you've got a good one when another player tries to steal it for his own character.



Step #3: Character Aspects

Chapter 3 deals with Aspects in detail, but for now, you just need to know the basics.

An Aspect is a phrase, sentence, or character quote that describes some *aspect* of your character. You can spend a Fate Point to gain a bonus because of your Aspect. This is called “invoking” an Aspect (see pg. 53). An Aspect can also work against you, earning you a Fate Point. This is called “compelling” an Aspect (see pg. 55).

Aspects can be both positive and negative, but they should never be boring. Whenever you choose an Aspect, take a minute to ask yourself what kind of situations you can imagine using it for and what kind of trouble it might get you into. The very best Aspects suggest answers to both those questions. And an Aspect that can answer neither is likely to be very dull indeed.

When you're picking Aspects, make sure you don't get hung up on coming up with some clever play on words or being witty. What really matters is how useful your Aspect is. If you are iffy about an Aspect, try to think of two

or three different ways that Aspect could come up in the game. How do you invoke it? How can it be compelled?

As a general rule when selecting Aspects, “Cool” should always outweigh “Powerful”. So you might be thinking “I’ll take *Lucky* as an Aspect. That could always be invoked to help me.” And yeah, you’d be right. It’s powerful. But is it cool?

Let’s take it a step back and change it to *Twists of Fate*. Not only is that a little more evocative but it suggests that it could be invoked in some truly interesting ways. It might also get you to wondering why this character is regularly subjected to odd coincidences and... twists of fate.

And perhaps just as important as being cool, the Aspect should be interesting when compelled. Ask yourself how often *Lucky* is going to be a bad thing in your character’s life. You want conflict. You want challenge. Adversity is fun and it nets you Fate Points.

Now let’s look at *Twists of Fate*. This Aspect implies that the odds always seem to turn on their head when your character is around. But that doesn’t mean they always work in your favor. An Aspect like this could be compelled by the GM in all sorts of interesting ways and not only does that net you Fate Points but it makes for a better story for everyone.



Your character starts with a total of five character Aspects. One is called your Defining Aspect and is essentially your character's concept summed up in just a few words. The other four are used to further define your character and are addressed below.

Sample Defining Character Aspects

- + Honorable Knight of the Cross
- + Mysterious Sorcerer
- + Paranoid Paranormal Investigator
- + Hard Nosed Special Forces Operative
- + Blood Thirsty Space Marine
- + Cybernetic Assassin

When thinking about your other Character Aspects, you should probably stop to consider how your Aspects address the topics listed below.

We call this the "Aspect Alphabet" and while it is not required that your Aspects address these issues, it's a good idea to at least give them a little thought.

"A" is for Ambition

What are your character's goals and ambitions? Good ambition Aspects might be similar to *Wants to Avenge his Father's Death*, *"I'll make captain one day!"*, *"The hordes of Gog shall be driven out of my homeland!"*, or something similar.

"B" is for Background

This could cover anything from where you grew up, to who your parents were, to your previous professions. Things like *Grew up on the Streets of New York*, *Bastard Son of Prince Morlass*, *Ex CIA Operative*, make great background Aspects.

"C" is for Convictions

What do you believe in? What philosophies guide your actions and make you the person you are? Some good conviction Aspects include *"God will grant me Strength"*, *Ladies First*, or *"I'd lay down my life for my country."*

"D" is for Disadvantages

Why haven't you already achieved all your goals? What are your weaknesses? Some good disadvantage Aspects include *Soft Spot for the Poor*, *"Lost my legs in 'Nam"* or *"I shall not harm an innocent."*

Step #4: Abilities

While Character Aspects tell us who a character is, his Abilities tell us in a very general sense what he can do. Characters will have a rank defaulting to 0 in each of the following twelve Abilities. These Abilities are very broad interpretations of your character's capabilities, which are further defined with Specialty Aspects and Advantages.

The twelve Abilities, and what they measure about your character, are listed below:

Physical Abilities:

Agility – speed, balance, hand-eye coordination, hiding, moving quietly, manual dexterity, attacking with ranged weapons, etc.

Endurance – health, vigor, ability to withstand pain, toxins, sickness and diseases of the body, etc. Adds to your Physical stress Track.

Perception – the five senses, general awareness of your surroundings, reaction speed, etc. Can be used to make Assessments (pg. 63).

Strength – raw physical might, lifting, dragging, pulling, attacking with melee weapons, etc. Adds to your Physical Stress Track.

Mental Abilities:

Craft – painting, carpentry, blacksmithing, demolitions, sculpting, programming, engineering, etc.

Knowledge – history, geography, computers, physics, chemistry, pop culture, literature, etc. Can be used to make Declarations (pg. 65).

Reasoning – riddles, logic problems, math, short term memory, puzzles, etc. Adds to your Mental Stress Track and your Wealth Stress Track if one is used in your campaign. Can be used to make Declarations (pg. 65).

Willpower – resisting seduction, addiction, brain washing, temptation, psychic assault, etc. Adds to your Mental Stress Track.

Social Abilities:

Deception – lying, seduction, cheating, stealing, running long term cons jobs, casing an area, picking pockets, etc.

Empathy – sense other's emotions, detect deception, help with psychological damage, etc. Can be used to make Assessments (pg. 63).

Persuasion – bargaining, contacts, debate, intimidation, sex appeal, performance, etc. Adds to your Social Stress Track.

Resources – money, credit, collateral, home, means of transportation, etc. Rolled to purchase items. Adds to your Social Stress Track and your Wealth Stress Track if one is used in your campaign.

Affinity Abilities

A thirteenth Ability, called “Affinity”, is used to measure your control over your Power Source. A Power Source and Affinity Ability may be necessary if you have some types of Power Advantages.

Power Sources and Affinity Abilities are covered in detail in the Chapter 5.

Common Ability Packages

The following “packages” can be purchased with 24 ranks in Abilities. You might want to select one of these packages to speed character creation.

The Average Guy: Rank 2 in all Abilities.

The Trained Professional: Rank 3 in two Abilities. Rank 2 in eight Abilities. Rank 1 in two Abilities.

The Specialist: Rank 3 in three Abilities. Rank 2 in six Abilities. Rank 1 in three Abilities.

If you are starting with more than 24 ranks in Abilities, consider selecting a package from the above list and customizing it with the additional ranks you have.

Step #5: Specialty Aspects

Specialty Aspects are what set your character apart from the masses.

After you have allotted your Ability Points, you may now come up with five Specialty Aspects. These Aspects should strongly reflect some strength or weakness you have in a particular Ability. For example, under Agility you might have *High School Track Team* and under Persuasion you might have *Ladies’ Man*.

But remember, as with Character Aspects there is some benefit to having an Aspect that is a negative trait. The member of the High School track team could easily also have *All Thumbs* to indicate that while he may be athletic and quick on his feet, he’s not especially good at catching things or anything that requires a lot of manual dexterity.

Note that Specialty Aspects are associated with an Ability (and an Ability may have multiple Specialties), but are not restricted to it. The purpose of this association is to better define the intent of the Aspect, not to strictly limit its use.

For example, “I’ll Never Talk!” implies something different if it is associated with Endurance than if it were associated with Willpower, even though the wording of the Aspect is the same. The association with an Ability just helps clarify what the Aspect says about the character.

Also, there may be some special cases where the GM allows you to invoke or compel a Specialty Aspect with a different Ability than the one it is associated with. And that’s okay. The Specialty Aspect’s association with an Ability is a guideline, not a restriction.

For example, if a character has a Specialty Aspect of *Tough as Nails* (Endurance), the GM may still let him spend a FP and apply a bonus to a defense roll to mitigate physical stress, even if he is rolling Agility to defend.

Like Character Aspects, we can continue looking to the Aspect Alphabet as a guide for selecting Specialty Aspects.

“E” is for Exceptional Skill

So what are you good at? Have you received some special training that makes you an expert with some specific use of an Ability? Or maybe your body or mind has been changed to make you better at something. Some good exceptional skill Aspects include *Master Swordsman* (Strength), *Sub-Dermal Pain Dampers* (Endurance), and *Silver Tongued Salesman* (Persuasion or maybe Deception).

“F” is for Foe(s)

Every hero has enemies. Who have you crossed in your past that might be looking for revenge? Or is it you who seeks vengeance from them? Some good foe Aspects include *On the Run from Sheriff Dobs* (Persuasion), *“The Black Widow Clan has my Number”* (Persuasion), *Won’t Rest Until Helios Microsystems is Bankrupt* (Persuasion).

Note that foe Aspects are almost always associated with your Persuasion Ability. See pg. 84 for more.

Your 10 Aspects

Every character begins with a total of 10 Aspects, and if you are using the Aspect Alphabet, you should try to have one for each of these:

Character Aspects:

1. **Defining Aspect**
2. **Ambition**
3. **Background**
4. **Conviction**
5. **Disadvantage**

Specialty Aspects:

6. **Exceptional Skill**
7. **Foe(s)**
8. **Gear**
9. **Help**
10. **Inferior Skill**

“G” is for Gear

Do you have any special pieces of equipment, vehicles or facilities? Good gear Aspects include: *My Pa’s Old Six Shooter* (Resources), *“She’s the fastest ship in the Rim”* (Resources), *High-Tech Research and Development Facility* (Resources).

Note that Gear Aspects are almost always associated with your Resources Ability. See pg. 86 for more.

“H” is for Help

Do you have a friend, some family, or a group you can call on in times of need? A few examples of help Aspects are: *Old Brother John – the Vampire Hunting Priest* (Persuasion), *“I’m a member of Talos 9”* (Persuasion), *“Us Larsons stick together.”* (Persuasion)

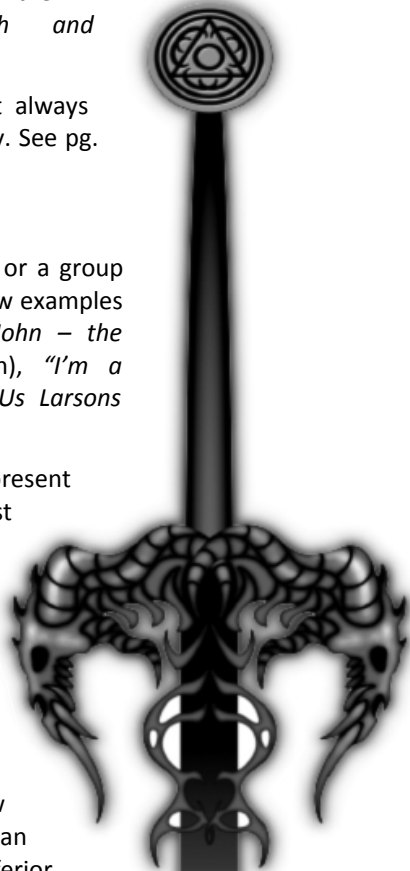
Note that like foes, Aspects that represent people willing to help you are almost always associated with your Persuasion Ability. See pg. 84 for more.

“I” is for Inferior Skill

We can’t all be good at everything. So what do you suck at? Maybe it’s some handicap or maybe you just can’t seem to get it no matter how hard you try. What specific use of an Ability just eludes you? Some good inferior skill Aspects include *Bad Knees* (Agility), *Overly Blunt* (Persuasion or maybe Deception), *“Math is hard”* (Knowledge).

If you are having a hard time coming up with Specialty Aspects, make sure you check out Chapters 3 and 4 for more examples.

And remember, you do not have to stick with the Aspect Alphabet. For example, if you feel like your character wouldn’t have any special gear, you could just give him another inferior skill Aspect instead.



Step #6: Advantages

Like Specialty Aspects, Advantages represent the training or special abilities that characters may have. And, in addition to their Aspects and Abilities, Advantages define what it is a character can do.

All Advantages have a cost which is deducted from your starting Advantage Points (AP) and come in three tiers; Expert, Heroic, and Power Advantages. Unlike Specialty Aspects, Advantages do not have to be invoked or compelled to have an effect.

Expert Advantages cost one AP and tend to grant you some sort of constant benefit, such as a +1 or +2 bonus on some specific uses of an Ability or the option to use one Ability in place of another in some circumstances. Generally, these Advantages are the result of years of training or practice in a specific field. You don't have to spend a Fate Point to benefit from an Expert Advantage.

Heroic Advantages are a bit more exotic. They cost two AP and either grant some powerful benefit at all times or allow you to spend a Fate Point to perform some sort of special action, like stunning an opponent struck with a melee weapon.

Power Advantages (or "Powers") are special abilities that rise above the limits of normal human kind. Their AP cost varies depending on how powerful the Advantage is, but they all grant some sort of unnatural benefit such as resistance to psychic assault. Or they may allow you to perform some supernatural act like turning invisible or throwing magical fireballs.

Notice that Power Advantages come in two flavors; regular Powers and Super Powers. Super Powers are further categorized into Metro Class, World Class, Galaxy Class, Cosmic Class and Infinity Class. A Power's class indicates how powerful it is and characters cannot purchase a Power of a class higher than the campaign's Power Level.

Trading Refresh for Advantage Points

If the GM allows, you may be granted the option to start the game with a reduced Refresh in exchange for more Advantage Points. Generally a single point of Refresh is worth 1.5 Advantage Points. This means that you gain 3 AP for every 2 points of Refresh you exchange. Or you can just use the table below for an easy reference:

Refresh	Advantage Points
2	3
4	6
6	9

Note that you may never begin the game with a Refresh rate less than 1.

Representing your Character

Abilities are a measure of your character's innate capabilities. They are instinct, genetics, and the product of his lifestyle. On the other hand, Advantages represent training or a very strong talent for a specific use of an Ability. So a thief might have Agility 2 and the Sticky Fingers (+2) Advantage. This grants him a +4 bonus on rolls to pick a person's pocket.

Then, if he is really good he might have a Specialty Aspect of "*Where's my Wallet?*", which he can invoke for an additional +2 for a total bonus of +6 when lifting wallets on the subway. And if he is really REALLY good, he might also invoke his Character Aspect of *Back Alley Street Rat* for another +2 for a total bonus of +8.

In general, Character Aspect and Abilities can cover a very broad swath of topics. They are very general and apply in a lot of situations. Specialty Aspects tend to be rather narrow and come into play less frequently.

Advantages grant further bonuses that truly set you above the masses in your particular area of expertise.

Just remember that higher Ability ratings mean that your character performs literally hundreds or thousands of tasks exceptionally well.

So don't think your character has to have an Agility of 4 to be a good shot with a gun. Yeah, he'll be a good shot but he'll also be an amazing gymnast, juggler, and a master of sleight of hand.

It's almost always better to just take an Agility of 2 or maybe 3 and further define your character's skill with a gun using Advantages like Weapon Specialist and Specialty Aspects like *Marine Sniper* (Agility). This makes a lot more sense and helps avoid the juggling sniper on a tight-rope kind of silliness.

Also remember that your character's Character Aspects can be invoked or compelled to modify a roll. So while your expert assassin might invoke his Defining Character Aspect of *Expert Assassin* for a bonus on his Agility roll to shoot a blowgun dart, the GM might compel it on a roll to ride a unicycle; since that's probably not a skill he picked up as part of his assassin training.

Step #7: Starting Equipment

Once you have picked your Character and Specialty Aspects, look at each and write down five pieces of standard equipment that relate to them.

These items, while free, should not have a higher Cost rating than your Resources Ability rating. If you want something more expensive, you'll have to pay for it (see below). You can pick these items from the equipment list in Chapter 8, or talk with your GM if you want an item that isn't listed.

For example, a character with the Specialty Aspect of *Dashing Swashbuckler* would probably always have his saber, while another with the Specialty Aspect of *Combat Medic* could have a field surgery kit. It's something that person would normally carry around with them all the time.

In *Strands of Fate*, characters are expected to have access to all Rank 0 cost pieces of equipment that could be relevant to their daily life. This means they are free to those who would normally have access to them, such as the carpenter who wants a hammer or the soldier who needs a canteen.

You may also start the game with a single Facility (usually your home). Facilities are described in greater detail on page 273, and have a rating equal to your Resources rating.

Buying Additional Equipment

If something is ranked with a cost of 1 or higher, it's more expensive, rare, illegal, or requires permission to own and requires a Resources roll if it is not one of the free items given during character creation.

To purchase these more expensive items, roll the dice and add your Resources rating. If the total of your Resources roll is equal to or higher than the Cost rating of the item, you can have it. You may continue to make purchases in this manner until you fail a roll. Once a Resources roll is failed, you may not attempt any more purchases during character creation.

You may spend Fate Points to invoke relevant Aspects for a bonus or reroll on your rolls to purchase equipment. However, the number of FPs spent in this manner are deducted from the number you start with during your first game session.

The idea is to choose particular pieces of equipment or stuff to give you things to hang your story and action around. Having some equipment doesn't always give you any bonuses, though it might trigger an idea in your head.

It is also possible to start off with additional free equipment by taking the item as a Resources Specialty Aspect. See page 86 for more information.

Shared Equipment

During character creation, it is possible for two or more character to “go in together” and purchase an item.

In this case just as in real life, the PCs need to split up the Cost however they choose. Once they determine how much of the total Cost they plan to take on they roll their Resources to purchase their “share” like any other item.

However, if someone fails to pay their allotted share, either the group can’t afford the purchase or someone else needs to pick up the tab.

Resources and Expense Accounts

Characters who have access to a fairly large sized organization’s resources can act as if they have Resources 2 and, with the backing of the organization can potentially make bigger purchases. These expenditures are tracked by the organization, and as such, if subterfuge is important personal resources are a wiser choice.

Creating Characters On The Fly

Simply pick a name and write down your Defining Character Aspect and maybe some basic equipment. Seriously—that’s it. Don’t worry. You can add more Character Aspects, Specialty Aspects and Advantages as you go. Each player is given a Fate Point for each Aspect they come up with, to a maximum number set by the CamPL. If they start with a fewer number, every time a player thinks of another cool Aspect to add to their character, give them another Fate Point.

Now to Abilities (see Chapter 4 for full details); this is the easy bit. The character starts off with the full allotment of starting ranks and may simply purchase Abilities during the game as they need them.

Advantages work pretty much the same way. Did you read about a great Advantage in the rulebook or have an idea for one that’s not listed? Great; just add it to your character and remove the AP cost from the character’s starting AP to pay for it.

In this way you can build characters as you play without having to spend too much time dreaming them up. It’s especially good for people who’ve not played a game like this before who don’t yet understand what Aspects or Advantages do or what Specialty Aspects would be cool for their characters. Often by just playing the game you quickly understand why Advantages or Aspects are so useful.

Collaborative Character Creation

For characters that are being created for a long term campaign, it might be a good idea to get the other players involved.

Creating characters as a collaborative process better allows the players to create characters that will function well together. They will begin the game with interconnecting back stories that will give the players a good foundation to build upon.

To do this, first write down your character's Defining Character Aspect.

Next, the GM should write down each character's name and put them in a hat or something similar.

Pass the hat around and let each person pull a character's name. Try again if you draw your own character.

The character's name you drew has played some sort of role in your own character's training or young adulthood. Get with that player and the two of you should come up with a Character or Specialty Aspect for both characters that relates to the shared event in their lives. The two characters needn't have met each other during that time, but both of their lives were affected by it and both should have an Aspect that refers to it.

Now, repeat this process again (make sure you get a different character's name), but this time the event in question is a bit more recent. Maybe it was a few months ago or possibly a year. Your character is no longer a novice at his trade, and the character you select has had some role in a recent pivotal event. Again you should each take an Aspect that relates to the event.

You can stop there and fill in the rest of your Aspect however you like, or you can continue swapping stories and Aspects with the other players until you have a well-developed character.

Player Entitlement

This book is first and foremost a tool box. The GM, and to some extent the players, will use bits and pieces of this toolbox to put together the setting you play in and that means some Advantages, equipment, etc, may not be available to you.

So don't assume that just because it's in the book that you can use it. Run things by your GM and other players to make sure your character is a good fit for the setting and isn't using bits of the book your setting doesn't account for. As always, the GM is final arbiter of what is and is not allowed.

Character Advancement

At the end of each game session, each player should be rewarded with around 3 Experience Points. The exact number could vary by a point or two depending on what the PCs accomplished or if the GM wants to see slower or faster character advancement.

These Experience Points are used to improve or change your character's traits in different ways with each trait costing a different amount of Experience Points. The different character traits that can be advanced and the costs for doing so are explained below:

Improve Ability

You can spend your XP to increase your Abilities. It costs 10 XP to increase an Ability by one rank. Note that players should seek the GM's permission for increasing any Ability over the maximum starting limit established by the Campaign's Power Level (pg. 16)

Swap Abilities

You may swap the rating in any two Abilities that are within one rank of each other. This costs 2 XPs. For example, if you have Agility 3 and Willpower 2, you may swap them to Agility 2 and Willpower 3.

Character Aspect

A new Character Aspect costs 10 XPs. You may never have more than 7 Character Aspects, not counting those that come from Advantages.

Specialty Aspect

A new Specialty Aspect costs 5 XPs. You may never have more than 10 Specialty Aspects, not counting those that come from Advantages.

Increase Refresh Rate

It costs 15 XPs to increase your Refresh rate by 1.

Swap Aspect

You may remove a Character or Specialty Aspect and replace it with a new one for 1 XP.

For the first few games of a campaign, it's recommended that the GM allow players to swap around Aspects for free. Sometimes the players don't have a good grasp of what Aspects would be interesting going into a campaign, and they shouldn't be penalized for that.

This is doubly true for players who are new to FATE games in general.

Purchase Advantage Point

A new Advantage Point costs 10 XPs. You may add a new Advantage or upgrade existing Advantages with these additional APs.

Liquidate Advantage

Spend 1 XP to "cash in" an Advantage. The Advantage disappears and you get a number of AP to spend equal to the cost of the Advantage.

As with swapping Aspects, GM's may allow this for free if it makes sense for the story or if the player is new to the game and isn't happy with his selection.

Organic Growth

If the GM allows, each time the Fudge Dice comes up all negative or all positive, you may put a little tick mark beside the Ability you were rolling. These tick marks count as free Experience Points only usable for increasing that Ability, purchasing related Specialty Aspects, or improving an Advantage you are rolling to use.

If you are using two six-sided die you could let the player place a tick mark every time the result comes up 5 or -5, though this will happen slightly more often than with Fudge Dice rolling all positive or negative results.



GMs who prefer much slower character advancement may make this the **ONLY** way to gain XPs. Though it may still be a good idea to give out at least 1 XP each game session so characters can purchase new Advantages, Refresh, or other things that aren't related to dice rolls.

Story > XP

Sometimes something happens in the story that should affect the character's stats and usually these events are used to justify increasing an Ability or taking a new Advantage. But in some cases, the GM may want to waive the XP cost. This is especially true when it comes to swapping Aspects.

For example, if a character has the Specialty Aspect *Fast Runner* (Agility) and is suddenly a paraplegic due to being Defeated in a conflict, the GM should consider waving the XP cost of swapping the *Fast Runner* Aspect for something more useful to the character.

After all, the character can't walk anymore. That's payment enough!

Example of Character Creation

1. Determine your Campaign Power Level (CamPL)

We'll be playing in a heroic "cyber-punk" setting. Players can be escaped genetically modified psi-troopers or their more mundane cybernetically enhanced friends and allies. For background the GM tells us that the government runs a secret program to create elite psychic warriors to combat the mega-corporate dominance in the US. Three years ago we were a part of that program, but we eventually rebelled against our enslavement and escaped. In the process we destroyed our prison and millions of dollars in government equipment. We've been on the run ever since, selling our talents as mercenaries to get by. Unfortunately for us, the government wants us back.

Characters will be Mythic Heroes which gives us a Refresh of 8, 26 Ability Points with an Ability Cap of 4, and 12 Advantage Points of which we can spend a maximum of 5 on any one power. All Powers are available to us, excluding the "Super Power" options. The Tech-Level for the setting is 5.

Now it's time to get to work.



2. Think About your Character's Concept and Pick Out a Cool Name for Him

We decide to be one of the escapees. A Precognitive. Trained to be a soldier. We name him Parker 231 or at least we decide that's what they called him. He was kidnapped as a child and brought to the facility. It's the only home he's ever known.

I don't remember much before the 'Process'. That is a pain I'll never forget. Every molecule in your body all on fire at once. I have no idea how long that lasted. After that the surgeries started. At least they knocked us out for those. Easier to deal with us when we're unconscious.

His latent psionic potential was awakened and reinforced with painful genetic re-sequencing and brain augmentations.

It's disorienting at first. Seeing things seconds before they happen. Sometimes it feels like I'm watching myself through someone else's eyes.

Trained as soldiers, these children grew up discovering their powers and learning how to be soldiers.

Super Soldiers. That's what the sergeant called us. So we decided to use those skills they'd so lovingly rammed down our throats to let ourselves out.



3. Select Five Character Aspects

Next we'll select our Character Aspects. Character Aspects define who and what our character is. *Strands of Fate* uses the "Aspect Alphabet" as a guide to help come up with Aspects. As you gain experience with *Strands of Fate* and FATE in general, feel free to ignore the ABCs and wing it. But for now, we'll use them as a guide.

Defining Aspect - What is your character's concept?

Parker is what he was made to be, a weapon. We choose *Genetically Modified Psychic Soldier* as our Defining Character Aspect.

Ambition - What are the character's goals?

Parker 231 never really had anything, born and raised as a slave and science experiment. Now that he's free, he finds that more than anything he just *Wants to Live in Peace* and will fight to protect those people and places that make him feel comfortable.

Background - Where is he from?

Parker's background is defined by his experiences at the Facility. The most important Aspect of that was the experimentation that led to the awakening of his abilities. We choose *Subjected to Experimental Procedures* as our background due to its implications.

Conviction - What does the character believe in?

Next we need a conviction. Looking at Parker's background, we see he's been a victim his entire life. He's done with that now. And he won't let others be victimized the way he was. *Defender of the Weak* feels right. Parker can't stand by and watch bullies prey upon the weak. Especially children.

Disadvantage - What stops the character from achieving his goals?

Finally, for our last Aspect we need a disadvantage, *Off the Grid*. Having been kidnapped as a child and held at the Facility until the breakout, Parker lacks the necessary implanted identification tags required to easily maneuver through society. That's good and bad. The government can't easily find us, but it makes it hard to survive.

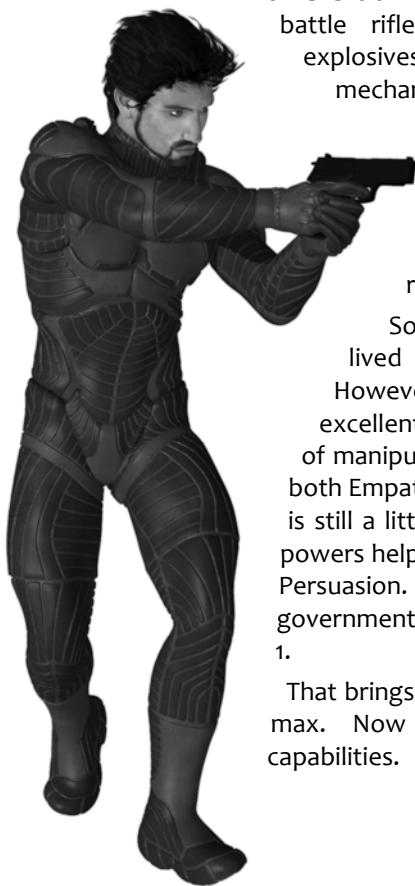
So now we have our Character Aspects. And we have a pretty good idea of what kind of person Parker is.

4. Purchase Abilities

Now we move on to Abilities. Abilities give us a broad view of what our characters are capable of. Parker is highly trained as a soldier, but is still only about 18 years old. He has a lot more experience than your average teen, but he's still only 18.

Physically, Parker is in good physical condition for someone his age, but he is not exceptional in any way. We decide to give him average Physical Abilities with a rating of 2 in Agility, Endurance, Perception and Strength.

The experiments that were performed on him had more to do with increasing his mental Abilities and psi-potential than anything else. And his training has given him some basic skills.



Parker's training allows him to field strip a military battle rifle, sabotage enemy vehicles, place explosives, etc. He's not an exceptional mechanic and what little teaching he has received focused mainly on military applications, so we give him a rating of 2 in Craft and 1 rank in Knowledge. Then we give him a 3 in both Reasoning and Willpower as a result of the experimentation.

Socially, Parker should be a mess, having lived his entire life as a slave-soldier. However, his psi-potential makes him an excellent judge of character and quite capable of manipulating others. We give him a 3 ranks in both Empathy and Deception to represent this. He is still a little awkward around people but his psi powers help him make up for that so he gets a 2 in Persuasion. Finally being on the run from the government makes life hard, so he gets Resources 1.

That brings us up to 27 total Abilities, which is our max. Now we have an idea of Parker's natural capabilities.

5. Select Five Specialty Aspects

Specialty Aspects behave just like Character Aspects, only with a much more narrow focus. These are skills you are particularly good or bad at, or relationships that are important to you. We get to choose 5.

As with Character Aspects, we can turn to the “Aspect Alphabet” for guidance. Again, this isn’t required but since this is our first character we decide to see where it takes us.

The Aspect Alphabet for Specialty Aspects picks up where it left off with Character Aspects, so we’ll start with “E”.

Exceptional Skill– What is your area of expertise?

Parker’s Defining Character Aspect is as a psychic soldier. We decide his Specialty Aspects should also reflect that. Knowing what someone will do before they do makes him a good shot with a gun and that’s almost always based on Agility. So we start with *Crack Shot* (Agility).

Foes–Who are your enemies?

The government did this to him. They stole his life, his childhood, and even those few he ever called friends. That’s something he’ll never forget. And now they’re after him. Foes are always a Persuasion Aspect since had you somehow been more persuasive, you might not have ended up with enemies.

That leads us to *The Government* (Persuasion).

Gear - Do you have any special pieces of equipment, vehicles, or facilities?

Parker piloted the HK-50 assault craft that he and his friends used to escape. Since then he has managed to make a few modifications to it and it serves as both his private craft and transport for the team.

We can work out the necessary details for the craft using the guidelines in Chapter 9 but for now we’ll just take it as a Specialty Aspect. Aspects for gear are always tied to Resources so we end up with “*This old HK-50 saved our lives!*” (Resources).

Help - Do you have a friend, some family, or a group you can call on in times of need?

During his time in captivity, Parker made a few other friends. Among them was one of the security guards assigned to watch him. Since his escape, Rachel has been promoted. And while she’s still an employee of the government, sometimes Parker can call on her for information.

Like a foe, someone who can offer help is always a Specialty Aspect linked to Persuasion. And since Rachel’s insider information can really help us out, we take *Sgt. Rachel Wilkins* (Persuasion) as one of our Specialty Aspects.

Inferior Skill-What is your handicap?

Life as a slave, soldier, and mercenary brings with it a lot of challenges when you are set free. The challenge Parker seems to have the most trouble with is respecting any sort of authority. He seems naturally and on occasion violently averse to being told what to do by any sort of government representative or law enforcement.

We're going to attribute this Specialty Aspect to Willpower since any kind of dealings with those kinds of authorities really challenges Parker's ability to keep himself in check. But it could just as easily apply to Persuasion or even Deception rolls.

So we end up with "You don't control me anymore!" (Willpower).



6. Purchase Advantages

Advantages are the special things that set us apart from the nameless masses. In the campaign our GM has planned they could include cybernetics or psionic powers. We get 12 Advantage Points to spend.

Let's start with Powers. Parker is a Precognitive. Looking through the list we see Enhanced Reflexes. It allows us to use Agility to defend against ranged attacks as well as helping with attack and defense rolls in physical combat. Sounds like something someone who can see glimpses of the future would have. Powers need a "Power Aspect", so we decide on *Precognitive Reflexes* for our Enhanced Reflexes. This costs us 3 AP.

A little further down the list we find Precognition. Well, I guess we need that one.

Precognition also requires a Power Source and an Affinity Ability. A Power Source tells us where our powers come from. In Parker's case they are psionic, so we write Power Source: Psionics on our character sheet.

Affinity Abilities represent our capacity to control our Power Source and it's what we roll when we need to use our Powers. We need to buy up our brand new Affinity Ability but we've already bought our Abilities and we're out of ranks to distribute. What do we do? Well first, let's finish buying Precognition.

We'll keep it simple and choose *Psychic Precognition* as our Power Aspect. We also note that Precognition gives us the Character Aspect *Precognitive* which behaves just like all of our other Character Aspects.

Precognition costs us 4 AP.



So now that we've finished with Precognition, we need to fix our Affinity Ability problem. After talking our character over with our GM, he allows us to buy the Experienced Advantage. This gives us 20 Experience Points to spend later for 2 Ability Ranks.

Having spent the last few months on the run we decide to give Parker the Advantage Constant Vigilance. This gives us a bonus to initiative and the ability to spend Fate Points to defend normally if surprised. Sounds good for someone living on the run. This is a Heroic Advantage and costs us 2 AP.

With our last AP we pick Fly Boy. Parker is a trained pilot and flew the HK-50 that the group used to make their escape in. So he now gains a +2 bonus on rolls to pilot any aircraft. It is an Expert Advantage and costs us 1AP for a grand total of 10 Advantage Points spent.

Now we need to go back and take care of the Experience Points we gained with Experienced. Spending XP to increase an Ability costs us 10XP per rank. So we spend our 20 XP and raise our Affinity from 0 to 2. Now Parker has everything he needs to use his powers.



7. Purchase Starting Equipment

Now its time to pick some equipment for our character. Parker is part of a group of mercenaries, so he's probably going to need some weaponry. Your character starts off with five pieces of equipment, with each piece tied to an Aspect. The problem is that none of these items can have a Cost rating higher than your character's Resources. And Parker has a Resources of 1.

Looking at the equipment chapter, we see that some of that stuff is pretty expensive, so Parker is apparently having a tough time getting the gear that he needs. He's poor and cut off from society, so he's got to make do with what he can scrounge up.

Also, the GM has set the Tech-Level of the campaign at 5, that tells us that we can't get anything from a higher TL no matter the Cost.

And with all that in mind... we go shopping.

Dagger, WR: +2, Range: 1 (TH), Notes: *Small(P)*

The first item we select is a basic dagger. We decide that this comes from Parker's *Sgt. Rachel Wilkins* (Persuasion) Aspect. It's really more of a shiv than a dagger, and Rachel slipped it to him on the day of his escape so he could take out a few guards.

Flight Suit, AR: +0, 2 stress boxes, Accessories: chronometer, biomonitor, radiation pouch



Second, we think Parker might need some armor, but his extreme lack of funds is going to make this tough. Fortunately he was able to find a flight suit that fit him when he hijacked the HK-50 assault craft, so he takes it based on his “*This old HK-50 saved out lives!*”(Resources) Aspect.

First Aid Kit

Being a soldier, he’s no stranger to wounds and trauma. In preparation for such an event, Parker always carries a duffle bag with basic medical supplies inside. He links this item back to his Defining Character Aspect of *Genetically Modified Psychic Soldier*.

Flash Light

Having an Aspect like *Off the Grid* means that Parker sometimes has to find food and shelter in places most people would rather not be, and those areas aren’t always brightly lit. So he makes sure he always carries a working flash light on him.

An Extra Unit of Ammunition

Though we haven’t been able to get Parker an actual gun yet, he’s a *Crack Shot* and has been storing up what little ammo he comes across just in case.

Now that our five free items have been accounted for, Parker can attempt to buy additional equipment. He gets to roll Resources against the Cost rating of the item. If he wins, he has managed to scrape up enough cash to afford the item. If he fails, he can’t make any more purchase attempts.

Naturally, being a good shot with a gun, we want to get Parker a gun. We’ll shoot for the Light Gauss Pistol (Cost: 2). So we roll the dice and add our measly Resources of 1.

Sadly, the total result of the roll is only a 1. But we spend a Fate Point and invoke our *Crack Shot* Aspect. The GM agrees that a character with that Aspect should have a gun so he lets us add a +2 bonus, making it a 3. Success, Parker now has a Light Gauss Pistol, though he’ll have one fewer Fate Point at the start of the first session.

Thinking on it some more, it’d be nice if Parker had a quality portable computer he could use. We check and the Cost for a Rating 2 portable computer at this Tech-Level is 3. So we roll and add our Resources again. This time we get a -1. Looking over our Aspects we don’t see anything that’d help out. So we can’t afford the computer, and we can’t make any more purchases.

But that’s ok. We’ve got our character made and we’re ready to play!

Career Templates

The following list of “career templates” are provided to inspire and guide you when creating certain types of characters.

Note that the Aspects and Advantages listed in a template are not *additional* Aspects and Advantages. They are just samples of the types of Aspects and Advantages characters with those careers might have. You still have to select these Aspects as one of your starting Character or Specialty Aspects, and you’d need to pay the Advantage Point cost for the Advantage.

Ace Reporter

Ace Reporter is in some ways similar to a journalist, working for some newspaper or radio show, but tends to rely less on research. Instead, the Ace Reporter follows leads and trusts in his personal charm.

Character Aspect: *Charming Ace Reporter*

Specialty Aspect: *“This could be THE story of the century”* (Persuasion)

Advantage: Well-Known

Antiquarian

Antiquarians are obsessed with recovering lost lore and relics, and usually work in a bookstore, museum or the history department of a college.

Character Aspect: *Antiquarian*

Specialty Aspect: *Background in Ancient History* (Knowledge)

Advantage: Good Investment

Artist

Artists tend to have a sensitive soul, with a unique perception of the world around them. Their passion drives them toward creating new art, often to the detriment of other parts of their life.

Character Aspect: *Painter, Sculptor, Musician, Photographer, etc.*

Specialty Aspect: *Artist’s Soul* (Empathy)

Advantage: Artist

Athlete

The athlete takes part in physically demanding games of skill, seeking to improve his own physical fitness and enjoy the thrill of victory.

Character Aspect: *Football Player, Baseball Player, Hockey Player, etc.*

Specialty Aspect: *In Shape and Ready to Play* (Endurance)

Advantage: Fleet of Foot

Bounty Hunter

The Bounty hunter tracks down fugitives for money, oftentimes bending the law, sometimes breaking it.

Character Aspect: *Bounty Hunter*

Specialty Aspect: *No Mercy for the Law Breaker* (Empathy)

Advantage: Sense Deception

Boxer

The Boxer is a specialist sportsman, making money by beating his opponents and putting his own health on line.

Character Aspect: *Modern Day Gladiator*

Specialty Aspect: *Trained Boxer* (Strength)

Advantage: Hard Style

Clergyman

The Clergyman is a man of faith, maybe a priest or a rabbi, thinking himself a spiritual guide for his flock and a living example of spirituality and proper behavior.

Character Aspect: *Devout Priest, Devout Rabbi, etc.*

Specialty Aspect: *"Lord grant me the strength..."* (Willpower)

Advantage: Smooth Over

Criminal

A Criminal's morality sets his limits, not the law. And he is often willing to harm others to get what he wants.

Character Aspect: *Bank Robber, Con Man, Pickpocket, etc.*

Specialty Aspect: *Unremarkable* (Persuasion)

Advantage: Con Man, Locksplitter, Sticky Fingers, etc.

Dilettante

The Dilettante is a person of wealth who often spends his free time, of which he probably has too much, indulging his whims.

Character Aspect: *More Money Than Morals*

Specialty Aspect: *Man of Money and Means* (Resources)

Advantage: Grease the Wheels

Doctor of Medicine

The Doctor of medicine is a physician of some sort, patching up wounds and treating diseases.

Character Aspect: *Doctor of Medicine*

Specialty Aspect: *Intimate Knowledge of the Human Body* (Knowledge)

Advantage: Doctorate (Medicine) or Surgeon

Drifter

Drifter is a vagrant without a home or steady income, wandering the world doing odd jobs to get by.

Character Aspect: *Drifter*

Specialty Aspect: *School of Hard Knocks* (Reasoning)

Advantage: Scavenger

Engineer

The Engineer uses his knowledge of science to design and build complex items.

Character Aspect: *Mechanical Engineer, Electrical Engineer, etc.*

Specialty Aspect: *"According to my calculations..."* (Reasoning)

Advantage: Engineer

Entertainer

Entertainer is an artist of personal style, singing, dancing, telling stories or playing an instrument for the enjoyment of others.

Character Aspect: *Singer, Comedian, etc*

Specialty Aspect: *Professional Entertainer* (Persuasion)

Advantage: Artist

Expedition Leader

The Expedition Leader combines the will and the means to form up and lead expeditions.

Character Aspect: *Expedition Leader*

Specialty Aspect: *Commanding Presence* (Persuasion)

Advantage: Grace Under Fire

Farmer

A Farmer is a hardy man from a rural area, performing the physical labor required to keep the cities fed.

Character Aspect: *Farmer*

Specialty Aspect: *Sun-Toughened and Hardy* (Endurance)

Advantage: Animal Empathy

Lawyer

The Lawyer represents others in a court of law. Many aren't above seeking loop-holes or playing on the emotions of the jury to get their client out of trouble... whether guilty or not.

Character Aspect: *Shrewd Lawyer*

Specialty Aspect: *Scholar of Law* (Knowledge)

Advantage: Legal Eagle

Martial Artist

The Martial Artist is adept at some form of martial arts, be it karate, kung-fu or some combination of multiple styles.

Character Aspect: *Martial Artist*

Specialty Aspect: *Healthy Lifestyle* (Endurance)

Advantage: Soft Style or Hard Style

Military Officer

The Military Officer holds a position of authority in the armed forces and expects his subordinates to obey his commands.

Character Aspect: *Military Officer*

Specialty Aspect: *Scholar of Military History* (Knowledge)

Advantage: Fearless

Mobster

The Mobster is a special kind of criminal in direct contact with the organized criminal element of the city.

Character Aspect: *Mobster*

Specialty Aspect: *Contacts in the Underworld* (Persuasion)

Advantage: Money Talks

Noble Savage

A member of some tribe found far from civilization, the Noble Savage is accustomed to living off the land.

Character Aspect: *Noble Savage*

Specialty Aspect: *Accustomed to Wildlife* (Endurance)

Advantage: Hunter of the Wild or Survivalist

Parapsychologist

The Parapsychologist studies the mysterious entities or phenomena that skirt the fringes of science, gaining little respect from “real” scientists and a healthy dose of skepticism from everyone else.

Character Aspect: *Parapsychologist*

Specialty Aspect: *“There is always more than meets the eye...”* (Perception)

Advantage: Spatial Memory

Pilot

Pilots are professional aviators. Some do it for the money, while others do it for the thrill.

Character Aspect: *Pilot*

Specialty Aspect: *At Home Behind the Stick* (Agility or Reasoning)

Advantage: Fly Boy

Police Detective

The Police Detective is a veteran of police work, using his experience and keen eye to solve crimes.

Character Aspect: *Police Detective*

Specialty Aspect: *"I have seen this before..."* (Reasoning)

Advantage: Scene of Crime

Policeman

Always on patrol, the Policeman puts himself at risk every day to uphold the law.

Character Aspect: *Beat Cop*

Specialty Aspect: *The Pay Ain't Worth the Risk* (Resources)

Advantage: Eye for Crime

Politician

The Politician is an expert in politics, wielding the power granted to him by the people who support him. He can be part of the local administration, an activist, or a full-blown member of the federal government.

Character Aspect: *Politician*

Specialty Aspect: *Give the Voters what they Want* (Empathy)

Advantage: Takes One to Know One

Private Investigator

The Private investigator works on the fringes of the law, often taking the jobs folks can't take to the police.

Character Aspect: *Private Investigator*

Specialty Aspect: *Hard Boiled* (Willpower)

Advantage: Alertness

Psychotherapist

The Psychotherapist is the healer of mind, trying to help his patients to deal with this crazy world.

Character Aspect: *Psychotherapist*

Specialty Aspect: *"Just start at the beginning."* (Empathy)

Advantage: Doctorate of Psychology

Salesman

The slick-tongued Salesman is always ready to make a deal.

Character Aspect: *Car Salesman, Insurance Salesman, etc*

Specialty Aspect: *Shrewd Negotiator* (Persuasion)

Advantage: Fast Talker

Scientist

The Scientist uses his teachings to quantify the world around him, coming to understand it better so that he and others can work to advance mankind.

Character Aspect: *Scientist*

Specialty Aspect: *"I've been up all night working on this theory."* (Willpower)

Advantage: In the Name of Science

Soldier

Physically fit and trained for combat, the Soldier is a member of some type of armed forces or maybe a mercenary unit.

Character Aspect: *Professional Soldier*

Specialty Aspect: *Heart of a Warrior* (Endurance)

Advantage: Firing Discipline or Weapon Specialist

Spy

The Spy is a shadowy operative for some organization, using stealth, subterfuge and misdirection to learn the secrets of his enemies.

Character Aspect: *Spy*

Specialty Aspect: *Professional Liar* (Deception)

Advantage: Shadow or Hide in Plain Sight

Survivalist

Survivalists are explorers, adventurers, guides, or scouts. In all these cases they are home in the wild forests or hot deserts and are mentally and physically equipped to deal with the dangers.

Character Aspect: *Clever Survivalist*

Specialty Aspect: *"The environment can provide everything you need."* (Craft)

Advantage: Survivalist, Scavenger or Direction Sense

Wizard

A master of the arcane arts, and mysterious wielder of great power.

Note: Your CamPL must be of a level high enough to allow you to purchase Power Advantages, or you'll need to get special permission from your GM.

Character Aspect: *Wizard, Sorcerer, Warlock, etc.*

Specialty Aspect: *Aura of Power* (Persuasion)

Advantage: Scary

Non-Human Races

Depending on your setting, your GM may allow you to play characters of races other than human.

First, the race needs to be defined. For example, what are the elves like in your world? What are they associated with? What is their history? How do the other races view them?

The answers to these questions are important because all races provide the character with a “Racial Aspect” (another Character Aspect that proclaims the character’s race). This Aspect can be invoked or compelled in situations where your race might impact what’s going on. And if you don’t know what an elf is in your campaign, you won’t know when or how it is appropriate to use your *Elf Racial Aspect*.

Each race is presented as a “racial package”, which costs Advantage Points to purchase.

In addition to a Racial Aspect, each race also comes with one Specialty Aspect and one or more Advantages. The Aspects provided by a racial package are granted in addition to those gained through character creation. So a member of a non-human race would have a total of six Character Aspects (1 Defining Aspect + 1 Character Aspect for the character’s Race + 4 more) and six Specialty Aspects (five standard + one from his race).

When designing new races, the AP cost should be equal to the total value of all the Advantages the racial package provides +1.

If an Advantage Requires an Affinity Ability (see pg. 92), increase the AP cost by +1 for every rank in that Ability the racial package provides (round up). You’ll also need to decide on a Power Source (pg. 91).

If the GM allows, it may also be possible to upgrade these Advantages through the expenditure of Advantage Points during character creation or later by purchasing APs with Experience Points.



Sample Non-Human Races

Cat-Man

AP Cost: 3

Racial Aspect: *Cat-Man*

Specialty Aspect: *Feline Balance*
(Agility)

Advantages: Body Weaponry (*Cat's Claws*), Retractable

Demon-Blooded

AP Cost: 3

Racial Aspect: *Demon-Blooded*

Specialty Aspect: *Demonic Visage*
(Persuasion)

Advantages: Payback

Dragon-Man

AP Cost: 4

Racial Aspect: *Dragon-Man*

Specialty Aspect: *Regal Bearing*
(Persuasion)

Advantages: Power Attack, Ranged
(*Fiery Dragon's Breath*)Activation 1
FP, Power Source: Draconic
Heritage, Affinity Ability: Draconic
Heritage 1

Dwarf

AP Cost: 2

Racial Aspect: *Dwarf*

Specialty Aspect: *Dwarven*
Constitution (Endurance)

Advantages: Thermal Vision (*Natural Heat Vision*)

Elf

AP Cost: 2

Racial Aspect: *Elf*

Specialty Aspect: *Elven Grace* (Agility)

Advantages: Night Vision (*Natural Night Vision*)

Gnome

AP Cost: 2

Racial Aspect: *Gnome*

Specialty Aspect: *Mechanically Inclined* (Craft)

Advantages: Enhanced Smell (*Extra-Sensitive Nose*)

Halfling

AP Cost: 3

Racial Aspect: *Halfling*

Specialty Aspect: *Insatiable Curiosity*
(Willpower)

Advantages: Tenacious

Orc

AP Cost: 3

Racial Aspect: *Orc*

Specialty Aspect: *Orcish Might*
(Strength)

Advantages: Toughness

War-Born

AP Cost: 4

Racial Aspect: *War-Born*

Specialty Aspect: *Living Construct*
(Endurance)

Advantages: Lifeless (*Body of Steel and Wood*)

Dr. Jacob Lawson, Occult Investigator

CamPL: Mythic Hero; **Tech Level:** 3 (Renaissance Era)

Refresh: 8

Last descendant of a long line of scholars of the occult, Dr. Jacob Lawson learned from an early age the basics of the mystical mathematics which allow him to manipulate time and space. Like many other members of his family, his insatiable curiosity often leads him into far more dangerous situations than necessary.

Abilities

Physical: Agility: 2; Endurance: 2; Perception: 2; Strength: 1

Mental: Craft: 1; Knowledge: 3; Reasoning: 2; Willpower: 2

Social: Empathy: 2; Deception: 1; Persuasion: 2; Resources: 3

Affinity: Mystical Mathematics 3

Character Aspects

- ✦ **Defining:** *Mystical Scholar and Occult Investigator*
- ✦ *Seek and Destroy the Dark Forces*
- ✦ *Discovered the Universal Equation during a Math Test in School.*
- ✦ *"Earth is a spot of light in a cold, dark universe... And I intend to keep it that way!"*
- ✦ *"You know, curiosity killed the cat... But hey, let's have a look, anyway!"*

Specialty Aspects

- ✦ *"Math has always bored me with its simplicity, unlike history, which I find endlessly fascinating. (Knowledge)*
- ✦ *"Forget the ritual; this is Lawson we're dealing with!" (Persuasion)*
- ✦ *Staff of Hashansha (See Below for Effects) (Resources)*
- ✦ *Friends all over the World (Persuasion)*
- ✦ *Not the strongest man in the world (Strength)*

Advantages

Power Source: Mystical Mathematics

Ritual (*Mystic Theorems*) (10 Ritual Points or RP)

- ✦ **Barrier** (*Reality Asserting Field*); Hardened (+1); Spatial Lock (+1) (5 RP)
- ✦ **Repel Creature** (*Field of Stable Reality*); repels creatures from other planes alien to the human consensual reality; Strenuous (+0); Potent (+1); Destructive (+1) (3 RP)
- ✦ **Sense** (*Sees Alterations in the Fabric of Reality*); Improved Sensitivity (+1) (2 RP)

Power Attack, Ranged (*Telekinetic Lance of Force*); Effortless (0)

Weakness (+2 AP): Needs to reassert his control of reality by solving a complex series of mathematical theorems every day. Otherwise, he loses his powers until he can solve the theorems. This takes about an hour.

Geek Speak; Genius at Work; Gut Feeling; Headquarters (Quality 4; Library + Mathematics Lab);

Soft Style x 2 (+2 bonus to Agility when defending against melee attacks); **Well Known**

Starting Equipment

The Staff of Hashansha (Power Item), a tool created by the scholar warriors of ancient Mu; Potency 5 (Cost 10). Can be used as a normal quarterstaff in combat (WR +2, *Large*) and provides Lawson with the following effects: Affinity Focus (+1 to his Affinity rolls); Astral Doorway (*Reality Rift*) AP Cost 5 (Act. Diff 8). Requires to spend 1 FP to activate and can only be used once per day;

Heavy Revolver (WR +4; range 2; TL 3; cost 4; *Reliable, Limited Ammo, Small*), Ammo x 2

Duster, Old Cowboy Hat, 1978 Station Wagon, Big Old Cell Phone, Pen Light, Bag of Ritual Gear



Raniel the Earth Scorcher, Pyromancer

CamPL: Legendary Hero; **Tech Level:** 3 (Renaissance Era)

Refresh: 9

The flames within Raniel awakened the day his village burned. A warlord from the north invaded his home, looted it, and killed most of the townsfolk; including Raniel's family. The shock of his loss brought forth his innate magical ability and he used it to track down and burn the invaders to death as they slept in their camp the following night.

Eventually Raniel's gift for fire magic led him into an apprenticeship with the old and somewhat unstable Wizard Council. But like the flames themselves, Raniel was not suited for the rigid structure of the Council, and he chafed under its general position of aloof selfishness. Eventually he helped form the Brotherhood of the Cleansing Flames; a hidden faction inside the Council that seeks to help protect those who cannot help themselves.

Abilities

Physical: Agility: 2; Endurance: 3; Perception: 1; Strength: 2

Mental: Craft: 1; Knowledge: 3; Reasoning: 2; Willpower: 2

Social: Empathy: 1; Deception: 1; Persuasion: 2; Resources: 2

Affinity: Pyromancy: 3

Character Aspects

- ✦ **Defining:** *"I am called the Earth Scorcher. Remember that while you watch your twisted kingdom burn."*
- ✦ *The fire makes everything cleaner, clearer...*
- ✦ *"I was afraid of Fire, and the fear lies there still; fueling my Power!!"*
- ✦ *The strong understand only one language; Strength!*
- ✦ *Feats of excessive force, with extra dash of bravado!*

Specialty Aspects

- ✦ *Vast Intellect Fueled by a Burning Heart (Knowledge)*
- ✦ *"Those fools on the Council and their damned illusions!" (Persuasion)*
- ✦ *"A warlock of my caliber must dress for the part my dear". (Resources)*
- ✦ *Founding Member of the Brotherhood of Cleansing Flame (Persuasion)*
- ✦ *"Mercy? If you want mercy you'll have to grovel better than that." (Empathy)*

Advantages

Power Source: Elemental Magic

Control (*Magical Control of Fire, Fire Domain*), **Summon From Nothing** +2.
Rote examples: Flaming Snakes Dart from his Eyes, His cloak turn into flames and he uses it as a flame whip, Ring of Flames produce white hot ring around him making the air flicker, He conjures great ball of flames and light that hovers and moves at his command.

Custom Stress Track (Mana); **Genius At Work** (Knowledge); **Opportunist**; **Promise of Pain**

Starting Equipment

Dashing clothing with flame inspired decorations, fine hose with decorative barding, medallion of silver and gold intervened in form of flame, hard boots with metal lines and tip giving a nice 'cling', red notebook with heavy leather cover.



Gabriella Cross, Adventurer

CamPL: Action Hero; **Tech Level:** 4 (Modern Day)

Refresh: 7

Daughter of infamous international art and artifact thief Marcel Cross, Gabriella was educated and trained to be his perfect companion in crime. But during an operation gone sour, she was captured and spent two years in a third-world prison before she could escape. Contacted by the World Archeological Society, she decided to use her talents to discover and preserve the world's forgotten archeological marvels. Angry at her father for not busting her out of prison, she now takes great pleasure in spoiling his plans.

Abilities

Physical: Agility: 3; Endurance: 2; Perception: 2; Strength: 2

Mental: Craft: 2; Knowledge: 3; Reasoning: 2; Willpower: 2

Social: Empathy: 2; Deception: 3; Persuasion: 2; Resources: 2

Character Aspects

✦ **Defining:** *Adventurer and Thief*

✦ *"My father left me to rot in that prison and I will never forgive him"*

✦ *The Best Education Money Could Buy*

✦ *"There are many wonders out there, just waiting to be discovered... and then sold to the highest bidder!"*

✦ *Stubborn and Independent*

Specialty Aspects

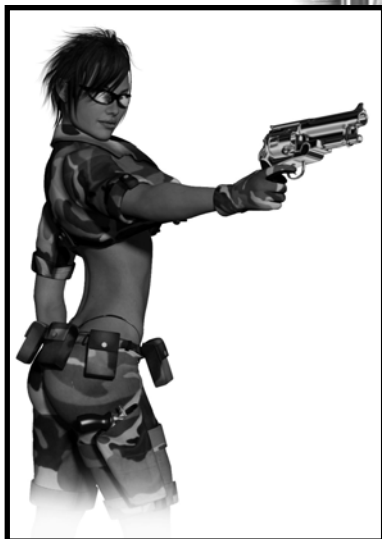
✦ *Acrobatic Skills and Grace that can Only Come from Training (Agility)*

✦ *Branded as a Traitor by Marcel Cross and his Organization (Persuasion)*

✦ *Twin Heavy Pistols (Resources)*

✦ *Member of the World Archeological Society (P) (Resources)*

✦ *Rude and Crude, but Sexy Enough to get Away with it (Persuasion)*



Advantages

Experienced (20 additional XP; used to purchase Abilities); **Acrobatic Exploit**; **Guns**

Akimbo; **Allies** (World Archeological Society);

Hard Style (Expert Advantage taken twice; +4 WR to fists and feet)

Starting Equipment

Twin Heavy Pistols (each of them is WR +4; Range 2; TL 4; Cost 4; *Small*), Extra ammunition x 2, Knife (WR +2, Range 1 TH; TL 1; Cost 0; *Small*), Ammo x 3, Set of field clothes selected at least partially for sex appeal, Backpack, Trail Rations, Radio.

Other items might be provided by the World Archeological Society as needed.

Cobalt, Tech-Ninja

CamPL: Action Hero; **Tech Level:** 6 (Far Future)

Refresh: 7

Allen Rim was fitted with a backup module as part of the sign-on bonus he was granted when he signed on with mega-corporation called Talos Systems. He worked for Talos as a counter-intrusion systems specialist until the day he, and several of his friends, were killed in an explosion at his work facility. After his backup was brought online he discovered that the cause of the explosion was a deliberate act perpetrated by the Orion Group, another corporation in competition with Talos. And he also discovered that a great many of his friends, having been members of a human purity movement, had not been fitted with backup modules. He'd lost them forever.

Sickened by seemingly never ending corporate wars, he took the name Cobalt and began a new career as a corporate contracted assassin and intrusion specialist. Now he works with and within the various corporations, seeking weaknesses he can exploit to one day bring them down.

Abilities

Physical (Beta Synthmorph): Agility: 3; Endurance: 4; Perception: 2; Strength: 2

Mental: Craft: 2; Knowledge: 2; Reasoning: 3; Willpower: 3

Social: Empathy: 1; Deception: 3; Persuasion: 1; Resources: 2

Character Aspects

- + **Defining:** *Revenge Seeking Contract Intrusion Specialist*
- + *"We should be able to live free of corporate tyranny."*
- + *"They killed me. And what goes around comes around."*
- + *Compelled to Help "The Little Guy"*
- + *Works for the People he Wishes to Destroy*
- + Hybrid-Morph (Beta): *Upgraded Humanoid Hybrid-Morph*

Specialty Aspects

- + *Intrusion Expert (Agility)*
- + *"They're probably still tracking the morph I used on my last job." (Persuasion)*
- + *Custom Stealth Suit (Resources)*
- + *"I can always count on Dillon to keep his finger on society's pulse." (Persuasion)*
- + *"I traded my humanity for a shot at vengeance." (Empathy)*
- + Hybrid-Morph (Beta): *Gene-Fixed (Endurance)*
- + Hybrid-Morph (Beta): *Unremarkable Appearance (Persuasion)*
- + Hybrid-Morph (Beta): *Augmented Systems (Endurance)*

Advantages

Assassin Strike, Black Hat, Constant Vigilance, Digital Spider, Shadow, Sniper

Synthmorph (Beta) Advantages: **Computer Implant** (*Nano-Cybernetic Neural Network, Rating 3, Wireless, Digital Backup*)

Starting Equipment

Synthmorph (Specialized Software (Counter Intrusion) 4, Purchased with Resources); Custom Stealth Suit (Powered Recon Armor, AR: +5, 7 stress boxes, *Stealthy*, Upgraded with Chameleon Advantage); Heavy Gauss Pistol (WR: +6 Range: 2, *Armor Penetrating, Small*), Pistol Ammo x 3; Gauss Light Sniper Rifle (WR: +9, Range 5, *Anti-Vehicular, Armor Penetrating, Day/Night Scope, Huge*), Sniper Ammo x 2; Mono-Edged Dagger (WR: +3, Range: 1 TH, *Small*); Agent ("Elleese", Rating: 2), Credit Disk, Plasti-Rope Dispenser, Spider Gear Kit, Medi-Stimulant Injection x 2,

Lily White (White Lily), Mutant Telekineticist

CamPL: Super Hero (World Class); **Tech Level:** 4 (Modern Day)

Refresh: 10

Lily White ran away from home at the age of 16 after she started displaying telekinetic powers. If her parents had known that their quick witted and pretty little girl was actually the infamous hacker “The White Lily” they could have accepted that, but not the mutation. So, she left.

She eventually hooked up with the Nova Select, a group of young super heroes dedicated to lounging in the trendiest clubs and fighting super villains. Lily supports the team by hacking systems and gathering critical information, and by smashing the enemy with her awesome telekinetic might.

Abilities

Physical: Agility: 2; Endurance: 1; Perception: 2; Strength: 2

Mental: Craft: 3; Knowledge: 2; Reasoning: 2; Willpower: 2

Social: Empathy: 2; Deception: 3; Persuasion: 2; Resources: 1

Affinity: Mutation 4

Character Aspects

✦ **Defining:** Mutant Telekineticist and Computer Hacker

✦ Just Wants a Quiet Place to Code and Chill with Her Closest Friends

✦ “I didn't need my lame-ass parents and I don't need you either.”

✦ Borderline Anarchist

✦ “This is boring, let's do something else.”

Specialty Aspects

✦ “Hacking is fun ‘cause it's hard. Smashing people is easy.”(P)(Craft)

✦ “We won! They're in jail. What's the cops' problem?” (Empathy)

✦ Knows Where to Go for the Best Hardware (Resources)

✦ The White Lily is a Legend in the Hacker Community (Persuasion)

✦ “Punch him?! I might break a nail!” (Strength)

✦ Absolutely Gorgeous “Girl-Next-Door”(P) (Persuasion)

Advantages

Power Source: Mutation

Telekinesis (World Class, Psionic Mind over Matter) Visible Force, Agile x 4; Strong x 4;

Armor (Telekinetic Shield), AR: 14 Insulating; Improved Armor x 8

Absolutely Stunning

Persistent Specialty - “Hacking is fun ‘cause it's hard. Smashing people is easy.”(P)

Razor Tongue

Black Hat

Fast Talker

Experienced (Purchased Affinity from rank 2 to 5)

Starting Equipment

Portable Personal Computer (Rank 3), Specialized Intrusion Software (Rank 2), Form Fitting Body Suite, Motorcycle, Cutting Edge Smart-Phone, Sunglasses, Backpack, Set of Casual Clothes



Chapter 3

Fate Points and Aspects

Fate Points

At the beginning of each game session, each player starts with a number of Fate Points equal to their Refresh Rate. These are “use-them-or-lose-them”. You can’t carry Fate Points over from one game session to the next, so don’t hoard them! However, if the GM left things at a cliffhanger, he is entitled to say that no Refresh has occurred between sessions. By the same token, if the GM feels that a substantial (i.e., dramatically appropriate) amount of downtime and rest occurs in play, the GM may allow a Refresh to occur mid-session.

But what are Fate Points and what can you do with them? Simply put, Fate Points are used in conjunction with Aspects to purchase some level of control over the story by granting their character bonuses or letting the player take over the role of GM for a brief moment.

They may also be used to activate some Advantages, but those are covered later in Chapter 5.

The NPC Fate Point Pool

So how many Fate Points do the NPCs get? Well, they don’t really get any as individuals. Any time an NPC needs to spend a Fate Point, it comes from the GM’s NPC Fate Point pool.

The GM starts with a number of Fate Points in his NPC pool equal to the Refresh set by the Campaign Power Level (pg. 15), plus one per PC. This pool is used for all of his NPCs for the session, and as NPCs appear in a scene they add a number of Fate Points to the NPC pool. The number of FPs added depends on the relevancy of the NPC, and is discussed more on pg. 409.

As NPCs spend FPs, they are subtracted from the GM’s pool. As PCs spend Fate Points to compel Aspects to harm NPCs, FPs are added to the pool.

Note that the number of FPs the GM may have in his NPC pool is not concrete. Some GMs may prefer a few more or even a few less FPs for their pool. If you feel like your game is better because you use more or less, then feel free to do so.

Aspects

Character and Specialty Aspects both serve one primary purpose: they help define the character. More than anything else, Aspects are a player's most explicit way of telling the GM "This is the stuff I want to see in the game". If the player picks an Aspect like *Death-Defying Daredevil*, then the GM should try to put him in death defying situations. GMs should want players to use their Aspects; players should pick the ones they want to use, and GMs should encourage them to choose Aspects that will be both interesting and useful.

Once a player decides on an idea for an Aspect, he needs to figure out what Aspect name best describes what he intends. There are usually many possible names for a desired Aspect, which can make this choice somewhat difficult. However, most of the time, an Aspect is going to be (or include) a phrase, a person or a prop; usually featuring three or more words.

A phrase can be anything from a descriptive phrase (*Could Have Been a Rocket Scientist*) or even a literal quote ("You wouldn't like me when I'm angry."). Phrase Aspects come into play based on how well the situation matches them; a colorful phrase adds a lot of flavor and innately suggests several different ways to use it. This potentially makes phrase Aspects some of the most flexible tools in the game.

An Aspect can also be a person who is important to the character. A friend, an enemy, a family member, a sidekick, a mentor... these all make excellent Aspects. A person Aspect is most easily used when that person is in the scene with the character, but the Aspect can come up in other ways depending upon the person's history and relationship with the character. For example, if a character has his mentor as an Aspect (*Trained by Master Sgt. Frank 'Give-em-hell' Baker*), that Aspect might be useful for things his mentor would have instructed him in.

Finally, Resource Specialty Aspects can be gear (see pg. 86). Gear Aspects are things, places, or even ideas, anything external to the character that isn't a person. A gear Aspect can be useful if it's something the character always has with him or if it's the crux of a conflict. But it may also imply things about the character or even be useful in its absence (if only I had My Custom Hotrod!).

These three categories of Aspects aren't hard and fast. An Aspect like "*Captain Reynalds Needs Us Now!*" has elements of both a phrase and a person and that's just fine. We've just provided these categories to help provide a way to think about how to frame Aspects.

A character may invoke or compel (see below) an Aspect as a free action at any time. He may use any number of Aspects in a turn, but may not use the same Aspect more than once in the same round.

Fate Point Expenditure Limits

In the interest of maintaining a certain level of stability, GMs may want to institute a limit on the number of Fate Points a player may spend in a round.

For characters of the Commoner or Expert power levels, it is recommended that a player not be able to spend more than two FP on a single roll. For “Heroes”, you might increase that limit to three, and for “Super Heroes”, you might top out at four.

Scope

Another approach to the same concept is with the inclusion of “scopes”. When using this optional rule, a character may invoke or compel only one Aspect per scope per turn. So the character could invoke a Character Aspect and a Specialty Aspect in a turn, but not two Character Aspects.

The following is a list of the most common scopes likely to come up during play:

- + Character/Organization/Unit/Vehicular Aspects
- + Specialty Aspects/Asset/Roster
- + Consequences
- + Another Character’s Aspects
- + Aspects Created by Maneuvers
- + Scene Aspects
- + Zone Aspects
- + Equipment Aspects
- + Power Aspects

Invoking an Aspect (Spending Fate Points)

You may spend a Fate Point to gain a bonus on rolls in a situation that relates to your Aspect. This is called “invoking” an Aspect. Essentially, you are declaring that your Aspect will matter in this scene. By spending Fate Points you make it important (or at least relevant) to the scene in a way that benefits you.

Specifically, before or after you roll, you may spend a Fate Point to invoke your Aspect. Doing so grants you one of the following benefits:

- + +2 Bonus on the Dice Roll
- + Reroll the Dice
- + Invoke for Effect

You may also spend a Fate Point without invoking an Aspect but in those cases it merely grants you a +1 bonus.

For example, you could spend a Fate Point to invoke your *Big Dumb Ox* Aspect, granting you a bonus on a Strength Ability roll. Likewise, you could spend a FP to invoke “*Soon this city will be mine!*” and gain a bonus on just about any action that directly relates to your attempt to take over the city.

In addition to bonuses to rolls, you may also invoke Aspects for effect, gaining some measure of narrative control. In essence, you may be allowed to sit in the GM seat for a moment and describe events that are affected by your Aspect. For example, you may spend a Fate Point and invoke *Trained by Corporal Frank Sheppard* upon meeting a fellow soldier to declare that this soldier also served under Corporal Sheppard and that you two know each other. However, any such effect must be approved by the GM who always has veto rights.

Aspects that aren’t brought into a scene via invoking or compelling just sort of fade off into the background. Yeah the character is a *Big Dumb Ox*, but unless the player spends the FP and invokes the Aspect, you can assume that your character’s size and strength weren’t really relevant to his actions during the scene. Even in a tavern brawl, every punch isn’t going to be dependent solely on the attacker’s Strength. Maybe he was throwing glancing blows and was having a hard time getting his hands on his opponent. It isn’t until the player spends the FP and invokes the Aspect that he declares “right now, being a big ox matters”.

Sample Aspect: *Captain of Charlie Company*

Possible Invoked Result

- + [Bonus] Gain a +2 bonus (or reroll) on rolls to attack with typical military small arms.
- + [Effect] The soldier you just met is an old friend from the service.
- + [Bonus] Gain a +2 bonus (or reroll) on rolls to lead men in distress.
- + [Effect] Get noticed by a high ranking general.

Wording vs. Intent

When a character takes an Aspect, he generally has some specific intent in mind in regards to how it will be used. For example, a character who takes the *Surgeon at 300 Yards* Aspect to demonstrate how good a sniper he is, should not also be able to invoke that Aspect when trying to grant medical attention to an ally. Just because the Aspect contains the word “surgeon”, doesn’t mean the character knows anything about real surgery.

The only way he knows how to open a heart is with a high powered rifle.

Compelling an Aspect (Earning More Fate Points)

Aspects aren't always used to grant you benefits, bonuses, and special privileges, sometimes they can get you into trouble. And this is a good thing!

The effect of a Compel is pretty much the exact opposite of invoking an Aspect. You suffer one of the following effects and gain a Fate Point for your troubles:

- + -2 Penalty on Your Dice Roll
- + You are Forced to Reroll the Dice
- + Something bad happens.

(Note that you do not gain a Fate Point when a persistent Aspect is compelled, and you must always pay a Fate Point to reject the compel.)

Regardless of which of the three options you are forced to take, compels tend to come about in one of two ways, either actively or passively.

Active Compels – During the game something might happen that relates to one of your Aspects. In these situations, the GM may offer you a FP to “compel” that Aspect. Alternatively, you as the player may suggest to the GM that you have an Aspect that could be compelled.

When an Aspect is compelled, something detrimental comes to pass because of your Aspect. This might be as simple as a penalty you suffer on a roll or it may trigger some event that plays out in a way that endangers or inconveniences your character.

The precise details of a compel are usually up to the GM but the player may also offer suggestions. Regardless of the specifics, the GM must agree that the effects of the compel was worth the FP. Players may always refuse the compel (and the offered Fate Point), but the GM has the option to “escalate” the compel.

So, for example, the GM may offer you a Fate Point and compel your *Big Dumb Ox* Aspect when you are in a situation where quick thinking is a must. Let's say the character is on the run from the cops and the player decides he is going to try to outrun them in his get-away car. As the character is rushing to the car, the GM holds up a token representing a Fate Point. He informs the player that because he is a “dumb ox”, he forgot the keys back at the bar.

In this situation, the player may refuse the offered FP and have his character proceed to jump in the car and race to safety or he may accept the FP and run back for the keys or possibly abandon the car altogether.

However, there is also the possibility of escalation. Let's say the player rejects the offered FP. The GM could then offer a second FP and ask him if

he's sure. Or the character could get in the car and only get a half mile before the GM offers two FP and suggests maybe the character forgot to fill up the tank before leaving.

A bit of advice for the GM though don't badger the player. If you offer a second FP to the player and he still says no, let it go.

Passive Compels – Occasionally the GM may plot the story ahead, taking the PCs' Aspects into consideration as he does.

In these cases, it's not uncommon for an Aspect to be compelled simply by the way the story plays out.

For example, your character may have an Aspect of *Lives at Home with Mom*. Now, over the course of the story the bad guy goes back to the character's house and takes his mother hostage.

This is effectively a compel since the character's Aspect has had a negative effect on him, and the GM should toss him a Fate Point for his troubles.

Sample Aspect: Captain of Charlie Company

Possible Compel Situation

- + [Effect] While on guard duty, your friend puts his hand on you. Surprised, you punch him before realizing who it is.
- + [Penalty] The general you just met remembers a time you disobeyed orders and calls you out in front of everyone, causing you to suffer a -2 penalty (or reroll) on a Persuasion roll this round.
- + [Effect] Now an outlaw, the government can use its records of you to better track you down.
- + [Penalty] During a firefight, you have a flashback to a previous conflict that distracts you, forcing you to suffer a -2 penalty (or reroll) on your defense roll.

No Pain, No Gain

As a GM, you always want to avoid awarding the Fate Point prematurely. In general, you don't want to hand the Fate Point over until the Aspect actually impacts the player.

Something can always happen between the time the compel is agreed upon and the point that the effects of the compel actually impact the player. So always make sure the player has earned that Fate Point before handing it over, don't just award the FP because a player is playing to his Aspects.

If they don't really hurt him, he didn't really earn it.

Cutthroat Compels

Sometimes a GM may feel that a compel relates so strongly to a character's Aspect that instead of just letting the player choose to accept the Fate Point or not, he actually *charges* the player a Fate Point to decline the compel. This is a good way to influence a player to stay true to his character but be careful. There is a fine line between "influencing" and "bullying".

Note, however, that when a persistent Aspect is compelled it is always a "cutthroat" compel.

Invoking or Compelling other Aspects

Many things can have Aspects. The PCs have Aspects, the NPCs have Aspects, even their equipment and the scene itself can have Aspects. Players and NPCs can use their Fate Points to invoke (or compel!) Aspects on other people, places, and things. This works a lot like invoking or compelling your own Aspects, except the Aspect doesn't belong to you.

As a rule of thumb, invoking or compelling someone or something's Aspects requires a little more justification than invoking one of your own Aspects. For scene Aspects, it should be some way to really bring in the visual or theme that the Aspect suggests. For Aspects on opponents, the player needs to know about the Aspect in the first place and then play to it.

Also, Fate Points and Aspects are inherently "selfish". They are about your character, and how or when the spotlight shines on him. Thus, you may only invoke or compel Aspects that relate to you in some way.

For instance, in a zone with the *Shadowy* Aspect on it, you may invoke that Aspect to gain a bonus on rolls to hide or compel that Aspect to make an enemy suffer a penalty to shoot at you in the dark. But you may not invoke it to directly grant a bonus to an ally or compel it to make an enemy, who is not shooting at your character, suffer a penalty.

Also keep in mind that a single Aspect may only be invoked or compelled once per roll. So you could not for example, invoke an Aspect to both gain a bonus to attack an enemy and compel that same Aspect to force him to suffer a penalty to defend.

Examples of Invoking other Aspects

Foggy – During a chase, you duck into a fog bank to lose your pursuers, invoking the *Foggy* Aspect for a +2 bonus (or re-roll) on your roll to hide.

Small – You have a weapon that is *Small*. You invoke it to give yourself a +2 bonus (or re-roll) when attacking an enemy in very close quarters.

Slick Ride – Trying to attract a date for the night, you pull up to the curb in your *Slick Ride*, invoking that Aspect for effect to state that one of the pretty young ladies nearby really digs your car.

Compelling other Aspects

The GM isn't the only one that can compel Aspects. Characters (PCs and NPCs) can spend their Fate Points to compel each other's Aspects.

When a player or NPC compels another character's Aspects, the player offers the GM or player of the other character a Fate Point and picks one of the following results to inflict on his target:

- ✚ -2 Penalty on the Character's Dice Roll
- ✚ Force the Character to Reroll the Dice
- ✚ Compel for a negative effect on the Character. (Note that you still have to spend a Fate Point when compelling persistent Aspects in this way.)

If it is an NPC who is being compelled, as the GM you should use your best judgment in regards to whether or not the NPC accepts. If you're unsure, look to the "rule of cool" and go with the more interesting option. If the NPC accepts the compel, the offered Fate Point is added to the NPC pool.

The first two options are rather simple. The enemy suffers a -2 penalty on a dice roll or is forced to reroll.

The "compel for effect" option requires a bit more thought however. Effectively, the person offering the compel gains a bit of control over the other character's destiny. The exact nature of the compel can be anything, but as always, it is subject to GM approval.

Below are some Aspects another character might have and examples of how they may be compelled. Remember that any Aspect is subject to being compelled, even temporary Aspects like those caused by Maneuvers or Consequences.

Examples of Compelling other Aspects

Drowsy – Player compels this Aspect for effect and states that the drowsy guard falls asleep.

Bad Tempered – At the noble's ball, the player insults one of the local lords, compelling his *Bad Tempered* Aspect to force the lord to suffer a -2 penalty (or reroll) on his Willpower roll to defend against a mental attack.

Off Balance – After having *Off-Balance* placed on him by an ally's successful Maneuver, you compel that Aspect to cause your foe to suffer a -2 (or reroll) on his roll to defend against your attempt to push him into the adjacent zone.

Poor Quality – After an enemy attacks and rolls poorly, the player compels this Aspect and states that his foe's old rusty sword breaks as it clashes with his own.

Persistent Aspects

The GM might decide an Aspect is persistent if it is a major component of a person, place or thing; and has an effect that is almost impossible to ignore or get around. So a floor with a light dusting of snow might be *Slippery*, but if the room is covered in a fine sheet of ice and you can't walk on it without slipping, the zone Aspect might instead be *Covered in Ice!(P)*. And if it is *really* slippery, it may have both the *Slippery* and *Covered in Ice!(P)* Aspects.

The two Aspects work much the same way and both can be invoked or compelled for a bonus/penalty or reroll. However, when invoking or compelling the *Covered in Ice!(P)* Aspect you need not spend a Fate Point. You need only declare that you are invoking it.

Note that you must still pay a Fate Point any time a persistent Aspect is invoked or compelled for effect. The bonus/penalty or reroll is free, but you still have to pay to influence the story.

When using a regular and persistent Aspect with similar meanings, as in the case above where a room has both a regular Aspect (*Slippery*) and a persistent Aspect (*Covered in Ice!(P)*), you would need only pay one FP to invoke or compel both Aspects for a +4/-4, two rerolls, or a combination of a bonus/penalty and reroll the two.

Unlike standard Aspects, you do not gain Fate Points when a persistent Aspect is compelled. And to refuse the compel you must pay a Fate Point. In this way, compelling persistent Aspects is much like performing a “cutthroat compel”, as described on page 57.

Note that the Severe(P), Extreme(P), and Defeated(P) Consequences are also persistent, and work the same way as a persistent Aspect.



Temporary Aspects

Temporary Aspects that arise in play or are created by Maneuvers (pg. 255) are usually “fragile”. A fragile Aspect only exists for a single invoke or compel and may even be cleared away by a simple change of circumstances.

In addition, the first use of an Aspect created by a Maneuver is free. It doesn't cost a Fate Point for the first invoking or compelling but subsequent uses cost FP as normal.

Consider someone who uses a Maneuver to take aim at a target, placing an *In My Sights* Aspect on the target. Once the shot's taken, the Aspect goes away; this is clearly fragile. But it could get lost even before the first shot if the character who has the Aspect on him manages to break line of sight or make a sudden unpredictable move. Fragile temporary Aspects are usually much easier to justify and pass muster with the GM.

Fate Point Debt

Sometimes a character needs to invoke an Aspect, or maybe activate an Advantage that requires a Fate Point, but he has run out. Usually this means the character simply cannot perform the action he wants to perform. Not enough FPs? Too bad.

However, some cases may arise where this simply doesn't make sense. For example, a character has a Specialty Aspect called *My Daddy's Revolver* (Resources), which refers to a gun he typically carries wherever he goes. Now let's say that in the previous scene the character needed to spend all of his Fate Points. And now, without any Fate Points to invoke his Aspects, he finds himself face to face with an armed gunman. The character needs his gun. But his gun is an Aspect. And he has no Fate Points remaining.

Now the GM (or player) should make an effort to come up with some interesting reason as to why the character suddenly doesn't have the use of the gun he always carries. Maybe he drops it down a large drain and will need to retrieve it later. Maybe he's just out of ammo.

But sometimes such explanations seem contrived or just silly, and in these cases the GM may instead allow the player to invoke the Aspect anyway and go into Fate Point Debt.

Fate Point Debt should only be used when not having a FP keeps the character from doing something he should be able to do or from having something he should have in a way that either just doesn't make sense or would ruin the player's fun.

Players can pay back their debt on a 1 for 1 basis, but until they have paid their debt, they have an extra Character Aspect of *Unlucky*. And of course, the GM and other characters may compel this Aspect like any other.

Some Aspects that result from Maneuvers can be "sticky". (Aspects that result from Assessments or Declarations, explained on pages 63-64, are also usually sticky.)

Sticky Aspects don't go away after they're first invoked or compelled, allowing people to spend Fate Points to continue to use them. The GM is encouraged to be much more picky about whether or not to allow a sticky Aspect to result from a Maneuver.

In many cases, the GM may require that the Maneuver attempt be successful enough to generate Spin (see pg. 254) before declaring an Aspect as sticky. Sticky Aspects may be easier to place on a location or scene than on another character, especially when they potentially offer complications to everyone present on both sides, such as a Maneuver to tip over a barrel of oil and add *Slippery Floor* to the zone.

Similarly, it may also be possible to remove a sticky Aspect via a successful Maneuver.

Jazzing it up

Aspects are one of the major sources of flavor for your character; they're the first thing a GM will look at on your sheet when trying to work out what sort of stories to throw you into. This is a subtle yet powerful request, and the best part is, you are in *total* control of it with the words you choose for your Aspect.

Whenever you're writing down the name of an Aspect, ask yourself, "how much flavor does this Aspect suggest?" If it seems fairly colorless, then you might well be off the mark, and it's time to kick it up a notch. Certainly, don't feel like you have to do this with every Aspect you take, but if your character is served up as a bland dish, you may discover that your GM is at loose ends for keeping him involved in the story.

For a few "good – better – best" ideas, look at this trio of examples.

Bland

Strong

Outlaw

Spellcaster

Tasty

Strong as an Ox

Former Car Thief

Dark Sorcerer

Huzzah!

Man of Iron

America's Most Wanted

Master of the Second Circle

In each of these cases, the "bland" option certainly suggests its uses, but doesn't really jump off the page as something that suggests story ideas. The "tasty" option is certainly better by way of being more specific; both GM and player can see some potential story hooks in these, and they serve to differentiate themselves interestingly from their blander predecessors.

But the "huzzah!" options are where it's at. *Man of Iron* could easily be the phrase others use to identify the character and suggests more applications than simple strength or cybernetic replacement parts.

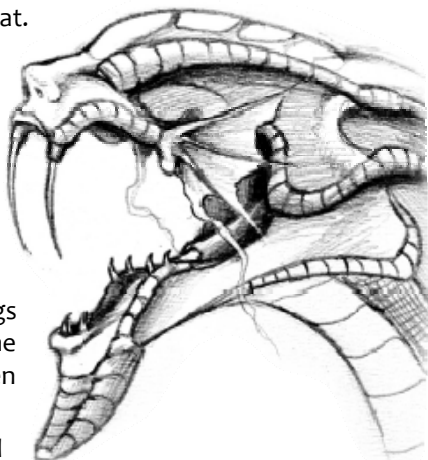


Master of the Second Circle names the group the character was once a part of and starts to put some NPCs onto the map. This Aspect gives the player plenty of opportunity for flashbacks to his time in training, which may include lessons and history that don't *just* have to do with magic. So when you pick an Aspect, ask yourself: is this bland, is this tasty, or is this "huzzah!"?

Getting on the same page...

You may have noticed that, so far, we're using a lot of ink to talk about how your Aspects communicate things about your character to the GM. We mean it. Out of all the things in the game, Aspects are probably the clearest message you can send to the GM about what you want from the game short of walking right up to the GM and saying so. Also, in all likelihood, the GM is going to have copies of your character sheets when you're not around, so the Aspects you've picked are going to represent you in absentia. Once you've picked all the Aspects for your character, take a step back and look at them as a whole, and ask yourself if they make the kind of representation you'd want them to. If they don't, change them!

By themselves, Aspects can't say it *all*, and it's important to remember that. Short of making each Aspect a paragraph or essay, you're dealing with a few short, catchy phrases and names here. You want them reasonably short because you want to be able to talk about them casually without running out of breath. But the brevity of an Aspect's name means some things are left unspoken, so take some time with the GM to speak these unspoken things when you can.



Both the player and the GM should look at an Aspect not as the end of an idea but the start of one. You're both going to bring your own ideas of what the Aspect means to the table and at least to some extent, you're both right. Usually this works out fine – the combined perspectives make the whole greater than the sum – but sometimes the GM and the player will have a radically different idea of what the Aspect entails. Be clear with one another and figure out how to iron out any differences, ideally *before* the Fate Points start flying.

That said, after you've gotten one or more sessions of play under your belt, you might feel like you've picked one or more Aspects that don't “feel right”.

Your GM should be sympathetic to that. If an Aspect doesn't seem to be working out well for you, you should feel free to ask your GM if you can change it for free, at least for the first few sessions.

“Sticky”, “Fragile” & Complicated Terminology

When dealing with temporary Aspects, the first rule is to simply use common sense. Terms like “sticky” and “fragile” help describe how Aspects can work, but usually, you are going to automatically know when an Aspect goes away. Like a lot of the other terms used in this book, try not to let the “game-speak” trick you into thinking the concept is more complicated than it really is.

If it's *On Fire* and you throw water on it, that Aspect is gone and it stops taking physical stress. (See pg. 274 for more on fire and environmental hazards.)

Strands of Fate is really less complicated than most RPGs. When you are reading it, try not to get overwhelmed by the terminology. If you start to feel lost, stop for a moment and break it down section by section. Or better yet, take the time to look closely at the examples we provide for you.

Aspect Assessment

Sometimes Abilities will be used in careful Assessment well in advance of taking action, maybe as part of putting together a plan or simply observing the target long enough to learn something that would be a critical advantage. This approach is most often used with the Perception Ability but can also be done with Reasoning (to deduce logical outcomes) or Empathy (to get a sense of how a character is feeling).

Here, the Ability is not used to place a temporary Aspect so much as discover an existing one. The character making the Assessment can still invoke or compel this Aspect for free, but is subject to the usual limitations of a free use; they must do so immediately after revealing it. This usually means that the free invoke or compel must be taken within the same scene as the Assessment or, if the Assessment takes longer than a scene to perform, in the scene which immediately follows. This provides a reward to balance out the time the player may otherwise spend talking through a more cautious plan.

All Assessment attempts require the use of a significant chunk of time, usually at least a few turns. This can allow Abilities that usually can't be brought to bear in more time-sensitive environments (like a fight) to be useful thanks to the time invested in advance.

Setting Assessment Difficulties

If the target of an Assessment is a person or a group, the difficulty of the Assessment is usually a contested Ability roll. Static entities like locations or objects typically have difficulties set by the GM. If there's no obvious way to determine the Assessment difficulty, consider the baseline difficulty to be 0.

At the GM's discretion, if a character gains Spin on an Assessment roll, he may gain insight into a more potent fact or one additional fact; potentially allowing good rolls to result in the revelation of two Aspects.

For example, Jacob has been planning this bank job for a month. Now, with all the pieces in play, he finds himself sitting across the street giving the place one last look before going in.

He decides to spend this time trying to assess the situation. Given Jacob's current position, the GM sets a difficulty of 1. So Jacob spends a few hours sitting there and rolls his Perception Ability, spending a Fate Point, and invoking his Keen Eye for the Crime Specialty Aspect.

He rolls a total of 6, and the GM tells him that the bank seems to be popular among local hospital employees. He sees a lot of people in scrubs going in and out.

So the GM informs Jacob's player that the bank has an Aspect called Popular with the Scrubs. Should Jacob find a way to invoke this Aspect, say by dressing in scrubs to more easily blend in during the getaway, he may spend a Fate Point to invoke that Aspect for some benefit. And since he's the first person to use that Aspect, he gets to do so for free if he acts fast.

Theme Aspects

One other type of Aspect that the GM might consider adding to his campaign is the Theme Aspect. This Aspect helps define the theme of the campaign. Maybe it's *Survival Against all Odds* or *Light in the Darkness*. Whatever it is, this Aspect should be something that anyone can invoke or compel at any time during the campaign, because it's the overall theme for the entire game.

The Theme Aspect should be decided on before the campaign begins, and the GM should make it clear what the Theme Aspect is. It may be necessary to change the Theme Aspect as the campaign progresses, and that's ok. That's to be expected as your plot evolves.

Aspect Declaration

In contrast to an Assessment, the GM should also allow Declaration. In other words, using the Knowledge Ability to state facts about things, or Reasoning to draw logical conclusions, can allow a player to introduce entirely new facts into play and then use those facts to his benefit.

The new facts take the form of a new temporary Aspect.

The GM is encouraged to use creativity as his primary guideline when judging the use of an Ability in this fashion. Creative and entertaining facts will be more likely to result in a successful Declaration and thus give rise to a temporary Aspect than boring facts will.

For example, an explorer with a solid Knowledge Ability may use Declaration to state new truths about an alien world the characters have just encountered. If he is successful, suddenly the scene or the world has an Aspect on it in keeping with the fact the player just invented. As with Maneuvering or making an Assessment, the first invoking or compelling of this Aspect is free.

Unlike Assessment, Declaration doesn't take any actual in-game time at all, just the Knowledge or Reasoning Ability roll to make use of it.

Any Aspects brought into play by these methods are considered "sticky" and do not have to go away after they're used if the GM wishes them to persist (or if circumstances merely make it reasonable that they hang around). Any subsequent uses of such Aspects, however, will cost (or grant!) a Fate Point, as usual.

This does mean that occasionally Maneuvers, Assessments, and Declarations will backfire, leading to a compel used against YOU. Since Aspects are involved, such things are often double edged!

Setting Declaration Difficulties

The difficulties for Declarations should, honestly, be based on how interesting the proposed Aspect is. Ideas which would disrupt the game or are just unreasonable should simply be vetoed.

These are the questions to ask yourself when determining difficulty:

1. Is the Declaration interesting, and/or does it support the mood of the campaign?
2. Will the Declaration have interesting results if it's acted upon, or can it be easily compelled to make life more interesting for the PCs?
3. Does the Declaration propose a specific and interesting or heroic course of action?

Each "no" adds 2 to the base difficulty of 0.

If the proposed fact is very amusing, proposes an interesting course of action, and has interesting results if wrong (three “yes”-es), a difficulty of 0 is appropriate. By contrast, a boring fact with a dull course of action and no possible interesting result has a difficulty of 6.

If your players haven’t quite got a grasp of how much they can do with Declarations, you will probably need to lower the difficulties to suit, but you should let them know what makes a Declaration more likely to succeed.

Note that the above formula is a suggestion, not a set in stone rule. If the GM has a gut-feeling for what the difficulty should be, that’s probably what it should be.

For example, Jacob has successfully robbed the bank, and now he’s on the run. He’s speeding down the city’s tightly packed streets, and the police aren’t far behind.

Jacob’s player decides that Jacob has been a resident of the city for some time and may know of a good place to lose the cops.

The GM feels this is reasonable and sets a difficulty of 2. Jacob rolls his Knowledge to see what he knows about the city’s geography and traffic and gets a total of 3. He declares that this part of the city Tends to Collect a Lot of Junk.

Jacob then invokes that Aspect for effect and states that there is a junk yard nearby. The GM accepts and Jacob turns a corner and pulls into a local junk yard, which he uses to hide the car. Now, among the wrecked cars, he has a good chance of escaping the cops on foot.

Declaration by Invoking an Aspect for Effect

The above guidelines assume the character doesn’t have a relevant Aspect to work with. If he does, he can spend a Fate Point to invoke that Aspect for effect, the effect actually being a Declaration. And remember the GM may always veto such Declarations.

In the example above, if Jacob had an Aspect of *Chicago Street Rat*, the GM might just let him spend the Fate Point and allow him make his Declaration without needing to touch the dice.

Here are a few more of examples of Declarations in play.

Example #1

Garrog Ironjaw and his partner Phelix have just entered the abandoned mines beneath the town of Beggars Leap. Garrog decides to make a Declaration, declaring that the mines are *Prone to Cave Ins*. Since he's a dwarf he knows a thing or two about mining. His player thinks he can use this to drop the roof on enemies. The GM calculates the difficulty as follows:

- + Interesting - Yes
- + Interesting Results - Yes (The GM plans to use it to block the players' retreat.)
- + Interesting Course of Action - No

So that's 2 yes-es and 1 no, each no adds two to the base difficulty of zero so the declaration difficulty is 2. Garrog rolls the dice coming up with a +2. His Knowledge is 2, giving a total of +4, easily beating the difficulty. Garrog (or Phelix) can now invoke or compel this Aspect (for free the first time) until the GM rules that it is no longer in effect.



Example #2

The crew of the Star Police cruiser *Adamant* is in hot pursuit of a smuggler ship. It has just entered the atmosphere of a desert planet. One of the players who plays the astrogator makes a declaration that he thinks the planet suffers from having an Aspect of *Violent Sandstorms*. The difficulty is set at 2, determined by:

- + Interesting - Yes (Both the GM and players foresee limited visibility, blocked air intakes, and vicious winds.)
- + Interesting Results - yes
- + Interesting course of action - No

The player rolls a -1 with a Knowledge of 1. His total is 0, which is not enough. However he does have the Aspect *Ex-planetary Survey Officer*, which he invokes for a +2 bonus, allowing him to make the Declaration.



Example #3

The party has just arrived in the port town of Roland's Reach. They are looking to spring one of their comrades who was wrongly accused of piracy. They want to make this easier so the leader tries to declare that the town has *Corrupt Officials*. Their leader, Red-Eye McLain, has the Aspect *A Thief Knows a Thief*, which he invokes for effect to make the Declaration.

The GM likes the idea of corruption in the town so allows it. Red-Eye doesn't need to roll. He just pays the Fate Point for invoking his Aspect.



Story Aspects vs. Situation Aspects

Here's a point to follow on the previous ones: more often than not, Aspects tend to divide into another set of two camps – story and situation – and it's a good idea to make sure you have Aspects of each type.

Story Aspects suggest one or more sources for stories involving the character, by bringing in an external element from the world at large. Specialty Aspects relating to people or items are almost exclusively story Aspects. You can most easily identify a story Aspect by asking yourself if the Aspect, independent of the character, is something other characters might interact with, affect, and change. Strange cults, ancient artifacts, evil aliens, hidden lairs, bazaar worlds, spouses, and more... all fit into this category.

Situation Aspects suggest the kind of situations a character might be in much more than they suggest the origin of those situations. Phrase Aspects fall strongly into this camp, and they operate as a statement to the GM of the style of stories the player wants his character to be in. Aspects like *Nick Of Time*, *Always a Damsel in Distress*, and *Last Man Standing* all suggest vivid situations, ones which should rightly repeat themselves over the course of playing the character, but don't really suggest the context of those situations.

We're taking a few moments to focus on the split between story and situation Aspects because it's an easy one to miss if you're not looking for it. You can very easily fall into the trap of creating a character who only has situation Aspects. On the surface, situation Aspects may be more attractive, since they usually apply in a multitude of circumstances; certainly, you'll want to have at least a few situation Aspects in your repertoire.

But if situation Aspects are all that your character offers to the game, you run a real risk of being difficult to hook into the larger storyline. This is why you should be certain to include a few story Aspects on your character. Fundamentally, story Aspects offer easy hooks to your GM to pull you into his story. You want this, since you came to the party to play the game. But it's more than just that. By providing story Aspects, you've provided some things which exist separately from your character. At the core of it, this means you've helped to build the game world. You've got ownership and stakes in the bigger picture. The GM will be grateful to you for it, and that kind of gratitude tends to pay out in the form of a more satisfying game.

Chapter 4

Abilities & Specialty Aspects

What are Abilities?

Characters have Abilities, like Agility, Knowledge or Persuasion; which are given ranks. The higher the Ability's rank, the better. Abilities can also be enhanced for specific uses with the addition of Specialty Aspects and Advantages.

Simply put, Abilities give you a very broad and general sense of what your character can do, and how well he can do it. When a player rolls the dice, he is usually making an Ability roll against a set difficulty. This Ability roll can be made to take a simple action, perform a Maneuver, an Assessment, or make a Declaration.

For an Ability roll, you roll four Fudge dice (or two six sided dice if you prefer that method). Then add your Ability rank and any other relevant bonuses. So a roll result of 1 using an Ability with a rating of 2 results in a total of 3. Your total needs to meet or exceed the difficulty of the roll, assigned by the GM. So if the difficulty of the action was 2, you would have succeeded. And if you had succeeded with a 5, you would have generated Spin! (See page 254 for more about generating Spin.)

Nearly every action that the character may undertake is covered by his Abilities. If you didn't put points in an Ability, you may still use it. You just add 0 to your dice roll. And in some cases, such as the less than 0 ranked mental Abilities of animals, Abilities can be negative and should be subtracted from the roll.

This chapter is focused on getting an idea of what each Ability covers.



Combining Abilities

Sometimes the character needs to perform a task that really requires using two or more Abilities at once. You never know when a character is going to need to carry a heavy weight (Strength) while balancing on a spinning log (Agility) or when he's going to need to explain pop culture (Knowledge) to an other-worldly horror (Willpower).



In those situations, the GM calls for a roll based on the main Ability being used (the primary thrust of the action), but modified by a second Ability. If the second Ability is of greater value than the first, it grants a +1 bonus to the roll; if the second Ability is of a lesser value, it applies a -1 penalty. If they are the same, the secondary Ability provides no modifier.

So, for example, let's say you have an Agility of 3, and a Strength of 1. On a roll that uses Agility as the primary Ability, and Strength as the secondary, you'd suffer a -1 penalty.

It's important to note that combining Abilities can never be done to perform two full actions at once – if that's the goal, it should take two turns. When Abilities are used in combination, one Ability is almost always going to serve a passive role, as the thing the character needs to be able to do in order to be able to perform the other Ability. If a character is trying to lift a great weight while balancing on a spinning log, Strength is the main Ability rolled. But Agility restricts this roll, because without it, the character falls off the log. Similarly, if the character is gibbering before an ancient horror, his Knowledge Ability is simply not going to help him.

The difference between an action that combines Abilities and a supplemental action (pg. 261) is not always obvious. In general, if both components of the action are something you'd expect to roll for if they were done separately, then it's time to combine Abilities. If the lesser part of the action is something that normally doesn't require a roll, just handle it as a supplemental action. Sometimes, an action will be both supplemental and modified – maybe the character is moving a little (supplemental), but is using his Agility Ability to get an edge (modifying the primary roll).

Complementing Abilities

When combining Abilities, and the second Ability can only help the first (which is to say it can only provide a bonus), it complements the Ability. A complementing Ability never applies a penalty, even if it's lower than the primary Ability. This usually happens when the character has the option of using the secondary Ability, but doesn't have to bring it to bear.

Restricting Abilities

When combining Abilities and the secondary Ability comes into play only to hold the primary Ability back, it restricts the Ability; meaning it can only provide a penalty or nothing at all. A restricting Ability never applies a bonus, even if it's higher than the primary Ability. Often Abilities like Endurance or Willpower are restrictive Abilities – as you get more tired, you won't get better, but if you're resolute, you may not get worse.

Multiple Secondary Abilities

In very rare circumstances, a primary Ability may be affected by more than one secondary Ability – say, a situation where a character needs to climb a wall (Agility as primary), but is tired (Endurance restricts), but the wall is part of a building the character has been studying in order to burglarize (Perception complements).

In such cases, no matter the number of Abilities in play, the most the combination can produce is one +1 and one -1. This is actually very quick to reason out. First, look at all of the Abilities that modify or complement; if any of them are higher than the primary Ability, a +1 is applied. Next, look at all of the Abilities that modify or restrict; if any of them are lower than the primary Ability, a -1 is applied. This may mean that multiple Abilities all affecting a roll will result in no modification at all – both a +1 and a -1!

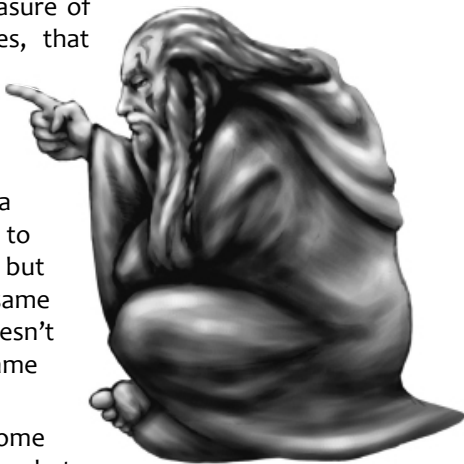


Specialty Aspects

While Abilities are a general measure of your character's basic capabilities, that doesn't mean that because two characters both have 3 ranks in Agility that they are both equally good at gymnastics and tennis. Likewise, a historian and a computer hacker are both going to want a good Knowledge Ability, but just because they both have the same number of ranks in Knowledge doesn't mean they have the exact same understanding of both fields.

That's where Specialty Aspects come in. Specialty Aspects tell you what specific areas of an Ability you are good (or bad) at. Like Character Aspects, Specialty Aspects need be neither good nor bad. Some might describe a particular affinity for a job (*Masters in Electronic Engineering from MIT* (Knowledge)), while some might point out a particular weakness (*Been Hit with the Ugly Stick* (Persuasion)).

As with all Aspects, Specialty Aspects can be invoked and compelled. What separates them from Character Aspects is their close association with an Ability. The majority of the time, Specialty Aspects will be invoked or compelled in conjunction with an Ability roll that includes the Ability it is



associated with. However, it may sometimes be possible to invoke or compel a Specialty Aspect associated with one Ability while actively rolling another.

So keep in mind that just because Specialty Aspects are generally tied to a specific Ability, that doesn't mean it can't sometimes be used for other types of rolls when it is relevant.

For example; Robert is attending his High School reunion. He's always been a bit of a geek, and the fact that he has the Aspect Been Hit with the Ugly Stick (Persuasion) never helped his social life, though his Razor Tongue (Persuasion) often came in handy. And after graduating, he made a good life for himself and recently picked up the Aspect Masters in Electronic Engineering from MIT (Knowledge).

While at the party Robert runs into Alice. The former prom queen always thought she was better than everyone else and doesn't hesitate to compel Robert's Been Hit by the Ugly stick to make her belittling remarks sting a little worse. But Robert snaps back with a witty retort backed by his Razor Tongue Aspect and puts her in her place.

Later he runs into a few of his old friends, some fellow nerds from the chess team, and tries to make a good impression. In this situation he rolls Persuasion and invokes Masters in Electronic Engineering from MIT (Knowledge) and uses the bonus to successfully charm them; adding the bonus to a Persuasion roll despite the fact that this Specialty Aspect is associated with his Knowledge Ability.



Ability Listings

The Abilities used in *Strands of Fate* are listed in greater detail below, organized by type. Each entry tells you what the Ability is commonly used for. In addition, each entry contains the following:

Sample Specialty Aspects: Here you'll find a series of sample Specialty Aspects that you might use to better define your character. These are very simple Aspects, and you probably want to spice your own up a bit.

Special Rules: Each Ability lists a number of special rules for different situations in which these Abilities play an important part. These rules are listed along with page numbers, which you can use to find the appropriate entries for them later in the book.

Physical Abilities

Agility

This Ability is the measure of your character's balance, hand-eye-coordination, manual dexterity, speed, reflexes and generally just conveys the level of control the character has over his own body. It is used for the majority of physical rolls that do not depend on brute strength (Strength) or your body's ability to resist effects (Endurance).

Agility covers running, jumping, climbing, swimming, and other broadly physical activities you might find in a track and field event.

Characters with high Agility include athletes, soldiers and outdoorsmen.

Agility is often the "when in doubt" physical Ability, and it can get a lot of use. There's sometimes confusion as to when to use Agility and when to use Strength. As a rule of thumb, Agility is used to move yourself, Strength is used to move other things and people. When an action calls for both, they may modify one another. If there is no clear indication which should be primary, default to Agility as primary and Strength as the modifying Ability.

Don't ask the players to roll their Agility Ability if it's to do something mundane – like climbing over a low wall, unless they're being chased or need to quickly get to cover to avoid an impending explosion.

Sample Specialty Aspects

Deft Hands

Gold Medal Winning Sprinter

Butter Fingers

Trained Tight-Rope Walker

"My arthritis acting up again."

Master Martial Artist

"One Shot, One Kill"

Special Rules Related to Agility

Ambushing (pg.262), Attacking and Defending in a Physical Conflict (pg.211), Avoid Explosions (pg.270), Climbing (pg.265), Foot Chases (pg.275), Hiding & Shadowing (pg.279), Jumping (pg.280), Movement (pg.283), Riding (pg.287), Swimming (pg.293)

Endurance

Endurance is the ability to keep performing physical activity despite fatigue or injury. It's also a measure of the body's resistance to shock and strain. In addition to fatigue, Endurance measures how well a character shrugs off poisons, disease and supernatural afflictions. Characters with a high Endurance include explorers, athletes, and sailors.

Endurance is a passive Ability. Players will very rarely need to ask to roll Endurance; instead, the GM will usually call for rolls when appropriate.

Endurance can particularly come into play in long-term actions, as a secondary, restricting Ability; where the character's need to keep performing at his peak is limited by his capacity to overcome fatigue and pain. This is why top athletes have their Endurance on par with (or better than!) their Agility. Someone without a solid Endurance may be a good sprinter, but will find themselves winded and falling behind in a marathon. See page 70 for more on restricted Abilities.

Endurance is also used to determine the number of Physicals stress boxes the character has for each Consequence (see pg. 211).

Sample Specialty Aspects

Long Winded

Conditioned to Resist Poisons

"Sorry... My allergies are acting up."

Always a Bit Sickly

Short of Breath

"I want you to hit me as hard as you can."

Never Took a Sick Day

Special Rules Related to Endurance

Encumbrance (pg.289), Healing Physical Consequences (pg.237), Endure Falling (pg.273), Resist Disease (pg.269), Resist Environmental Hazards (pg.274), Resist Poison & Drugs (pg.285), Survive Explosions (pg.270)

Perception

Perception is a measure of the character's level of awareness and his ability to stay on his toes and react to sudden changes in his environment. Characters will also notice things they are not actively searching for by using their Perception. High Perception characters are rarely surprised, strike early in a fight, and tend to pick up on the details of a scene simply by entering it.

Characters with high Perception include bodyguards, outdoorsmen and criminals of a sneaky variety.

Players may be called on by the GM to make Perception rolls to see if they notice hidden objects, people, clues etc. Or the player may state that he wants to make a Perception check to look for something specific, or to look in a specific place. In this case, the GM might provide bonuses. For example the GM might call for a Perception roll to notice the fingerprints in the dust on top of the dresser. If the character is searching randomly around the room, the GM might set the difficulty at 4 to spot them. But if the player specifically states that his character is searching the dresser, the GM might instead set the difficulty at 0 or just declare the search a success.

When calling for a Perception roll, the GM should describe the scene to the person who did best first, then for each person down the line, tell them what they don't see. Doing it in this order lets the players get a clear picture, while making the limits of their characters' knowledge very clear.

In some cases it may be a good idea to combine a Perception roll with Reasoning if there is a good chance that logic could lead the character to the clue.

Sample Specialty Aspects

Eyes Like a Hawk

Exceptional Hearing

Colorblind

"Where are my glasses?"

The Nose Knows

"Can't feel a thing in these three fingers."

Legally Deaf

Special Rules Related to Perception

Ambushing (pg.262), Aspect Assessments (pg.63), Defending Against Ranged Weapons (pg. 211), Detecting Poison and Drugs (pg.285), Initiative in a Physical Conflict (pg.210), Penetrating a Disguise (pg.269), Scavenging (pg.288)

Wondering Blind

GMs should be careful about depending on characters to make good Perception checks to further the story. What if they all fail? What happens then?

In cases where a Perception roll is critical to the scene, you might instead decide to go ahead and give the character's the critical information for free, but fill in details depending on how well they roll.

For example, let's say you start a scene in which the PCs are being assaulted by trolls. Instead of rolling to see who (if anyone) notices the trolls coming at them through the trees, instead tell everyone that they hear the sounds of something coming at them; then let them roll their Perception. The better the result, the more detail about the trolls you can provide.

This method, while not always necessary, provides you with a way to jump into the action while still rewarding the characters who rolled well on their Perception. Otherwise, you risk a few rounds of boredom as players report bad Perception rolls. This serves no real purpose and is really just dead and dull game time better spent slaying trolls.

Perception and Paranoia

A good trick to help build suspension is, as a GM, you roll some Perception checks instead of letting the players do it. Take note of each character's Perception before the start of the game and, on occasion, inform the players that you'll be rolling Perception checks for them this time. And don't let them see the results.

When players do exceptionally well on a Perception roll, they expect to notice anything that's worth their attention. If they roll well, and the GM reports nothing of note, they tend to assume there wasn't anything important worth mentioning. And they're probably right.

But if the GM rolls for them, and they don't know how well they did, a report that they see nothing of interest means that there may still be something there. And in reality, you don't know when you don't notice something important, so it keeps the players guessing.

You might also occasionally just roll some dice out of sight of the players for no reason. This is especially effective if you follow the dice roll up with a sly grin directed at one or more of your poor players.

Strength

This is a measure of pure physical power, be it raw physical might or simply the knowledge of how to use the Strength one has. In general, if you are trying to move someone or something besides yourself, you use Strength.

So for lifting, moving and breaking things, Strength is the Ability of choice. Strength may be used indirectly as well, to modify, complement, or limit some Ability uses.

Characters with a high Strength include brutal warriors, laborers, and giant creatures.

Strength is also used when attacking with your bare fists or feet, or when wielding a melee weapon such as a baseball bat or sword.

Strength is also used to determine the number of Physical stress boxes the character has for each Consequence (see pg. 211).

Sample Specialty Aspects

18 inch biceps

"I spent all morning lifting... increasingly lighter beer cans."

Looks Like a (Mostly) Shaved Bear

"I'm an accountant, not a lumberjack."

Spent Youth Swinging a Blacksmith's Hammer

Professional Boxer

High School Wrestler

Special Rules Related to Strength

Attacking in a Physical Conflict (pg.211), Breaking Things (pg.264), Lifting Things (pg, 289),



Mental Abilities

Craft

Craft represents your character's ability to create something, from works of art to computer programs. While often combined or restricted with Knowledge or Reasoning, Craft can also be used to repair items or take them apart.

Characters with high Craft include engineers and artists; as well as professional carpenters and blacksmiths.

Sample Specialty Aspects

Gifted Painter

Mechanical Inclination of a Fish

"I can rebuild an engine block with a paperclip and some string."

"I program in binary."

Finest Sword-smith in the Land

Travelling Cartographer

Famed Novelist

Special Rules Related to Craft

Breaking Things (pg. 264), Camouflage (pg. 279), Crafting and Repairing (pg. 267), Demolitions (pg. 268), Facilities (pg. 273), Forgery (pg. 276)



Knowledge

This is the sum of all you have learned, science, literature, history, etc. Any time you need to determine whether or not your character knows a fact, or how to do something, you roll Knowledge.

Perhaps more so than any other Ability, Knowledge covers a very broad range of topics. When building a character, you'll find that you want to further identify his fields of study with Advantages and Specialty Aspects.

Characters with high Knowledge include college professors, historians, scientists, engineers, etc.

There may sometimes seem to be a fine line between Knowledge and some other Abilities, such as Reasoning and Craft. Remember that Knowledge refers to the information that's already in your head, not your capability to learn new things. And while it may provide theories and lessons, it isn't a measure of your capability to apply that information, which is what Craft usually reflects.

The player can ask the GM "What do I know about this subject?" or "What does this mean?" Often, there will be no need to roll, especially if the subject is within the character's specialty; but if the GM feels the information is something that should be hard to attain (such as a clue) then he may call for a roll against a difficulty he sets.

You might set a rather low difficulty on such a roll (Diff: 0-2) if the topic is fairly well known, but it could be a case where the character just isn't familiar with it for some reason. On the other hand, a high difficulty might be used for obscure topics that will almost certainly require research.

So when setting the difficulty for a Knowledge roll, the best yardstick is the obscurity of the knowledge sought. Something with a difficulty of 6 is probably only known by one or two people in the world. Difficulty 5 is limited to the handful of leading experts. A difficulty of 4 would equate to all the top men in the field, while 3 and lower starts getting into the common body of knowledge. Difficulties beyond 6 are appropriate for lost knowledge.

If the character succeeds he receives the information. And if he succeeds with Spin, he may learn something especially interesting or obscure. If he fails, he does not, but he may still attempt to research the topic (see pg. 294) or, perhaps more entertainingly, may stumble onto a false lead that gets him deeper into trouble.

The character may use his Knowledge to declare facts, filling in minor details which the GM has not mentioned (though the GM always has the right to veto). So if the GM is all right with it, she may let the player attempt a Declaration (see pg. 65) and roll Knowledge against a difficulty he sets. If successful, the fact is true, and if not, the character is mistaken.

Sample Specialty Aspects

"I know all the capitals, of all the nations, on all the worlds."

"Read it? I'll wait for the movie."

Published "Concepts and Philosophies of the Enlightened Mind" at Age 14

"String theory is a load of garbage. Here... I can prove it."

Professor of Chemistry at MIT

"Biology? Isn't that the study of living orgasms?"

"Everything I know I learnt from TV."

Special Rules Related to Knowledge

Analyze Poisons and Drugs (pg. 285), Aspect Declarations (pg. 65), Computer Hacking (pg. 265), Explosives (pg. 270), Facilities (pg. 273), Languages (pg. 281), Lock Picking (pg. 282), Medical Attention (pg. 282), Testing and Research (pg. 294),



Reasoning

Reasoning represents your character's capacity to learn new things, as well as decipher complex puzzles and problems. It could also be said to be the measure of the character's "common sense" and is sometimes used to measure the character's short term memory.

So while Knowledge represents what the character already knows, Reasoning is used to learn new things and put his Knowledge into action.

Knowledge and Reasoning are often used to compliment or restrict each other.

Characters with high Reasoning include survivalists, soldiers, code breakers, inventors, philosophers, etc.

Reasoning is also used to determine the number of Mental stress boxes the character has for each Consequence (see pg. 223).

Sample Specialty Aspects

Psychoanalyst

Survived Three Weeks alone in the Amazon Rain Forest

Absent-minded Genius

"Ooh! What's my horoscope say?!"

NSA Encryption Analyst

"Judging by the angle of the shot, I'd say our shooter..."

"Rock music has messages from the devil in it when you play it backwards!"

Special Rules Related to Reasoning

Ammo Conservation (pg. 284), Riding (pg. 287), Testing and Research (pg. 294), Scavenging (pg. 288)



Willpower

Willpower is a measure of a character's self-mastery, as expressed through things like courage and resolve. It's an indicator of coolness under fire and also represents the drive not to quit. It plays a key part in efforts to resist torture or mind influencing powers.

Willpower is almost always rolled in response to something, rather than on its own. Its primary role is as defense against most kinds of mental manipulation or distraction. Willpower also shines in situations which have spun very much out of control. Characters with a high Willpower Ability have a distinct advantage in continuing to keep their head about them and respond calmly. Similarly, when all seems lost, a character with a strong Willpower is often capable of soldiering on. It is the mental parallel to physical Endurance.

It's important to remember that a failure of a Willpower roll should never take total control of a character out of a player's hands. A bad Willpower roll affects how the character carries himself and how well or poorly he convinces everyone else that he's unfazed by events. If a character is exposed to something disconcerting, Willpower is useful to see how well they "keep it together". Failure may result in a Mental Consequence, but the nature of that Consequence and the character's actions, such as whether they run from the room, is a decision the player makes. Such decisions can be influenced by Aspects, but the failure only removes control of the character when he is Defeated.

One good way to handle very stressful situations or other crises where keeping your cool or otherwise keeping it together is paramount, is to use Willpower as a modifier or restriction on whatever other Ability the character is using, the same way one would use Endurance to restrict Abilities when tired.

Willpower is also used to determine the number of Mental stress boxes the character has for each Consequence (see pg. 223).

Sample Specialty Aspects

Trained to Resist Torture

"Sticks and stones may break my bones, but words will never hurt me."

Quit Smoking After 20 Years, Cold Turkey

Eternal Optimist

Will Win, or Will Die Trying.

"I never met a sin I didn't like."

Can't Resist a Good Meal

Special Rules Related to Willpower

Mental Conflict (pg.220). Resisting Fear and Shock (pg.224)

Social Abilities

Deception

Deception is the ability to lie, simple as that. Be it through word or deed, it's the ability to convey falsehoods convincingly.

Characters with a high Deception Ability include con artists, spies, and politicians.

For simple deceptions, a contest between Deception and an appropriate Ability (usually Empathy, Perception or Reasoning) is all that is necessary, but for deeper deceptions, like convincing someone of a complex lie or selling someone the New York Starport, a Mental conflict may be appropriate (pg. 220), complete with Deception attacks and mental stress being dealt. Sometimes, Deception is the undercurrent rather than the forefront of an action, and as such, the Ability may be used secondarily to modify, restrict, or complement another Ability's use.

The GM needs to be very careful about adjudicating Defeated results in Mental conflicts where Deception is in play. Deception should never create behavior that is at odds with the basic nature of the target; an honest man won't be tricked into stealing, for example, though he may be tricked into, say, holding stolen goods if he has no reason to think they're stolen.

When Deception is most successful, the target is put in a position where his own nature forces the decision that the liar wanted him to make, much the same way the compulsion of an Aspect does. An honest man won't steal, unless he feels he has to do so to protect something more important than his honesty. Some of the greatest crimes in history are perpetrated by people believing they are doing the right thing for their family or their country. Part of the reason a character with a high Deception is going to want a decent Empathy is to know what direction to spin things towards.

Sample Specialty Aspects

Fast Talking Salesman

Master of Disguise

"It's not cheating if you don't get caught."

Honey Tongued Seductress

Innocent Face

Clinches Hands When Nervous

Legendary Cat-Burglar

Special Rules Related to Deception

Disguise (pg.269), Forgery (pg.276), Hiding, Shadowing and Camouflage (pg. 279), Mental Conflict (pg. 220)

Empathy

Empathy measures your capacity to understand what other people are thinking and feeling. This can be handy if a character is trying to spot a liar or wants to tell someone what that person wants to hear. Empathy is usable as a defense against Deception, and is the basis for initiative in a mental conflict.

Characters with a high Empathy Ability include gamblers, diplomats, reporters and socialites.

Sample Specialty Aspects

Good Judge of Character

"Better them than me!"

Keen Ear for Lies

Equates Anger to Fear

Sucker for a Pretty Face

"If it sounds too good to be true, it probably is."

Hates Minorities

Special Rules Related to Empathy

Animal Handling (pg.262), Mental Conflict (pg.220), Mental Initiative (pg. 210), Social Espionage (pg. 291),



Persuasion

Persuasion is the ability to manipulate people through social contact, and perhaps convince them to see one's side of things. Any time a character wants to communicate; this is the Ability to use, which makes it appropriate for flirting, interviewing, intimidating, and interrogating.

Characters with a high Persuasion include actors, models, politicians, performers, reporters, and cops.

Persuasion is often the fallback social Ability. While Empathy and Deception are fairly specific in their applications, Persuasion is the catchall that covers everything else.

Persuasion is often used to determine first impressions, as it is also a measure of your presence and overall appearance. It is also used to keep from showing your emotions on your face.

Persuasion is also used to determine the number of Social stress boxes the character has for each Consequence (see pg. 232).

Sample Specialty Aspects

Always Quick with a Smile

“Honey catches more flies than vinegar.”

Member of the 101st

Easy on the Eyes

Calm and Regal Demeanor

“He’s a bit of a scary fellow.”

Friends with the Red Eye Gang

Special Rules Related to Persuasion

Animal Handling (pg.262), Gather Information (pg.278), Mental Conflict (pg.220),

Allies, Foes, and Contacts as Persuasion Specialty Aspects

A common Persuasion Specialty Aspect is the ally, a friend or group of people who’ll be willing to help you out directly, or provide you with useful information. Though maybe just as common is the bitter enemy, the guy who just won’t rest until you’re on the other side of the grass.

These NPC Aspects can be utilized to gather information, call for help, or be compelled by the GM to make your stories more interested.

The exact number and stats for these allies, contacts or enemies are up to you and your GM to work out. But allies generally should not be any more powerful than your character, either as individuals or a group.

GMs should keep in mind that allies and enemies can mean different things in different campaigns, and are very dependent on the type of campaign you are playing in.

For example, in a survival horror game, a single ally may be a great help to a PC. But in a game where characters are high ranking nobles, a retinue of bodyguards might be more appropriate.

GMs and players should keep such things in mind when determining what kinds of allies and enemies are appropriate.

Resources

Usually Resources is simply a measure of available wealth, but the specific form this takes, from a family trust fund to a well invested portfolio, can vary from character to character (and may be indicated and enhanced by their Aspects). Usually this Ability passively informs the GM what the character's available resources are, but Resources may still be rolled for large expenditures, like purchases and bribes. Some large-scale conflicts may be about trying to out-spend the other guy; here, Resources can even act as an attack or defense Ability.

How much specific things cost is covered in the Equipment chapter, starting on page 299, but there are a few things to bear in mind when players start throwing money around. Most importantly, as the GM, be willing to be generous. Characters with a high Resources *should* be throwing money around. That was the whole point of them putting ranks in that Ability. The important thing to remember is that money should be able to remove obstacles, but it should not solve problems. A fat contribution to the



mayor's re-election campaign should get you an audience with him to plead your case, but it should not get him to solve your problem for you (unless he's fantastically corrupt or it otherwise makes the plot of the story more interesting).

When a character is in a place where they can't draw upon their usual resources, you may suffer a penalty on Resource rolls when making a purchase – anywhere from a -1 for a modest amount of red tape, to a -4 if they're limited solely to the already-converted local currency they happen to have in their pockets. This penalty needn't indicate an increase in the actual Cost rating of the purchase; it instead represents the increased effort necessary to make the purchase happen.

Characters with a high Resources include pirate lords, aristocrats and corporate leaders.

Resources is also used to determine what types of personal Facilities (see pg. 273) a character may have access to. As well as determining the number of Social stress boxes the character has for each Consequence (see pg. 232). If the optional Wealth Stress Track is being used, Resources also determines the number of Wealth stress boxes you have (see pg. 242).

Sample Specialty Aspects

Big Winner on Wall Street

“This isn’t a “Gun”. This is a M104 Archon Assault Rifle with a gyroscopic recoil compensator and...”

Small but Steady Pay

“My wife got it all in the Divorce.”

Trevain Family Sword

“Can you spare some change sir?”

“Pick a (credit) card, any card.”

Special Rules Related to Resources

Crafting and Repair (pg. 267), Facilities (pg. 273), Starting Equipment (pg. 26), Optional Wealth Stress Track (pg. 242), Equipment Costs (pg. 301)

Items as Resource Specialty Aspects

Some Resources Aspects refer directly to specific items. For example, a character might have an Aspect called, *My Very Favorite Gun* which refers to a gun the character carries. In this case, the item should be either something important to the character, like a family heirloom, or something that in many ways defines who the character is, like a magic sword re-forged to unite his people’s kingdom.

These Aspects typically allow the character to have equipment he didn’t pay for at character creation. As a general guideline, the Cost of the item shouldn’t be a factor, but the player needs to get the GM’s approval. Obviously the GM should disallow the character to take a Resources Aspect of “*My Uncle’s Star Ship*” when he plans to run a medieval fantasy game, or even something like “*Pimped Out Ride*” if the game is going to be set in an arctic wasteland.

In exchange for the ease in which they were acquired, characters must spend a Fate Point to bring the equipment into a scene. However, once the “Aspected” item appears in the scene, they are there for the duration and do not require further Fate Points until the scene is over, though they may be invoked for bonuses since it is assumed the character has a talent for utilizing this item; though it could also be compelled if the situation allows for it.

Also, GMs should think very carefully before presenting a situation in which a character loses a piece of “Aspected” equipment. If they are forced to lose such an item, the GM should provide a simple and quick means of recovering the item, or allow them to either replace the Aspect with another one for free, or just toss them a few XPs for their trouble.

Chapter 5

Advantages

What are Advantages?

For the most part, Advantages are what separate the heroes from the masses. They are similar to Specialty Aspects in that they go a step beyond Abilities in an effort to better define what your character can do, but unlike Specialty Aspects, they are always a benefit to you.

Advantages come in three tiers; Expert, Heroic and Power.



Expert Advantages

Expert Advantages are the special skills possessed by ordinary individuals. They represent some measure of training and/or natural talent. They cost one Advantage Point (AP) each and usually grant one of the following benefits:

- ✦ **+1 bonus on rolls to a certain type of action, no matter what Ability is used.** When rolling to perform a task, such as engaging in a mental conflict to seduce another character, you gain a +1 bonus.
- ✦ **+2 bonus on specific uses of an Ability.** This bonus should only apply to very specific uses of an Ability that's likely to only occur rarely, such as a +2 bonus to Perception when attempting to read lips.
- ✦ **Substitute one Ability for another in specific situations.** A character's training in one Ability may bleed over into a field normally associated with a different Ability. For example, a martial artist may use Agility instead of Strength to attack unarmed or with melee weapons.
- ✦ **Special.** Any small benefit the character may have, such as not forcing you to suffer the -1 penalty for taking a certain action as a supplemental action. These benefits should be small and function without the need of an Aspect.

Later in this chapter you will find a laundry list of suggested Expert Advantages. However, this list is far from complete and you are encouraged to think up your own Expert Advantages using the guidelines mentioned above.

Heroic Advantages

The lone cop battling terrorists in a burning sky-scraper, the cave diving archeologist braving deadly traps for ancient relics, the lone soldier waging a one man war behind enemy lines; these are the people with Heroic Advantages.

Heroic Advantages allow you to perform special actions or grant larger bonuses than those gained from Expert Advantages. Some of the more powerful effects generated by Heroic Advantages cost a Fate Point to activate.

Heroic Advantages cost two Advantage Points to purchase, and you will find a list of several such abilities later in this chapter. And as with Expert Advantages, you will likely think up some more special abilities you think would make for good Heroic Advantages.

As a guideline, Heroic Advantages tend to provide some of the following benefits, usually to grant the character some style or “flavor”. They are also usually accompanied by some limitations to keep them balanced and interesting.

✦ Provide a +2 bonus to a broad use of a given Ability or a +3 bonus to a very limited, specific use of a given Ability in exchange for 1 FP ✦ Make a Specialty Aspect you already have into a Persistent (P) Aspect or gain a new non-physical Persistent (P) Specialty Aspect ✦ Spend a FP to make a scene or zone Aspect into a Persistent (P) Aspect for you only ✦ Add 2 additional boxes to a given Stress Track. Can be taken multiple times, each time adding 1 additional box ✦ Reduce the amount of stress which overflows to the next row of a given Stress Track by 2 ✦ Get a special benefit after generating Spin in a roll. ✦ Attack a foe by spending 1 FP if you generate Spin in a defense roll. ✦ Infinite ammo ✦ Acting first in any combat ✦ Gain a benefit for using two weapons in combat ✦ Perform a Maneuver as a free action in exchange for 1 FP if you generate Spin on an attack roll	✦ Breaking or ignoring a specific game rule in exchange for 1 FP. ✦ Being able to ask your GM for clues ✦ Not having to roll for obtaining a specific benefit (making friends, buying equipment, etc.) ✦ Make an Assessment when you normally wouldn't be able to, ✦ Delaying the effects of Defeat in a specific type of conflict. ✦ Granting extra XP to improve other traits. ✦ Increasing your Refresh Rate.

Sample Limitations:

- ✦ Limiting the use of the Advantage to once per roll, turn or scene
- ✦ Advantage activates after taking a Consequence
- ✦ Advantage activates after generating Spin
- ✦ Advantage activates only on the first attack/defense roll
- ✦ Advantage activates only in specific situations (social, outdoors, when driving a vehicle, in business meetings, etc.)

Power Advantages

Power Advantages (or just “Powers”) grant special abilities beyond the grasp of normal men. Be they magic spells, psychic powers, cybernetic implants or strange abilities granted from exposure to nuclear arachnids. Powers set the characters that have them apart from all others. The option to take Power Advantages at character creation is up to your GM, and you should take some sort of Character Aspect that relates to the origins of your Powers, probably your Defining Aspect.

Several sample Powers are detailed in this chapter, both to serve as Powers you can pick and choose from; and examples of those you can make on your own.

It should also be noted that the various supernatural Powers listed here are “effect based”, meaning that what is described is the end result, and not necessarily the means of getting there. For example, let’s take the Power called Power Attack, Ranged. This Power could be the result of a dragon’s fiery breath, a wizard’s magical spell, or a crazy pyrokinetic psychic.

While the trappings for each may differ, it’s the end result that we are concerned with here in the rules. The trappings impact the rules in the form of Aspects that come with the Power.

For example, the Armor Power may be the result of hardened skin, a psychic shield, cybernetic plating, a magical barrier, etc. The basic mechanical effect remains the same for each, but can be differentiated with Aspects like *Psychic Barrier* or *Durasteel Plating*.



Purchasing a Power

When you purchase a Power, there are a few things you need to do, some of which may not be necessary depending on the Power.

1. Pay the Power’s base cost in Advantage Points.
2. Select a Power Aspect to define the trappings of your Power.
3. Determine how the Power is activated. Some Powers require a roll, others a Fate Point, and some are activated for free. If need be, determine what Stress Track the Power is associated with.
4. If the Power requires, determine the Power Source and Affinity Ability you have associated with this Power.
5. Determine the variables of the Power, such as how much stress it deals with an attack, what form you can change into, etc.
6. Decide on and purchase any Power Modifiers you may want.
7. Consider how this Power may be used in conjunction with a “Meta-Power”.
8. Record any additional Aspects granted to you by the Power, if any.



Power Aspects

Each time you select a Power, you need to determine a Power Aspect for that Power. This Aspect describes how the Power works, and like any other Aspect, you can spend a Fate Point to invoke or compel this Aspect any time the Power is used.

Here are some samples of Power Aspects, and how they might be used:

Armor (*Magic Barrier*) – Compel this Aspect when the character needs to be able to make physical contact with an object, but must deactivate his armor at a dangerous time to do so.

Enhanced Sight (*Cybernetic Eyes*) – An enemy might compel this Aspect to affect your vision with electromagnetic interference.

Flight (*Angelic Wings*) – Compel this Aspect to hamper or make flight impossible in enclosed areas.

Illusion (*Psychic Impressions*) – An enemy might compel this Aspect to gain a bonus to pierce your illusions if he has some sort of psychic resistance.

Lifeless (*Undead*) – Invoke this Aspect as a bonus on rolls to hide from thermal sensors since you do not produce your own body heat.

Power Attack, Ranged (*Magic Lightning from the Hands*) – Invoke this Aspect to attack two enemies (instead of one) that are both standing in the same puddle of water.

Power Attack, Melee (*Touch of Death*) – Compel this Aspect if another sorcerer sees you using death magic in a setting where such magics are illegal.

Emotion Switch (*Psychic Conditioning*) – Invoke this Aspect to gain a bonus or reroll to defend against a fear-based mental attack.

Extra Limb (*Prehensile Tale*) – You could invoke this Aspect for effect to say that you slam the door shut behind you without taking a supplemental action.

Terrify (*Mind Magic*) – This Aspect might be compelled if the person you are affecting runs into some sort of anti-magic zone, causing your Power to fail.

Purchasing Advantages with Resources

You may decide that some Advantages can be purchased with money. Cybernetics are the most common case, but you may think of others.

If you allow an Advantage to be purchased with money instead of AP, the Cost of the item needs to be determined.

A good baseline for the Cost Rating is twice the AP cost (minimum 4), but it could vary depending on the setting.

Invoking Power Aspects for Effect

Like any other Aspect, you may spend a Fate Point to invoke the Power Aspect associated with your Power for effect.

For example, you may have a Power that allows you to shoot beams of fire from your eyes (Power Attack, Ranged). But perhaps you are fighting a lot of opponents and would like to attack every foe in a zone instead of targeting just one.

In this case, you can spend a Fate Point to invoke your Power's Aspect (*Laser Eyes*) to state that you have the ability to narrow your eyes and widen your beam, allowing you to strike more than one opponent at a time.

Like any time an Aspect is invoked for effect, the GM has veto power. And it's also up to him to determine the effects of your unusual Power usage.

In the "laser eyes" example above, the GM might determine that you can indeed attack everyone in the zone at once, but your Power's Weapon Rating is reduced by -2 because the beam is unfocussed.

Remember that you don't want one PC to steal the show. If a player wants to use his character's Power in a way that takes the spotlight away from another PC, such as mimicking that PC's Power or just stealing his moment, the GM should not hesitate to veto.



Power Sources

Many Power Advantages require you to describe an associated Power Source. Some sample Power Sources are "Arcane Energies", "Supernatural Mutation", "Pact with a Demon", "Power of the Mind", "Magical Creature", etc.

This Power Source is simply a way to explain where your Powers come from, and how they are controlled. It also plays a large role in describing the trappings of your Powers and should somehow strongly relate to one of your Character Aspects.

The Power Source serves no real mechanical function in the game, but helps the player and the GM best determine how some Powers may or may not affect each other, or how they are related. In most campaigns, characters with the same Power Source will also share the same Affinity Ability.

The Affinity Ability

In addition to selecting a Power Source you will also need to purchase ranks in an Affinity Ability for some Powers. This Ability functions like any other (Strength, Willpower, etc.) and describes your measure of control over your Power Source. Many Powers will require you to roll your Affinity to activate a Power or to determine how effectively they are used.

You'll need a separate Affinity Ability for every Power Source you have access to. And like other Abilities, Affinity Abilities default to a rating of 0 and can be improved at character creation using the same pool of ranks with which you purchase your other Abilities. And, of course, you can improve your Affinity Ability with XP the same as other Abilities.

Like Power Sources, the Affinity Ability itself can have many different names. It might be called "Arcana", "Psyche", "Inner Strength", etc. There are as many Affinity Abilities as there are Power Sources, and like other Abilities, Affinity Abilities can have Specialty Aspects.

So if the description of a Power tells you to "roll your Affinity", this is the Ability it is referring to.

Other Affinity Ability Uses

In addition to being rolled for a Power's activation or to otherwise help determine how effective your Powers are, an Affinity Ability may also be used in place of some other Abilities when dealing with your Power Source.

For example, a sorcerer might use his "Arcane" Affinity Ability instead of Perception to detect and analyze magic; or instead of Deception when trying to hide magical effects or auras.

Standard Abilities as Affinity Abilities

There may be some cases where you want your Affinity Ability to be the same as a regular Ability, such as the psychic whose powers stem from his Willpower.

In such cases, the GM should feel free to charge more XP to increase that Ability. In this case, the XP cost to increase the Affinity Ability is 15 instead of 10.

Another option would be to increase the AP cost of all Advantages that use that Ability by +1.

Or you may decide to both increase the XP cost of the Affinity Ability and the AP cost of related Advantages.

Activation Difficulty and Power Stress

Many Powers are tied to one of your Stress Tracks. These Powers are draining, potentially exhausting the character in some way each time they are used. Most Powers will affect either your physical or mental Stress Track, and which track you use should be decided on between the player and the GM prior to purchasing the Power.

Each time you use a Power with an activation difficulty, you roll your Affinity Ability against the listed difficulty. If you succeed, you activate the Power and suffer no stress to your associated Stress Track.

If you fail, unless the specific Power says otherwise, you still successfully activate the Power. However, you suffer the difference between the result of your roll and the difficulty as stress on the relevant Stress Track.

Some Powers require you to roll to activate the Power with each use, while some may only require you to activate the Power once, and then it stays active for the rest of the scene. Unless the Power states otherwise however, you must roll for activation each time the Power is used.



Fate Point Cost

Some Powers require you to spend a Fate Point to be activated. Remember that Fate Points do not represent effort on the part of the character, but reflect the player's ability to turn the "spotlight" on his character. In other words, some Powers are just plain cool or powerful, and Fate Points are used to balance those Powers against others.

Powers most often have Fate Points costs when the Advantage needs some sort of limiting factor, but stress just doesn't make sense.



Power Modifiers

When purchasing a Power, first look to the "base cost" of the Power. You may then, depending on the Power, be able to purchase the Power at a higher or lower Advantage Point cost in exchange for a more potent, weakened, or simply different effect. Note that modifiers may never reduce the cost of an Advantage below 1. These Power Modifiers are listed at the end of the Power's entry and might be written as something like "+1 (Improved Potency)". This means that by paying one additional AP when purchasing that Power, your Power is modified in the way described.

Unless otherwise stated, you may purchase a Power Modifier multiple times to get increasingly more potent effects.



Aspects from Advantages

Some Powers grant you additional Aspects when the Power is purchased, or after the Power is used. This Aspect can be invoked or compelled like any other. The Aspect may remain forever, until certain conditions are met, or it may disappear if the Power is “switched off”.



Range and Targeting

Unless otherwise specified, Powers have a Range rating equal to its associated Affinity Ability's rank. This Range rating functions exactly like the Range rating of ranged weapons (see pg. 300).

You may only affect a target you can see or touch unless you have some way of knowing EXACTLY where your target is.



Activation Time and Duration

The amount of time it takes to activate a Power, and how long its effects last once activated, varies from Power to Power. You can find this information in each Power's entry.

Note that some Powers have an activation time of “One Turn”; this means that activating the Power is all a character can do on his turn. He may not move or perform any supplemental actions.



Meta-Powers

This sub-group of Power Advantages work differently than the rest, actually granting you more Advantage Points or modifying the way other Powers work. And in some cases, such as with Control or Ritual Power, the Meta-Power may completely change the way you use Powers altogether.

The Meta-Powers are described at the end of this chapter.

“Metro”, “World”, “Galaxy”, “Cosmic” and “Infinity”

Remember that Super Heroes should not be allowed to purchase Powers at a level higher than their class. For example, even if they have the AP to do so, a Metro Class Super Hero should not be allowed to purchase World Class Super Strength.

These varying “levels” of a power are listed after the main entry along with their base costs and additional effects.

Power Sources, Affinity Abilities and the Campaign

It's usually a good idea to determine ahead of time how Powers are going to work in your campaign's setting. You want to be consistent so that the players can come to know what to expect from different Power Sources, and understand how they differ.

For example, let's say the GM wants to run a game in a typical fantasy setting. In that case, he might prepare the following ahead of time:

Power Source	Affinity Ability	Stress Track
Arcane Magic*	Arcane	Mana
Divine Magic**	Faith	None
Psychic Power	Willpower***	Mental

* All "spell casters" must take the Weakness Meta-Power which requires them to chant arcane incantations and make gestures when using their Powers. This is worth 2 Advantage Points. They must also take the Custom Stress Track Advantage to gain the Mana Stress Track.

** Must obey the will of their god. All Powers have the Limitation that they may not be activated if doing so would oppose the will of their patron god. This reduces the cost of all such Powers by -1. May only use Powers that can be activated with Fate Points.

*** The AP cost of all Powers is increased by 1, and when increasing Willpower with XP, the cost is 15 per rank instead of 10.



Sample Expert Advantages

Acrobatic – You gain +2 on rolls related to surviving falls and negotiating a difficult environment.

Alertness – You gain a +1 on any rolls to detect and avoid an ambush.

Ambush Predator – You gain a +2 bonus on physical attacks made against an ambushed opponent.

Animal Empathy – You gain +2 on rolls to discern the motives of animals and to make Assessments related to animals.

Architect of Death – Whenever making a Craft roll involving the creation or repair of implements of war, such as weapons or combat vehicles, you gain a +2 bonus.

Artist – You are an authority in a specific artistic field, be it painting, sculpting, singing, dancing, etc. You gain a +2 on all rolls related to your specified field of artistic creation or performance. You may take this Advantage multiple times, each time gaining another specialty.

Black Hat – You gain a +2 on Knowledge rolls to hack into a secure computer system.

Book Worm – Gain a +2 bonus on all rolls to research information about a specific person, place, or thing using a library.

Con Man – Substitute Deception for Empathy when trying to perform an Assessment to discover what Aspects a person could have.

Criminal Mind – Substitute Deception for Perception when investigating a crime scene.

Deadly Grace – You may substitute Agility for Strength when fighting unarmed or using a melee weapon.

Demolitionist – If you have time to properly place and set an explosive, the explosion's force rating is increased by 3 because you know how to place the bombs at the target's weak points.

Digital Spider – Gain a +2 bonus on all rolls to research information about a specific person, place, or thing on a computer network.

Direction Sense – You almost always know which direction is north. In situations where you need to roll to keep from getting lost, you gain a +2 bonus.

Doctorate – You are an authority in a specific scientific field, be it physics, chemistry, medicine, etc. You gain a +2 on Knowledge rolls related to your specified field, or a +1 bonus to make relevant Declarations. You may take this Advantage multiple times, each time selecting a new subject to gain the bonus.

Engineer – You are an authority in a specific engineering field, be it computer hardware or software, explosives, vehicles, etc. You gain a +2 on all Craft rolls, or rolls to make Assessments related to your specified field. You may take this Advantage multiple times, each time selecting a new field to gain the bonus.

Eye for Crime – You gain a +2 bonus on Perception rolls to notice someone performing a criminal act.

Fast Talker – Whether the truth or a lie, you gain a +2 on any roll to convince another person to believe what you say.

Fearless – You gain a +2 bonus on Willpower rolls to defend against fear.

Firing Discipline – You gain a +2 bonus on Reasoning rolls to avoid running out of ammo.

First Impressionist – You gain a +2 bonus to the first Persuasion roll you make to attract or impress a person.

Fleet of Foot – You gain a +2 bonus on rolls to Run.

Fly Boy – You gain a +2 bonus on rolls to pilot an aerial vehicle or space craft, or you may grant that bonus to your vehicle when it needs to make rolls.

Free Runner (or “Traceur”) – You gain a +2 bonus on Agility rolls to traverse difficult environments, such as during a chase.

Gear Head – You gain a +2 on Craft rolls to repair or modify vehicles.

Good Investment – Once per session you can gain a +2 bonus on any single Resource roll.

Grappler – You may substitute Agility for Strength when attempting to push, pull, throw, restrain, pin or trip another. (See Chapter 7 for more on these actions)

Grace Under Fire – You gain a +2 on rolls for initiative during physical conflicts.

Grease the Wheels – Substitute Resources for Persuasion when attempting to make a bribe.

Hard Style – You are trained in a style of martial arts that emphasizes hard strikes, blocks and direct counters. Your fists and feet gain a Weapon Rating of +2. Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.

Headquarters – You gain a new Facility with a rating equal to your Resources +1 if it is a general Facility or +2 if it is specialized. You may take this Advantage multiple times. Each time your Facility gains a new function (Library, Lab or Workshop), or you increase the rating of one Facility you already own by +1.

See page 273 for more on Facilities.

Hunter of the Wild – Gain a +2 bonus on rolls to set ambushes and lay traps in the wilderness.

Hide In Plain Sight – You gain a +2 bonus on rolls to hide in a stationary position.

In the Name of Science – Gain a +2 on all social rolls in which you need to convince another to do as you say, in the interests of scientific research.

Legal Eagle – Gain a +2 bonus on all social interaction or conflict rolls when dealing with the law.

Linguist – You can speak three additional languages. You may take this Advantage multiple times, each time gaining one additional language.

Lip Reading – You can gain a +2 bonus to listen in on conversations where you can only see people talking.

Locksplitter – Gain a +2 bonus on rolls to pick locks or crack safes.

Long Shot – When you are wielding a firearm, its range rating is increased by +1.

Master of Disguise – You gain a +2 on rolls to disguise yourself, or remain disguised.

Mimic – You gain a +2 bonus on Deception rolls to mimic sounds.

Money Talks – Substitute Resources for a Knowledge roll by offering around a reward for information.

Monkey Man – You gain +2 on Agility rolls to climb.

Mounted Warrior – Riding and controlling a mount does not count as a supplemental action for you. Instead it is a free action so you do not suffer a -1 penalty on your primary action.

Precise Memory – +2 on rolls to recall information you have previously seen or heard.

Quick Draw – You take no penalty for drawing a weapon as a supplemental action. Instead it is a free action so you do not suffer a -1 penalty on your primary action.

Quick Step – You do not suffer a penalty for taking a supplemental action to move before or after making a physical attack.

Scary – You gain a +2 bonus to Persuasion rolls to frighten others.

Scene of the Crime – Gain a +2 bonus on rolls to notice clues at a crime scene.

Sense Deception – You gain a +2 on Empathy rolls to detect a lie.

Shadow – Gain a +2 bonus on all rolls to follow or sneak up on another person unseen.

Smooth Over – You gain a +2 bonus to Persuasion rolls to calm others.

Sniper – You gain a +2 bonus to Perception rolls to perform the “Take Aim” Maneuver. See pg. 293 for more on “Taking Aim”.

Soft Style – You are trained in a style of martial arts that emphasizes misdirection and turning another’s momentum against them. Gain a +1 bonus on Agility rolls to defend against melee attacks. Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.

Spatial Memory – Gain a +2 bonus on rolls to recall information about an area you’ve previously investigated.

Surgeon – You gain a +2 bonus on rolls to administer medical aid to yourself or another.

Scavenger – Gain a +2 bonus on Scavenging rolls.

Sticky Fingers – Gain a +2 on rolls to pick pockets or filch unattended items.

Striking Looks – You gain a +2 bonus to Persuasion rolls when dealing with members of the opposite sex, or homosexual members of your same sex.

Survivalist – Gain a +2 bonus on rolls to find food and water in the wilderness.

Takes One to Know One – Substitute Deception for Empathy when trying to determine if another person is lying.

Tracker – Gain a +2 bonus on rolls to track someone (or something) on the move.

Trained Rider – You gain a +2 bonus when making rolls to determine how well you can ride a living creature.

Trap Sense – Substitute Deception for Perception to detect traps and alarms.

Weapon Specialist – Select a category of weapons. You gain a +1 bonus on all attack rolls with a weapon of that category. You may take this Advantage multiple times, each time you must select a different weapon category. The categories are unarmed attacks, light blades, heavy blades, bludgeoning weapons, bows and crossbows, beam firearms, projectile firearms, or explosives.

Well-Known – Your name is well known in many circles. If you are using your name, you gain a +2 on the first Persuasion roll on any person who has heard of your reputation.

Wheel Man – You gain a +2 bonus on rolls to drive a ground vehicle, or you may grant that bonus to your vehicle when it needs to make rolls.

White Hat – You gain a +2 bonus on all rolls to defend a computer network or system under your control against intrusion.

Wrestler – You gain +2 bonus to grappling related rolls, such as when attempting to push, pull, throw, restrain, pin or trip another. (See Chapter 7 for more on these actions). Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.



Sample Heroic Advantages

These Advantages always cost 2 AP to purchase and sometimes require a Fate Point to activate. Unless otherwise specified in the Advantage's description, Advantages that require a FP to activate require the cost to be paid each time it is used.

Absolutely Stunning

You are so astoundingly beautiful and graceful others have a hard time disagreeing with you. You gain *Absolutely Stunning(P)* (Persuasion) as a persistent Specialty Aspect.

Acrobatic Exploit

Any time you generate Spin on an attack roll you may move into an adjacent zone as a free action.

Adaptive Mastery

When disguised as another person, you gain a +2 bonus on any Ability roll that would be strongly associated with the role you are playing. For example, you'd gain a +2 bonus on rolls related to carpentry if you were disguised as a carpenter.

Animal Ken

Animals are naturally inclined to like you. Hostile animals tend to grow calm in your presence, and you have a gift for training them. Spend a Fate Point to gain a +3 bonus on any roll required to interact with an animal in a non-violent way.

Assassin Strike

You know how to strike, using a melee weapon, to deal the most damage to your opponent. You know how to get around armor, anticipate your target's movements, and strike at their weak spots like vital organs and pressure points.

When attacking an ambushed target (see pg. 262) with a melee weapon, you may spend a FP to add a +3 bonus on your first attack roll.

Constant Vigilance

You are always on the lookout for trouble so you get a +1 to any initiative roll. In addition, if you are ambushed, you may spend a Fate Point to defend yourself normally.

Counter Attack

Whenever you generate Spin on a roll to defend yourself against a melee attack or close (same zone) ranged attack, you may spend a FP to gain a free immediate melee attack against your opponent.

This is a single melee attack, either unarmed or with a weapon in hand (or already active *Melee Power Attack*), and you may not perform any supplemental actions or move. You still get the normal +1 Spin bonus which can be added to this attack.

Cover of Darkness

You may spend a FP to make any scene or zone Aspect that relates to dim light or darkness persistent for you only.

Custom Stress Track

Powers that require an activation roll generally deal stress to either your physical or mental Stress Track if you fail to meet the activation difficulty. This Advantage provides the character with some sort of third Stress Track, such as Mana (pg. 245), to apply that stress to.

The Stress Track functions like any other and you have a number of stress boxes per Consequence equal to twice your Affinity. See pg. 240 for more on adding additional Stress Tracks to your game.

Crippling Blow

You may spend a Fate Point to increase the WR of a melee weapon by +3 for your next attack. This must be announced before the dice are rolled.

Dazing Blow

By spending a FP just after performing a melee attack that dealt stress you may roll your Strength, contested with the target's Endurance, as a free action. If you succeed, you may place a *Dazed* Aspect on your foe. And as with most temporary Aspects, the first person who invokes or compels this Aspect can do so for free.

The *Dazed* Aspect lasts until the end of your target's next turn. Each turn thereafter, the victim can make an Endurance roll (Diff: 2), as a free action, to remove the Aspect.

Dervish

When wielding a melee weapon in each hand you gain the persistent Aspect *Dervish(P)*. This Aspect could be invoked for a bonus or reroll on attack rolls with either of the weapons you wield, but compelled any time you might need both hands to perform an action.

Experienced

You gain 20 Experience Points you can spend in any way. See pg. 29 for more on spending Experience Points.

This Advantage is special in that, with the GM's permission, characters of the Commoner or Expert Power Level can take this Advantage. If purchased as an Expert Advantage, Experienced costs 1 Advantage Point, but only grants 10 XP.

Five Minute Friends

For a Fate Point, you can make a steadfast friend in a place you've never been, given a chance for five minutes of conversation. This Advantage makes nearly impossible opportunities to make friends merely improbable, improbable opportunities probable and probable opportunities outright certain.

If you later choose to take your new friend as a Persuasion Specialty Aspect, you may purchase the Aspect for one fewer XP.

Geek Speak

You are really good at seeding a conversation with just enough technobabble to baffle, confuse and deceive others. Once per scene you may spend a Fate Point and add a +3 bonus to any Persuasion or Deception roll to convince someone of a fact in regards to some technical topic.

Genius at Work

You have a talent for analyzing a situation and figuring out how to get the most benefit for the least amount of effort. This could mean working out the best way to build a simple tool, or just knowing exactly where to hit (or what to say to) an opponent to make it hurt the most.

When you select this Advantage, select either Knowledge or Reasoning. Once per scene, you may spend a Fate Point and use either Knowledge or Reasoning in place of any other Ability on a single roll. Advantages such as Doctorate or Engineer may also offer an additional bonus if they are relevant to the task.

Guns Akimbo

When wielding a ranged weapon in each hand you gain the persistent Aspect *Guns Akimbo(P)*. This Aspect could be invoked for a bonus on attack rolls with either of the weapons you wield, but compelled any time you might need both hands to perform an action.



Gut Feeling

You tend to have a primal instinct about people and situations. You may spend a FP to ask the GM for a clue or bit of advice in regards to a person, place or thing. For example, he might tell you that you get a bad feeling about the plan you guys are relying on if he doesn't think it will work or that for some reason you don't feel like you can trust an NPC that is planning to betray you.

Ground and Pound

If you generate Spin on any attempt to push, pull, throw, restrain, pin or trip another character, you may spend a Fate Point and immediately make an attack against the person you performed this Maneuver upon. This is a single melee attack, either unarmed or with a weapon in hand (or already active Melee Power Attack), and you may not perform any supplemental actions or move any more than you normally would when performing one of these types of actions.

Hollywood Bullets

Your character never seems to run out of ammo. Any time you fail a roll to see if you are out of ammo, you may instead spend a Fate Point to declare that you still have ammo left.

Inspiring Leadership

You have a gift for getting your friends back on their feet, dusting them off, and putting them back in the game. You are a natural leader and an inspiration to those around you. Spend a Fate Point. You are granted a number of Fate Points equal to your Persuasion to freely distribute to any PC or NPC allies who can hear your commands or words of encouragement. This is a free action, and these extra Fate Points must be spent during this scene or be wasted.

These Fate Points may not be later given away or traded using other Advantages.

Iron Will

You gain two more stress boxes for each set of stress boxes on your Mental Stress Track. You may take this Advantage multiple times, each time adding one additional stress box.

I've Got Just the Thing

You have a tendency to carry a number of gadgets and tools with you, some mundane, some a bit more specialized. With the expenditure of a Fate Point, you can declare that you have just the tool for any particular job. And not just any tool, but a quality tool well suited for the task at hand. The tool grants a +2 bonus on rolls when using it, regardless of its exact type.

Juggernaut

As long as you are wearing armor with the *Bulky* Aspect, that armor's Armor Rating is increased by +2.

Last Stand

If you are Defeated in a physical conflict, you can spend a Fate Point to delay the effects for one round, during which you gain the *Determined(P)* Aspect.

So you've got one turn to do something before you must settle the effects of the Defeat.

Lightning Reflexes

You have an amazing gift for instantly reading a situation and reacting appropriately. Whenever you are called upon to roll initiative you may spend a Fate Point to automatically go first.

Living Lie Detector

You know what physical quirks to look for when someone tells a lie, and you are good at spotting them. Spend a Fate Point to gain a +3 bonus on rolls to detect a lie.

Master Tactician

Any time you generate Spin on an attack roll in a conflict; you may spend a Fate Point to attempt to perform a Maneuver as a free action.

Money is No Object

Once per game session you can spend a Fate Point and forego rolling the dice on a Resources roll to buy an item. Instead, you may just assume the



dice roll resulted in a +4. If you use this Advantage during character creation you begin your first game session with one fewer Fate Point.

Off the Grid

You are nobody. Little record of your life exists. You do not show on most government records. You have no fingerprints or DNA on file anywhere. You don't have a social security number, nor can anyone find your medical records or a credit rating for you.

When you take this Advantage, it is assumed you have managed to find a way to make it in this world without being tracked, and that you spend a portion of your down time working to keep your tracks covered. You may need to talk the specifics over with your GM.

People seeking to use the system to track you down suffer a -3 penalty.

One Bullet Left

You may spend a Fate Point and declare that you have one bullet left. Your next attack roll, using your one remaining bullet, gains a +3 bonus. You are then out of ammo.

Opportunist

You are especially adept at spotting flaws and weaknesses and taking advantage of them. Once per scene, during a conflict, you may spend a Fate Point to attempt to perform an Assessment as a free action.

Payback

Any time you are physically attacked, and suffer a Consequence, you may spend a Fate Point and immediately make an attack against the person who injured you as a free action.

This is a single melee attack, either unarmed or with a weapon in hand (or already active Melee Power Attack), and you may not perform any supplemental actions or move.

Persistent Specialty

Select one of your Specialty Aspects that describes your extreme expertise (or shortcomings!) in a particular skill, or a close attachment to a person place or thing. That Aspect becomes persistent.

Remember that, as with all persistent Aspects, this Aspect can be invoked for free. You also won't get a Fate Point when this Aspect is compelled, and you must always pay a Fate Point to deny a compel of this Aspect.

See pg. 59 for more on persistent Aspects.

Promise of Pain

You have a very intimidating demeanor and know exactly how to play on the fears of another to get what you want. You may spend a Fate Point to add a +3 bonus on your next Persuasion roll made to intimidate.

Razor Tongue

You have a cunning wit and know just what to say to get under someone's skin. You may spend a Fate Point to add a +3 bonus on your next Persuasion roll made to anger your opponent, possibly forcing him to attack you.

Reputable

You gain two more stress boxes for each set of stress boxes on your Social Stress Track. You may take this Advantage multiple times, each time adding one additional stress box.

Resilient

You gain two more stress boxes for each set of stress boxes on your Physical Stress Track. You may take this Advantage multiple times, each time adding one additional stress box.

Slippery Combatant

If you generate Spin on a defense roll against a melee attack, you may instantly move to an adjacent zone as a free action.

Strategist

You are adept at seeing and exploiting an enemy's weaknesses in a physical conflict. These might be tendencies to move a certain way, a propensity to telegraph attacks, or a literal chink in his armor. Spend a Fate Point to gain a +2 bonus on attack rolls against one opponent for the duration of the scene.

Each time you use this Advantage during this scene, you must select a different enemy to gain this bonus against. You cannot use it twice on the same enemy for a +4 bonus.

Tenacious

Any time you take Mental stress that forces you to suffer a Consequence, and it overflows into the next set of stress boxes, reduce the amount of stress that overflows by 2.



Tireless

You are very fit and capable of pushing your body much further than most. Your Endurance is considered two ranks higher for rolls in which Endurance restricts another Ability.

In addition, you can get by just fine with only four hours of sleep each night.

Toughness

Any time you take Physical stress that forces you to suffer a Consequence, and it overflows into the next set of stress boxes, reduce the amount of stress that overflows by 2.

Twin Arrow

When shooting a bow, you can load up two arrows and fire them both at the same time. Spend a Fate Point to make two attacks as part of the same simple action. Both attacks may be directed at the same target, or two targets in the same zone.

Untouchable

Any time you take Social stress that forces you to suffer a Consequence, and it overflows into the next set of stress boxes, reduce the amount of stress that overflows by 2.

Vicious Comeback

Whenever you generate Spin on a roll to defend yourself in an argument (mental conflict), you may spend a FP to gain a free immediate mental attack against your opponent.

This is a single attack. You may not perform any supplemental actions or move.

You still get the normal +1 Spin bonus which can be added to this attack.

Weapon Expertise

Select a specific type of weapon. You gain a +2 bonus on attack rolls with this weapon. You may take this Advantage multiple times, each time you must select a different weapon category. The categories are unarmed attacks, light blades, heavy blades, bludgeoning weapons, bows and crossbows, beam firearms, projectile fire arms, or explosives.

Power	Base Cost	Pg.#	Power	Base Cost	Pg.#
Absorption	V	111	Insubstantial	6	141
Affliction	2	112	Invisibility	3	142
Animate Dead	3	112	Leach	3	143
Armor	1	113	Lifeless	3	143
Astral Doorway	5	114	Machine Submersion	1	144
Astral Passage	6	114	Mindlink	1	145
Astral Perception	1	115	Mind Probe	4	145
Astral Projection	3	117	Mind Wipe	3	147
Augmented Movement	1	117	Morph	2+	149
Awe	2	118	Morph Living	5	151
Barrier	3	119	Multiply	2	151
Binding	2	120	Night Vision	1	153
Blessing	2	121	Nullify	1	153
Body Weaponry	1	121	Photographic Memory	2	154
Breathless	2	122	Poison	1	155
Chameleon	1	122	Possession	5	155
Clairensentience	3	124	Postcognition	4	157
Computer Implant	1	125	Power Attack, Melee	2	159
Echolocation	1	126	Power Attack, Pulse	3	161
Elasticity	2	126	Power Attack, Ranged	3	163
Emotion Switch	1	126	Precognition	4	166
Enhanced Hearing	1	127	Read Emotions	2	167
Enhanced Senses	3	127	Read Thoughts	2	168
Enhanced Sight	1	128	Repel Creature	1	169
Enhanced Smell	1	129	Regeneration	2	170
Enhanced Speed	1	129	Resistance	1	171
Enhanced Reflexes	3	130	Sense	1+	171
Environmental Protection	1	131	Shapeshifting	9	173
Extra Limb	1	131	Shrink	1	174
Flight	3	131	Sleepless	2	175
Gestalt Mind	3	133	Summon Creature	2+	175
Grow	1	134	Super Agility	6+	176
Heal	2	135	Super Endurance	3+	177
Hidden Compartment	1	136	Super Strength	4+	178
Illusions	2	137	Telekinesis	3	179
Imbue Armor or Shield	3	138	Teleport Other	4	180
Imbue Weapon	3	139	Teleport Self	4	181
Influence Thoughts	3	139	Teleportation Portal	6	182



Power	Base Cost	Pg.#	Meta-Power	Base Cost	Pg.#
Terrify	2	183	Conditional Trigger	Varies	188
Thermal Vision	1	184	Control	5+	189
Transmogrification	4	184	Craft Power Item	1	197
Trans. Matter or Energy	5	185	Limitation	Special	199
Wall-Walker	2	186	Linked Advantage	Special	200
Weapon Mastery	2	187	Ritual Power	1 per 5 RPs	201
X-Ray Vision	2	187	Weakness	Special	203



Sample Power Advantages

Absorption

Sample Power Aspects: *Fire Eater, Mutant Force Absorption*

Base AP Cost: Varies

Activation: None

Requires a Power Source and Affinity Ability

You are capable of absorbing the energy of certain types of attacks, such as from fire or lightning. The AP cost of this Power depends on the type of energy you can absorb, and can be found below:

AP Cost	Sample Energy
2	Heat, Cold, Electricity, Radiation
4	Psychic or Magic Energy
6	Kinetic Energy

When attacked with a type of energy you can absorb, that stress is taken on a special Absorption Stress Track. The number of stress boxes this track has per Consequence is equal to your Affinity Ability x2.

When you select this modifier, you need to decide whether the Consequences you suffer are physical or mental in nature. For example, absorbing too much fire might result in a Minor Consequence of *Running a Fever* (Physical) or *Hot Tempered* (Mental).

Consequences on this Stress Track downgrade at the same rate as physical or mental Consequences.

Modifiers

+1 (Improved Absorption): Your Absorption Stress Track has 2 more stress boxes per Consequence.

+1 (Power Supply): You may instantly downgrade a Consequence from your Absorption Stress Track to gain a +2 bonus on your next roll for a single physical Ability, or your next roll to either activate or use another Power of your choosing. The Ability or Power you are capable of boosting must be chosen when this Power is purchased.

For every additional AP you spend on this modifier, you may select one additional physical Ability or Power to which you can apply this bonus, though you may only apply this bonus once per turn.

+1 (Purge): If you have the Power Supply modifier, you may instantly downgrade any Consequence on that Stress Track as many steps as you desire. For every step downgraded, you gain an additional +2 bonus.

For example, if you downgraded a Severe(P) Consequence to completely recovered (3 steps), you'd gain a +6 bonus.

Affliction

Sample Power Aspects: *Infected Sweat, Sickening Curse*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Activates with touch, Simple Action

Requires a Power Source and Affinity Ability

You have the ability to spread disease. With a touch, you expose your target to some sort of non-contagious disease. In a conflict, this is resolved as a normal physical attack, using your Agility (defended against by Agility) to touch your target. Armor may make this more difficult.

If you successfully touch your target, he has become Afflicted. The disease has a Potency equal to your Affinity. See pg. 269 for more on diseases.

Modifiers

+1 (Improved Potency): The potency of your disease is increased by +2.

+1 (Contagion): Victims of your Affliction are contagious.



Animate Dead

Sample Power Aspects: *Necromantic Spell, Otherworldly Radiation*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

You can infuse the body of a dead creature with some sort of animating energy, restoring it to a mockery of life. The dead creature is a mindless automaton directed by your will. All of its Physical Abilities remain unchanged, but its Mental Abilities are reduced to -1 and its Social Abilities are reduced to -3. The creature's Stress Tracks may need to be adjusted to account for these new Ability ratings.

You can issue commands by voice as a free action, or telepathically as a standard or supplemental action. The creature will obey your commands to the best of its ability, but its limited mental capacities leave very little in the way to adapt to changing circumstances. Animated creatures have the Aspect *Undead(P)*, gain the Lifeless Advantage, and can suffer a number of Consequences equal to your Affinity (max 4).

Modifiers

+1 (Fortified): For every additional AP you spend on this Power, you increase any Physical Ability possessed by a creature you animate by 2 ranks.

+1 (Smart): For every additional AP you spend on this Power, you increase any Mental Ability possessed by a creature you animate by 2 ranks.



Armor

Sample Power Aspects: *Marble Flesh, Psychokinetic Shield*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You have the ability to instantly wrap yourself in some form of protection. This may be hardened skin, natural armor plating, a reinforced skeleton, etc.

When activated, this Power grants a natural Armor Rating of 2 + the setting’s Tech Level for the duration of the scene. If the setting uses multiple TLs, use the highest.

Unlike most bonuses, the Armor Rating provided by this Power does not stack with that provided by wearing actual armor. If you have this Power and also wear armor, you use the greater of the two Armor Ratings provided.

Modifiers

- +1 (Improved Armor):** For every additional AP you spend on this Power, the Armor Rating provided is increased by 2.
- +1 (Insulating):** The armor created is not directly connected to your body, such as with a force field. Subject to the GM’s ruling, some attacks that normally ignore armor may still be hampered by this Power.
- +1 (Light Compatibility):** You may stack up to 2 points of the granted Armor Rating from this Power with that of worn armor.
- +2 (Heavy Compatibility):** You may stack up to 4 points of the granted Armor Rating from this Power with that of worn armor. You may not also purchase Light Compatibility.
- +2 (Passive):** Your armor is “always on” and need not be activated.

Super Armor

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for an increased AR.

The following chart lists the AP cost for each class, and the AR provided by this Power at that level:

Class	Base AP Cost	Bonus
Metro Class	3	+5
World Class	5	+10
Galaxy Class	7	+15
Cosmic Class	9	+20
Infinity Class	11	+25



Astral Doorway

Sample Power Aspects: *Magic Door, Built-In Rift Generator*

Base AP Cost: 5

Activation Difficulty: 10

Activation Time: Simple Action

Duration: Scene

Requires a Power Source and Affinity Ability

You can open a gateway to the astral plane, shredding the barrier between worlds and leaving a gaping hole for you and others to cross over. You can also use this Power to open a door to the material realm if you are already on the astral plane.

The doorway can be placed anywhere within range and takes the shape of a vertical hole in the air. The open area of the doorway can be as large as one square yard per rank in your Affinity Ability.

Once open, the door remains for the duration of the scene, or until you will it closed.

Modifiers

- +1 (Improved Proficiency):** Your Affinity Ability is considered +2 higher for the purposes of using this Power.
- +1 (Versatile Placement):** You can create an Astral Doorway at an odd angle, including parallel to the floor. This might allow for odd effects, like forcing a falling object to pass between worlds.



Astral Passage

Sample Power Aspects: *Psychic Transference, Spiritual Acceptance*

Base AP Cost: 6

Activation: Fate Point

Activation Time: Simple Action

Duration: Permanent

Requires a Power Source and Affinity Ability

You are capable of crossing the border between the material realm and the astral plane bodily, converting your body into astral or physical matter and crossing the barrier between worlds. Unlike Astral Projection, you maintain the use of your normal Physical Abilities.



Astral Perception

Sample Power Aspects: *Psychic Senses, Sensory Spell*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and Affinity Ability

You gain the capacity to see or hear astral objects when on the material plane, or material objects if you are on the astral plane.

Modifiers

- 1 (**Astral Traveler**): You may only use this Power when using Astral Projection, or are insubstantial.
- +1 (**Sight and Sound**): You can both see and hear objects located on the other side.
- +1 (**Touch**): Your body (and objects you hold) interact with the material and astral realms at the same time; as if you were solid in both realms. This also means that, while you can touch entities on both sides, they can touch you as well.
- +2 (**Passive**): Your astral senses are “always on” and need not be activated.



The Astral Plane

The astral plane is a mirror realm of spiritual and psychic energies laid over the material plane. It looks much the same as the material world. A house found in the material realm likely has an astral counterpart that is very similar.

The astral is home to all manner of spirits. These creatures usually exist as some form of platonic ideal of a mundane object or creature. For example, a dog spirit will look, think and behave as a material plane dog would. It will chase cat spirits and pee on spirit fire hydrants. The spirit will likely appear as some sort of generic dog, however, instead of a specific breed. And that's the key difference between the astral and the material...

Objects and entities of the astral plane are reflections of humanity's perceptions and emotions. A house that serves as a happy home to a happy family probably appears in the astral realm as a pretty little place, with clean floors and a general sense of joy about it. On the other hand, places of sadness and misery have similar reflections. The shadows are darker, the paint is peeling, and a sense of sadness and depression might pervade the entire place.

And like calls to like. Spirits associated with certain emotions will gather in locations that are also tied to such emotions. So spirits of joy and love might go to the happy house, while spirits of pain and loss might gather at a cemetery, both feeding off the ambient energies of the place. Likewise, spirits with enough intelligence (they tend to get smarter and stronger with age) might decide to influence an area to make it more palatable. So a spirit of hate who moves into the happy home might start influencing those who live there, using its Powers to twist the minds of the residences or cause "accidents".

Almost anything can give rise to a spirit, so long as it becomes the focus of strong emotions at some point. Most animals have spiritual reflections. Emotions, such as love and hate, are also common; as are some ideals like freedom or peace. Objects and places, such as weapons, homes, fire, lakes, and mountains may also give rise to spirits. The physical form these spirits take can vary significantly, and is very much up to the GM's imagination. A spirit of freedom may appear as a stereotypical hippy wearing broken shackles, while the spirit of a mountain may appear as a massive snake made of stone.

Spirits of human beings can also be found, but they are rare. Some are ghosts, which are really just spirit reflections of a person created when they die. Other times they are some sort of human ideal, such as a police spirit. Such a spirit would not be a reflection of a single person, but of the concept of human policemen.

Objects and entities on opposing planes cannot interact with each other directly. If they desire to do so, they will need to take Astral Perception (or similar Powers) which allows them to perceive and communicate across the border between worlds.

Astral Projection

Sample Power Aspects: *Mental Projection, Ghost-form*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You can project your consciousness out of your body, your mind taking on an astral form and entering the astral plane. There, your mind assembles a body out of ectoplasm, the raw matter of the astral realm.

When in astral form, the physical capabilities of your actual body are meaningless. When performing an action in astral form that would normally call upon your Strength or Endurance, instead use your Willpower. Likewise, Reasoning is used instead of Agility or Perception.

Stress taken from a physical conflict while in astral form is dealt to your mental Stress Track instead of physical. And if you are killed in astral form your mind dies and your body becomes brain dead.

While using Astral Projection, your actual physical body is in a catatonic state.

To return to your physical body, your projection and body must be occupying the same space in both the material world and its astral reflection. You need then only spend a turn concentrating.

Modifiers

+1 (Anchored): You can instantly return to your body, regardless of distance.



Augmented Movement

Sample Power Aspects: *Swings from Trees, Slides on Slime*

Base AP Cost: 1

Activation: None

When you purchase this Power, you gain the ability to move by swinging, bouncing or sliding from location to location. This might be done by swinging on ropes or vines, jumping, sudden bursts by onboard thrusters, etc.

You can move at increased speed using vines, tree limbs, ropes, etc., so long as they are available. When moving about in this way, you can Hustle (pg. 283) one additional zone or gain a +2 on rolls to “Run” or for rolls required during chases in which you can use your Augmented Movement.



Modifiers

- +0 (Shared):** You can spend a Fate Point to allow another person to use your method of Augmented Movement for the scene.
- +1 (Improved Speed):** For every additional AP you spend on this Power, you can move a bit faster. Each additional AP spent grants a +2 on rolls to “Run” when using your Augmented Movement.
- +2 (Provided):** You provide your own means of getting around. You might swing from sticky webs, telekinetically pull on and push off surfaces, slide along sheets of ice you project, etc.



Awe

Sample Power Aspects: *Magic Aura, Psychic Influence*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and Affinity Ability

You are capable of emitting an aura capable of influencing the emotions of others in a specific way. When you purchase this Power, select one of the persistent Aspects listed below. You may purchase this Power multiple times, each time selecting a different Aspect.

When you activate this Power everyone in the same zone is subtly and subconsciously urged to look at you. You also gain the persistent Aspect you chose when you purchased this Power until you willingly deactivate this Power or until the end of the Scene.

Aura of Command(P): Anyone who views you instinctively perceives you as a leader. They'll often find themselves following your orders, not even knowing why.

Aura of Seduction(P): You radiate pure animal sexuality. People can't put their finger on it, but you strike them as very attractive and they long to be with you.

Aura of Mystery(P): There is something about you that people find intriguing. They get a sense that there is more to you than meets the eye and can't help but yearn to discover your secrets.

Modifiers

- +1 (Expanded Coverage):** For every additional AP you spend on this Power, you may project your aura of Awe into an additional zone.



Barrier

Sample Power Aspects: *Magic Force Field, Psychic Spatial Sensitivity*
Base AP Cost: 3
Activation Difficulty: 6
Activation Time: Simple Action
Duration: 1 + Affinity Rating x3 hours
Requires a Power Source and Affinity Ability

You can surround the zone you are in with a near impenetrable barrier. This is essentially a block action (pg. 260) that covers the entire zone, with the potency set by an Affinity roll.

The potency of this block action applies to attempts to penetrate the barrier by moving through it as well as protecting against incoming or outgoing energy or projectiles.

The barrier lasts for a number of hours equal to your Affinity x 3, or until dismissed by you.

Modifiers

- 2 (**Permeable**): The barrier can be easily passed through. This is useful when used in conjunction with the Conditional Trigger and Linked Advantages Meta-Powers to build traps. In addition, you may choose to have your Barrier sound an alarm to let you know it has been penetrated. The alarm can be any sound you choose, and it may be audible to all, or just to you.
- +1 (**Hardened Barrier**): For every additional AP you spend on this Power, you gain a +2 bonus on your rolls to set your block's Potency.
- +1 (**Spatial Lock**): Teleportation Powers cannot be used to pass in or out of a zone surrounded by your Barrier.
- +1 (**Scry Curtain**): Clairsentience and Clairvoyance Powers cannot be used inside a zone surrounded by your Barrier, nor can they perceive the area inside such a zone.
- +1 (**Expanded Coverage**): Your Barrier can cover a number of zones equal to your Affinity Ability.

Super Barrier

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for added bonuses to your rolls when using this Power.

The following chart lists the AP cost for each class, and the bonus added to your Barrier's Potency:

Class	Base AP Cost	Bonus
Metro Class	5	+5
World Class	7	+10
Galaxy Class	9	+15
Cosmic Class	11	+20
Infinity Class	13	+25



Binding

Sample Power Aspects: *Magic Spider Webs, Built-In Glue Sprayer*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action (Attack)

Duration: Victim remains bound until he escapes.

Requires a Power Source and Affinity Ability

Whether by throwing webs at your target, spraying them with hardening goo, or hitting them with a magic holding spell, you have a special attack that binds an enemy, rendering them immobile.

Roll your Affinity as an attack. The target may defend with Agility if your binding is something they could dodge, or maybe Willpower if it is a spell they could resist. If you hit your target, he cannot move. The margin by which you succeed sets the difficulty of the Strength or Willpower roll they must make to get free.

Modifiers

+1 (Improved Binding): You gain a +2 bonus on your Binding attack roll.

Super Binding

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version but have a higher base AP cost in exchange for a bonus on the initial attack roll.

The following chart lists the AP cost for each class, and the bonus added to the initial attack roll:

Class	Base AP Cost	Bonus
Metro Class	4	+5
World Class	6	+10
Galaxy Class	8	+15
Cosmic Class	10	+20
Infinity Class	12	+25



Blessing

Sample Power Aspects: *God's Blessing, Magical Luck Spell*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

Once per scene you may spend a Fate Point to gain a number of Fate Points equal to your Affinity. You may not use these FP yourself, but may give them out to other PCs or NPCs.

These Fate Points may not be later given away or traded using other Advantages, nor can they be used to activate any other Advantages that themselves grant Fate Points.



Body Weaponry

Sample Power Aspects: *Unbreakable Metal Claws, Wolf's Fangs*

Base AP Cost: 1

Activation: Fate Point (1st time used in the scene)

Activation Time: Free Action

Duration: Scene

You have a set of razor sharp claws, fangs, bone mounted blades, etc. Whatever the case, your Body Weaponry has a Weapon Rating equal to the setting's Tech Level and costs a Fate Point the first time you use it in a scene.

Modifiers

- +1 (Improved Weapon Rating):** The Weapon Rating of your Body Weaponry is increased by +2.
- +1 (Armor Penetrating):** Your Body Weaponry gains the *Armor Penetrating* Aspect.
- +1 (Retractable):** Your Body Weaponry can retract into your body, making them hidden from casual observation. Retraction is a free action.



Breathless

Sample Power Aspects: *Unliving, Built-In Air Supply*

Base AP Cost: 2

You do not need to breath. Attacks or Powers that require you to breath, such as poison gas, have little or no effect on you.

Modifiers

- 1 (**Amphibian**): You still need to breath, but you can hold your breath for about a half hour.



Chameleon

Sample Power Aspects: *Physical Mutation, Distortion Emitter*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You may cause your skin to change color to match your environment. This grants you a +2 on rolls to remain unseen as long as you aren't moving.

Modifiers

- +2 (**Cloaked**): You project a field around your body that makes you and your equipment, blend with the environment. You gain a +4 on rolls to remain unseen as long as you aren't moving, and a +2 on such rolls if you do.



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Sympathy Modifiers

The following modifiers are used to determine the difficulty to use Powers that rely on your connection to another person, place, thing or event. Such Powers include Clairsentience, Precognition, Postcognition, Sense and the Teleportation Powers.

Person		Thing	
Modifier	Familiarity	Modifier	Familiarity
+8	Heard a description of the person.	+8	Heard a description of the thing.
+4	Seen a picture of the person.	+4	Seen a picture of the thing.
+2	Met the person once.	+2	Held or used the thing once.
+1	Person is an acquaintance.	+1	Held or used the thing often.
+0	Person is a close friend.	+0	You are the owner of the object.
-1	Person is a blood relative.	-1	The object is some something of personal importance to you.
Link Modifier:		Link Modifier:	
+6	You do not know the person's name.	-2	You have a piece of the object
-1	You have something that belongs to the person.	-4	You created the object or are currently holding it.
-3	You have an item the person values highly.		
-6	You have a physical piece of the person (i.e. blood, fingernail clippings) or can touch them.		

Place		Event	
Modifier	Familiarity	Modifier	Familiarity
+8	Heard a description of the place.	+8	You heard about the event.
+4	Seen the place on a map or seen a picture of the place.	+5	You've heard or read a description of what happened at the event.
+2	Been to the place once.	+2	Witnessed a very similar event.
+1	You frequent the place often.	+1	Frequently witness very similar events.
+0	Personal property, you can see the place, or you know exactly where it is in relation to yourself (such as the other side of a door)	+0	The event happened to you.
-1	Your home.	-1	You triggered the event.
Link Modifier:		Link Modifier:	
-2	You have an item from the place.	-3	You are at the place where the event happened.
-4	You have an item closely tied to the place or are currently there.	-5	You are with someone who witnessed the event or have an item strongly associated with the event

Clairsentience

Sample Power Aspects: *Psychic ESP, Magic Scry Spell*

Base AP Cost: 3

Activation Difficulty: 6 + Sympathy Modifiers

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You have the power to remotely hear and see some other person, place or thing. People, places or things well known to you are easier to peer in on, while the unfamiliar is much more difficult.

Roll your Affinity to activate this Power and apply the single most appropriate familiarity and link modifier from the sympathy modifiers table to set the target difficulty. If you succeed you may see and hear as if you were standing a few feet away from the person or object, or are standing in the middle of the place you seek.

If you fail, not only do you suffer stress equal to the difference between your result and the difficulty, but the Power fails to activate.

Your displaced senses last for the duration of the scene, or until willingly returned to normal. You may move your perceptions around the target of this Power, but may not move it out of the same zone it occupies, nor do you automatically know the location of your target relative to your own. Any Powers you have that enhance your senses may also be utilized, but otherwise you view and hear your target as if you were really standing there with (or within) it. While using Clairsentience, your normal senses are replaced by what you perceive through this Power.

Modifiers

- 1 (**Clairvoyance**): You may only see the target of your Clairsentience. You hear nothing from the target's location.
- 1 (**Clairaudience**): You may only hear the target of your Clairsentience. You see nothing from the target's location.
- +1 (**Physically Aware**): You maintain the capacity to see and hear from your physical location as well. Though while doing so you gain *Distracted (P)* as a persistent Perception Aspect.
- +2 (**Power Conduit**): Spend a Fate Point to use other Powers from the same Power Source through the Clairsentient link, targeting those you can see. When using Powers through a Clairsentient Power Conduit, you can target enemies as if you were actually there. The Fate Point required to use a Power through this link is in addition to any other activation costs normally required for that Power.

Computer Implant

Sample Power Aspects: *Implanted Nanocluster, Body Spanning Distributed System with Craniel Hub*

Base AP Cost: 1

Activation: None

You have a computer implanted in your brain which you can interface with using your thoughts. Sensory data provided by the implant is received directly over your normal senses. This is a computer with a rating of 2. See page 265 for more on computers.

Your implant comes with a jack in the back of your head to allow your implanted computer to interact with other machines and networks.

Modifiers

- +1 (Wireless):** Your implant has an onboard wireless transmitter and receiver.
- +1 (Improved System):** For every additional AP spent on this Power, the rating of your computer is increased by 1; to a maximum equal to your Tech-Level.
- +2 (Digital Backup):** Every few seconds a digital copy of your mind is backed up and stored in some part of the implant. With surgery, this device can be removed and your mind can be uploaded into a computer or another body with an implant featuring the necessary inputs.
- +2 (Wireless Backup):** Requires the “Digital Backup” modifier. Every 72 hours, usually while you sleep, your implanted backup module wirelessly streams a copy of your ego to a secure storage facility. If the company used to make the backup discovers that your current body has been killed, and your backup module cannot be recovered, the most recent copy of your backup will be brought online in a virtuality. There you can make arrangements for a new body. While this data is encrypted with state of the art encryption software, interceptions are not unheard of. Also, if for some reason your backup module cannot get a wireless signal out to the server, a backup will not be made.

Echolocation

Sample Power Aspects: *Bat Sight, Cybernetic Echolocation Sensor Array*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

When activated, this Power allows you to “see” sound, gaining the ability to navigate by sensing the sounds you make and the ambient noise around you for the duration of the scene. While active, you gain the persistent Aspect, *Echolocation (P)*.

Modifiers

+2 (Passive): This Power is “always on” and never needs to be activated.



Elasticity

Sample Power Aspects: *Mutated Body of Rubber, Swarm Body*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can stretch your limbs, allowing you to reach great distances and strike enemies farther away. You may activate this Power to attack or manipulate targets in an adjacent zone. And you may also use it to perform all sorts of strange Maneuvers, such as placing *Flexible*, *Compressed*, *Flattened* or similar Aspects on yourself. You should also consider taking Linked Advantage or Weakness to further define your Elasticity Power.



Emotion Switch

Sample Power Aspects: *Psychological Conditioning, Endocrine Regulator*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You have the capacity to literally switch off your emotions, or at least dampen them significantly. When activated, you gain a +3 on any mental defense roll. You must, however, have this Power activated prior to the attack; and this Power does not help you against direct mental manipulation from Powers like *Influence Thoughts* or *Mind Probe*.



Enhanced Hearing

Sample Power Aspects: *Magical Awareness, Cybernetic Audio Upgrade*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can willingly increase the sensitivity of your ability to hear, granting you the capacity to hear clearly things most people would never even notice. When activated, you gain the persistent Aspect *Enhanced Hearing (P)* for the duration of the scene or until you wish to deactivate this Power.

Modifiers

- +1 (Improved Sensitivity):** For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls to hear sounds.
- +2 (Passive):** Your enhanced hearing is “always on” and need not be activated. The Aspect *Enhanced Hearing (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.



Enhanced Senses

Sample Power Aspects: *Mutant Awareness, Cybernetic Sensory Upgrades*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can willingly increase the sensitivity of all five of your senses, allowing you to see hear, see, touch feel and taste at levels far beyond normal. When activated you gain the persistent Aspect *Enhanced Senses (P)*.

Modifiers

- +1 (Improved Sensitivity):** For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls.
- +2 (Passive):** Your enhanced senses are “always on” and need not be activated. The Aspect *Enhanced Senses (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.



Super Senses

Super Hero Class characters can purchase a more powerful version of Enhanced Hearing, Senses, Sight and Smell. The super versions of these Powers function exactly the same as the normal versions, but have a higher base AP cost in exchange for added bonuses to your Perception rolls when using this Power.

The following chart lists the AP cost increase for each class, and the bonus added to your relevant Perception rolls:

Class	Base AP Cost	Bonus
Metro Class	+2	+5
World Class	+4	+10
Galaxy Class	+6	+15
Cosmic Class	+8	+20
Infinity Class	+10	+25

You may also purchase Super Echolocation. When doing so, the bonus listed above is added to all Perception checks made to “see” sounds, but the base AP cost is +1 more than the cost increase listed on the table. So Metro Class Super Echolocation costs +3 AP.

Enhanced Sight

Sample Power Aspects: *Gene-Engineered Eyes, Psychic Senses*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can willingly increase the sensitivity of your sense of sight, allowing you to see objects at a distance with perfect clarity. When activated, you gain the persistent Aspect *Enhanced Sight (P)*.

Modifiers

- +1 (Improved Sensitivity):** For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls to see things.
- +2 (Passive):** Your enhanced sight is “always on” and need not be activated. The Aspect *Enhanced Sight (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.

Enhanced Smell

Sample Power Aspects: *Canine Gene-Splice, Magical Senses*

Base AP Cost: 1

Activation: None

You can willingly increase the sensitivity of your sense of smell, allowing you to detect and track objects and people with extreme accuracy. When activated you gain the persistent Aspect *Enhanced Smell (P)* for the duration of the scene.

Modifiers

+1 (Improved Sensitivity): For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls to smell things.

+2 (Passive): Your enhanced sense of smell is “always on” and need not be activated. The Aspect *Enhanced Smell (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.



Enhanced Speed

Sample Power Aspects: *Magic Speed Spell, Augmented Legs*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

The average human being can run at a top speed of about 15 mph (24 kph). By spending a FP, you move at twice that speed (30 mph/48 kph). In a conflict, things are chaotic and confusing, so you have to move a little slower. The body is still limited by how fast the brain can process these changes and adapt.

However, you can still move one additional zone when you Hustle in a conflict, and you gain a +2 on rolls to Run. See pg. 283 for more on movement during a conflict.

Also, during a chase, you gain a +2 bonus on your Agility rolls to get away or close the distance.



Super Enhanced Speed

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for the added bonuses and effects described below.

- ✦ **Metro Class Speed (AP: 3)** - You can run at a speed of about 50 mph (80 kph). In a conflict you may move 2 additional zones when you Hustle, and you gain a +5 bonus on Running rolls or Agility rolls in a chase.
- ✦ **World Class Speed (AP: 5)** - You can run at a speed of about 200 mph (320 kph). In a conflict you may move 3 additional zones when you Hustle, and you gain a +10 bonus on Running rolls or Agility rolls in a chase.
- ✦ **Galaxy Class Speed (AP: 7)** - You can run at a speed of about 500 mph (800 kph). In a conflict you may move 4 additional zones when you Hustle, and you gain a +15 bonus on Running rolls or Agility rolls in a chase.
- ✦ **Cosmic Class Speed (AP: 9)** - You can run at a speed of about 1,500 mph (2,400 kph). In a conflict you may move 5 additional zones when you Hustle, and you gain a +20 bonus on Running rolls or Agility rolls in a chase.
- ✦ **Infinity Class Speed (AP: 11)** - You can run at a speed of about 5,000 mph (8,000 kph). In a conflict you may move 7 additional zones when you Hustle, and you gain a +25 bonus on Running rolls or Agility rolls in a chase.

Enhanced Reflexes

Sample Power Aspects: *Time Dilation Field, Mutant Danger Sense*

Base AP Cost: 3

Activation: None or Fate Point

Activation Time: Free Action

In times of great Stress your character's reflexes get a much needed boost. As your cognitive functions speed up, to you, the world seems to slow down.

You gain the *Enhanced Reflexes (Agility)* Specialty Aspect.

In addition, any time you spend a Fate Point to invoke your *Enhanced Reflexes* Aspect for a reroll, such as dodging an incoming blow or catching a thrown object, you can use the higher of the two dice results.

In addition, you can roll your Agility to defend against ranged attacks from guns and bows.

Modifiers

- +1 (**Improved Reflexes**): You gain an additional +2 on your Agility-based defense rolls.



Environmental Protection

Sample Power Aspects: *Cybernetic Body Seals and Dermal Coatings, Magical Protection Spell*

Base AP Cost: 1

Activation: None

You are naturally immune to the dangers of one type of environment, be it under water, the vacuum of space, etc. While this Power does not allow you to breath in this environment, you will not freeze, be crushed, or suffer from ebullism.



Extra Limb

Sample Power Aspects: *Third Arm, Prehensile Tail*

Base AP Cost: 1

Activation: None

You have one or more additional fully functional limbs, be they extra arms, legs, tentacles, etc; as defined by this Power's Aspect. This Aspect is also persistent.

You might invoke the Power Aspect associated with this Power to grant a bonus on grappling, climbing, running, or complex work where an extra hand might come in handy.



Flight

Sample Power Aspects: *Mutant Wings, Flight Spell*

Base AP Cost: 3

Activation: Fate Point (1st time used in the scene)

Activation Time: Free Action

Duration: Scene

Whether from wings emerging from your back, the telekinetic ability to levitate, or some other similar supernatural gift; you can fly.

In addition to the Power Aspect that defines this Power, you gain the Aspect *Slow and Clumsy Flight*. You may invoke this Aspect to take flight (you need not spend another FP to fly again this scene), and you move at a speed equal to about twice the average human's top running speed (+2 bonus on rolls to "Run" or Agility rolls during a chase). However, you may have some trouble performing sharp turns and may not hover.



Modifiers

- 2 (**Levitation Only**): You may only fly straight up or down. You can be pushed or moved by outside forces, but have no control over your movement when levitating except to increase or decrease your altitude.
- +1 (**Relative Speed**): Instead of being based off of an average person's speed, your flight speed is relative to your own walking speed. Any other bonuses you gain for movement rolls, such as from Augmented Movement or Super Speed are added to your flight speed.
- +1 (**Slow but Agile**): You gain the Aspect *Slow but Agile Flight* instead of *Slow and Clumsy Flight* (and instead gain a +4 bonus on rolls to "Run", or Agility rolls during a chase, while flying). With this Aspect you still fly relatively slow, but you can turn on a dime and may hover in place.
- +2 (**Fast but Clumsy**): You gain the Aspect *Fast but Clumsy Flight* instead of *Slow and Clumsy Flight* (and instead gain a +6 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly as fast as most military airplanes, but you have trouble performing sharp turns and may not hover.
- +3 (**Fast and Agile**): You gain the Aspect *Fast and Agile Flight* instead of *Slow and Clumsy Flight* (and instead gain a +8 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly both very fast and with near perfect precision.
- +4 (**Super-Fast but Clumsy**): You gain the Aspect *Super-Fast but Clumsy Flight* instead of *Slow and Clumsy Flight* (and instead gain a +10 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly as fast as a bullet, but you have trouble performing sharp turns and may not hover.
- +5 (**Super-Fast and Agile**): You gain the Aspect *Super-Fast and Agile Flight* instead of *Slow and Clumsy Flight* (and instead gain a +12 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly faster than a speeding bullet, and can turn on a dime.

Gestalt Mind

Sample Power Aspects: *Bound Spirit, Onboard AI*

Base AP Cost: 3

Activation: Fate Point (1st time used in the scene)

Activation Time: Free Action

Duration: Scene

You have a second conscious mind. This might be another person in your head or perhaps an onboard artificial intelligence. The secondary mind is always there, but requires activation if it is ever called upon to make a roll.

When you select this Power, you must first determine your secondary mind's Mental and Social Abilities. To determine this, distribute twelve ranks between the second mind's Craft, Knowledge, Reasoning, Willpower, Deception, Empathy and Persuasion. The maximum rank your second mind may have in a single Ability is equal to your primary mind's highest Ability (any Ability) +1. For all other Abilities, the two minds share the same ranks.

In addition, the second mind gains two mental Specialty Aspects and has its own Mental Stress Track. Remember that, for an AI, Willpower also serves as a Security Rating.

Any time you choose, you may allow the second mind to take over the body. The original remains conscious and aware of events, but has no control over the body.

The two minds may communicate with each other with thoughts, and they share the same pool of Fate Points.

Modifiers

- 1 (**Amnesic Dormancy**): The mind that is not currently in control of the body is completely dormant. It is unaware of what is going on around it and has no memory of events that transpire while the other mind is in control of the body.
- 1 (**Antagonistic**): Your second mind has goals of its own, and may work against the goals of the original mind. You need to develop two new Character Aspects (in addition to those you already have) that become active only when the second mind is dominant. These Aspects should reflect the goals and attitudes the second mind has that are at odds with the goals and attitudes of the original mind. You may not purchase both "Antagonistic" and "Amnesic Dormancy".
- 1 (**Dominating**): You must also take "Antagonistic". If you behave in a way contrary to your secondary mind's motivations, the secondary mind can engage the primary in a Mental Conflict, attacking the primary mind's Mental Stress Track until it Concedes or is Defeated.

- +1 (Improved Mind):** For every additional AP spent on this Power, your second mind gains two more ranks to distribute among its Abilities, though no Ability can be raised higher than the primary Mind's highest Ability (any Ability) +1.
- +1 (Specialized Mind):** For every additional AP spent on this Power, your second mind gains two additional Mental Specialty Aspects. Note that this modifier may not be purchased more than twice.
- +2 (Slaved Mind):** Your second mind works in tandem with your original, acting as a voice in your head that offers advice. This slave mind cannot become dominant unless given permission by the master mind. If the slave mind becomes dominant, it will behave in the best interest of the master mind.



Grow

Sample Power Aspects: *Mutant Growth, Magical Growth Spell*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

You are capable of increasing your size and mass. When you activate this Ability, you increase your Size by one category. See pg. 289 for more on Size.

You might also consider Linked Advantage and Weakness to better define the effect of your Growth, such as using Linked Advantage to gain Super Strength, or Weakness to lower your Agility as you suffer from the added bulk.

Modifiers

- +1 (Increased Size):** For every 1 AP spent, increase your Size by one additional category.
- +2 (Large):** You are always large and do not need to activate this Power. It is considered "always on".



Heal

Sample Power Aspects: *Divine Healing Spell, Psychometabolic Rejuvenation*
Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action

With a touch, you can heal the sick and close the most grievous of wounds.

Spend a Fate Point and touch another living creature to instantly reduce one physical Consequence of your choice caused either from injury or sickness, by one step.

Modifiers

- +0 (Repair Only):** You can use your healing Power on nonliving creatures or objects, but only on nonliving creatures or objects.
- +2 (Self-Healing):** You can use Heal on yourself.
- +1 (Repair):** You can use your healing Power on nonliving objects.

Super Heal

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for the added bonuses and effects described below.

- ✦ Metro Class Heal (AP: 3)** – When you Heal someone, you instantly reduce two physical Consequences.
- ✦ World Class Heal (AP: 5)** – When you Heal someone, you instantly reduce three physical Consequences. In addition, you allow them to re-grow lost limbs.
- ✦ Galaxy Class Heal (AP: 7)** – When you Heal someone, you instantly reduce four physical Consequences. In addition, you allow them to re-grow lost limbs.
- ✦ Cosmic Class Heal (AP: 10)** – When you Heal someone, you instantly reduce four physical Consequences. In addition, you can resurrect a recently dead corpse as long as it is complete and whole. Even if you have the Self-Healing modifier, you cannot resurrect yourself.
- ✦ Infinity Class Heal (AP: 13)** – You can bring a person back from death so long as you have at least a piece of their body. In addition, if you die and you have the Self-Healing modifier, you immediately return to life sometime within the next three days. You will generally reappear at a location important to you.

Hidden Compartment

Sample Power Aspects: *Skin Pocket, Built-in Storage Compartment*

Base AP Cost: 1

Activation: None

You have some small compartment inside your body in which you can store small items about the size of your fist.

Modifiers

- +1 (Insulated):** Your compartment is heavily lined, sealed, and shielded. Items inside do not show up on X-Rays, metal detectors, or the like.



Illusions

Sample Power Aspects: *Magical Illusions Spell, Psychic Image Projection*

Base AP Cost: 2

Activation: Fate Point

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You can create believable illusions within your line of sight. The basic version of this Power allows you to create static images. Though they do not move or make sound, they are detailed enough to pass for real.

When you activate this Power, roll your Affinity. The result of your roll sets the difficulty of the Perception roll needed to see the illusion for what it is. A low roll might result in an illusion that flickers, or colors that just don't look quite right.

However, a roll that meets a difficulty of 3 is almost always believable, and rolls to pierce the illusion should only be allowed if the observer has a reason to be wary of illusions, such as an illusion that isn't registering to senses or sensors that it should, or if the illusion is behaving in a strange way.

For example, an illusion of a rock in a field of rocks should not call for a roll to notice the illusion for what it is. On the other hand, passing your hand through an illusion of an unmoving man would probably allow the observer to pierce the illusion without rolling.

The most basic illusion is the same size as a human adult (size 0). To make larger illusions, the character suffers a -1 penalty on his roll per size category. So, if the character wants to create the illusion of a car (size 2), he'd suffer a -2 on his Affinity roll to determine how believable it is.

Modifiers

- +1 (Illusion Mastery):** Your Affinity Ability is considered 2 higher for the purposes of using this Power.
- +1 (Audible Illusions):** Your illusions can make sounds. It can make any sound you desire in a manner that is convincing to witnesses. So the illusion of a man could talk, speaking the words you wish him to speak. The illusion of a car could honk or rev its engine. In addition, you may create sound alone without a visible component to your illusion.
- +1 (Mobile Illusions):** Your illusions can move around in a way that is convincing. It may move at any speed, but disappears if you lose line of sight with your illusion. Any time an observer rolls to pierce a moving illusion, he gains a +2 bonus.

- +1 (Permanent):** Your illusions last until dismissed by you, and do not require line of sight to maintain. If the illusion can be made mobile, you may “program” them to perform some scripted action over and over again in your absence.
- +1 (Phantasm):** Your illusion only appears in the mind of your victims, which can be a number of people equal to your Affinity. Any stress the Phantasm inflicts is suffered as Mental stress instead of Physical.
- +2 (Tangible Illusions):** You are able to create illusions that are seemingly tangible. Your illusion is under your direct control, like a puppet, and disappears if you lose line of sight with it. Your illusion may pick up and move objects, having a Strength, Agility and Endurance equal to your Affinity, regardless of its actual shape or size. Your illusion has a number of stress boxes determined like any other creature, but if it is forced to take a physical Consequence, it disappears.



Imbue Armor or Shield

Sample Power Aspects: *Elemental Enchantment Spell, Alchemy*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue your clothes, a suit of armor, or a shield with a special property. When you purchase this Power, select a persistent Aspect that defines the property you can apply. Sample properties include: *Weightless (P)*, *Heat Resistant (P)*, *Blessed (P)*, *Bullet-Proof (P)*, *Blindingly Bright (P)*, etc.

When you spend a FP to activate this Power, that Aspect is applied to the clothing or armor you're wearing, or shield you're carrying, for the duration of the scene.

Modifiers

- 1 (Armor or Clothing Only):** You can Imbue only armor and clothing.
- 1 (Shields Only):** You can Imbue only Shields.
- +1 (Additional Property):** For each additional AP spent on this power, you may choose one additional persistent Aspect to apply to your clothing, armor, or shield. Each activation only allows you to imbue one Aspect. To imbue the same item with multiple Aspects you have to activate this Power multiple times.
- +1 (Shared Property):** You can Imbue the armor or clothing worn, or shield held, by another person.



Imbue Weapon

Sample Power Aspects: *Spirit Binding, Cybernetic Energy Field Generator*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue a weapon or your own fists and feet with a special property. When you purchase this Power, select a persistent Aspect that defines the property you can apply.

Sample properties include: *Blessed (P), Flaming (P), Shocking (P), Armor Piercing (P), Acidic (P), etc.*

When you spend a FP to activate this Power, that Aspect is applied to one weapon you hold, for the duration of the scene.

Modifiers

- 1 (**Self Only**): You can Imbue only your own fists and feet.
- 1 (**Melee Weapons Only**): You can Imbue only melee weapons, and never your own fists and feet or ranged weapons.
- 1 (**Ranged Weapons Only**): You can Imbue only ranged weapons, and never your own fists and feet or melee weapons.
- +1 (**Additional Property**): For each additional point spent on this power, you may choose one additional persistent Aspect to apply to your weapon. Each activation only allows you to imbue one Aspect. To imbue the same item with multiple Aspects you have to activate this Power multiple times.
- +1 (**Shared Property**): You can Imbue a weapon held by another person.



Influence Thoughts

Sample Power Aspects: *Psychic Telepathy, Mutant Hypnosis Ray*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You are capable of directly influencing the thoughts of others. However, to use this Power, you must first batter your way through your target's mental defenses.



When activated, you may make a single mental attack against your opponent using your Affinity as a free action. The target may resist using his Willpower. If your attack generates Spin, the target will not be aware of your attempt to influence him. Otherwise he senses your presence in his mind.

Each time your mental attack causes the target to take a mental Consequence, you may implant some form of command into the target's mind. The target suffering the Consequence will seek to perform this action to the best of his ability.

A Minor Consequence results in the ability to implant a single word command, such as "Freeze" or "Kneel". The wording for this Consequence should be something like *Influenced to Kneel* and the target will try to obey the command until the end of the scene or until he successfully resists.

A Major Consequence results in the ability to implant a simple sentence command, such as "Go stand in the corner," or "Drop the weapon." The target will try to obey the command for an hour or until he successfully resists.

A Severe(P) Consequence results in the ability to implant a command consisting of a few sentences. The target will try to obey the command for a 24 hours or until he successfully resists.

An Extreme(P) Consequence results in the ability to implant a command consisting of several sentences capable of relating a series of steps. The target will try to obey the command for a week or until he successfully resists.

The target may attempt to resist any time he is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point. For example, if you were to influence him to shoot himself, before pulling the trigger, he'd get one chance to resist. To resist the target must succeed on a Willpower roll against your Affinity. Once he has successfully resisted, the mental hold is broken and the target need not continue to resist. Also, depending on how contrary the command is, in regard's the victim's usual behavior, he may gain a bonus. For example, causing the victim to leave an area he is guarding may not grant a bonus, but causing him to harm a loved one might grant him a +3, while forcing him to commit suicide might grant a +5.

If the victim successfully resists, the Consequences he has suffered from this Power are replaced by new Consequences that represent the mental damage he has endured, but not necessarily a compulsion to follow a command.

Remember that the target of this Power seeks to do as the attacker intends. That is, he may not attempt to exploit loop-holes in the command.

Modifiers

- +1 (Potent Influence):** Your mental attack when using this Power is considered to have an Edge Rating of +2. Each time you select this modifier, that Edge Rating is increased by an additional +2.

The Fragility of the Mind

You may notice that Powers that allow you to affect the conscious minds of others always require you to cause them Mental stress and Consequences. This is because; no matter how gentle the touch, psychic manipulation is terribly damaging to the victim.

Even if you are trying to do something good, like using Mind Wipe to help a person forget a terrible event, you are still tampering with the “wiring” of the person’s mind. And the sentient mind is not designed to be tampered with in such a direct manner.

Insubstantial

Sample Power Aspects: *Ghost Form Spell, Body of Mist*

Base AP Cost: 6

Activation: Fate Point

Activation Time: One Turn

Duration: Scene

You may spend a Fate Point to somehow transcend the physical, making your body and your equipment completely intangible for the rest of the scene or until you decide to switch back.

When you activate this Power you may not pick up or interact with material objects in any way. You may walk through walls and travel through solid objects as if you could fly, but you cannot see through such objects. You are effectively “flying blind”.

To others you appear ghostly and transparent, and you cannot be harmed by any physical force. However, you may interact with other insubstantial entities or objects as if they were solid.

Modifiers

- 2 (**Vulnerable to Energy**): Attacks from energies such as electricity or fire can harm you while insubstantial.
- 1 (**Vapor**): You take the form of a cloud of mist or vapor. This is effectively the same as becoming wholly insubstantial, but you cannot move into air tight areas or through solid barriers.
- 1 (**Vulnerable to Magic**): Attacks from supernatural sources, such as magic spells or magical weapons, can harm you while insubstantial.
- +1 (**Materialize**): Requires Passive. You may spend a FP to become tangible for the duration of the scene. You may switch back to being insubstantial as a free action, but it costs another FP to materialize again.
- +2 (**Passive**): You are always insubstantial and need not spend a Fate Point to activate this Power.

Invisibility

Sample Power Aspects: *Invisibility Spell, Telepathic Cloak*

Base AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

Requires a Power Source and Affinity Ability

The ability to become invisible usually works in one of two ways, telepathic or cloaked. Choose one when you purchase this Power.

Telepathic: Telepathic invisibility is the result of an active effort to cloud the subconscious minds of those around you. They still see you, but you affect their minds in such a way as to cause them to ignore you. In fact, they will even go so far as to subconsciously avoid you, stepping out of your way, for example, should you try to pass by them. When you activate this Power you remain invisible to the minds of everyone you encounter for the rest of this scene, or until deactivated. If you perform some overt action, such as slamming a door or pushing someone, they may roll their Willpower contested by your Affinity to see you. The more overt the action, the bigger the bonus the GM may grant them.

Also, with this form of invisibility, you still appear on video tapes and in pictures.

Cloaked: This type of invisibility works by wrapping yourself in some sort of cloaking field, hiding you in the visible spectrum of light for the rest of the scene or until deactivated. However, you may still be noticed by heat sensing equipment, and you do not gain the benefit of having others subconsciously ignore you. But with this type of invisibility, you remain undetectable to cameras and video equipment.

When activated, you gain a bonus equal to your Affinity +2 on all rolls to avoid detection by sight.

Modifiers

- +1 (Offered):** Spend a Fate Point extend your invisibility (regardless of type) to a number of people in the same zone equal to your Affinity, or one object you can touch with a Size rating no greater than your Affinity.
- +1 (Effortless):** Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point. However, instead of taking a Simple Action to activate this Power, it requires a full turn.

Leach

Sample Power Aspects: *Vampire's Bite, Necromantic Touch*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Activates with touch, Simple Action

Requires a Power Source and Affinity Ability

You have the ability to draw the life out of another to sustain yourself; this may be something like a vampire's bite or a life sapping necrotic ray.

Your Leach attack requires you to make physical contact with your target. This is resolved as a normal physical attack, using your Agility (defended against by Agility) to touch your target. If you successfully touch your target, roll your Affinity as an attack against your target (who may defend with Endurance).

Each time you cause the target to suffer a Consequence from your Leach attack, you may automatically downgrade one of your own physical Consequences of a like (or lesser) type. So if you inflict a Major Consequence on your target, you may downgrade your own Major (or Minor) Consequence. This downgrade works exactly like normal healing (see pg. 237).

Modifiers

- +1 (Deadly Leach):** When using your Leach Power to attack, your attack is considered to have a Weapon Rating of +2. Each time you select this modifier, that Weapon Rating is increased by another +2.
- +1 (Ranged):** This Power works as above, but it can be used at range. Instead of requiring you to touch your target however, you must roll Agility to make a ranged attack.



Lifeless

Sample Power Aspects: *Robot (P), Undead (P)*

Base AP Cost: 3

Activation: None

You do not age, you do not need to eat or drink, nor do you need to sleep. You are also immune to the effects of vacuum, poisons, disease and drugs and the Power Aspect that comes with this Power is persistent.



Machine Submersion

Sample Power Aspects: *Nano-Cybernetic Neural Interface, Technomancy Spell*

Base AP Cost: 1

Activation: Fate Point

You have the ability to interface with machines directly with your mind. This might be with a cable attached at the base of your skull, or some sort of mystical or psychic connection forged by touching the machine.

Once activated, you gain a +3 bonus on rolls to use or hack a computer or computerized machine.

Remember that when dealing with machines, Willpower and Security serve the same purposes.

Modifiers

+1/+0 (Wireless): Your link is wireless. Note that if you already have a Computer Implant with the wireless modifier, this one is free.

+2 (Remote Control): You can overwrite the programming of a machine you are interfacing with, forcing it to obey your commands. This works exactly like the Influence Thoughts Power, but only works on computerized machines. However, most machines do not really have a mind of their own and will not seek to resist your control once you remote control of them.

+3 (Possession): Similar, but more powerful than the Remote Control option, your mind fully inhabits the “body” of the machine. This allows you to control its physical form, but also grants full access to its data and computing capabilities. This works exactly like the Possession Power, but only works on computerized machines.



Mindlink

Sample Power Aspects: *Telepathic Link, Hive Mind*

Base AP Cost: 1

Activation Difficulty: 4 + 1 per person linked

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You are capable of forging a bidirectional telepathic link with one or more people you can see for the rest of the scene. Roll your Affinity against an activation difficulty of 4 +1 per person involved in the link (not counting yourself).

Once the link is established, everyone connected can broadcast their thoughts to all others with a simple act of will. Note that not all thoughts are broadcast, just the ones the character intends.

All participants in the Mindlink must be willing.



Mind Probe

Sample Power Aspects: *Mind Probing Spell, Built-In Brain Scanning Module*

Base AP Cost: 4

Activation: Fate Point

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You've learned how to delve the mind of another living being, sifting through its thoughts and memories for the information you seek. To use this Power, you must first be touching your target and then activate it.

When activated, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower (but suffers a -2 penalty if unconscious). If your attack generates Spin, the target will not be aware of your attempt to influence him. Otherwise he senses your presence in his mind.

If you fail to deal any stress on your attack, you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

Each time your mental attack causes the target to take a Mental Consequence, you may discover one piece of information you seek. The amount of information gained depends on the Consequence taken.



A Minor Consequence results in a single word answer to a question.

A Major Consequence results in a simple sentence answer to a question, or a bit of sensory information like a mental image, a sound, or even a smell.

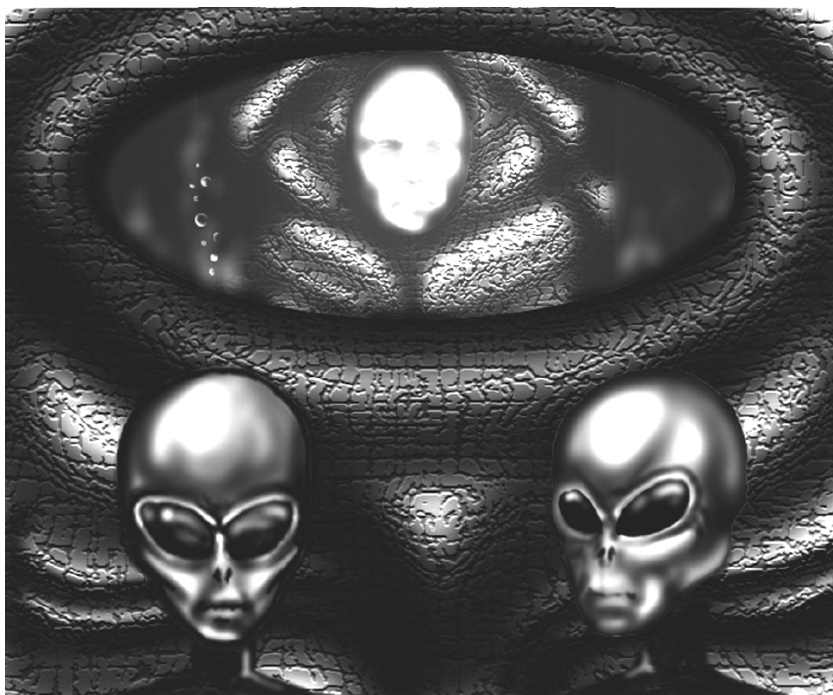
A Severe Consequence results in an answer consisting of a few sentences, or the probing character may experience an entire scene the target was present for as if he himself had been there.

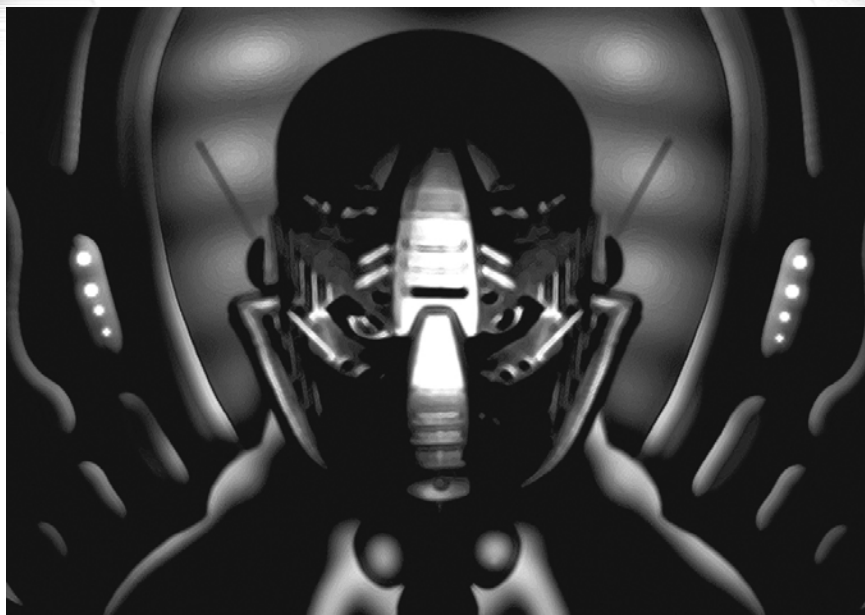
An Extreme Consequence results in the probing character learning just about any fact the target knows or gains the ability to experience several days of the target's life.

Modifiers

+1 (Deep Probe): Your Mental Attack when using this Power is considered to have a Edge Rating of +2. Each time you select this modifier, that Edge Rating is increased by another +2.

+1 (Ranged): You can use this Power at range instead of requiring touch. The range rating is equal to your Affinity.





Mind Wipe

Sample Power Aspects: *Hypnotic Gaze, Telepathic Memory Wipe*

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You are capable of removing another person's memories. However, to use this Power, you must first batter your way through your target's mental defenses.

When activated, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower. If your attack generates Spin, the target will subconsciously avoid attempting to remember the things he has been made to forget. He will not attempt to think about the missing memories and will only consider the matter if prompted to by another.

If you fail to deal any stress on your attack you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

Each time your mental attack causes the target to take a Mental Consequence, you may remove some specific range of memory from your victim's mind.

A Minor Consequence results in the ability to erase the events of a single scene of little importance to the victim. This means that you could force him to forget where he hid his weapons cache; but you couldn't make him forget the last few moments he had with his dying father.

A Major Consequence results in the ability to erase about a day of time, or you might be able to erase a memory of a scene that was important to the character.

A Severe Consequence results in the ability to remove a week or so or a critical day in the character's life.

An Extreme Consequence results in the ability to erase about a month of time or forget a week that was very important to the character.

The amount of memories erased must be a single "lump" of time per use. This means that while you may be able to erase the events of a day from a character's mind, you could not erase twelve hours' worth of time spread over the course of a month, taking only an hour or two at a time.

The effects of this Power are permanent unless the character's memory is jogged by being exposed to evidence of a forgotten event. Once exposed to this proof, to recall a memory that has been wiped the character must spend a Fate Point and succeed on a Reasoning roll against a difficulty equal to your Affinity.

Modifiers

- +1 (Improved Wipe):** Your mental attack when using this Power is considered to have an Edge Rating of +2. Each time you select this modifier, that Edge Rating is increased by an additional +2.
- +1 (Memory Edit):** You can replace the memories you remove with new memories of your own creation. The memories should make sense within the context of the time period and false memories that are difficult to believe may grant the victim bonuses to recall his true memories of that time.
- +1 (Selective Editing):** Instead of a specific time period, you may remove memories related to a specific person, place or thing. The defender gets a bonus on his defense rolls based on how attached to the person, place or thing he is. For example, making the victim forget every time he stopped at a particular red light may offer no bonus to defense rolls, yet he may be granted a +5 bonus on rolls to defend against an attempt to make him forget his wife.

Morph

Sample Power Aspects: *Polymorphic Body, Transformation Spell*

Base AP Cost: See Below

Activation: Fate Point each time you change

Activation Time: One Turn

Duration: Permanent until you change back.

Requires a Power Source

You can transform your body into some other creature (or swarm of creatures!). You select this alternate form at the time you take this Power, and may not change your selection thereafter.

When in your alternate form, you possess the Physical Abilities, senses, and traits natural to that form while retaining your own Mental and Social Abilities. You also gain the new form's method of locomotion, if it has any. However, while you also inherit the new form's physical Abilities, you still have the same number of stress boxes and may take your full complement of Consequences.

When in your Secondary Form, you also gain all of the Aspects related to that form.

You may select this Power multiple times, each time selecting a different alternate form to take on.

The cost of this Power varies depending on the alternate form you select. See the chart below for costs, and Chapter 12 for the statistics for these types of creatures. Keep in mind that these are just guidelines. While a character may purchase the ability to change into a wolf and use a wolf's stats, his actual form could just as easily be any large dog. And in this case, the Aspect that this Power provides might be *Large Dog* instead of *Wolf*.

Creature Form	Cost	Creature Form	Cost
Fish	2	Wolf	3
Rat	2	Same Species/Unique Form	3
Spider	2	Flock of Birds	4
Cat, House	2	Crocodile	4
Bird	3	Spider Swarm	4
Shark	3	Tiger	4
Snake	3	Wolf Pack	5
Horse	3	Bull	5
Rat Swarm	3	Bear	5

Same Species: You take the form of a different person, but of the same species. Your physical features can change dramatically, so long as you maintain the same physical mass. You may even change sex! In regards to your Physical Abilities, when selecting your alternate form, add up the total number of ranks in all of your Physical Abilities. Use those ranks to “re-purchase” the Physical Abilities of your alternate form.

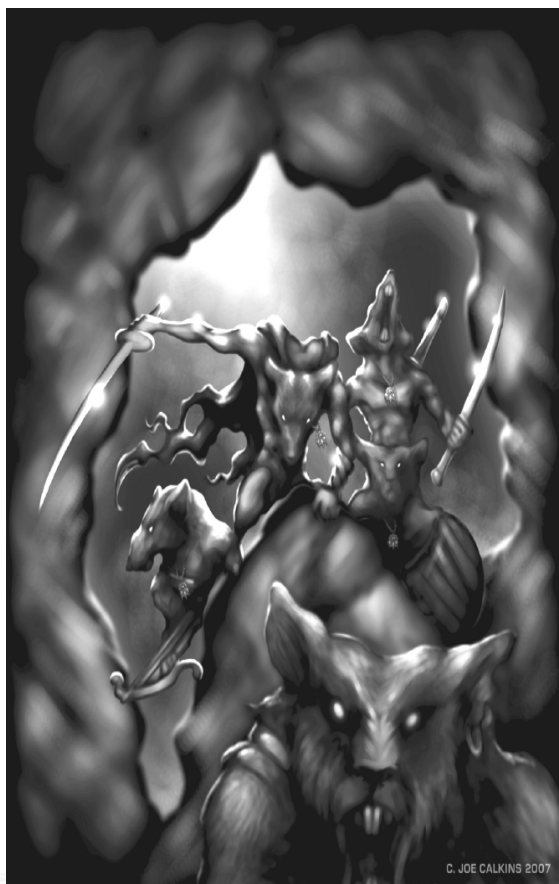
You may also elect to trade in up to three Ability ranks to add Specialty Aspects, such as *Good Looking*. Each rank is worth one Specialty Aspect.

For example, if all of your Physical Abilities added up to 8 ranks, your new form would also have 8 ranks worth of Physical Abilities, though they could be arranged entirely differently. Or your Physical Abilities may only have 5 ranks, but you may add 3 additional Specialty Aspects.

Unique Forms: When taking on a unique form, something too complicated to easily qualify as one of the creatures listed in the above table, you need to build it using Morph, Linked Advantages, and some additional Powers.

First select one of the forms that most closely resembles your chosen unique form. Now, using Linked Advantage, you can add other Powers to build up to the desired result.

So, for example, if you want to be able to change into a large fire breathing dragon, you might need to take the Morph Power and use Linked Advantage to add Body Weaponry, Flight (for dragon wings), Armor, Growth, Super Strength and Power Attack, Ranged for the fire breath.



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Morph Living

Sample Power Aspects: *Mutagenic Virus, Polymorph Spell*

Base AP Cost: 5

Activation: Fate Point, Special

Activation Time: Special

Duration: Special

Requires a Power Source and Affinity Ability

You can transform the body of another living creature in much the same way you can transform yourself with Morph. When you use this Power, you can transform your victim into a creature found on the Morph list, or something very similar. You may select the type of creature at the time this Power is used, and it may vary each time.

To transform another, you must activate this Power while the subject is within range. To activate this Power, you must spend a Fate Point and roll your Affinity. This is an extended action, and you may perform a roll as a simple action each turn. However, you must also spend a Fate Point each turn you roll.

The difficulty of the extended action is equal to 8 + the target's Endurance + a duration modifier.

Modifiers for duration, which can be found on the accompanying table, determine how long the victim stays in his new form.

Modifiers

- 1 (**Limited**): You may only change your victims into one specific form, such as only being able to change them into frogs.
- +1 (**Master Changer**): You gain a +2 bonus on rolls to transform another living creature.



Multiply

Sample Power Aspects: *Mutant Replication, Duplication Spell*

Base AP Cost: 2

Activation: Fate Point

Activation Time: One Turn

You are somehow able to create multiple copies of yourself in a localized area, all sharing the same mind. Effectively, you become a Unit with a Size rating one increment greater than your current Size.



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See page 394 for more on Units, and guidelines for changing your stats as you become a Unit. You retain the same number of Fate Points whether you are using this Power or not.

When you re-merge into a single body, you suffer the total amount of stress you suffered as a Unit. So if you suffered 12 points of physical stress as a Unit, when you re-merge, you suffer 12 points of physical stress (which may cause you to suffer Consequences). If this means you are Defeated, you may set the terms of your Defeat.

At the end of the scene the Unit must either pay the activation cost again or re-merge. The members of the Unit all disappear except one, which is now your individual character. Your character, as an individual, appears in the location that is most central to all the members of the Unit, which must be a safe location. You wouldn't re-merge and find yourself in a pool of lava for example. In such cases, you'd re-merge at the nearest safe location, such as the edge of the lava pool.

Modifiers

- +1 (Single Minded):** You must have taken the Duplicate modifier. When you take Single Minded, both versions of your character share the same memories at all times. This also means that both versions of your character suffer the same Mental stress.
- +2 (Selective Merger):** When you re-merge, one of your duplicates is selected to be the focus of the merger. For example, if you multiplied, and one of your duplicates took the elevator to the roof while the others stayed in the basement, when you re-merged, your character could be on the roof or in the place of any of the other duplicates who remained in the basement.
- +2 (Army from One):** Your Size as a Unit is increased by +1.
- +3 (Duplicate):** Instead of becoming a Unit, you spawn an exact duplicate of yourself, complete with a separate mind. You can pretty much just make another copy of your character sheet. However, both versions of your character suffer the same Social stress. Once you re-merge, the single copy of you remembers the experiences of both of the previous copies. And as with the Unit version of this Power, upon re-merging, you suffer the total amount of stress both copies have sustained. The duration for Multiply with this modifier is changed from One Scene to One Day. To stay split, you must spend one Fate Point per day.

Night Vision

Sample Power Aspects: *Evolved Mutation, Gene-Engineered Eyes*

Base AP Cost: 1

Activation: None

This Power permanently grants you the Perception Specialty Aspect *Night Vision*. This Aspect might be invoked to grant bonuses to see in darkened areas, or may be compelled by the enemy when he flashes you with a blindingly bright light.

Modifiers

+0 (Activated): This Power is activated with a Fate Point.

+1 (Adaptive): The Aspect associated with this Power is persistent, but you can switch this Power on and off at will.



Nullify

Sample Power Aspects: *Anti-Magic Field, Cybernetic Reality Solidification Module*

Base AP Cost: 1

Activation: See below

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

You have the capacity to nullify or dispel another character's Power. You can only Nullify Powers that come from the same Power Source, a directly opposing Power Source, or a very similar Power Source the GM allows.

This Power can work in three different ways:

Defend – When attacked with a Power you can Nullify, you may elect to roll your Affinity Ability to defend instead of using a normal Ability such as Agility or Willpower.

Block – You may spend a Fate Point to nullify powers directed at others by using a block action (pg. 260), using your Affinity to determine your block's potency. Once the FP is spent, and the potency of the block is set, it remains for the duration of the scene, or until overcome.

Attack – Creatures comprised of, or held together by, the Power Source you can Nullify can be attacked directly with this Power. You destabilize or dissolve the bonds holding it together, causing structural weakness and outright damage. Spend a Fate Point to make an attack roll with your Affinity, adding your Affinity again as a Weapon Rating. Your target may defend with Endurance or its own Affinity Ability if it is also related to the same Power Source..



Modifiers

- +1 (Improved Nullification):** For every additional AP you spend on this Power, your Affinity is considered 2 higher when using this Power.
- +1 (Deconstruction):** Some powers create effects that are long lasting or are not direct attacks (such as with Barrier or using Control to create a golem). You can attempt to deconstruct these effects with this power. To do so, you may spend a Fate Point to activate this Power, and then roll your Affinity in an extended action (each roll requires a full turn). The target difficulty is equal to three times the Affinity Ability of the person who created the effect you are deconstructing. Each time you roll and fail to meet the target difficulty, you suffer an amount of stress equal to the difference between your roll and the target difficulty. This stress may be because of the effort required to deconstruct the target effect, because of some energetic backlash, etc. The type of stress you suffer should make sense in regards to the reason you are suffering such stress, and is ultimately up to the GM.
- +1 (Rebound):** If you generate Spin when using this Power to defend against another, you may send that Power back against its source. For example, if you generate Spin defending against a Ranged Power Attack, the person trying to hit you becomes the target of his own attack.
- +2 (Anti-Power Zone):** You can spend a Fate Point to use this Power on a zone, allowing you to automatically attempt to block all Powers from the Power Source you can affect entering the zone, such as Power Attacks. In addition, rolls to activate affected Powers suffer a penalty equal to twice your Affinity. If the Power is instead activated with a Fate Point, you must pay two additional FP to activate those Powers. If a creature is composed of a material strongly associated with your affected Power Source, such as a magical construct entering an anti-magic zone, you may make a free attack on that creature every round. You use your Affinity to attack, and the creature defends with its Endurance or Affinity Ability.



Photographic Memory

Sample Power Aspects: *Perfect Eidetic Memory, Digital Storage Capacity*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

When you purchase this Power you permanently gain the *Vault of Knowledge* (Knowledge) Aspect to represent memories you have obtained “off camera”.

In addition, when you activate this Power, you gain a +4 bonus on any attempt to remember a fact, no matter how obscure. In addition, you remember details so vividly you can perfectly recall any image you’ve seen or sound you’ve heard.



Poison

Sample Power Aspects: *Snake's Fangs, Kiss of Death*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action, part of an attack

Through a natural skin penetrating attack such as a bite or claw strike, you can spend a Fate Point to deliver a vicious poison to your target as a free action. The poison has a Subtlety of 3 and a Potency of 3. (See more about poisons on pg. 285.)

Modifiers

- +1 (Lethal Dose):** You may increase either your poison's Subtlety or Potency by 2.
- +1 (Touch):** You may also administer your poison with a touch.
- +1 (Taint):** You may target a consumable, such a piece of food or glass of water. Anyone who partakes of the poisoned substance becomes affected by your Poison.
- +2 (Ranged):** You may administer your poison at range, as poison spittle or the like.



Possession

Sample Power Aspects: *Ghostly Possession, Psychic Domination*

Base AP Cost: 5

Activation Cost: Fate Point

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You are capable of directly entering and taking control of another's body, leaving your own behind (if you have one).

When activated, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower (and gains a +2 if conscious). If your attack generates Spin, the target will not be aware of your attempt to influence him. Otherwise he senses your presence in his mind. If you fail to deal any stress on your attack, you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

You successfully take over the body of your target when you force them to take a Mental Consequence (a Minor will do). The original mind of the body you possess is largely suppressed, though you may speak telepathically with him and



he may still sense the world through the body's senses. But once in possession, you control the body of your host until it successfully resists.

The target may attempt to resist any time his body is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point. For example, he'd get a chance to resist if you were about to walk his possessed body off a cliff, or use it to try to kill his wife. To resist, the target must succeed on a Willpower roll against your Affinity. Once he has successfully resisted, the mental hold is broken and you are ejected from the body. Also, depending on how strongly your host disagrees with your actions while in control of his body, he may gain a bonus. For example, causing the victim to eat a food he doesn't care for may not grant a bonus, but causing him to harm a loved one might grant him a +3, while forcing him to commit suicide might grant a +5.

If the victim successfully resists, the Consequences he has suffered from this Power are replaced by new Consequences that represent the mental damage he has endured.

Your own body (if you had one), falls into a catatonic state as long as you possess another body. Should the possessed body die, or you are ejected from it forcibly, you immediately suffer enough stress to cause a Mental Consequence and instantly return back to your own body. You may also elect to end the possession willingly however and snap back to your own body at any time.

Each day spent in a stolen body requires you to reactivate this Power and successfully force the mind that inhabited it to take a Consequence, though you may continue to use this Power to attack the former owner's mind, even after you have gained control. If the former owner of the body is ever mentally Defeated, his mind dies and you gain uncontested control of the body for as long as you inhabit it. Should you then leave the body, it becomes brain dead and dies within a few hours.

Modifiers

- 1 (**Voiceless**): When possessing another body, the original owner retains control of the body's ability to speak.
- +1 (**Irresistible Possession**): Your Affinity Ability is considered 2 higher for the purposes of using this Power.
- +1 (**Functional Possession**): When possessing another person, you still have some limited control over your own body. You have the *Distracted(P)* Aspect when in possession of another being, which can hinder any actions you try to take with your own body or to keep your victim from resisting your control.
- +1 (**Merge**): When possessing another body, your own body becomes insubstantial and merges invisibly with the host body. Should the host body die, both your mind and body are ejected, with your body becoming tangible once again.

Postcognition

Sample Power Aspects: *Psychic Psychometry, Time Magic*

Base AP Cost: 4

Activation Difficulty: 8 + Sympathy Modifiers (pg. 123)

Activation Time: Free or Simple Action, see below

Requires a Power Source and Affinity Ability

You have the ability to perceive flashes of events from the past.

This Power works in two ways. First, you gain a Character Aspect called *Postcognitive*. This Aspect can be compelled by the GM to grant you painfully vivid impressions of the past. Like any other compel, the player may refuse and reject the offered FP and glimpse into the past. However, should he accept, the postcognitive flash assaults the user's mind as a wave of overpowering sensations. When this occurs, the GM may choose to roll an attack against the character's mind. The attack has an Edge Rating of +2 and the character may defend using his Willpower.

Such a compel should most often occur when the character enters a place where terrible tragedy unfolded. Likewise, it may happen the first time the character touches an object that was somehow connected to a traumatic event, like a murder weapon.

The second use of this Power is an intentional attempt to see the past as it relates to a person place or thing. This is a more controlled use, usually requiring at least a few seconds of quiet time to meditate. In this case, the user rolls his Affinity against an activation difficulty equal to 8 + any relevant sympathy modifiers. See pg. 123 for table sympathy modifiers.

Success means the character will get some impression of the past, failure indicates that the Power does not work and no impression is received. The GM should ask the player what he wishes to know about a specific person place or thing. The more specific the question, and the better the roll to activate, the more accurate the information the GM should relate back.

For example, let's the PCs are investigating a murder scene and find the murder weapon. The player of the Postcognitive PC wants to get an impression of what happened (an event), and how the weapon was used. So he closes his eyes and gently touches the weapon, sensing for psychic residues lingering on the weapon.

After all sympathy modifiers have been factored in the difficulty to activate is 5 (described event +5, at the location -3, holding the murder weapon -5). He rolls his activation check and succeeds. Since he met the required difficulty activate this Power he gets a brief glimpse of what happened. In his mind's eye, the character sees the killer raise the gun and shoot the victim in the back as she tries to flee out the front door.



Power Attack, Melee

Sample Power Aspects: *Magical Touch Spell, Implanted Energy Whip*

Base AP Cost: 2

Activation Difficulty: 4

Activation Time: Free Action (Attack or Maneuver is a Simple Action)

Requires a Power Source and Affinity Ability.

You are capable of performing some kind of strange melee attack, be it a touch that rots the flesh or the ability to summon a sword made of solid fire.

You may select this Power multiple times, each time you may select a different type of touch attack.

Regardless of the type of attack, the mechanics remain largely the same. Once the Power is activated you may roll to hit your target as a simple action melee attack made with your Strength or Agility (your choice). The target may defend with whatever Ability is most reasonable. Generally Agility will be used to dodge physical or energy weapons, Endurance will be used to defend against Powers that affectively break down the body, and Willpower resists attacks against the mind.

Weapon Rating: Your attack has a Weapon Rating equal to 3 + the setting's Tech Level (see pg. 300 for more about Tech Levels). If the setting uses multiple TLs, use the highest. Certain attacks, such as a magic death touch, may not allow the defender to apply his armor's Armor Rating. If you decide that your attack will ignore armor, you do not get to add your setting's TL to your attack's Weapon Rating.

Maneuver: Like many other types of attacks, this Power may also be used as a Maneuver to place an Aspect or a person, place, or thing. See page 255 for more about Maneuvers. The types of Maneuvers you can perform should, of course, relate to the type of attack you perform. So a rotting touch might be used to rot a rope, putting a Rotten Aspect on it, which you could compel the next time an enemy tries to climb it to make it break.

Modifiers

- +0 (Effortless):** Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point.
- +1 (Improved Weapon Rating):** The Weapon Rating when using this Power is increased by +2.
- +1 (Reach):** Your melee attack can be used to attack enemies in an adjacent zone.

- +1 (Versatile):** Your melee attack takes an additional form. You gain an additional Power Aspect to go along with this Power (so a wizard's Touch Attack Power might have both *Touch of Ice* and *Shocking Jolt* as Power Aspects). The mechanics of the Power remain the same for both forms. It is only its Aspect and the way it is described that changes. When you use this Power, decide at the time it is activated which of the two forms your Melee Power Attack will take. You may add additional forms to this Power, each time gaining a new Power Aspect for it.
- +2 (Persistent):** Your Melee Power Attack continues to deliver stress to your opponent each round. It could be some sort of corrosive acid attack, a magical flesh rotting spell, or some similar effect. The Power Aspect you take with this Power should relate to that. When you attack with this Power and your target suffers stress, he suffers an additional amount of stress on your next turn equal to the amount he suffered from the initial attack -3. Each round thereafter he continues suffering stress, though the amount suffered decreases by an additional -3 each turn. This Power continues to inflict stress this way for a number of rounds equal to the number of ranks you have in your Affinity Ability, though if the amount of stress you deal is reduced to 0, the effect ends.
- +2 (Repetitive):** Once activated, you may use this Power as many times as you desire for the duration of the scene. Any choices you must make upon using this Power when activated persist until it is activated again.

Super Power Attack, Melee

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power functions exactly the same as the normal version, but has a higher base AP cost in exchange for added bonuses to the attack's Weapon Rating.

The following chart lists the AP cost for each class, and the bonus to the attack's Weapon Rating:

Class	Base AP Cost	WR Bonus
Metro Class	6	+5
World Class	8	+10
Galaxy Class	10	+15
Cosmic Class	12	+20
Infinity Class	14	+25

Power Attack, Pulse

Sample Power Aspects: *Explosive Telekinetic Release, Magic Aura of Fire*

Base AP Cost: 3

Activation Difficulty: 4

Activation Time: Free Action (Attack or Maneuver is a Simple Action)

Requires a Power Source and Affinity Ability.

Like Power Attack, Ranged with the Ranged Explosion modifier, you are capable of attacking everything in an area. However, with this Power, the attack emits from you in all directions, affecting everything in the zone you occupy, but not yourself.

Explosive Rating: Your attack has an Explosive Rating equal to 1 + the setting's Tech Level (see pg. 300 for more about Tech Levels). If the setting uses multiple TLs, use the highest. Certain attacks, such as acidic clouds, may not allow the defender to apply his armor's Armor Rating. If you decide that your attack will ignore armor, you do not get to add your setting's TL to your projectile's Explosive Rating.

If you roll to activate this Power you may willingly decrease your Explosive Rating, though this does not decrease the activation difficulty unless you take the Variable modifier below. However, if you activate this Power by paying a Fate Point, you may not willingly decrease the ExR.

Modifiers

- 1 **(Aura Only):** Your pulse always functions as an aura. It cannot be used as a single attack.
- +0 **(Effortless):** Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point. However, you may not also select the "Variable" Modifier described below, and you may not willingly reduce your Power's Explosive Rating.
- +1 **(Aura):** Instead of rolling to activate a Pulse Power Attack, you may instead spend a Fate Point to activate the "pulse" and leave it on for the duration of the scene or until willingly "turned off". When using your Pulse Power Attack in this manner, you automatically attack every creature in the zone(s) your pulse affects every round. However, you suffer a -2 penalty on your attack rolls.
- +1 **(Expansive):** You may target the zone you occupy, but also all zones adjacent to it. You may target a zone radius equal to your Affinity, but your attack's ExR suffers a -2 penalty for every "layer" of zones you affect. For example, if you have an Affinity of two, you can use this Power to attack the zone you are in and two more zones around you in every direction expanding out from you in a widening circle. However, doing so would reduce the ExR of the attack by -2 on the first row of zones and -4 on the second row.

- +1 (Improved Explosive Rating):** The Explosive Rating when using this Power is increased by +2.
- +2 (Persistent):** Your attack continues to deliver stress to your opponent each round. It could be some sort of corrosive acid attack, a magical flesh rotting spell, or some similar effect, and the Power Aspect you take with this Power should relate to that. When you attack with this Power and your target suffers stress, he suffers an additional amount of stress on your next turn equal to the amount he suffered from the initial attack -3. Each round thereafter he continues suffering stress, though the amount suffered decreases by an additional -3 each turn. This Power continues to inflict stress this way for a number of rounds equal to the number of ranks you have in your Affinity Ability.
- +1 (Variable):** You may elect to increase or decrease the Explosive Rating of this Power by 1 for every 1 you add or subtract from the Activation Difficulty. You can change the Explosive Rating and Activation difficulty each time you use this Power, increasing or decreasing the ExR by doing the same to the Activation Difficulty. For example, if your attack's ExR is usually +3, you may increase it to +5. But by doing so, the activation difficulty for this use of your Power is likewise increased by +2.
- +1 (Versatile):** Your attack takes an additional form. You gain an additional Power Aspect to go along with this Power (so a wizard's Ranged Power Attack might have both *Magic Fire Burst* and *Magic Acid Cloud* as Power Aspects). The mechanics of the Power remain the same for both forms. It is only its Aspect and the way it is described that changes. When you use this Power, decide at the time it is activated which of the two forms your attack will take. You may add additional forms to this Power, each time gaining a new Power Aspect for it. The total AP cost of this Power is increased by +1 for each new form added.

Super Power Attack, Pulse

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power functions exactly the same as the normal version, but has a higher base AP cost in exchange for a higher Explosive Rating.

In addition, the number of zones affected by your Power is increased. The chart lists the number of zones away from you that you can affect in all directions.

The following chart lists the AP cost for each class, and the bonus to your Power's ExR:

Class	Base AP Cost	ExR Bonus	Additional Zones
Metro Class	5	+3	+1 zone away
World Class	7	+6	+2 zones away
Galaxy Class	9	+9	+4 zones away
Cosmic Class	11	+12	+6 zones away
Infinity Class	13	+15	+8 zones away

Power Attack, Ranged

Sample Power Aspects: *Mutant Laser Eyes, Magical Thrown Fireball*

Base AP Cost: 2

Activation Difficulty: 4

Activation Time: Free Action (Attack or Maneuver is a Simple Action)

Requires a Power Source and Affinity Ability.

You are capable of projecting some sort of unnatural ranged attack. You might throw fireballs, spit acid, crush your foe's mind with a psychic assault, shred the fabric of space your foe occupies, shoot laser beams from your eyes, etc. Select the type of attack you make when you purchase this Power. It may not thereafter be changed.

You may select this Power multiple times, each time you may select a different type of projectile attack.

Regardless of the type of attack, the mechanics remain largely the same. You roll to hit your target as a ranged attack made with your Affinity. The target may defend with whatever defense is most reasonable. Generally Agility will be used to defend against energy attacks, Endurance will be used to defend against Powers that affect or break down the body, and Willpower resists attacks against the mind.

Weapon Rating: Your attack has a Weapon Rating equal to 1 + the setting's Tech Level (see pg. 300 for more about Tech Levels). If the setting uses multiple TL's, use the highest.

Certain attacks, such as psychic blasts, may not allow the defender to apply his armor's Armor Rating. If you decide that your attack will ignore armor, you do not get to add your setting's TL to your attack's Weapon Rating.

If you roll to activate this Power you may willingly decrease your Weapon Rating, though this does not decrease the activation difficulty unless you take the Variable modifier below. If you activate this Power by paying a Fate Point, you may not willingly decrease the Weapon Rating.

Maneuver: Like many other types of attacks, this Power may also be used as a Maneuver to place an Aspect on a person, place or thing. See page 255 for more about Maneuvers.

The types of Maneuvers you can perform should, of course, relate to the type of attack you perform. The ability to breathe fire for example may allow you to place an *On Fire!* Aspect on an area, while you could use the ability to project ice to place a *Slippery when Iced* Aspect on a section of the floor.

Modifiers

- +0 (Effortless):** Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point. However, you may not also select the “Variable” modifier described below, and you may not willingly reduce your Power’s Weapon Rating.
- +1 (Improved Weapon Rating):** The Weapon Rating when using this Power is increased by +2.
- +1 (Beam or Full Auto):** You may use your Ranged Power Attack to perform Beam Weapon or Full-Auto Weapon special attacks (pg. 263 & 277). If you do so, instead of rolling Perception to see if you are over heated or out of ammo, you must instead roll Endurance against the same difficulty. If you fail, you must spend the next round resting your Power. This functions exactly like overheating a weapon.
- +1 (Long Range):** Your attack’s range rating is increased by +3.
- +1 (Variable):** You may elect to increase or decrease the Weapon Rating of this Power by 1 for every 1 you add or subtract from the Activation Difficulty. You can change the Weapon Rating and Activation difficulty each time you use this Power, increasing or decreasing the Weapon Rating by doing the same to the Activation Difficulty. For example, if your attack’s Weapon Rating is usually +3, you may increase it to +5. But by doing so, the activation difficulty for this use of your Power is likewise increased by +2.
- +1 (Versatile):** Your attack takes an additional form. You gain an additional Power Aspect to go along with this Power (so a wizard’s Ranged Power Attack might have both *Magic Fireball* and *Magic Lightning* as Power Aspects). The mechanics of the Power remain the same for both forms. It is only its Aspect and the way it is described that changes. When you use this Power, decide at the time it is activated which of the two forms your attack will take. You may add additional forms to this Power, each time gaining a new Power Aspect for it. The total AP cost of this Power is increased by +1 for each new form added.
- +1 (Expansive Explosion):** If you have selected the Ranged Explosion modifier (next page), you may target a number of additional zones equal to your Affinity. You suffer a penalty on your activation roll equal to the total number of zones targeted. So if you target two zones, you suffer a -2 penalty.
- +2 (Repetitive):** Once activated, you may use this Power as many times as you desire for the duration of the scene. Any choices you must make upon using this Power when activated persist until it is activated again.

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+2 (Persistent): Your attack continues to deliver stress to your opponent each round. It could be some sort of corrosive acid attack, a magical flesh rotting spell, or some similar effect, and the Power Aspect you take with this Power should relate to that. When you attack with this Power and your target suffers stress, he suffers an additional amount of stress on your next turn equal to the amount he suffered from the initial attack -3. Each round thereafter he continues suffering stress, though the amount suffered decreases by an additional -3 each turn. This Power continues to inflict stress this way for a number of rounds equal to the number of ranks you have in your Affinity Ability, though if the amount of stress you deal is reduced to 0, the effect ends.

+2 or +3 (Ranged Explosion): Instead of attacking a single target, you may make an attack against everyone in a targeted zone. When attacking a zone, the activation difficulty of this Power is increased by 2 and your Power's Weapon rating instead becomes its Explosive Rating. If your attack is always an explosion and may not be used to attack a single target, the AP cost modifier is +2 instead of +3.

Super Power Attack, Ranged

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power functions exactly the same as the normal version, but has a higher base AP cost in exchange for added bonuses to its Weapon Rating.

The following chart lists the AP cost for each class, and the bonus added to its Weapon Rating:

Class	Base AP Cost	WR Bonus
Metro Class	5	+5
World Class	7	+10
Galaxy Class	9	+15
Cosmic Class	11	+20
Infinity Class	13	+25

If you have purchased the Ranged Explosion Modifier, you instead use the chart below. In addition to having a higher ExR, the number of zones affected by your Power is increased. However, all affected zones must be adjacent to one other affected zone.

Class	Base AP Cost	ExR Bonus	Additional Zones
Metro Class	7	+3	+1 adjacent zone
World Class	9	+6	+3 adjacent zones
Galaxy Class	11	+9	+6 adjacent zones
Cosmic Class	13	+12	+12 adjacent zones
Infinity Class	15	+15	+24 adjacent zones



Precognition

Sample Power Aspects: *Tarot Cards, Psychic Sensitivity*

Base AP Cost: 4

Activation Difficulty: 10

Activation Time: Free or Simple Action, see below

Requires a Power Source and Affinity Ability

You have the ability to perceive flashes of events from the future, the exact opposite of Postcognition.

Like Postcognition, this Power works in two ways. First, you gain a Character Aspect called *Precognitive*. This Aspect can be compelled by the GM to grant you painfully vivid impressions of the future, or at least, a likely future scenario. Like any other compel, the player may refuse and reject the offered FP and flash of insight. However, should he accept, the precognitive flash assaults the user's mind as a wave of overpowering sensations. When this occurs, the GM may choose to roll an attack against the character's mind. The attack has an Edge Rating of +2 and the character may defend using his Willpower.

Such a compel should most often occur when the character is about to perform a very significant action, or when something bad is about to happen.

The second use of this Power is an intentional attempt to see the future. This is a more controlled use, usually requiring at least a few seconds of quiet time to meditate. In this case, the user rolls his Affinity against the activation difficulty as normal.

Success means the character will get some impression of the future. The GM should ask the player what he wishes to know about the coming events. The more specific the question, and the better the roll, the more accurate the information the GM should relate back. The player should also keep in mind that this is the most likely future, but not the only possible one. After all, the GM doesn't know how the dice are going to land in future scenes, or what choices the players will make. But he can give it his best guess.

For example, let's say the PCs (all policemen) are standing outside the door of the criminal's lair. But before they burst in, the player of the Precognitive PC wants to get an impression of what will happen should they do so. He tells the others to wait, closes his eyes, and opens his mind to the flow of time.

He rolls his activation check and succeeds. Since he beat the required difficulty to activate this Power, he gets a brief glimpse of what would happen should they burst in, guns blazing.

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The GM already knows that the criminals know the police are outside. He also knows that they are heavily armed and have taken up positions behind cover in the room. Checking the criminal's stats, he also knows that some of them are a pretty good shot. If the PCs burst in, they are dead meat.

So the GM tells the player that in his moment of insight he sees himself and his friends burst in, only to die in a hail of gunfire. The player, now armed with this knowledge, informs his teammates that they'd better sneak around and try the back entrance.



Read Emotions

Sample Power Aspects: *Telepathic Sensitivity, Cybernetic Brain Scanner*

Base AP Cost: 2

Activation: None

Activation Time: Free Action

Duration: One Round

Requires a Power Source and Affinity Ability

You have the ability to sense the emotions of another thinking creature. As a free action you may spend a Fate Point and roll your Affinity (Diff: 0) to instantly become aware of what emotions (happiness, sadness, apprehension, skepticism, etc.) your target is feeling.

The GM may place modifiers on the roll if the target is not of the same species as the character using this Power. For instance, a human using this Power on a lizard man may suffer a -3 on his Affinity roll, or a -2 if used on a dog.

Use of this Power places an Aspect on the target related to the emotion he is feeling. The user of Read Emotions who discovers this Aspect may invoke or compel it for free on the same round this Power is used. This Aspect is very fragile and will go away if the emotion the target is feeling changes.

Modifiers

- 1 (Animal Empathy):** You may use this Power on animals, but only animals. You still suffer the penalty to use this Power on targets of a different species.
- +1 (Universal Empathy):** You may use this Power on any thinking creature without penalty.



Read Thoughts

Sample Power Aspects: *Thought Reading Spell, Telepathy*

Base AP Cost: 2

Activation: Fate Point (Contested, see below)

Activation Time: Simple Action

Duration: One Round or Scene, see below

Requires a Power Source and Affinity Ability

You have the ability to listen in on the current thoughts of another sentient creature. Spend a Fate Point and roll your Affinity contested against the target's Willpower.

If you succeed, you hear the target's next few surface thoughts in your mind as if they were speaking them out loud. If you succeed and generate Spin on your Affinity roll, you can hear the target's thought for the rest of the scene.

If you fail, you do not hear the target's thoughts. If you fail and the target generates Spin on his defense roll, he senses the attempted mental intrusion and knows the general direction from which it came.

The GM may place modifiers on the roll if the target is not of the same species as the character using this ability. For instance, a human using this Power on a goblin may suffer a -2 on his Affinity roll. You must also be able to speak the same language as the target to understand what he is thinking.

Use of this Power may allow you to discover one of the target's Aspects if it is relevant to the situation and his current thoughts. The user of Read Thoughts who discovers this Aspect may invoke or compel it for free during the following round. This Aspect may be very fragile however, and could go away depending on the situations and how it changes.

Modifiers

- +2 (Universal Reading):** You may use this Power on any thinking creature without penalty and without the need to share a common language.
- +1 (Mind Bridge):** You need to spend a FP to activate this Power on a willing target.
- +1 (Sensory Link):** When reading someone's thoughts, you can also perceive the world through their senses. For a brief moment you can see what they see and hear what they hear.

Repel Creature

Sample Power Aspects: *Compelled by Faith, Aversion Spell*

Base AP Cost: 1

Activation: Fate Point

Requires a Power Source and Affinity Ability

You may use the force of your will, the power of your faith, or some other ability to drive creatures of a certain type out of the zone you occupy.

When you take this Power, select a type of supernatural creature to repel. Common creatures repelled by this power are undead, spirits, demons, elementals of a specific type, etc. Living creatures with the ability to possess others, such as some wizards or psychics, are considered spirits when in possession of another.

To repel a creature, you roll your Affinity as a block action (see pg. 260). The creature must roll its Willpower to resist. If it fails, it must immediately retreat from the zone you occupy. Or if it cannot, it must move as far away from you as possible. Once outside of the affected zone, it must overcome the block to get back in.

Note that in the case of a possession, you'll most likely need to somehow restrain the body. Otherwise, the possessing creature can just move away taking the body with it. So you'll need to restrain it first if you want to force the creature out.

Note that the GM may need to adjust the AP cost of this Power depending on the rarity of the creature to be repelled. For example, in a world where demons are as common as humans the AP cost should be a bit higher.

Modifiers

- +0 (Strenuous Repel):** Repelling a creature is a stressful process for you. Instead of spending a Fate Point to activate this Power, you need to make an activation roll against a difficulty of 4.
- +1 (Potent Repel):** For every additional AP you spend on this Power, your Affinity is considered 2 higher when using this Power.
- +1 (Additional Creature Type):** For every additional AP you spend on this Power, you gain the ability to Repel one additional type of creature.
- +1 (Destructive Repel):** Each time, including the first time, the creature tries and fails to overcome your block, it suffers an amount of physical stress equal to the amount by which it failed. For example, if your block potency is 5, and the creature attempting to enter your zone rolls a total of 3 on its Willpower roll, it suffers 2 points of stress in addition to being forced to leave the zone.

Regeneration

Sample Power Aspects: *Mutant Healing Factor, Implanted Medi-bot Factory*

Base AP Cost: 2

Activation: None

Your body heals from wounds at an incredible rate. When you purchase this Power, the amount of time required for a Physical Consequence to degrade to a lower severity is reduced by 1 time increment. See pg. 295 for more on time increments.

For example, normally it requires about a month to reduce an Extreme(P) Physical Consequence to Severe(P). However, if you have Regeneration, it only takes a week.

Modifiers

- +1 (Limb Re-Growth):** By spending one more AP on this Power, you also gain the ability to re-grow lost limbs. Once the Consequence associated with the loss of the limb has been healed, the limb has been restored.

Super Regeneration

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for the added effects described below.

- ✦ Metro Class Regeneration (AP: 4)** – Reduce the amount of time it takes to heal a Consequence by 2 time increments.
- ✦ World Class Regeneration (AP: 6)** – Reduce the amount of time it takes to heal a Consequence by 3 time increments, and you can return to life from death. You can only be killed by disintegration, a severed head, or a destroyed heart.
- ✦ Galaxy Class Regeneration (AP: 8)** – Reduce the amount of time it takes to heal a Consequence by 4 time increments, and you can return to life from death. You can only be killed by disintegration or a severed head.
- ✦ Cosmic Class Regeneration (AP: 10)** – Reduce the amount of time it takes to heal a Consequence by 5 time increments, and you can return to life from death. You can only be killed by disintegration.
- ✦ Infinite Regeneration (AP: 12)** – You heal all wounds in a single turn and can only be killed by disintegration. And even then, if 10% of your body mass can be collected you can reform and awake in about a day.

Resistance

Sample Power Aspects: *Fire-Proof Skin Covering, Protection Spell*

Base AP Cost: 1

Activation: None

You are supernaturally resistant to damage from one specific source, be it fire, disease, or even just plain iron.

This Power works passively, granting a natural Armor Rating with no need to activate it. The amount of armor provided depends on the rarity of the damage source you are resistant to. See the table below for guidelines:

Cost	Armor Rating	Examples
Common	2	Iron, Lead, Stone, Wood, etc.
Uncommon	4	Disease, Fire, Electricity, Psychic Attacks
Rare	6	Radiation, Death Magic, etc.

Modifiers

- +1 (Improved Resistance):** The Armor rating provided is increased by the initial value, effectively doubling (or tripling or quadrupling, etc) its effectiveness.
- +V (Immunity):** You are simply immune to damage from your specified source. The additional AP cost to gain this Modifier depends on the rarity of the type of attack you are immune to. It is +5 for “Common” attacks, +3 for “Uncommon”, and +1 for “Rare”.



Sense

Sample Power Aspects: *Psychic Awareness, Location Spell*

Base AP Cost: Varies

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source and Affinity Ability

You have the ability to sense the location of objects, energies or substances at a distance of 4 + your Affinity rating in zones away. (Or if exact distances are required, 4 + your Affinity rating x 10 yards away.) And not only do you sense their presence, but you may be able to discern facts about them.

Your sensitivity allows you determine your target’s distance from you and an estimate of how much there is. The GM may call for an Affinity roll, treating it much like a Perception roll, to determine what kinds of details are available.

For example, the ability to detect water can allow you to determine how much there is (Diff: 0) and with a good roll (Diff: 2), determine if it is poisoned. An exceptional roll (Diff: 5) may even allow you to determine if any creatures are in the water, and if yes, how many.

The ability to sense magic may allow you to sense objects cloaked in invisibility spells or find hidden magic items. Good rolls (Diff: 2) may allow you to tell how powerful something is or what a magical item does (Diff: 4). While an exceptional roll (Diff: 5) may even give you some hint at who cast the magic.

The ability to sense living creatures might tell you what kind of creature it is (Diff: 2) or how healthy it is (Diff: 4). On a very good roll (Diff: 5), you may even get a sense of what its Physical Ability ratings are.

The AP cost of this Power depends on the rarity of the object you seek. See the table below for guidelines:

Rarity	AP Cost	Examples
Common	3	Water, Iron, etc.
Uncommon	2	Living Creatures, Weapons, etc.
Rare	1	Magic, Ghosts, etc.

Note that the GM may increase the AP cost if you are able to sense very valuable objects, such as gold or diamonds.

Also keep in mind that your GM may already allow you to use your Affinity to do basic sensing of things related to your Power Source without requiring you to take this Power (see pg. 91).

Modifiers

- +1 (Improved Sensitivity):** When using this Power, your Affinity Ability rating is considered 2 rank higher.
- +1 (Long Range):** Multiply the distance at which you can sense objects by 10.
- 2 (Locate Object):** Instead of a general sense, for a base AP cost of 2 you can sense the location of a specific object. To do this, you must spend a Fate Point to activate this Power then succeed on an Affinity roll against a difficulty set by your familiarity with the object. If you succeed, you can sense the direction the object is in, and have a general idea of how far away the person is. If you fail, you suffer stress and the Power does not activate. The difficulty to locate an object is 5 + any relevant sympathy modifiers. See pg. 123 for the sympathy modifiers table.
- 3 (Locate Person):** This modifier is the same as the “Locate Object” modifier, but costs 3 AP and can be used to locate specific people. The difficulty to do this is 6 + any relevant sympathy modifiers.

Shapeshifting

Sample Power Aspects: *Mutant Shapechanger, Transformation Spell*

Base AP Cost: 9

Activation: Fate Point each time you change

Activation Time: One Turn

Duration: Permanent until you change back

Requires a Power Source and Affinity Ability

You have the power to change your physical form at will, altering your physical features, sex, species or becoming something altogether unique. When you do, you gain an Aspect that describes your new form such as *Wolf*, *Table* or *Giant Green Monster*. This new form can be any creature or object of similar mass and can be a form that is completely unique.

When changing to a new form, add up the number of ranks you have in all of your physical Abilities plus your Affinity Ability. You may then redistribute these ranks however you choose as you take your new form. So if you add up all your ranks, and you get a total of 32, you have 32 points to redistribute to better model your new form. (Though the maximum rank you can have in a single Ability cannot exceed your Affinity x 3.)

You may also trade these ranks for temporary Advantage Points to purchase Advantages that represent physical traits such as *Body Weaponry*, *Striking Looks*, *Flight (Wings)*, *Armor*, etc. You lose these temporary Advantages when you change form.

When changing your looks to form a disguise, you gain a +4 on *Deception*. Though the GM probably shouldn't even make you roll unless your observers know they are looking for a shapeshifter.

Modifiers

- 2 (**Themed Shifting**): You may only take forms that match up to a certain theme, such as natural animals or humanoid forms.
- +1 (**Shapeshifting Mastery**): For the purposes of this Power, your Affinity is considered 2 ranks higher.
- +1 (**Mass Shifting**): You may spend any extra physical Ability ranks on shifting your size up and down. This has no effect on your capacity to resist physical stress, but you gain any other relevant benefits and penalties based on your Size. For every two ranks spent, you can change your size by one category. See pg. 289 for more on Size.

Do Your Homework!

Some Powers, such as Shapeshifting and Control can be a bit of a chore to implement during the game. You need to shift a lot of numbers around, look at other Advantages, and really think about what you are doing to be effective. This can take up precious gaming time and leaves other players sitting bored while you figure out what you are doing.

To avoid this, it is **STRONGLY** recommended you have a lot of the work done ahead of time. Are you a shapeshifter? If so, come to the game with five or six of your most commonly used alternate forms already worked out.

This advice applies to any Power that requires you to make decisions before you use it. Have a plan for how you intend to use your Powers and your GM and fellow players will thank you for not wasting their time.

Shrink

Sample Power Aspects: *Shrinking Spell, Mutant Shrinkage*

Base AP Cost: 1

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

You are capable of decreasing your Size and mass. When you activate this Ability, you decrease your Size by one category. See pg. 289 for more on Size and how it affects you.

You might also consider Linked Advantage and Weakness to better define the effect of your Shrinking, such as using Linked Advantage to gain Super Agility or Weakness to lower your Strength as you suffer from reduced muscle mass.

Modifiers

- +1 (Decreased Size):** For every 1 AP spent, decrease your Size by one additional category.
- +2 (Small):** You are always small and do not need to activate this Power. It is considered “always on”.

Sleepless

Sample Power Aspects: *Robot, Gene-Engineered Augmentation*

Base AP Cost: 2

Activation: None

Requires a Power Source and Affinity Ability

For whatever reason, your body does not require sleep.

Modifiers

- 1 (**Restful**): While you do not need to sleep, your body still needs to rest for about 4 hours a day. While resting, you suffer a -2 penalty on Perception rolls.



Summon Creature

Sample Power Aspects: *Psionic Teleportive Snatch, Magical Summoning*

Base AP Cost: 2 + Creature's Highest Ability

Activation Difficulty: 8 + Creature's Highest Ability

Activation Time: Simple Action

Duration: Scene (8 hours with FP expenditure)

Requires a Power Source and Affinity Ability

You have the ability to call some other creature to aid you, a generic creature of a certain type. When you select this Power, you select the type of creature you will summon. Both the AP cost of this Power and the activation difficulty are based on the chosen creature's highest Ability.

When the creature is summoned, you may make an Affinity roll contested by the summoned creature's Willpower. If you succeed, you may give the summoned creature a single command which it must obey for a number of turns equal to the difference between your Affinity roll and the creature's Willpower roll to resist.

If you generated Spin on this roll even after the creature is free of your command, he still will not attack you directly during this scene. If you fail on your roll to control the summoned creature, the creature is free to act as it chooses.

At the end of the scene or if the summoned creature is killed, it vanishes. By spending a Fate Point, your summoned creature can remain for 8 hours.

Modifiers

- +1 (**Master Summoner**): For the purposes of using this Power, your Affinity Ability is considered 2 higher.
- +1 (**Stable Master**): You may summon one additional type of creature. The cost of this Power is always based on the most powerful creature you can summon.



Super Agility

Sample Power Aspects: *Mutant Agility, Agility Enhancement Spell*

Base AP Cost: See Below

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and, you must be at least a Metro Class Super Hero to purchase this Power.

You gain the ability to become super agile, gaining the Aspect *Super Agile* when this Power is activated as well as the following benefits:

Metro Class Super Agility (AP: 6)

Attacking: When attacking with Super Agility, such as when using a ranged weapon or a melee weapon with the *Deadly Grace* Expert Advantage, you add a bonus to your attack roll.

The bonus you may add is +5, or twice the Weapon Rating of the weapon you are using, whichever is lowest. If you are attacking unarmed, the bonus can be as high as double your Strength or +5, again, whichever is lowest.

No matter how accurate or fast you are, it’s hard to take down a tank with a plastic knife.

Defending: When defending with Super Agility, your gain a +5 bonus on your defense roll.

Other Rolls: For other uses of Super Agility, such as initiative, jumping or climbing, you gain a +3 bonus.

Additional classes of this power can be purchased by more powerful super heroes. The higher class version of this Power functions exactly the same as the Metro class version, but has a higher base AP cost in exchange for added bonuses to your rolls when using this Power.

The following chart lists the AP cost for each class, and the bonus added to your Agility rolls. The first is used for attack and defense rolls, while the second bonus is applied to other types of Agility rolls.

Class	Base AP Cost	Bonus
World Class	8	+10/+6
Galaxy Class	10	+15/+9
Cosmic Class	12	+20/+12
Infinity Class	14	+25/+15

Modifiers

+2 (Passive): Your Super Agility is “always on”, and you do not need to activate it.

Super Endurance

Sample Power Aspects: Alien Durability, Super Cybernetic Reinforcement

Base AP Cost: See Below

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and, you must be at least a Metro Class Super Hero to purchase this Power.

You gain the ability to become super durable, gaining the Aspect *Super Endurance* when this Power is activated as well as the following benefits:

Metro Class Super Endurance (AP: 3)

Stress Boxes: For the purposes of determining how many stress boxes you have in each row, your Endurance is considered 3 ranks higher. The added stress boxes granted by this Power are added in front of your normal stress boxes, meaning stress is applied to the new stress boxes first. When this Power deactivates, the additional stress boxes gained and any stress that may have accumulated in them, are cleared.

Other Rolls: For other uses of Super Endurance, such as resisting poison, you gain a +5 bonus.

Additional classes of this power can be purchased by more powerful super heroes. The higher class versions of this Power function exactly the same as the Metro class version, but have a higher base AP cost in exchange for added bonuses to your rolls when using this Power.

The following chart lists the AP cost for each class, and the bonus added to your Endurance for the purpose of determining how many additional stress boxes you have in each row or a bonus on rolls:

Class	Base AP Cost	Bonus	Stress Boxes
World Class	5	+10	+6
Galaxy Class	7	+15	+9
Cosmic Class	9	+20	+12
Infinity Class	11	+25	+15

Modifiers

+2 (Passive): Your Super Endurance is “always on”, and you do not need to activate it.



Super Strength

Sample Power Aspects: *Cybernetic Augmentation, Mutant Strength*

Base AP Cost: See Below

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and, you must be at least a Metro Class Super Hero to purchase this Power.

You gain the ability to become super strong, gaining the Aspect *Super Strong* when this Power is activated, as well as the following benefits:

Metro Class Super Strength (AP: 4)

Stress Boxes: For the purposes of determining how many stress boxes you have, your Strength is considered 2 ranks higher. The added stress boxes granted by this Power are added in front of your normal stress boxes, meaning stress is applied to the new stress boxes first. When this Power deactivates, the additional stress boxes gained, and any stress that may have accumulated in them are cleared.

Other Rolls: This Power provides a Weapon Rating of +5 to unarmed punches and kicks or adds +5 to the WR of melee weapons. You also gain a +5 bonus on all Strength based Maneuvers and special actions as well as non-conflict related Strength rolls. In addition, you are considered one Size category larger for the purposes of determining your lifting capacity. See pg. 289 for more on lifting capacity.

Additional classes of this power can be purchased by more powerful super heroes. The higher class versions of this Power function exactly the same as the Metro class version, but have a higher base AP cost in exchange for an added bonus to the WR of Strength based attacks and further Size increases for the purposes of determining your lifting capacity.

The following chart lists the AP cost for each class, the bonus stress added to Strength attacks and your Size increase for the purposes of determining your lifting capacity.

Class	Base AP Cost	WR/Bonus	Stress Boxes	Size Increase
World Class	6	+10	+4	+2
Galaxy Class	8	+15	+6	+3
Cosmic Class	10	+20	+8	+4
Infinity Class	12	+25	+10	+5

Modifiers

+2 (Passive): Your Super Strength is “always on”, and you do not need to activate it.

When/Why Super Abilities?

You may be asking yourself, “Why take Super Ability instead of just increasing my Ability to really high levels?” And that’s a valid question. The reason is twofold.

The first and most simple reason is that, at some point, it becomes a cheaper way to get better with an Ability.

Secondly, Super Ability exists is to insure the dice still matter. If you have a Strength of 80, how often do you think the dice will impact your performance? Likely not often. And when two super powered individuals fight, and the dice don’t matter, the entire outcome can be seen beforehand. Just look at their stats, do a little math, and you can see who the winner is almost certainly going to be.

Super Abilities allow the GM and players to make characters with phenomenal physical abilities, while retaining the random element dice provide.

As a rule of thumb, if a character or creature is going to have a Strength, Agility or Endurance Ability higher than 5, the GM should require them to take a Super Ability instead. Though for mundane creatures, such as bears and elephants, you might just allow them higher Strength for the sake of simplicity.

It’s also a good idea to take Super Abilities if there is ever a possibility of losing your Powers. For example, let’s say you have a character with Super Strength, but has the Weakness that he loses his Powers when exposed to a certain rare element. In that case, it’s better to create the character with a Strength rating equal to what his Strength would be without his Powers, then add Super Strength.

So Ultra Guy, who could normally flip a tank with one hand, may only have a Strength rating of 2. But he also has Galaxy Class Super Strength.

Telekinesis

Sample Power Aspects: *Psionic Mind over Matter, Magic Force Spell*

Base AP Cost: 3

Activation Difficulty: 4 + Telekinetic Strength (see below)

Activation Time: Free Action

Duration: One Turn

Requires a Power Source and Affinity Ability

You have the ability to control objects at a distance, without physically touching them, using an invisible force.

Each activation allows you to manipulate the object for one turn. You may attack by smashing or crushing your target with telekinetic force or perform

maneuvers as if you were interacting with the target with a pair of giant invisible “hands”. The Strength of the “hands” is determined when you activate this Power. And its Agility is equal to your Affinity.

When you activate this Power, you must determine the Strength of your Telekinesis. The activation difficulty is equal to your Telekinetic Strength + 4. For instance, if you want your Telekinetic Strength to be 3, then the activation difficulty is 7.

Attacks made but striking with your Telekinesis are made with its Strength.

Modifiers

- 1 (**Visible Force**): Your telekinetic force is visible to others. It appears as translucent tendrils of glowing mist originating from you, or something similar.
- 1 (**Effortless**): Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point. However, your Telekinetic Strength is always 2.
- +1 (**Agile**): Your Affinity is considered 2 higher for the purposes of determining your telekinetic Agility, but not for activation rolls.
- +1 (**Strong**): Your Telekinetic Strength is increased by +2 for free. You may also take this modifier with “Effortless”.

Super Telekinesis

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power function exactly the same as the normal version, but has a higher base AP cost in exchange for an added bonus to “Strength” rolls and an increase in your Size category for the purposes of determining your telekinetic lift capacity.

The following chart lists the AP cost for each class, the bonus stress added to telekinetic Strength rolls and your size increase for the purposes of determining your telekinetic lifting capacity.

Class	Base AP Cost	Bonus	Size Increase
Metro Class	7	+5	+1
World Class	9	+10	+2
Galaxy Class	10	+15	+3
Cosmic Class	12	+20	+4
Infinity Class	14	+25	+5

Teleport Other

Sample Power Aspects: *Implanted Translocation Beam, Magical Teleportation Spell*

Base AP Cost: 4

Activation Difficulty: 5 + Target's Size + Sympathy Modifiers (pg. 123)

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

This Power functions like Teleport Self, but you can more easily affect other people or objects. To target an object or person you are touching, roll for activation and apply the same penalties as for personal teleportation depending on where you are sending the person or object.

Modifiers

+1 (Ranged): You do not have to touch an object to teleport it. You need only see it, and it must be within 1 zone per rank of your Affinity Ability. If you are attempting to teleport an object out of another person's hand after you have made your activation roll, you must also beat the target in a contested roll of your Affinity vs. their Agility.



Teleport Self

Sample Power Aspects: *Super Science Translocation Implant, Psionic Teleportation*

Base AP Cost: 4

Activation Difficulty: 5 + Sympathy Modifiers (pg. 123)

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

You can instantly move from one location to another regardless of distance. However, the more familiar you are with your target area, the easier it is to teleport there. You may carry with you any equipment on your body and a small object in each hand or a larger object in both hands.

Teleported objects maintain the same velocity and direction of travel they had before teleporting. So if you jump off a building and teleport just before you hit the ground, you aren't saved from the impact. You'll just splatter elsewhere. Though teleporting over water might be better than impacting against concrete!

Roll your Affinity to activate this Power and apply the single most appropriate modifier from the sympathy modifiers table on page 123. If you succeed, you instantly disappear from where you are currently standing and appear at your chosen location. If you fail, you suffer the appropriate stress and do not teleport.



Modifiers

- 1 (**Line of Sight**): Your teleportation is always limited by sight. You must be able to see your target location to teleport there.
- +1 (**Precision Teleportation**): You gain a +2 bonus on your activation roll .
- +1 (**Blink**): The Activation time for this Power is a Free Action instead of a Simple Action.
- +2 (**Versatile**): You negate your velocity when you teleport. And by spending a FP, you can elect to maintain your velocity but change your direction of travel.
- +1 (**Offered**): You may bring some other person or object you touch with you when you Teleport, but you suffer a penalty on your Affinity roll equal to the object or person's Size +2.



Teleportation Portal

Sample Power Aspects: *Cybernetic Worm Hole Generator, Rift Spell*

Base AP Cost: 6

Activation: Extended Affinity roll, Diff: 10 + Sympathy Modifiers (pg. 123), Simple Action (Stress: Mental or Physical)

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

This Power functions like Teleport Self, but instead of simply moving yourself or an object instantly to another place, you open a gateway to another place. Once opened, the gateway lasts until the end of the scene (or until you will it shut) and anyone or anything can travel through it between locations. The doorway opening can be as large as one yard, both in width and height, per rank of your Affinity Ability.

To open a portal to another location, roll you Affinity to activate this Power, modified by the same level of familiarity with the destination as with Teleportation, Personal.

Modifiers

- +1 (**Gate Keeper**): For the purposes of this Power, your Affinity Ability is considered 2 higher.



Terrify

Sample Power Aspects: *Psychic Anxiety, Fear Spell*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action, activates as an attack

Duration: Scene

Requires a Power Source and Affinity Ability

You have the ability to instill a sense of terror in your foes. Spend a Fate Point and roll your Affinity as an attack against your target (with an Edge rating equal to your Affinity Ability). The target may resist with Willpower. If you succeed in forcing your target to take a Mental Consequence, the Consequence they take must somehow relate to their fear of you.

In addition, you may use this Power to perform a Maneuver. You may roll your Affinity contested against your victim's Willpower. If you succeed, your target gains the *Anxious Aspect* for a number of rounds equal to the difference between your Affinity roll and your victim's Willpower roll.

You do not need to spend a Fate Point to activate the Power when using it this way and if you generate Spin on the roll to perform the Maneuver; the *Anxious Aspect* lasts the duration of the scene.



Modifiers

- +1 (Horrific):** Gain a +2 bonus on all rolls to use this Power.
- +1 (Aura of Terror):** You may attack every person in the zone you occupy or an adjacent zone.
- +1 (Fear of the Unknown):** The target need not see you. You need only be able to see the target yourself. In this case, Consequences the target takes should relate to a more general sense of fear instead of fearing you specifically. Also, if the defending opponent generates Spin on his Willpower defense roll, he senses that his emotions are being artificially manipulated and may even sense the general direction you are in with an exceptional success.

Thermal Vision

Sample Power Aspects: *Evolved Mutation, Cybernetic Eyes*

Base AP Cost: 2

Activation: None

This Power permanently grants you the Perception Specialty Aspect *Thermal Vision*. This Aspect might be invoked to grant bonuses to perceive in darkened or obscured areas, but may be compelled if what you are looking for is room temperature.

Modifiers

+0 (Activated): This Power is activated with a Fate Point.

+1 (Adaptive): The Aspect associated with this Power is persistent, but you can switch this Power on and off at will.



Transmogrification

Sample Power Aspects: *Magical Shapechanging, Mutant Transformation*

Base AP Cost: 4

Activation Difficulty: Fate Point

Activation Time: Simple Action

Duration: Permanent, though you may undo all changes at will.

Requires a Power Source and Affinity Ability

You can transform your body at will, making physical alterations on the fly.



When you activate this Power, you gain a number of transformation points equal to your Affinity. These points may be spent as a simple action to grant you immediate access to any other Power or Powers. These Powers are purchased with your transformation points as if you had used Advantage Points. The Power(s) gained must in some way relate to a physical transformation of your body, such as *Body Weaponry* to grow fangs or *Armor* to grow a thick carapace.

Each time this Power is activated you may purchase a different Power or set of Powers with your transformation points.

Alternatively, instead of selecting a Power, you can gain a temporary persistent Aspect such as *Beastly Countenance(P)* or *Bug's Eyes(P)*. Such an Aspect is considered to be worth 2 Advantage Points for the purposes of this Power.

Modifiers

+1 (Master of the Flesh): Your Affinity Ability is considered 2 ranks higher for the purposes of this Power.



Transmute Matter or Energy

Sample Power Aspects: *Alteration Spell, Implanted Transmutation Device*

Base AP Cost: 5

Activation Difficulty: 2 + Modifier for Mass + Severity of Change

Activation Time: Simple Action

Duration: Permanent

Requires a Power Source and Affinity Ability

You can transform nonliving or vegetable matter or energy into another type of matter or energy.

To transform matter or energy, you need only activate this Power while within line of sight of your subject. To activate this Power, the character must roll his Affinity against a difficulty determined by adding together 2 + a modifier based on the amount of the matter changed + a modifier set by the degree of change.

Modifiers for the amount of matter changed, or the degree of change, can be found below:

Modifier	Example of Mass
+1	Coin
+2	Cup of Water
+3	A Chair
+4	Barrel
+5	Pool Table
+6	Car
+7	Small House
+8	Airplane
+9	Industrial Complex
+10	Small Town

Modifier	Examples of Change
+2	Water to Milk, Rock to Iron, Heat to Light
+4	Water to Wood, Rock to Milk, Heat to Electricity
+6	Water to Gold, Rock to Air, Heat to Sound
+8	Water to Fire, Rock to Electricity, Heat to Water

You can use this Power to attack or perform a Maneuver. You may attack by transforming thing air above someone to rock, transmuting the floor to fire, etc. When attacking, roll your Affinity (with a Weapon Rating equal to the setting's Tech-Level). The target may defend with whatever Ability seems most appropriate.

The duration of the change is permanent.

Modifiers

- 1 **(Limited):** You may only change your target in one specific way, such only being able to change things into stone or sound.
- +1 **(Master Transmuter):** Your Affinity Ability is considered 2 higher for the purposes of using this Power.
- +3 **(Organic Transformation):** You may transform living creatures in the same way you can transform nonliving matter or energy. This works exactly the same as Morph Living, but the end result can be inert matter or energy. This places the victim into a form of suspended animation until he is somehow changed back. The difficulty of the extended action to change a living being in this way is equal to 8 + the target's Endurance + a duration modifier (pg. 295) + a degree of change modifier. Sample modifier for the degree of change can be found below:

Modifier	Example of Change
+2	Living Human to Water
+3	Living Human to Stone
+4	Living Human to Air
+5	Living Human to Fire

If the object your victim is transformed into is destroyed, such as shattering a character transformed into glass, or drinking a character changed into water, he is killed.



Wall-Walker

Sample Power Aspects: *Spider-Like Mutation, Magic Wall Crawling Spell*

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You may spend a Fate Point to be able to crawl on vertical surfaces, or even on the ceiling, at your normal moving speed.

You effectively gain a +20 bonus on rolls to climb, though the GM should rarely require you to make such rolls since you can climb most anything with little difficulty.



Weapon Mastery

Sample Power Aspects: *Magical Enhancement Spell, Implanted Computer with Combat Assist Programming*

Base AP Cost: 2

Activation: None

When you take this Power, you must select a specific type of weapon (pistol, long sword, crossbow, etc.). You gain a persistent Agility or Strength Aspect (depending on which Ability you use to attack with your chosen weapon) called *Master of the X (P)*, where “X” is your weapon of choice.

You may select this Power multiple times, each time you may select a different type of weapon.



X-Ray Vision

Sample Power Aspects: *Alien Senses, Cybernetic Eyes*

Base AP Cost: 2

Activation: Fate Point

You may spend a Fate Point to be able to see through walls, clothing, doors, etc. Generally you can see through 1ft of material, though this may vary depending on the density of the material. For instance, you may only be able to see through 1 inch of lead, but 2 feet of wood.

Also, when this Power is activated, you gain the persistent Aspect *X-Ray Vision (P)*.

If you also have one of the Insubstantial Powers, this Power can be activated for free any time you become insubstantial.

Modifiers

+1 (Penetrating Gaze): Your gaze can penetrate one additional foot of material for every additional AP spent.



Meta-Powers

Conditional Trigger

Base AP Cost: See Description

Requires any other Advantage

When you select this Power, you must associate it with any other Advantage (Expert, Heroic or Power) you have already purchased. You cannot activate the associated Advantage unless it is triggered by some event. When the triggering event takes place, you must attempt to activate the associated Advantage on your next action.

By associating your Advantage with a Conditional Trigger, you may reduce the AP cost of that Power. The amount reduced depends largely on the type of event required to trigger the Advantage, and how frequently that's likely to occur. Regardless of your triggering event, you may never reduce the cost of an Advantage below 1. The table below provides some examples of AP cost reductions and some fitting triggers.

Cost Mod	Sample Triggering Event
-1	Character must attain an emotional state, such as anger or total calm. Must be exposed to a common material, such as water. Power only works after some other action, such as an attack or Maneuver, is performed. Must be injured enough to suffer a Minor Consequence.
-2	Character must be injured, having taken a Major Consequence. Must perform some rather complex task, such as a dance.
-3	Character must be exposed to a rare material, such as uranium, or have taken a Severe Physical or Mental Consequence.

Note that when triggering Advantages that don't normally have a limited use or duration (such as most Expert and many Heroic Advantages), the Advantage remains only for the duration of the scene in which it was triggered. Or it may persist as long as the character remains exposed to the stimulus that triggered it.

Also, some triggers may not make sense with some Advantages. For example, you should not get a price break on Regeneration by taking a Conditional Trigger that activates Regeneration only after being wounded. Remember that the GM always has final say-so on how much an Advantage should cost.

Modifiers

- +1 (Controlled Trigger):** You may choose to not trigger your Advantage on the following round after the triggering event. Otherwise, the triggering is reflexive or impossible to resist.

Control

Sample Power Aspects: *Magical Control of Reality, Psychic Mindbender*

Base AP Cost: 5-9 (See below)

Activation Difficulty: Base Difficulty (6 – TL) + Control Modifiers

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

Be it through magical training, psychic ability, or divine will, you are able to control... something. It might be a specific type of energy or matter (such as fire, gravity, light, sound, earth or metal), slightly more abstract concepts like darkness or the weather, or broad ranging concepts like kinetic energy, the mind, or even reality itself.

The base AP cost of this Power depends on how prevalent the thing that you control is, which is referred to as your “domain”. The table below provides some examples of substances and costs.

AP Cost	Sample Domains
5	Fire, Earth, Air, Metal, Computers, Weather, etc.
7	Kinetic Energy, Matter, the Mind, Space, etc.
9	Reality

When you use Control, you must first roll for activation. The activation difficulty is set by adding any modifiers you choose to the base difficulty. The base difficulty is equal to 6 – the campaign’s Tech-Level. If the campaign uses multiple TLs, use the highest.

You may elect to increase the activation difficulty of this Power in exchange for more potent effects. Just remember that the higher the difficulty, the more stress you are likely to take. Also, if you fail to meet the base difficulty on an activation roll (the difficulty before any increases are added), not only do you suffer the stress you would normally suffer, but your attempt to use your Control is actually disrupted and you can’t use it this round.

For example, let’s say your base activation difficulty is 3, and you want to increase the activation difficulty to 6 in exchange for a more powerful effect.

If you roll an 8, you activate your Control and suffer no stress.

If you roll a 4, you can still use your Control but suffer 2 points of stress.

If you roll a 1, you suffer 5 points of stress and your Control fails to activate altogether.

Also remember that the ability to control your domain does not necessarily allow you to create things from nothing. To control metal, there must be metal nearby for you to control. This is why the domains that are effectively everywhere are more expensive.

The following sections describe how Control can be used to perform some common actions:

Attack

Depending on your domain and your surroundings, you may be able to use your control over your domain to make attacks. For example, you might use your control over fire to turn a cigarette lighter into a flame thrower, or control of the mind to unleash a devastating psychic barrage.

To resolve any attack using your domain, you must first determine what type of attack you are performing (physical or mental). Then decide on the attack's Weapon Rating. The WR is then added to the activation difficulty to use Control.

Once activated, roll your Affinity to attack, and your target may defend with whichever Ability seems most appropriate. Generally Agility is used to solid objects or bursts of energy, Endurance is used to fight off direct assaults on the body such as disease, poison, radiation, etc., and Willpower is used to resist attacks against the mind.

Ranged attacks generally have a range rating equal to your Affinity, though if your attack instead requires you to be in the same zone as your target, reduce the activation difficulty by -1.

An attack comes and goes in an instant, requiring only a simple action to activate and make the attack roll.

Area of Effect: You may elect to attack everyone inside a zone instead of a single target. When doing so, increase the activation difficulty of this use of Control by +4. In addition, instead of adding a Weapon Rating, you add an Explosive Rating. And as with a Weapon Rating, you add your Explosive Rating to the activation difficulty to use Control in this manner.

Persistent Attack: By increasing the activation difficulty by +4, your attack deals damage over time, such as with a slow burning acid. If you hit an opponent with your attack and he suffers stress, each additional round he suffers an amount of stress equal to the amount he suffered on the previous round -3. Once the amount of stress he suffers drops to 0, the attack has ended.

So if your opponent suffers 7 points of stress with the initial attack, he'd suffer 4 the next round, then 1, then 0.

Ignore Armor: If you attack using Control in such a way that renders your target's Armor Rating useless (such as a mental attack), increase the activation difficulty of this use of Control by an amount equal to the setting's Tech-Level. If your setting uses multiple TLs, use the highest.

Defense

Often times your use of Control may allow you to roll your Affinity Ability to defend instead of one of your mundane Abilities. For example, you may be able to divert incoming projectiles with a current of air (substitute your Affinity instead of dodging with Agility), or disrupt a telepathic control spell with your own mastery of mind magic (substitute Affinity for Willpower).

To do this, you must roll to activate your Control. This is a free action, and you use your base difficulty. Once activated, you may use your Affinity Ability instead of your normal Ability to for a single defensive roll that turn.

Also, for every +2 by which you elect to increase your activation difficulty, your Affinity is considered +1 higher for the purposes of that defense roll.

Block

This is any attempt to hamper or stop another action from happening with Control. It works very much like a normal block action (pg. 260), but uses your Affinity Ability.

Once activated, you can hold a block action as long as you concentrate on holding it. Concentrating on a block is a supplemental action that requires you to suffer a -2 penalty on all other actions (pg. 261).

A block action will only last for a round unless held with concentration.

Extended Coverage: By increasing the activation difficulty by +2, you can extend your block to cover another person instead of yourself. For every additional +2 added, your block covers another person (which can include yourself).

You block may cover an entire zone by increasing the activation difficulty by +3.

Protection: By rolling against your base activation difficulty, you may create some sort of armor or shield for yourself. This protection lasts for one round and provides an Armor Rating equal to your TL. You may further increase the AR by +1 for every +1 by which you increase the activation difficulty of this use of Control.

Extended Duration: You may change the duration of your block or protection to last the duration of the scene by spending a Fate Point.

Perform Maneuver

Add +2 to the activation difficulty whenever you want to use your control of your domain to place an Aspect on yourself, a target or a zone. Though for especially difficult or complex Maneuvers, the GM may add more penalties.

These Aspects are generally temporary, and last either for a single round or until the victim can remove them.

When performing a Maneuver that requires a contested roll, once Control has been activated, you roll your Affinity against their relevant Ability.

You may choose to increase the activation difficulty for this use of Control by an additional +2 to gain a +1 on Affinity rolls to perform the Maneuver. For example, let's say you want to use your control of air to blow against the oncoming ogre in an attempt to place a *Staggered* Aspect on him. You'd roll your Affinity against his Endurance. And if you chose to take increase the activation difficulty of this use of Control by an additional +4, you'd gain a +2 on your roll to place the Aspect.

For Maneuvers that place more long lasting Aspects, increase the activation difficulty by +2 for every time increment greater than "a Round".

For Maneuvers that are not directly related to combat, such as controlling the weather to create an Aspect of *Thunderstorm*, the GM might allow you to cover multiple zones or an entire city. Such a Maneuver should increase the activation difficulty equal to the Size of the area you intend to affect. See pg. 289 for more on Sizes.

Shape

Depending on what you have Control over, you may cause energy or matter to shape itself into the form you desire.

When doing this, the activation difficulty is increased depending on what it is you are bringing into being.

Such objects only last until the end of the scene before crumbling back into their original form or dissipating. For every +2 you choose to add to the activation difficulty of this Power, increase the duration of your creation by one time increment (pg. 295).

Create: You may shape raw substances into finished objects which maintain their new shape for the duration of this use of Control. The activation difficulty is increased by an amount equal to the $\text{Size}(x2) + \text{TL}$ of the object created, and you need to have enough of the appropriate materials on hand to work with.

So if you wanted to turn a pile of destroyed cars into a new car, the activation difficulty would be increased by +8 ($\text{TL } 4 + \text{Size } 2(x2) = 8$), and it would last until the end of the scene unless the activation difficulty was further increased to extend the duration.

If you have the capability to create something from nothing, increase the activation cost by +2 when doing so.

For more complex creations, such as Power Items and creature summoning, you'll need to emulate the Craft Power Item or Summon Creature Power. See below for more on emulating other Powers.

Minion: You animate raw materials, causing them to take the form of a creature capable of performing actions for you. You must have enough matter on hand to create the minion, and the minion has an Aspect that describes its make-up and shape, such as *Earthen Hound* or *Man of Fire*.

The minion has the stats of a lesser spirit of a type based on the substance you can control. It is not an actual spirit however, being instead a mindless automaton fashioned from the base matter or energy you control. See pg. 116 for more on spirits.

The creature can take a number of Consequences equal to your Affinity (maximum 4) before being destroyed.

By increasing the activation difficulty of this power by +3, your minion instead uses the stats of a standard spirit. For +7, it can use the stats of a greater spirit.

To create some other type of minion, use Control to emulate the Summon Creature Power. See below for more on emulating other Powers.

Emulate Other Power

Depending on what it is you Control, you may be able to perform acts that very closely resemble another Power. For example, if you can control the fabric of reality itself, you may be able to grow claws (Body Weaponry) or see distant locations (Clairvoyance).

When emulating another Power, use the following guidelines:

- ✦ The total AP cost of the Power to be emulated may not be higher than your Affinity. For example, if your Affinity is 4, the total AP cost of the Power you wish to emulate (including any modifiers you may add to it), must be no greater than 4.
- ✦ When emulating a Power you decide on all the factors of that Power as if you were purchasing it with Advantage Points. You may select any modifiers, but you may not use any Meta-Powers (Limitation, Linked Advantage, etc.).
- ✦ You may not emulate a Power if it would provide a better result than if simply used Control. For example, you may not emulate Ranged Power Attack instead of simply making an attack with Control, or Armor instead of creating protection.

As a general rule, Control should never offer a more powerful or efficient result than a dedicated use of a single Power.

- ✦ The activation difficulty is equal to the activation difficulty of the Power to be emulated, plus the base difficulty of Control. So if your Control has a base difficulty of 2, and you wanted to emulate Astral Doorway (which has an activation difficulty of 10), the activation difficulty for this use of Control would be 12. If the Power to be emulated activates with the expenditure of a Fate Point, the Power is instead considered to have an activation difficulty of 4. If the Power does not require a roll or FP to activate, add the Power's AP cost (x2) to Control's base activation difficulty to get the final activation difficulty.
- ✦ Regardless of the Power that is emulated, it uses the same Affinity and Power Source that is associated with your Control.
- ✦ The duration of an emulated Power is the same as it normally is for that Power. If the Power normally doesn't have a limited duration, it has a duration of "Scene" when emulated. This may be changed to a whole day with the expenditure of a Fate Point.

Focused Control

You may spend a Fate Point and elect to spend additional rounds drawing in energy, shaping your effect, fine tuning your creation, etc. When doing this, you effectively turn your activation roll into a short extended action. But if you stop early or are distracted, you may release a backlash.

During the first round, state your intended effect and set the activation difficulty by defining the parameters of this usage of Control. Now, as a simple action, spend a FP and roll for activation. If you fail to meet the activation difficulty, you do not suffer stress. However, you also do not activate your Power.

On the following round your roll to activate again, adding the result to that of the previous round in hopes of meeting the activation difficulty. Once the activation difficulty is met, your Power is activated.

By spending additional FPs, you may continue to build up your effect over multiple rounds. However, once the difficulty is set, it cannot be changed. If you fail to pay the FP cost or do not take the time to make an activation roll, you immediately lose control and suffer a "backlash"

Backlash: If you fail to take the simple action to continue focusing on your Control effect, fail to pay the FP, or get distracted, you suffer an amount of stress equal to the difference between your accumulated total and the difficulty you have set. This is called "backlash".

The stress suffered should be relative to the effect you intended. So if you were drawing in enough power to unleash a massive fireball, the stress you suffer comes from either an explosion of fire centered on you or the stress

of containing it. Or if you were attempting some complex mental manipulation, it may backlash as an instant and terrible headache.

However, by spending a Fate Point, you may choose to release some of that stress into the world around you instead of taking it all on yourself. You must suffer at least half (round up) the total amount of stress yourself. However, you may unleash the rest as an attack on everyone in the zone you occupy, enemies *and* friends. This attack is resolved as an attack with your Affinity plus a bonus equal to the amount stress you chose not to absorb.

So, if a particular use of Control had a difficulty of 16, and you failed to pay the FP after having only accumulated an activation total of 5, you would suffer a backlash of 11 points of stress. You may choose to suffer all 11 points yourself, or spend a FP and only take 6 stress. The other 5 stress is transformed into an attack against everyone in the zone you occupy. This attack is resolved as an attack with your Affinity, plus a +5 bonus.

If you are attacked while focusing, you must make a Willpower roll to avoid losing control. The difficulty is equal to the amount of stress you suffered. If you fail, it's as if you refused to pay the FP to focus on your Control that round, forcing you to suffer a backlash.

Other things may distract you as well, such as a loud noise or the sudden appearance of a hated foe. In such cases, the GM may call for a Willpower roll and set an appropriate difficulty.

For example, let's say you need to perform a very powerful use of Control. You determine what it is you want to do and set the difficulty. In this case, let's assume it is 14. So, in the first round, you make your activation roll and get a 4. You're not there yet, so you can spend a FP and roll against next round. On your next round, you get a total of 5, for a total of 9 towards your stated difficulty of 14.

Now, you may decide to spend another FP and try again on your next turn or stop and suffer 6 points of stress from the backlash (14-9=6).

Let's say you spend the FP and roll again next round, getting a 6. Now you've got what you need to overcome the set difficulty and may now release your mighty power.

Had you not decided to continue, or had you been interrupted, you could have elected to suffer 6 points of stress, or suffer 3 and unleash the rest as an attack on everyone else in the zone you occupy.

Ritual Control

By taking the time and effort to carefully prepare a use of Control over several minutes or hours, you can perform more powerful effects with no chance of backlash. And you need only spend one FP instead of one per roll. This usually takes the form of meditation, sacrifices, burning incense, etc.

- + The more time you spend, the more powerful the effect. For every hour spent performing the ritual add a +2 bonus to your activation roll. If your Affinity is greater than 3, you instead gain a +1 every 10 minutes. No matter how much time you spend however the maximum bonus allowed is equal to your Affinity.
- + Sacrifice can be an important part of any ritual. By inflicting Consequences on yourself or others, you can gain a bonus on your activation roll. The bonus granted is +3 for Major, +6 for Severe(P), +9 for Extreme(P) and +12 for Defeated(P). The Defeated result requires the death of the participant.
- + Quality ritual components can help direct energies and your focus. You may spend a Fate Point and determine a Cost for your ritual components. If you then purchase the components at that Cost (see pg. 26 for more on buying things), you gain a bonus on your activation roll equal to the Cost of the components. If you fail to make the purchase, you do not gain a bonus, and your Fate Point was wasted.

Modifiers

- 1 (**Inability to Focus**): You may not spend additional rounds to focus on a use of Control.
- 1 (**No Rituals**): You may not utilize the ritual option of Control.
- 2 (**Rote Reliant**): Rotes (see below) do not grant you a bonus on your activation roll, and you suffer a -2 penalty on any use of Control that you do not have a Rote for.
- 3 (**Rote Dependent**): Rotes do not grant you a bonus on your activation roll, and you cannot use Control unless you are using a rote. You may not also take the Rote Reliant modifier.
- 5 (**Reality Sub-Domains**): You may only purchase this modifier if the domain you control is reality itself. For you, reality is divided up into different “sub-domains” which you have different degrees of control over. Select a different Affinity Ability for each sub-domain of reality. The sub-domains you may pick from are determined by your GM. Generally these are Mind, Body, Forces, Matter, Space and Time. However, some GMs may break them down into themes such as Animals or Weather.
- +2 (**Summon From Nothing**): You are able to summon the subject of your Control from nothing, such as creating fire when no fire was previously present. Notice that some domains, such as control of reality, allow you to do this already. And some domains, such as air or gravity, are almost always present anyway.

Rotes

When you take the Control Power you should sit down and work up several different uses of Control that you think you might want to use. Take the time to think things through ahead of time so you don't take up too much precious game time trying to piece together how you want to use your Control on the fly.

If the GM allows, you can purchase these pre-prepared uses of Control as Rotes. Rotes represent a very specific use of Control that your character uses on a regular basis, sort of a signature effect that he has become especially good at.

This is a pretty simple process. Just work out the details of that use of Control ahead of time, defining the specifics of the Rote.

When you first purchase Control, you gain a number of free Rotes equal to your Affinity. Additional Rotes cost 5 XP each.

The benefit of creating and purchasing a Rote, aside from being a time saver in game, is that it reduces the activation difficulty of that specific use of Control by -2.

Craft Power Item

Sample Power Aspects: *Magical Alchemy, Super Scientific Invention*

Base AP Cost: 1

Activation: Fate Point (Special)

Requires a Power Source and Affinity Ability

Power Items are special items that grant the user the ability to use some sort of Power, they might be magical, or the product of super-advanced technology.

The creation of a Power Item requires you to collect the necessary materials and then perform several "rituals" that include exposing the item to certain ritual components, rare minerals, ultra-high tech development processes, etc. In addition, the item may require the engraving of intricate runes, the setting of gem stones, or any number of other such tasks before the item is complete.

In game terms, the creation of the item is an extended roll against a difficulty determined by the Power Level of the item you wish to create.

The first thing you need to do is determine the item's Power Level. See pg. 337 for guidelines regarding Power Items and their Power Levels.

Once you have determined what you want the item to do, and what its Power Level is, you can start crafting it.

To craft the item, you spend a Fate Point and roll your Affinity Ability (combined with your Craft Ability). While the physical alterations to the item are important, far more important and difficult to produce are the manipulations of energy or technology required to imbue the item with power.

Each roll requires 2 hours, and after 8 hours of effort, your rolls will be restricted by your Endurance. The target difficulty to create the item is equal to its Power Level x 10.

You may decide to stop crafting for the day and start again later, but you must pay the FP cost to activate this Power before you get started again.

In addition to the crafting efforts, you must also be able to afford the necessary materials. Each time you make a craft roll you must also make a Resources roll against a difficulty equal to half the item's Power Level. If you ever fail one of these rolls, your efforts are put on hold for a number of days equal to the item's Power Level or until you somehow come into some extra funding.

Note that if you are using the optional Wealth Stress rules (pg. 242), you instead suffer an attack against your Wealth Stress Track with a bonus to the attack roll equal to half the item's Power Level.

A proper Facility, like a magical lab or high-tech work shop, can grant a bonus on both the crafting and funding rolls. See pg. 273 for more on Facilities.

If the GM allows you to create an item between game sessions, the amount of FP spent in making the item is deducted from your Refresh at the start of the next game session.

Modifiers

- +1 (Master Craftsman):** For every additional AP spent on this Power, you gain a +2 bonus on rolls to both craft and fund your creations.
- +3 (Power Charge):** You have the ability to instantly charge an item with power that lasts for the duration of the scene. This costs a Fate Point and requires an Affinity roll against a difficulty equal to the item's temporary Power Level x 2. If you succeed on the roll, the item is created with the Powers you desire. If you fail, the item is still created, but you suffer an amount of stress equal to the amount by which you failed. The Stress Track the stress is applied to is determined when the item is charged.

Limitation

Sample Power Aspects: Defined by Power Aspects of associated Power(s)

Base AP Cost: See Below

Activation: None

Select one other Power you already have. That Power becomes limited in some way, reducing its AP cost at the expense of becoming more difficult or inconvenient to use. You may select this Power multiple times, each time adding new Limitations to the same Power or adding new Limitations to different Powers.

Regardless of its Limitations, the cost of a Power can never be reduced by more than half (round down) or less than 1.

AP Cost

Modifier Sample Limitations

- 1
 - The activation difficulty of your Power is increased by +4 or costs an additional Fate Point.
 - Reduce the Weapon Rating of your Power by -2.
 - One of your Powers takes the form of a physical object, like a high-tech gadget or enchanted item. (Note that the GM should probably refund the Player the Advantage Points of an item that is lost forever.)
 - You Power is limited in some minor way appropriate to the Power, such as not being able to attack directly with Control.
 - Your Power only works once per scene. (May not be taken with Rituals or Powers that last the duration of the scene when activated.)
- 2
 - You must both roll to Activate your Power (with an activation difficulty of 4) *and* spend a Fate Point.
 - A Power that normally has no activation cost requires you to spend a Fate Point to activate.
 - Your Power only works once per day. (May not be taken with Rituals.)
 - Your normally ranged Power only works on targets you touch.
 - You Power is limited in some major way appropriate to the Power, such as being unable to control summoned creatures that might be hostile to you.
- 3
 - Each time you use your Power, you suffer enough stress to force you to take a Consequence.
 - Your Power only works once per game session.
 - The activation difficulty of your Power is increased by +8 or costs two additional Fate Points.

Linked Advantage

Sample Power Aspects: Defined by Power Aspects of associated Power(s)

Base AP Cost: Total cost of all Advantages in the bundle, +1 per Advantage

Activation: See below

Requires one other Advantage

You may “bundle” one or more of your Advantages together. All the Advantages in a bundle activate at the same time and you may apply any Meta-Powers, such as Limitations, to the entire bundle.

You are able to use all the Advantages in the bundle at the exact same time as part of the same action. If one Advantage takes longer to use than any of the others, they all activate when the last one activates.

To activate the Advantages in the bundle, first determine whether it will activate by expending Fate Points or by requiring an activation roll.

If activating the bundle will cost Fate Points:

The FP cost to activate all Advantages in the bundle is equal to the number of Advantages in the bundle that require activation. If one of those Powers normally requires an activation roll, it increases the total cost of the bundle by 1 FP if the difficulty of the activation is 4 or less. If more, it adds 1 FP to the activation cost for every multiple of 4 (round down).

So an Advantage that requires an activation roll against a difficulty of 10 would add 2 FPs to the total activation cost of the bundle.

If activating the bundle is done with an activation roll:

The difficulty of the activation roll to activate all Advantages in the bundle is equal to the activation difficulty of the Advantage with the highest difficulty, then increase the total difficulty by +2 for each additional Advantage in the bundle that requires activation.

Note that Advantages that normally activate by expending a Fate Point are considered to have an activation difficulty of 4 for these purposes.

Modifiers

- 1 **(Sequenced):** Your Advantages are activated in sequence, one at a time. Decide the order in which your Advantages affect their target. If you fail to activate a Power or miss with an attack Power, all linked Powers that take effect later automatically fail to activate. For example, you may link Ranged Power Attack with Affliction, but if you fail to cause your target stress with your Ranged Power Attack, your Affliction automatically fails to be activated.
- 1 **(Forced Link):** You may decide that the Advantages you have linked together may only be used in conjunction with each other and may never be activated separately. In this case, the total cost of linking your powers is reduced by 1.

Ritual Power

Sample Power Aspects: *Magical Ceremony, Psionic Meditation*

Base AP Cost: See below

Activation: None, though you must still activate the Power you have taken as a ritual when it is used

Requires a Power Source and Affinity Ability

This Power grants you cheap access to a number of other Powers, however, to use those Powers you must spend an extended period of time in meditation, performing strange rites, or some other time consuming activity relevant to the Power Aspect chosen to go with this Power.

For every AP spent on this Power, you gain 5 “ritual points”. These ritual points are used to learn different Powers as rituals. Powers purchased with ritual points may only be used as a ritual, and the cost to learn them is equal to their normal AP cost in “ritual points”.



When you learn a Power as a ritual, you must make all the same decisions you would normally make when first learning that Power. For example, if you wanted to be able to transform yourself into a wolf or a bird, you'd still need to purchase the Morph Power as a ritual twice, once for each form. You may also select any modifiers you wish, as well as accompanying Meta-Powers.

To activate a Ritual Power, you roll your Affinity as an extended action once per hour. Once you reach the target difficulty, you effectively (if

only temporarily) know that Power as if you had purchased it with Advantage Points.

Any rolls requiring you to roll Affinity use the same Affinity Ability you have associated with Ritual Power.

You must use the Power in the same scene in which the ritual is complete. Failure to do so means the ritual fails and you lose knowledge of that Power. You also suffer an amount of stress (physical or mental, your choice) equal to the AP cost of that Power x3.

You may only activate a Power once per casting of the ritual and Powers abide by their standard duration. However, Powers with a permanent duration end within 24 hours. Though you may continue to spend one Fate Point every 24 hours to prolong the duration.

In addition to granting you access to a Power at a cheaper cost, you may also use a ritual to empower the Power. By spending a Fate Point, you may continue “casting” a ritual even after you have met the activation difficulty. You may make one additional roll for each rank you have in your Affinity, each roll taking the same amount of time as the previous rolls.

The total of these additional rolls is added as a bonus on the first Affinity roll you make when using the ritual Power.

Extended Action Activation: The difficulty you have to meet to perform a ritual is equal to the AP cost of the Power x2, with a minimum of 4.

One hour must pass between each roll.

Ceremony and Sacrifice: Similar to the way Edge grants a bonus in a Mental conflict for good descriptions and roleplaying, you may add bonuses to your ritual rolls for doing the same.

Usually rated from +1 to +5, the GM may grant this bonus if the player describes in detail what actions he performs and why he performs them, or if he has to go to great lengths to find and perform a suitable sacrifice.

This bonus may be applied to any single roll associated with this Power, but once used, it is gone.

Modifiers

+1 Ritual Point (Delayed Power): You may purchase a Power for one additional Ritual Point. You need not activate the Power gained from its ritual in the scene in which the ritual was completed. Instead, you may hold on to it and use it later. Roll your Affinity and consult the time increment table (pg. 295) to determine how long you may hold it.

+1 Ritual Point (Accelerated Ritual): You may purchase a Power for additional Ritual Points. Each time you do so, the amount of time that must pass between each roll in the extended action to perform the ritual is reduced by one time increment. This time may not be reduced to less than one minute per roll however.

Weakness

Sample Power Aspects: *Alien Weakness, Side Effect of Mutation*

Base AP Cost: See Below

You have some sort of weakness, be it a allergic reaction to a certain type of material, a type of attack, some factor that makes you lose your Powers, etc. Unlike all other Powers, this one does not cost AP to purchase. Instead, it actually gives you more Advantage Points. The amount of AP gained from this Power depends on how frequent it is likely to be a problem for you, how damaging it can be, or how much of an inconvenience it is.

You may select this Power multiple times, each time selecting a new weakness. However, regardless of your Weakness(es), you may never gain more than half your starting Advantage Points from this Power or multiple instances of this Power.

Bonus AP Sample Weaknesses

- +1 Exposure to garlic results in a physical attack (+2 Weapon Rating) resisted by your Endurance.
You cannot harm an innocent.
You must perform elaborate rituals or consume some mundane substance each day or temporarily lose your Powers.
- +2 Exposure to plutonium robs you of all of your Powers.
You cannot tell a lie or willingly allow another to be deceived.
You cannot enter a house without being invited in.
You do not cast a reflection.
If you do not act in accordance with the will of another being, you lose access to your Powers until you make amends.
Reduce an Ability with a rating of 0 to -1, effectively becoming crippled with that Ability.
- +3 You suffer double the physical stress when attacked with a silver weapon or bullet.
Holy water burns you like acid (+4 Weapon Rating) every round you are exposed.
You must perform dangerous rituals or consume some rare substance each day or temporarily lose your Powers.
- +4 You cannot cross running water and are paralyzed in the rain.
You are blind and do not possess some other sense to compensate.
You suffer a -3 penalty on all rolls made during the day time.
- +5 You suffer double the physical stress when attacked with a weapon made of iron or steel.
Exposure to water robs you of all of your Powers.
Sun light burns you (+6 Weapon Rating) every round you are exposed.

Creating your Own Powers

When creating your own Powers, try to keep in mind the following:

Three Questions

Advantage Point costs are determined by three major factors, which take the form of questions. Consider the answer to these questions carefully when creating a new Power.

- ✚ Compared to other Powers, how quickly will this Power bring a conflict to an end?
- ✚ Will the Power make other characters without such a Power irrelevant?
- ✚ How potentially disrupting to a campaign is this Power?

Attack Powers

Powers that deal stress should abide by the following guidelines:

- ✚ Increasing the AP cost of the Power by 1, the Activation Difficulty by 4, the Fate Point activation cost by 1, or the Weapon Rating by 2 are all roughly equal ways of balancing a power.
- ✚ Requiring that an attack Power need only be activated once per scene, and may then be used for free the rest of the scene, generally justifies increasing the AP cost by 2, the activation difficulty by 8, or requiring 2 additional Fate Points to activate.
- ✚ Weapon Ratings should be dependent on the setting's Tech-Level. This is to insure that characters who spend AP on Powers can deal more stress than those who just purchased the latest gun or biggest sword off the shelf.
- ✚ The base Weapon Ratings for different types of attack Powers are: Area Affecting: TL+1; Ranged (Single Target): TL+2; Melee: TL+3

“Utility” Powers

Some Powers, by their very nature, are designed to be used outside of a conflict. This means that the character can probably take the time to rest after they suffer stress from a failed activation roll. Keep this in mind if the Power you are designing isn't something the character should be using often during “down time”. Such Powers should either cost a Fate Point to activate or have an activation difficulty high enough almost certainly cause a Consequence on anything but a good roll.

Difficulties

When setting the difficulties for Powers, assume the character is going to roll a total of 4. Obviously this won't always be the case, but 4 is a good average for what the character will be able to generate with a normal roll and modifiers. Keep this in mind when assigning difficulties for Powers. It's a good way to get an idea of whether or not the character will succeed, by how much, and how often.

Chapter 6

Conflict and Consequences

The Basics of Conflict

No matter what sort of conflict you are involved in, be it physical, mental, or even social; the basics of the system are essentially the same.

An attack is rolled as a contest, with the attacking character (the attacker) attempting to beat the defending character (the defender) in a contested Ability roll. The Abilities used depend on the type of conflict.

The difference between the attacker's attack roll and the defender's defense roll is suffered by the defender as stress of the appropriate type.

Physical attacks generate physical stress, mental attacks generate mental stress, and social attacks generate social stress. Characters have multiple sets of stress boxes for each of the different types of stress, and if a set is filled up, the character must take a Consequence.

Consequences are arranged in order of severity as "Minor", "Major", "Severe(P)" and "Extreme(P)", each with an accompanying set of stress boxes. The last set leads to "Defeated(P)". What these Consequences are, and what it means to be Defeated, differs depending on the type of conflict the characters are engaged in and are described later in this chapter.

Regardless of the type of conflict however, stress is tracked the same way. When a character first suffers stress, he finds the stress boxes associated with his Minor Consequence and checks off a number of boxes equal to the amount of stress he suffered. As he suffers more stress, he checks off more boxes.

Once that set of stress boxes has been filled, he must take a Minor Consequence. If he suffers more stress, that stress is checked off the stress boxes associated with the next available Consequence in the sequence, in this case, Major.

If you suffer so much stress that you fill up a set of stress boxes, and still have some left over, this remaining stress "overflows" into the next available set.

And if you have been in a conflict previously, and have a row of stress boxes that is already full (and a Consequence), further stress is checked off starting in the next open box.

For example, John attacks Bobby with a punch. He rolls his Strength to attack. Bobby rolls his Agility to defend. John gets a total of 4 on his attack. Bobby defends with a total of 2. So the total stress John inflicts is 2.

So Bobby marks off his first 2 stress boxes, changing his Stress Track from this:

☐	☐	☐	☐	Minor:	_____
☐	☐	☐	☐	Major:	_____
☐	☐	☐	☐	Severe(P):	_____
☐	☐	☐	☐	Extreme(P):	_____
☐	☐	☐	☐	Defeated(P):	_____

To this:

☒	☒	☐	☐	Minor:	_____
☐	☐	☐	☐	Major:	_____
☐	☐	☐	☐	Severe(P):	_____
☐	☐	☐	☐	Extreme(P):	_____
☐	☐	☐	☐	Defeated(P):	_____

During the next round, Bobby is attacked again. This time John rolls his Strength to attack and gets a 1. Bobby however, rolls poorly and generates a defense of -2. So he takes another 3 points of physical stress, and now he has to take a Consequence. He decides that he's been doing well at avoiding punches, but the fight is wearing on him, so takes a Minor Consequence of Fatigued.

And now his Stress Track looks like this:

☒	☒	☒	☒	Minor:	<u>Fatigued</u>
☒	☐	☐	☐	Major:	_____
☐	☐	☐	☐	Severe(P):	_____
☐	☐	☐	☐	Extreme(P):	_____
☐	☐	☐	☐	Defeated(P):	_____

Bobby is in trouble now. On the next round, John invokes Bobby's Fatigued Consequence (which he can do for free this time because it is the first time this Consequence has been invoked or compelled) and gains a +2 bonus on his attack roll.

He rolls well and gets a total of +6 on his attack. Bobby only defends with a 1 so he suffers another 5 points of stress.

He has to take another Consequence and now his Stress Track looks like this:

☒	☒	☒	☒	Minor:	<u>Fatigued</u>
☒	☒	☒	☒	Major:	<u>Broken Nose</u>
☒	☒	☐	☐	Severe(P):	<u> </u>
☐	☐	☐	☐	Extreme(P):	<u> </u>
☐	☐	☐	☐	Defeated(P):	<u> </u>

Bobby decides he's had enough, and concedes the fight. John accepts the concession and lets him walk away.



Clearing Stress Boxes

At the end of the scene, assuming the character can take a few minutes to rest and clear his head, all the stress boxes in a set that doesn't feature a Consequence are cleared.

In addition, your Minor Consequence (and its stress) clears after a five minute rest.

So five minutes later, Bobby's Stress Track looks like this:

☐	☐	☐	☐	Minor:	<u> </u>
☒	☒	☒	☒	Major:	<u>Broken Nose</u>
☐	☐	☐	☐	Severe(P):	<u> </u>
☐	☐	☐	☐	Extreme(P):	<u> </u>
☐	☐	☐	☐	Defeated(P):	<u> </u>

The other stress boxes will remain checked until he is able to heal his Major Consequence. See pg. 237 for more on healing Consequences.

However, should he get in another fight before his Major Consequence gets a chance to heal, any stress he suffers starts getting checked of with his recently cleared Minor stress boxes, and once they are filled, he takes a Minor Consequence and starts filling in his Severe(P) check boxes.

So if Bobby took another 6 stress a few hours later, his Stress Track might look like this:

☒	☒	☒	☒	Minor:	<u>Sore and Bruised</u>
☒	☒	☒	☒	Major:	<u>Broken Nose</u>
☒	☒	☐	☐	Severe(P):	<u> </u>
☐	☐	☐	☐	Extreme(P):	<u> </u>
☐	☐	☐	☐	Defeated(P):	<u> </u>



Concessions

Any time a character takes a Consequence, he also has the option of offering a Concession. A Concession is essentially equivalent to surrendering, and is the best way to end a fight before someone is Defeated (short of moving away and ending the conflict).

The character inflicting the damage can always opt to reject the Concession, but doing so is a clear indication that the fight will be a bloody one (literally or metaphorically). If the GM declares that the Concession was a reasonable offer, then the character who offered it gains one Fate Point, and the character who refused it loses one.

The Concession is an offer of the terms under which the character concedes the fight. If the Concession is accepted, the conceding character must immediately take the actions he proposed in the Concession.

Many conflicts end with a Concession when one party or the other simply does not want to risk taking Severe(P) or Extreme(P) Consequences as a result of the conflict, or when neither party wants to risk a Defeated result that might come at too high a price.

A Concession may consist of a character literally laying down his weapon and begging for his life, or maybe he works out a deal with his opponent during the conflict.

In a mental or social conflict, the Concession may be a course of action such as giving in to your enemy's demands or stepping down from a position of power.

However, it could also be an out of character deal struck between players or the player and the GM.

For example, John's character, The Blue Baron, has been ambushed in his home base. His nemesis, Shady Jack, has invaded with a small army of his best warriors.

The fight breaks out, and after a few rounds, it is clear to John that The Blue Baron isn't going to make it out alive. So he offers a Concession to the GM. The Blue Baron will place an explosive on his hideout's main reactor, destroying his base to buy him time to escape.

The GM decides this is reasonable since The Blue Baron will lose the use of his home base. So he accepts the Concession and allows John to describe how the explosion provides his means of escape.

Called Shots

Sometimes a character wants to attack an opponent (physically, mentally, or socially) in such a way as to provoke a specific result. This is especially useful when trying to stake a vampire, blow the head off a zombie, or make an enemy react a certain way to your threats.

When using the “Called Shots” optional rule, any time a player generates Spin with an attack roll and the enemy is forced to take a Consequence, the *attacker* may spend a Fate Point to describe that Consequence instead of the defender.

As always, the Consequence described must make sense with the type of attack performed, and the GM may over-rule it. Also, the defender has the option to spend a Fate Point to veto the description and come up with his own as per a normal attack.

Running Conflicts

Before a conflict begins, follow these simple steps:

1. Frame the Scene
 - a. Reveal Aspects
 - b. Determine Zones
2. Establish Initiative
3. Determine Actions

Conflict Phases

A conflict is broken up into the following phases:

Turn – When it is your chance to act, it is your turn. Every acting character gets a turn. On your turn you can perform one simple action and any supplemental actions your GM allows.

Round – A round equals around 2-3 seconds of game time. A round is over once everyone has had their turn.



Framing the Scene

Before the conflict begins, you will want to give the players an accurate description of the surrounding area. You may call for Perception checks if there are hidden Aspects or other elements of the environment that may not be immediately obvious.



Reveal Aspects

Over the course of a conflict the elements in play in the scene can affect how the conflict unfolds. In framing the scene, the GM declares if there are any immediately obvious Aspects on the scene, and lays them out for the players. He might also call for Perception rolls to notice more subtle Aspects.

These Aspects can be invoked or compelled by everyone present in the scene.



Determine Zones

A conflict should take place on a map laid out in zones. Or if the environment is rather simple, the GM may just decide to thoroughly describe it and explain what and where the zones are.

Most conflicts happen in Personal Scale zones, which are usually about the size of a room or a hallway.

See pg. 297 for more on the different types of zones, and how they work.



Establish Initiative

The order of characters' actions is determined at the beginning of the conflict; each character rolls his Perception (for Physical conflicts) or Empathy (for Mental and Social conflicts) and adds any relevant modifiers from Advantages or Aspects. Characters act in order of highest to lowest initiative result. This is referred to as the order of initiative, and is used to determine who takes what action and when.

Ties in initiative are resolved in favor of characters with a higher Willpower. Any remaining ties are in favor of the player closest to the GM's right or in favor of the player if the other tied character is an NPC.

Once this order is established, unless some character action alters this, this is the order in which actions are taken each round for the duration of the conflict.



Taking Action

When a player takes action, he describes what his character is doing and, if necessary, rolls an appropriate Ability. Each action is resolved as either a simple action or as a contest, with the details depending upon the specifics of the action. See pg. 257 for more on the different types of actions.

Most actions in a conflict will be either attacks or Maneuvers, both of which are explained later in this chapter.

Physical Conflict

Attacking and Defending in a Physical Conflict

The Abilities used to attack and defend in a physical conflict depend on the type of attack. Here are some common examples:

Intent	Attacking Ability	Defending Ability
Touch	Agility	Agility
Unarmed Attack	Strength	Agility or Endurance
Ranged Attack	Agility	Perception for Guns & Bows or Agility for Thrown Objects or Guns & Bows within the same zone
Melee Attack	Strength	Agility
Poison or Disease	Varies	Endurance



Weapon and Armor Ratings

If the attacker’s total attack roll is equal to or exceeds the defender’s defense, add the attacker’s Weapon Rating to the difference. Then subtract the defender’s Armor Rating (if he has one).

The defender suffers the remainder as Physical stress.

Note that, in the case of explosives, the Explosive Rating (ExR) is added directly to the attack roll instead of only being added in the case of a successful attack.



Physical Stress Boxes

A character’s physical stress boxes represent the measure of his capacity to absorb or shrug off physical stress. Attacks that only check off stress boxes have no real lasting effect. They might result in a scrape or a bruise, but aren’t significant enough to cause a lasting wound (a Consequence).

The number of physical stress boxes a character has associated with each type of Consequence is determined with the following formula:

$$\text{Size (adult humans are 0)} + \text{Endurance} + \text{Strength} + \text{Other Modifiers} = \text{Number of Physical Stress Boxes (Minimum 1)}$$

The “Other Modifiers” are generally Advantages.

Less Realism / Less Complexity

Want to simplify resolving conflicts a bit? An easy solution is to simply add your weapon's Weapon Rating to the attack roll. Then the defender adds his Armor Rating to his defense roll.

This simple change can speed up conflict resolution a little bit, but at the cost of making things more abstract and generally less realistic.

Physical Consequences

Attacks that cause you to check off stress boxes represent the minor bumps, nicks and scratches of battle. They might sting a bit, but they don't hinder the character in a significant way. But sometimes conflicts will result in lasting wounds – sprained ankles, broken arms, bullet holes, etc. These are collectively called Consequences, and they are a special kind of Aspect. We'll talk more about what this means shortly.

Each time a character suffers enough Physical stress to fill up an entire row of stress boxes, he suffers a Consequence. We've talked about the different ranks of Consequences. You get one Minor, one Major, one Severe(P) and one Extreme(P) before you are Defeated(P). But what exactly are Consequences, and what do they do?

The exact nature of a Consequence should depend upon the type of attack that caused it, be it a sword slash, a laser burn, or the result of a botched dodge such as a twisted knee. In short, Consequences are a sort of temporary Aspect. But unlike the temporary Aspects resulting from Maneuvers, Consequences tend to hang around for a while and take time to fade. (To understand exactly what this means, see "Healing Stress and Consequences", page 237.)

Like any other Aspect, Consequences can be invoked or compelled for bonuses and effects. And you should remember that the first time a Consequence is invoked or compelled it doesn't cost the user a Fate Point. Minor and Major Consequences function like any other Aspect. Severe(P) and Extreme(P) Consequences, on the other hand, are "persistent". See page 59 for more on persistent Aspects.

Sample Physical Consequences

Minor

- Fatigued
- Dazed
- Pulled Muscle

Major

- Sprained Ankle
- Minor Laceration
- Wrenched Back

Severe(P)

- Broken Arm
- Severed Finger
- Concussion

Extreme(P)

- Broken Back
- Severed Arm
- Ruptured Organ

Defeated(P)

- Dead
- Comatose
- Quadriplegic

For example, the Red Sentinel opens fire on Destiny with his assault rifle. He rolls his attacking Ability (Agility) and adds any modifiers for Advantages or Aspects. Now she rolls her defense Ability (Perception), and adds any modifiers. He hits. He adds his Weapon Rating to the amount of stress he inflicts, and Destiny reduces the total amount of stress by her Armor Rating. However, she still suffers enough stress to take a Minor Consequence.

The rifle fire cuts through her armored sleeve and grazes her inner bicep as she speeds around the corner to safety.

Destiny's player writes Just a Flesh Wound in the spot for her Minor Consequence.

She continues down the hall, and hears the footsteps of the Sentinel behind her. She turns to fire back at him.



She makes her attack roll, and the Sentinel makes his defense roll. However, the Sentinel decides to compel Destiny's Just a Flesh Wound Consequence this time (for free since it's the first time), forcing her to suffer a -2 penalty on her attack. Her arm must be getting shaky from the pain of the wound.

The person taking the Consequence gets to describe what it is, so long as it's compatible with the nature of the attack that inflicted the harm. The GM acts as an arbitrator on the appropriateness of a Consequence, so there may be some back and forth

conversation before a Consequence is settled on. The GM is the final authority on whether a player's suggested Consequence is reasonable for the circumstances and severity.

But here's the thing about Consequences being a special kind of Aspect: As long as the Consequences are on the character's sheet, they may be compelled (or invoked!) like any other Aspect. This also means that opponents may start compelling those Aspects pretty easily, since it's no secret that the Consequence Aspects are now on the character's sheet! And don't forget, as per the free invoke or compel rule, the first use of each Consequence is free in the scene where the Consequence is inflicted. And a Consequence that is free to compel does not gain the victim a Fate Point.

To clarify, since Severe(P) and Extreme(P) are persistent, you can always invoke or compel them for free. But for Minor and Major Consequences, you still need to pay the Fate Point to invoke or compel them after the first free use.

One Hit, Multiple Consequences

It's very possible that a character could be forced to suffer so much stress that he must take two or more Consequences from the same attack. In this case, simply write down the Consequences as they make sense. For example, if you suffer a gun shot that forces you to take a Minor, a Major, and a Severe(P) Consequence, you might record them as:

Minor – Bruised Muscles around the Wound

Major – Torn Muscles and Damaged Nerves

Severe(P) – Internal Bleeding and Kidney Damage

However, despite that all three of these Consequences came from the same attack, they are treated as if they were totally independent. All three may be compelled or invoked, and all three must heal separately.

Physical Movement in a Conflict

On your turn you may move into a different zone using one of the following options. (Note that the basic types of actions are described on page 257.)

Standard Move – You move into an adjacent zone. This is a simple action or it can be taken as a supplemental action (see page 261), incurring the standard -1 penalty on all other actions performed. If the transition between zones is hampered, say requiring you to climb a ladder, it may cause you to suffer additional penalties on any other actions you perform. More difficult obstacles probably require a full simple action to traverse.

Hustle – If you hustle, you may move across one zone and into the next. This can either be a simple action or a supplemental action like Move, but any other action you perform on this turn suffers a -2 in addition to any other penalties you might suffer.

Run – Running works the same as hustling and allows you to move across one zone and into the next, but you may also roll your Agility against a difficulty of 2. For every point by which your roll exceeds 2, you may move one additional zone. However, if taken as a supplemental action, you also suffer a -4 penalty on all other simple actions taken this turn. This penalty is added to any penalties you might suffer from traversing a difficult environment or obstacle.

Note that some scene Aspects may also make it more difficult to move through certain zones. For example, a room filled with debris may have an Aspect of *Debris Filled*, which, when compelled, forces the character to suffer a penalty or reroll on rolls to move, assuming the GM lets him move through it at all. As always, the GM has the final say on what Aspects a scene has and how they may effect movement.

Sample of a Physical Conflict

Sarah Storm, leader of the World Protection League has just landed her rocket pack atop the zeppelin HQ of her arch nemesis the Scarlet Mask, currently hovering 2000' above the Andes. She was spotted flying in and the Mask has dispatched two of his minions to stop her.

Bob the GM declares several zone Aspects:

- Slippery Surface
- Very Windy
- "It's a long way down"

The area is split into 3 zones, with Sarah in the center zone and the Mask's minions at the front.

Sarah

Agility 3 Endurance 2
Perception 3 Strength 2

Advantages:

- Hard Style: Unarmed attacks have a Weapon Rating of +2
- Deadly Grace: Use Agility for unarmed and melee attack rolls
- Weapon Specialist (Unarmed): +1 bonus to attack rolls when attacking unarmed.

She wears a leather flying suit with an armor rating of 1 and can absorb 3 stress.

☐	☐	☐	Armor:	
☐	☐	☐	Minor:	
☐	☐	☐	Major:	
☐	☐	☐	Severe(P):	
☐	☐	☐	Extreme(P):	
☐	☐	☐	Defeated(P):	

Boris

Agility 2 Endurance 2
Perception 1 Strength 3

He is armed with a knife (WR+2)

He has 5 stress boxes per Physical Consequence, but because he is an extra, he can only take a Severe(P) and Defeated(P) Consequence. See pg. 409 for more on extras.

Severe(P): _____
Defeated(P): _____

Collette

Agility 3 Endurance 2
Perception 2 Strength 1

She is armed with a light pistol (WR+3, Range: 2)

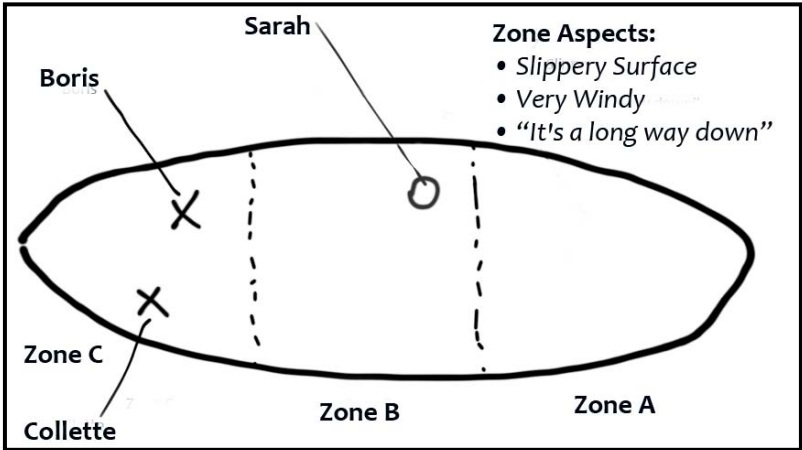
Like Boris, Collette is an extra and therefore she does not get the full range of Consequences.

Severe(P): _____
Defeated(P): _____

Initiative

The first step is to establish initiative. Sarah rolls +0, added to her Perception of 3, for a total initiative of +3.

Bob makes a single roll for both opponents getting a result of 3 on the dice. This gives Boris a total of +4 and Collette a +5. So the order of action for each turn is Collette, Boris then Sarah.



Round 1

Collette doesn't want to get too close so she fires her pistol at Sarah. Sarah is in the adjacent zone so the range is fine. The attack roll is +4 for a total of +7 (4 + her Agility). Sarah rolls +2, for a total defense of +5 (2 + her Perception).

Sarah must take 4 stress (7 - 5 = 2, plus 3 for the pistol's WR, then reduced by 1 for Sarah's armor) as the bullet slams into her. She decides that the armor will take the brunt of the attack and marks 2 stress against it, and she takes the remaining 2 stress herself, grunting slightly from the force of the bullet's impact.

Note that Sarah could have reduced the attack to 1 stress, but it would make her armor useless until repaired.

☒ ☒ ☐ ☐	Armor:	_____
☒ ☒ ☐ ☐	Minor:	_____
☐ ☐ ☐ ☐	Major:	_____
☐ ☐ ☐ ☐	Severe(P):	_____
☐ ☐ ☐ ☐	Extreme(P):	_____
☐ ☐ ☐ ☐	Defeated(P):	_____

Boris is too far away to attack with his knife so he moves into Sarah's zone (B). This is a Supplemental Action, which will give him a -1 penalty to attack. He rolls a -1 on the dice, for a total 0.

Sarah defends with her Agility, and rolls a +2 for a total defense of +5, neatly sidestepping Boris's clumsy knife swipe.

Now it's her turn to attack. Sarah rolls a +1 on the dice, for a total of +5 (1 + Agility + Weapon Specialist). Boris defends with +1 (he rolls -1, which is added to his Agility of +2).

Sarah's blow lands solid and Boris takes 6 stress (5 -1 = 4, plus 2 for her Hard Style Advantage), causing him to take a Consequence. The GM declares that Sarah's punch has broken some ribs.

So now Boris is in a world of hurt, and his Stress Track now looks like this:

☒ ☒ ☒ ☒ ☒ ☒	Severe(P):	<u>Broken Ribs</u>
☒ ☐ ☐ ☐ ☐ ☐	Defeated(P):	_____

Round 2

It's Collette's turn again, and she decides to stay put and fire another shot, rolling +4 for a total of +7. Sarah rolls +1 for a total of +4. But then she spends a Fate Point and compels *Very Windy* (stating that the zeppelin rocks, throwing Collette's aim off). Forcing Collette to re-roll her attack, the new result is a +0, reducing it to a total of +3.

Sarah feels Collette's shot whistle past her head and gives thanks to whoever might be listening for her good fortune.

Boris, on the other hand, is in trouble. Desperate, he makes a determined lunge toward Sarah, rolling +4 for a total of +7.

Sarah's total is +5 after she rolls a +2. But then she also invokes Boris' *Broken Ribs* Consequence for a bonus, which costs her no Fate Point since it is Persistent. But even if it weren't Persistent, she'd still get to compel it for free since it's the first time it has been compelled.

This brings her defense up to +7. Ties go to the attacker however, so Boris is still able to inflict 2 stress (for the WR of the knife), minus one for Sarah's armor.

She decides to sacrifice the armor and marks off its final stress box. This means she takes no stress herself, but her armor is severely damaged.

Sarah's Stress Track now looks like this:

☒☒☒	Armor:	<u>Damaged</u>
☒☒☐☐	Minor:	_____
☐☐☐☐	Major:	_____
☐☐☐☐	Severe(P):	_____
☐☐☐☐	Extreme(P):	_____
☐☐☐☐	Defeated(P):	_____

Sarah answers with her own attack. She rolls +3 for a total of +7, then compels his *Broken Ribs* (remember it's free to compel since it's persistent) for a grand total of 9. Boris rolls a +1 for a total defense of +3. So Sarah hits with a margin of 6 and adds her Weapon Rating of 2 for a grand total of 8 stress!

This more than fills his Stress Track, leaving him Defeated. Sarah's player decides that Boris's dodge actually placed him at just the perfect range and angle for her lunging knee strike to land on the top of his head, breaking his neck.

Boris is unconscious and probably dying.

☒☒☒☒☒	Severe(P):	<u>Broken Ribs</u>
☒☒☒☒☒	Defeated(P):	<u>Broken Neck</u>

At this point the GM could spend all of the Fate Points Boris added to the GM's pool and force Sarah's player to declare a different outcome for the Defeated result, but he decides it's not worth the trouble to save an extra.

Round 3

Collette is a little scared now, but stays put and fires at Sarah again. She rolls a +2, for a total of +5.

Sarah rolls a +1 giving her a total defense of +4. Then she spends a FP to compel "*It's a long way down*", stating that Collette is getting closer to the edge and it's making her nervous. Sarah's final defense is +6 so Collette misses.

Sarah needs to change zones in order to attack Collette since hand to hand combat has to be in the same zone. So she moves forward to close the distance.

She rolls -1, for a total of +3, reduced by another -1 for moving. So her total for her attack roll is +2.

Collette's defense is +0 (she rolls a -2). She takes 4 stress (2 for the margin of success plus 2 for the Weapon rating provided by Sarah's Hard Style Advantage) and must take a Severe(P) Consequence.

Bob decides that she has a *Broken Jaw*, and her Stress Track now looks like this:

☒☒☒	Severe(P):	<u>Broken Jaw</u>
☒☐☐	Defeated(P):	<u></u>

Round 4

Collette wants to flee but her fear of the Scarlet Mask keeps her standing. She takes a shot, rolling -1 for a total of +2.

Sarah rolls a +2 for a total defense of +5, she takes no stress as the bullet goes wide.

Sarah then kicks Collette, rolling -2, added to +4 giving a +2 total. She invokes Collette's *Broken Jaw* for free; bringing it up to +4.

Collette's feeble defense of -1 (roll of -3) means she takes a total of 7 stress. Sarah's player narrates her Defeat as a crushing blow to the head, and her unconscious body hits the deck.

☒☒☒	Severe(P):	<u>Broken Jaw</u>
☒☒☒	Defeated(P):	<u>Crushed Skull</u>

Mental Conflict

When to Use Mental Conflicts

A mental attack is any sort of overt attempt to harm or change the mindset of another. While not every conversation need be solved as a mental conflict, attempts to change the perspective of another character in a manner that effects the story in an important way probably should. In most cases the GM should simply decide whether or not an NPC is persuaded, intimidated, or whatever without resorting to a Mental conflict.

If it might matters to the story whether or not you succeed in manipulating another person, but it isn't worth the time to resolve as a Mental conflict, a simple opposed roll usually works. For example, attempting to flirt with the gas station manager a bit so that he might be more amicable to helping you later might be a simple Persuasion roll vs. the gas station manager's Empathy to see if he notices the flirtation isn't genuine.

Things that affect your character or the story in a meaningful way (e.g. coming into contact with some unthinkable horror or attempting to seduce the king's daughter in order to get closer and assassinate him) are moments when the GM might call for a Mental conflict.

Mental conflict uses the same basic conflict resolution system as described in the beginning of this chapter, but instead of fists and weapons, the outcome is decided with words and emotions.



Mental Attacks and Defenses

Mental attacks can come in many forms, but as far as the conflict rules are concerned, they all work the same.

You roll your attacking Ability against your opponent's defending Ability, dealing stress against the defender's Mental Stress Track until the defender Concedes, is Defeated(P), or somehow withdraws from the conflict. Most Mental Conflicts will end in a Concession or withdrawal since people aren't usually willing to argue or dwell on a point of contention until it causes them lasting psychological harm.

A withdrawal may consist of simply walking away from the other person, or it could escalate into a physical conflict. Either way, the Mental conflict is over.

However, sometimes you don't have a choice. Scenes of extreme horror can unhinge the mind simply by viewing them, but we'll get into the effects of horror a little later in this chapter.



Here are some common causes for Mental conflict:

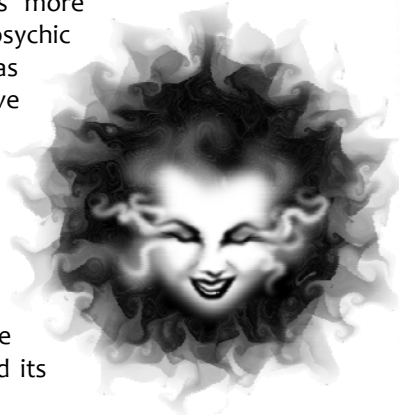
Deception: An attempt to convince another person of your lie. You attack with your Deception and your target defends with his Empathy. You continue to attack until the target Concedes, is Defeated, or withdraws from the conflict by either simply leaving or by turning it into a Physical conflict.

Manipulation: An attempt to change another person's outlook on a subject. Roll Persuasion or maybe Reasoning against the target's Willpower.

Seduction: Attempting to manipulate another through temptation may give rise to a Mental conflict. Often the seducer will roll Persuasion, maybe combined with Deception, while the defender must roll Willpower, possibly combined with Empathy. (See pg. 69 for more on Combining Abilities.)

Psychic Trauma: There are few things more psychologically damaging than psychic manipulation. Even something as simple as a single word psychic command can leave lasting scars on the mind of the recipient as it distorts the very foundation of who a person is. More on psychic manipulation can be found in Chapter 5 with the Power Advantages.

Fear: Experiencing a traumatic event can affect one's outlook on life forever. See later in this chapter for more on fear and its effects on the mind.



Common Mental Attacking and Defending Abilities

The Abilities used to attack and defend in a mental conflict depend on the type of attack. Here are some examples.

Intent	Attacking Ability	Defending Ability
Debate a Topic	Persuasion	Willpower
Intimidate into Submission	Persuasion	Willpower
Lying about your Motives	Deception	Empathy
Bribe an Official	Resources	Willpower
Barter for a Better Price	Persuasion or Deception	Willpower



Resolving Mental Attacks

For the most part, Mental conflict works exactly like Physical conflict, but before any rolling takes place, all characters involved in the Mental combat should have a clearly stated intent. A character's intents might be "Bribe the Guard to Let me By", while the guard's intent would be "Don't Let Anyone Not on The List Inside".

Once intent is established, the "attacking" player rolls his attack Ability, and the defender rolls his defending Ability. If the defender wins, nothing happens. If he wins and generates Spin, he gains a +1 on his next mental attack roll against his attacker, as the defender is left flustered.

Just as with Physical conflict, if the attacker wins, the difference between his attack roll and the defender's defense roll counts as stress. If that stress fills up all the stress boxes associated with a Consequence, the defender must take a Consequence of that type.



"Edge" and "Determination"

Edge is the "weapon" used in mental combat. It's a snappy comeback, a potent threat, a horrific sight, etc. When involved in a mental conflict that takes place in the context of an argument or threat, the player should describe for you what he is saying or doing to his opponent. The more clever his description, the more Edge the GM should give his attack. The Edge rating may then be applied as a bonus to your attack roll.

Another way to gain Edge is to use story elements against the target. For example, when engaging in a mental attack to get a character to surrender, if you have his loved ones at gun point, you would be rewarded an Edge bonus. While not particularly witty, it really hits the character where it hurts.

Note that, unlike a Weapon Rating, you do not have to first successfully land a "hit" with your attack before you add in your Edge. It is a bonus to the attack roll, not just a simple bonus to stress inflicted. Edge usually has to be used in the turn it was generated in, but once used, it is gone.

The amount of Edge granted to a character's mental attack is determined by the GM, which he grants based off of how well the player role-plays his character in the conflict. Usually the amount ranges from 0 to 5 for a witty or clever verbal assault, with 0 being a half-hearted description and a dice roll, and 5 being an exceptionally well thought out response that plays on the target's fears, ambitions, or weaknesses. But while attacks with words tend to top out at an Edge rating of around 5, a character can be exposed to events that are far more damaging to the mind.



For example, a character being forced to kill his own father might suffer a mental attack with an Edge rating as high as +10. In such a case, the attack is resolved as a simple dice roll with a +10 bonus.

These types of mental attacks are discussed in greater detail below.

Determination is the opposite of Edge and functions like a sort of “armor” in a Mental conflict. It is the measurement of a character’s dedication to his intent. Like Edge, Determination is rated (usually 0 to 5) and grants a bonus on the defender’s defense roll.

For example, a guard who hates his job and employer may have a Determination of 0, while a guard who knows his employer will kill him for failure might have a Determination of 9 or 10. Determination could represent morale, or simple fear of what might happen should he give in.



Mental Stress Boxes

A character’s mental stress boxes measure his ability to ignore or deal with mental stress. Attacks that only check off stress boxes have no real lasting effect. Small frights, little insults, etc. These leave no lasting impression (Consequences).

The number of mental stress boxes a character has associated with each type of Consequence is determined with the following formula:

$$\text{Willpower} + \text{Reasoning} + \text{Other Modifiers} = \text{Number of Mental Stress Boxes (Minimum 1)}$$



Mental Consequences

Stress is a transitory thing, but sometimes even non-physical conflicts will have lasting Consequences – an irrational hatred for your attacker, inability to relate to others, lessened ability to control your temper, etc. As with Physical Consequences, these are a special kind of Aspect that can be compelled or even invoked.

As with other Consequences, the exact nature of the Consequence should depend upon the type of attack one suffers, be it insults, threats, or exposure to some extra-dimensional horror.

Also remember that it doesn’t cost a Fate Point to invoke or compel a Consequence for the first time in a scene, and that Severe(P) and Extreme(P) Consequences are persistent.



Shock, Fear and Insanity

Many games feature supernatural creatures or just plain mundane horror that could affect the minds of the characters who witness it.

Coming into contact with horrific creatures or stumbling upon sanity crushing crime scenes can result in an attack against the character's mental stress. This attack is handled like any other mental attack, though the GM may grant Edge bonuses to the attack roll depending on the situation.

For example, encountering a blood soaked zombie on your way to the break room at work could call for a mental attack with a +8 Edge bonus if the character had never seen or believed in zombies prior to this encounter.

The Edge bonus the GM adds to the attack should reflect the genre of the game he is running, and the experiences of the defending character.

So while a character's first contact with a zombie may result in an attack with a +8 Edge bonus, the GM may add no Edge, or may not even roll an attack if the character is one of the sole survivors of a zombie apocalypse and he has killed hundreds of them in the past.

The GM should also consider adjusting the Edge bonus for the genre. Wizards who are used to wielding potent magic may not be quiet as disturbed by a zombie or ghost, but a pizza delivery boy will likely be driven horribly insane by the sight of That Which Should Not Be.

Sample Mental Consequences

Minor

- Flushed
- Shamed
- Withdrawn

Major

- Trembling
- Unwilling to Speak
- Desire to Lash Out

Severe(P)

- Flashbacks
- Reclusive
- Psychotic Tendencies

Extreme(P)

- Mute
- Severe Hallucinations
- Suicidal

Defeated(P)

- Dead
- Catatonic
- Crippling Dementia



Mental Defeat

The exact effect of being Defeated due to extreme mental stress depends largely on the types of attacks you've received.

For the most part being taken out due to Mental stress functions exactly the same way as Physical stress, but of course the effects are not physical - though they may lead to physical stress if gone untreated.

Essentially, if a person is Defeated in a mental conflict, the character's mind shuts down, or becomes severely withdrawn.

The exact effects may vary, but in general the character is incapable of performing any sort of constructive actions. The character may ball up into fetal position and refuse to move or communicate, or simply pass out from shock.



Sample of a Mental Conflict

The, some say, overly aggressive and bold King Elderard of Freezan has decided to begin a new expansion campaign beginning with the invasion of the neighboring kingdom of Elasia.

Isabella Montayn, who recently inherited the position of High Advisor to the King, fears what would happen to their people should they go to war. The last campaign took a very high toll both in lives and money and she requests an audience with the King in order to persuade him to delay this new war.

King Elderard

(7 Fate Points)

Relevant Character Aspects:

- *Bold King of Freezan*
- *Bred to be a Warrior*

Relevant Specialty Aspects:

- *Ambitious (Willpower)*
- *Indifferent to Suffering (Empathy)*

Mental and Social Abilities:

Craft	1	Deception	2
Knowledge	1	Empathy	1
Reasoning	2	Persuasion	2
Willpower	2	Resources	4

Relevant Advantages

Iron Will: +2 boxes in Mental Stress Track

Tenacious: -2 to amount of Stress which overflows

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☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐

Minor:	_____
Major:	_____
Severe(P):	_____
Extreme(P):	_____
Defeated(P):	_____



High Advisor Isabella Montayn

(7 Fate Points)

Relevant Character Aspects:

- New High Advisor to the King of Freezan
- “War should be the last solution.”

Relevant Specialty Aspects:

- Cannot Tell a Lie (Empathy)
- Absolutely Stunning (P) (Persuasion)

Mental and Social Abilities:

Craft	1	Deception	2
Knowledge	2	Empathy	2
Reasoning	3	Persuasion	3
Willpower	2	Resources	3

Relevant Advantages

Fearless: +2 to Willpower vs. Fear

Absolutely Stunning: Gives the Absolutely Stunning (P) (Persuasion) Aspect

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Minor:	
Major:	
Severe(P):	
Extreme(P):	
Defeated(P):	

William, the GM, explains that the king has declared that this audience will take place in the king’s throne room, in front of the court. The sycophants of the court will support any decision the king takes, which will make things very difficult for Isabella. All action will take place in the same zone.

The GM declares several Aspects for the throne room.

- Awesome Display of the King’s Power
- Sycophants Everywhere
- Everybody Here is Ready to Judge You

Isabella’s intent is: Persuade the king against beginning a new war.

The king’s intent is: Go to war to solve the kingdom’s problems

Initiative

Isabella rolls a +1, which adds to her Empathy of 2 for a final result of 3. William rolls the dice, with a -1 result for the king. This is subtracted from his Empathy of 1, getting 0 as a total result.

Isabella has the initiative.

Round 1

Isabella begins by explaining why this new war should be averted. She does it so convincingly that the GM awards her an Edge rating of 2. She rolls the dice, adding her Persuasion and the Edge bonus for a final result of 7!

The king defends himself using his Willpower of 2 and spending a Fate Point to invoke his own *Ambitious* (Willpower) Aspect for a +2 to his roll. He rolls a -1, for a total of 3, but then decides to spend another Fate Point and invoke the zone Aspect *Awesome Display of the King's Power*. He expects that the magnificent throne room will help him intimidate this newcomer. However, his final defense result of 5 is 2 less than Isabella's attack total, so he takes 2 Stress and his Stress Track now looks like this:

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Minor: _____

Major: _____

Severe(P): _____

Extreme(P): _____

Defeated(P): _____

Now it's the king's chance to respond to Isabella's speech using his Persuasion Ability to attack. He will not tolerate being contested over this matter and decides to teach her a lesson. He rolls his Persuasion for a total of 5.

That's good, but not enough to satisfy him. He spends two Fate Points and invokes his own *Bred to Be a Warrior* Aspect and the throne room's *Sycophants Everywhere* Aspect in attempt to undermine Isabella's words with a detailed explanation of his brilliant combat strategy and the support of the courtiers. With the additional +4 bonus he attacks with a total of +9.

Isabella rolls her Willpower to defend herself. She gets a total of 2, but invokes her *"War should be the last solution."* Aspect for a +2 bonus to strengthen her resolve. She also decides to spend another Fate Point, even though she doesn't have another Aspect to invoke, for another +1. She gets a final result of 6. That's 3 less than the king's attack total of 9, so she takes 3 Stress. Her Stress Track now looks like this:

X	X	X		

Minor:	_____
Major:	_____
Severe(P):	_____
Extreme(P):	_____
Defeated(P):	_____

The king has 3 Fate Points left, while Isabella still has 5.

Round 2

Isabella decides that she is going to have to be more aggressive. She adjusts her tone and body language to something a bit more seductive and invokes her *Absolutely Stunning* (P) Aspect to aid her Deception based attack against the king. She also spends a Fate Point to invoke “*War Should be the Last Solution*” for a +4 total bonus to her roll. She then presses her argument, using her alluring presence and passionate beliefs to get to the king's heart. Her player does a good job describing her actions and word, which the GM decides is worth an Edge of 2. She then rolls a +1, for a total result of 8.

The king, refusing to show any impact from Isabella's words or beauty, defends with his Willpower. He laughs away Isabella's argument and reinforces his own faith in his position by invoking his *Ambitious* (Willpower) Aspect for a +2 bonus.

In addition, the king has long since feared Isabella's beauty could be used against him, and if her alluring glances and seductive gazes are noticed by others, it would surly undermine their faith in him. With this in mind the GM grants him a +1 Determination bonus. He rolls the dice and gets a -3 though, which would make his total score 3. He then spends another Fate Point and invokes the *Sycophants Everywhere* Aspect for a reroll, rolling a -2. The final result is 4 versus Isabella's 8. The king takes 4 Stress and must take a Minor Consequence.

It appears that the king wasn't able to shrug off Isabella's seductive charm so well after all.

X	X	X	X	X	X

Minor:	<u>Distracted by Lust</u>
Major:	_____
Severe(P):	_____
Extreme(P):	_____
Defeated(P):	_____



The king now has only 1 Fate Point left. He has been unsettled by Isabella's beauty and allure, which makes him all the more frustrated with the woman. So he decides to change his approach and resorts to intimidation, compelling Isabella's *Absolutely Stunning (P)* (which he can do for free, as it is a persistent Aspect, and Isabella is not allowed to refuse this compel without spending a Fate Point, which she declines to do) to present her before the court as a naïve, inexperienced young woman who cannot understand what is at stake for the Kingdom of Freezan and is simply using this audience as an excuse for showing herself off and impress them. She'll suffer a -2 on her roll to defend because of this.

The GM thinks this is an especially effective tactic and grants him a +2 Edge rating. He rolls and gets a +1, for a total result of 5.

Isabella invokes the king's *Distracted by Lust Consequence*, in an effort to catch him in a logical trap and thus proving herself more than just a pretty face to others and to herself.

She rolls her Willpower and adds a +2 for invoking the king's *Distracted by Lust Consequence* (first use is free). However, the GM decides to compel the zone Aspect *Everybody Here is Ready to Judge You*. Isabella accepts the offered Fate Point from the compel and suffers a -2 penalty on her defense roll. She is horrified by the idea of coming off as just a brainless beauty, and the thought is very distracting.

The bonus gained from invoking the Consequence and the penalty suffered from the compel cancel each other out. She rolls a +3, which gives her a final result of 5. This round ends in a tie.

The king has 1 Fate Point left. Isabella still has 5 points left since she accepted the compel and declined to spend a Fate Point to deny the compel against her persistent Aspect.

Round 3

Isabella knows this argument cannot be stretched much longer unless she wants to risk awakening the wrath of the king. She will not play cautious this time though, and tries to complete a Maneuver in order to bring the courtiers to her side before attacking the king once more. However, this Maneuver will also impose a -1 on her next roll because she'll need to perform the Maneuver as a supplemental action if she wishes to also attack the king this round, and she does.

She rolls her Persuasion (restricted by her Empathy) to place a *Moved to Compassion* Aspect on the throne room itself. To do this she turns her attention to the court at large and begins to passionately describe the strain the last war put on the people, how mothers and wives mourn their sons

and husbands, and how the Kingdom is falling into neglect due to the enormous spending required to maintain Freezan's massive army.

She also spends a Fate Point to invoke her *I Can Not Tell a Lie* Aspect for a +2 bonus to this roll. The GM allows it since that Aspect has gained her a reputation of being honest. But she must overcome a difficulty of 4 due to the general disregard of the courtiers in regards to the people's suffering.

She rolls the dice and gets a +2. Her Empathy is lower than her Persuasion however, so she suffers a -1. Still, she managed to come up with a final result of 6. Her efforts have allowed her to successfully reach the stony heart of the audience she can now invoke or compel the *Moved to Compassion* Aspect.

She will now use her Persuasion to elaborate on her speech about the suffering of the people and turn it toward the king. And having at least some support from the spectators she compels *Moved to Compassion* (for free, as this is the first time it is compelled) and rolls. As the reactions of the crowd lend weight to her arguments, she rolls a total of 6, reduced to 5 because of the penalty for taking a supplemental action to perform her Maneuver.

The king is an obstinate man and does not wish to lose more face in the presence of the Court. He tries to defend his position one last time, using his Willpower to resist Isabella's attempt to sway his emotions, but does not want to risk losing any more Fate Points. He rolls a 0, for a final result of 2. This is 3 less than Isabella's 5, so she inflicts 3 stress points.

☒ ☒ ☒ ☒ ☒ ☒	Minor:	<u>Distracted by Lust</u>
☒ ☒ ☒ ☐ ☐ ☐	Major:	<u> </u>
☐ ☐ ☐ ☐ ☐ ☐	Severe(P):	<u> </u>
☐ ☐ ☐ ☐ ☐ ☐	Extreme(P):	<u> </u>
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The king is beginning to think he is not going to win this resolute young woman so easily. He returns fire by justifying the future invasion with a fallacious speech about the threat the existence of their neighbors means to the Kingdom. For this he uses his Deception of 2 and rolls a -2.

Unhappy with a -2 on the dice, he spends a Fate Point to invoke his Aspect of *Bold King of Freezan* to reroll the dice. However, luck is not on his side this time, and he rolls the worst possible result: -4! This gives him a final result of 0. Perhaps he overplayed the threat, because Isabella certainly wasn't swayed. And for that matter, neither were the other folks in the room.

Smug with her previous success and thoroughly unimpressed with the king's attempt to inflate the threat to the kingdom, Isabella weathers the king's tirade with an icy stare. She rolls her Willpower and gets a +1. Not the

best roll, but enough for her to ignore the king’s overblown attempt to convince her that the danger was worse than it really was.

The king still now has 0 Fate Point left. Isabella has 3.

Round 4

Isabella will now try and use up all her best arguments to deliver a devastating blow to the king's ambitions. She will spend a Fate Point to invoke “War should be the last solution”, plus another to invoke the throne room's Everybody Here is Ready to Judge You, reserving her last Fate Point just in case. If she does not win this round, she feels she will have to seek refuge in a foreign country to escape the king's anger. She rolls a +2, which, added to her +4 bonus from the Aspects invoked and her Persuasion of 3 results in a total of 9!

Isabella’s arguments have worn on the king, and he is starting to think this debate is lost for him. He attempts to work up his anger and passion for the war campaign, but it just isn’t there. Maybe it isn’t worth putting his people in danger.

He defends once more with his Willpower. He rolls a +3, getting a total result of 5. That's 4 less than Isabella's attack roll of 9, so he receives 4 Stress. The king takes a Major Consequence:

XXXXXX	Minor:	Distracted by Lust
XXXXXX	Major:	"I cannot justify this"
□□□□□□	Severe(P):	
□□□□□□	Extreme(P):	
□□□□□□	Defeated(P):	

There is no overflow to the next row of his Stress Track thanks to his Tenacious advantage, which subtracts 2 from any overflowing Stress. However, being a more intelligent man than he is often thought to be, he decides to offer a Concession to Isabella (who can now breath relieved).

The King’s Concession: “I’ll call off the war.”
Isabella accepts.

A new meeting will be convened in a few days, with the presence of Isabella and the other advisors to the king in order to find a way to help the people recover from the excesses of the last wars and plan a more sensible, coherent strategy of future development for the army's strength. King Elderard is sincerely impressed by the temper of his new High Advisor and intends to keep her near. Very near. Perhaps in his bed chamber?

Social Conflict

What are Social Conflicts?

Social conflicts differ from Physical or Mental conflicts in that they take longer to resolve, often requiring a scene or more to resolve a single attack instead of a few rounds.

A Social attack is an attack on one's reputation or status, be it legal status, honor, social standing, etc. This sort of conflict may not be appropriate to all campaigns, but can play a large part in a game that focuses on political maneuvering or social disruption. So while you can probably skip this section if you are running a post-apocalyptic campaign with a focus on survival, it could play a critical role in a campaign focusing on the maneuvering of the local nobility or a campaign in which the PCs seek to bring financial or social ruin to their enemies.



The Social Attack

Setting up a social attack may take one or more scenes, or possibly be spread over a number of game sessions that culminate in a single conflict scene. This attack roll works like any other. You select an Ability to attack with, and the defender selects an Ability to defend with.

Unlike physical and mental conflicts, you are not doing direct damage to your opponent; you are actually influencing society's view of the defender. It is their disapproval that causes damage to the victim's Social Stress Track, and any Consequences placed on that track should reflect this.



Social Stress Boxes

A character's social stress boxes represents the measure of his ability to avoid or divert social stress. Attacks that only check off stress boxes have no real lasting effect, such as minor embarrassments, the occasional outburst to their fans, etc. These leave no lasting impression (Consequences).

The number of social stress boxes a character has associated with each type of Consequence is determined with the following formula:

$$\text{Persuasion} + \text{Resources} + \text{Other Modifiers} = \text{Number of Social Stress Boxes} \\ (\text{Minimum } 1)$$



Social Consequences

Social Consequences work the same way Physical and Mental Consequences do, but their effects tend to be more varied. Depending on the type of attack made, Social Consequences may result in public embarrassment, legal trouble, or the total loss of respect from all of one's peers.



“Leverage” and “Popularity”

Similar to the “Edge” and “Determination” ratings used in a mental conflict, social conflict uses “Leverage” and “Popularity”. Whenever a character makes a move to harm the social status of another, such as by exposing a skeleton in their closet, humiliating the target in public, framing the target for a crime or cutting off their primary source of power, the GM should award the player with a Leverage rating.

Like Edge, Leverage is usually rated 0 to 10 with the bonus denoting the importance of the revelation or act. Simply put, actions taken against your enemy's reputation or social standing generate Leverage, which grants a bonus to your social attack rolls.

For example, if you know the chief of police is corrupt, you might start trying to gather evidence against him. In this case, the quality and amount of evidence found is represented by a Leverage rating. Finding out he swept his wife's drunk driving arrest under the rug might be worth a Leverage rating of +3, while definitive proof linking him to the mayor's murder might be worth +10.

On the other hand, a character may also have a Popularity rating. Usually rated 0 to 5, Popularity fills the role of a sort of “armor” against social attacks. The defender's Popularity rating is added as a bonus on his defense rolls to defend against social attacks.

For example, the owner of a local night club might have a popularity of 1, while a beloved king may have a Popularity of 5. A high Popularity rating means that people are more likely to forgive mistakes and sleights.



Awarding Leverage and Making the Attack Roll

The GM should keep tabs on the player's actions, keeping in mind how their behavior might impact others. Likely, as the PCs work against their enemies, they are going to be building up Leverage as they unravel mysteries, beat confessions out of mooks, etc. As the GM, you don't need to keep a constant tab on every possible bonus you might reward, but if the player's decide to make a social attack roll, you should have a good idea of what kind of Leverage rating to award them, if any.

The PCs can build up as much Leverage as they want before making the actual social attack roll. To make the roll, they somehow need to be able to get the



information they have accumulated against their target into the hands of those that matter. This might be done by sending the evidence to a local lawyer in a sealed envelope or it could be a grand announcement to the townsfolk.

When making the roll, add up all of the Leverage you plan to use at this time, then select an appropriate Ability to attack with. Most likely this will be Persuasion, but there are times when another Ability might be more appropriate. If an entire group is making the attack, the character with the highest relevant Ability rank should make the roll.

It's also very likely that the defender will defend with Persuasion, but again, this might not always be the case. Also, if the attack is directed at a group, they'll need to select a spokesman to make the defense roll. However, stress is also suffered by everyone in the group he was representing.

Once the attack roll is made, any Leverage you add to the roll is lost. It either did its damage or nobody cared. However, you do not have to blow all of your Leverage on a single attack. Sometimes it's better to keep a few cards up your sleeve.

Sample Social Consequences

Minor

- Embarrassed
- Small Fine
- Lost a Little Respect

Major

- Humiliated
- Large Fine
- Lost Allies

Severe(P)

- Focus of Public Outrage
- Short Jail Time
- Traitors in the Ranks

Extreme(P)

- Unforgettable Humiliation
- Long Jail Time
- Mutiny

Defeated(P)

- Death Sentence
- Enemy of the State
- Permanent Exile



Common Social Conflicts

Here are some examples of common social conflicts, and how Leverage is gained:

Intent: Unseat a Political Official

Gain Leverage: Discover proof of target's allegiance with enemies of the state, frame the target for murder or assassinate the target's most powerful ally.

Intent: Collapse an Organization

Gain Leverage: Disable the organization's ability to buy their drugs, guns, slaves, manufacturing equipment, etc. Plant evidence that the organization is working against one of its allies and reveal that to them, or track down the organization's primary asset and disable it.

Intent: Defame a Celebrity

Gain Leverage: Discover/plant proof that the celebrity is involved in one or more morally corrupt acts, such as adultery or drugs, sabotage their latest event so that it fails spectacularly or reveal or plant rumors that the celebrity is having disputes with similarly famous celebrities.



Gaining Popularity

GMs may grant Popularity ratings to PCs as they perform heroic deeds or otherwise become well known to their peers. However, Popularity remains a passive defensive trait and isn't actively rolled or added into social conflicts except as defense. Instead, characters with Popularity scores should look to add Aspects to their character that represents their fame and position.

The GM may, if he chooses, allow you to trade in any accumulated Popularity for XP aimed at purchasing a relevant Aspect. For example, if you manage to gain a Popularity rating of 3 from defending your hometown of Willowbrook from bandits, you may exchange your Popularity for 3 XP, which you may then spend toward purchasing *Hero of Willowbrook* as a Character Aspect.

Sample of a Social Conflict

The characters come forth during a press conference to expose the mayor as a crook and in league with a local criminal gang.

Intent: Send the mayor to jail.

Round 1

For their first attack, they present pictures to the crowd that shows the mayor talking with the gang's leader in a back ally. The highest Persuasion of anyone in the group is 3 and the GM decides the pictures are worth a Leverage Rating of 3. So the leader of the group steps forward with the evidence and makes his attack roll and adds his Persuasion and Leverage bonus for a total of 5.

The mayor is fairly well thought of by most of the people in town, so he has a Popularity of 2.

He defends with Persuasion plus Popularity for a total defense result of 2 and mayor suffers 3 points of social stress. The pictures get a reaction, but people like him so they make excuses for him.

The mayor then returns fire with his own social attack. He explains to the group that the people who are accusing him of these crimes are obviously crazy. He tells them that they must have some emotional issues, and that he has no idea why they'd be after him in such a fashion.

His Persuasion roll is a 2, but he has no basis for these claims and therefore has no Leverage. The leader of the PCs defends with his own Persuasion, pointing out how ridiculous these claims are. He gets a total of 1 on his Defense roll and everyone in the group suffers 1 point of social stress.



Round 2

Seeing that the pictures didn't do the trick, the players pull out their ace in the hole for their next attack. They've got an audio recording of the mayor discussing his plans to pay off some of the gangsters to perform a drive-by on one of the guys who plans to challenge him in the coming election. This is pretty damning evidence, so the GM awards the party a Leverage rating of +10.

Attaching the recording device to the loudspeakers, they play the recording for all to hear. This allows them to add the +10 Leverage to their Persuasion roll and get a total of 15 for their attack. The mayor tries to defend, but there isn't a lot he can do to spin the recording in his favor.

The players score big and the mayor suffers enough social stress to cause both a Minor and Major Consequence. He is arrested and taken away by the police before he gets a chance to retaliate with his own attack.

Minor – *Disappointed Voters*

Major – *Now Undergoing Investigation*

Severe(P) – *"We've got you on tape!"*

"Weapons" and "Armor"

You'll notice a common theme with the different types of conflicts, all of them take into account some sort of "weapon" and "armor", and it may make things easier to understand when you think of things in those terms.

Physical conflicts have actual weapons and armor. Their Weapon Ratings add to the amount of stress dealt, and Armor Ratings subtract from the amount of stress suffered.

Similarly, Mental conflicts have Edge and Determination. And Social conflicts have Leverage and Popularity. These act as simple bonuses to attack and defense rolls.

These may be accumulated in different ways, but for the most part, these "weapons" and "armor" serve the same basic functions across all sorts of conflicts. The better the "weapon", the better the offense. The better the "armor", the better the defense.

When you are thinking about creating a new Stress Track, take a moment to consider the type of conflict it might relate to and what sort of "weapon" and "armor" it might have, if any.

Healing Stress and Consequences

When a character suffers enough stress to fill up the row associated with a Consequence, he suffers a Consequence. Additional stress overflows into the next set of stress boxes. If those stress boxes are already filled, the next open stress box is checked.

At the end of a five minute rest, all stress boxes are cleared unless an entire row is filled. Once an entire row is filled and the character has suffered a Consequence, those stress boxes will not clear until the Consequence is healed. Consequences are healed by downgrading in severity until they become Minor Consequences and then clear.

Consequences fade with time – bodies heal, rumors die down, and distance brings perspective. How long this takes depends upon the type of stress and the severity of the Consequence.

After a certain amount of time, a Consequence may downgrade. This requires for some time to pass and an Ability roll be made. For Physical Consequences, you roll Endurance. For Mental, roll Willpower. For Social, roll Persuasion.

Downgraded Consequences may change. For example, a Severe(P) Consequence of *Broken Arm* may become *Arm in a Sling* when it downgrades from to a Major Consequence.

Also remember that a character may only have one Consequence of each type, per Stress Track, at a time. So if a Consequence downgrades to a category that already has a Consequence in it, that Consequence automatically downgrades as well. So even if it isn't time to roll to heal that Consequence, it automatically downgrades if a worse Consequence downgrades into its category.

The GM may put modifiers on the roll to recover if the character hasn't had time to rest or eat properly. It's a lot harder to get over a knife wound while trekking through a swamp than sitting on the couch.

For example, it's been a week since Destiny's encounter with the Sentinels who shot her in the thigh (Severe(P): Shot in the Thigh). She's been taking it easy, so the GM decides that the standard difficulty to heal (Diff: 4) is fine. So she rolls the dice, and adds her Endurance of 3 to the result, getting a 5. She succeeds, so her Severe(P) Consequence downgrades to a Major, changing from Shot in the Thigh to Weakened Thigh. The hole has almost healed.

Remember that the stress boxes downgrade with it. So now, instead of a full set of checked Severe(P) stress boxes, she has a full set of checked Major stress boxes.

But with luck, she'll have full use of her leg in a day or two.



Another example...

The car chase Jason was part of in the last scene ends as he is pushed off the road and slams into a telephone pole. He has two Consequences; he took a flesh wound earlier from a gun shot fired from the pursuing car. (Major: "It just grazed me.") But then he took a Severe(P) Consequence when he hit the pole (Severe(P): Battered, Bruised and Broken).

If he gets some rest, at the end of the next day he can roll to see if his Major Consequence downgrades to a Minor, which would heal at the end of the next scene.

At the end of the week he gets to roll to heal the Severe(P) Consequence. If he succeeds, Battered, Bruised and Broken downgrades to a Major Consequence and just becomes Battered and Bruised.

If for some reason he wasn't able to heal his previous Major Consequence of "It just grazed me.", it would automatically heal and downgrade as his Severe(P) Consequence (Battered, Bruised and Broken) downgraded and took its place.

Minor (Downgrades to no Consequence in 1 Scene for Physical & Mental. For Social, it downgrades in 1 Week, no roll required)

Minor Physical and Mental Consequences are removed any time the character (or the people he knows in the case of social Consequences) has the opportunity to sit down and take a breather for a few minutes. These Consequences will last until the end of the current scene and will usually be removed after that. The only exception is if there is no break between scenes – if the character doesn't get a chance to take five, the Consequence will remain in place.

Major (Downgrades to Minor, or just clears, in 1 Day for Physical & Mental. For Social, it downgrades in 1 Month, Diff: 2)

Major Physical and Mental Consequences require the character to get a little more time and distance, and maybe some basic first aid. This may mean getting treatment for some burns, sleeping in a comfortable bed, laying low and just hanging out at a local hot spot. Or maybe spending some time with a charming member of the opposite sex or with a respected member of the community, or sitting on a beach to 'forget about it all'. Or it could be anything else so long as it's appropriate to the Consequence. An afternoon of hiking may be a great way to get past a Consequence of *Heartbroken*, but it's not a great choice for a *Bad Ankle*.

A Major Consequence actually downgrades to a Minor Consequence, but since a Minor goes away at the end of a scene, it's easiest to just assume it clears completely with a successful roll.

Severe(P) (Downgrades to Major in 1 Week for Physical & Mental. For Social, it downgrades in 3 Months, Diff: 4)

Severe(P) Consequences require substantial downtime. The character uses the downtime to rest and recuperate or, in the case of social Consequences, he needs to spend that time running damage control or making amends to those he's hurt.

Extreme(P) (Downgrades to Severe in 1 Month for Physical & Mental. For Social, it downgrades in 1 Year, Diff: 6)

Extreme(P) Consequences are even harder to deal with. The character usually ends up in jail, in the nearest rehab, an intensive care unit or maybe even on suicide watch. It's possible that the character will be left with lasting effects in the form of an Aspect (such as *More Metal than Meat* or "*I can never go home again.*").

These could require sophisticated medical treatment usually only found in major cities or with trained counselors on hand 24/7 to stop the character from going over the edge.

In the case of an Extreme(P) Social Consequence, the character is going to have to devote a substantial period of his time seeking forgiveness, mending relationships, or just serving his sentence. Eventually, people will forget and maybe even forgive the shame, but it's going to take a while.

Needless to say the experience could have a profound effect on the character and can result in the change of some of their Abilities and Aspects. This is something the players and GM should work out together.

Defeated(P) (Downgrades to Minor in 3 Months for Physical & Mental. For Social, it downgrades in 3 Years, Diff: 8) – Assuming it can be recovered from at all.

As with an Extreme(P) Consequence, if a character is Defeated, there is a good chance that the character is changed forever from the experience. While not mandatory, players should strongly consider taking some sort of Character or Specialty Aspect that relates to the event. The GM should consider allowing them to take the Aspect for free or at a reduced XP cost. It may even be appropriate to change an existing Aspect that is relevant. For example, an Aspect of "*I'm the toughest guy in town.*" could be changed to "*I was the toughest guy in town.*" after a physical Defeat.

Consequences of Consequences

Often a Consequence can change a character permanently. He might lose an arm, or be forever outcast from his home. In such cases the GM may allow you to clear the Consequence, and its associated stress, in exchange for you taking a new permanent Character or Specialty Aspect that represents the permanent damage that has been done to the character. Such an Aspect might be *Missing Left Arm*, *Terrified of Enclosed Spaces* or "*I can never go home again.*"

Assisted “Healing”

Sometimes hospitals or similar medical facilities (Page 273) can be used with the Knowledge Ability and appropriate Aspects and Advantages to provide bonuses to rolls to remove Physical or Mental Consequences or speed the process up. See page 237 for more on recovering Consequences.

Likewise, some locations and events, such as popular clubs or high society balls, could provide similar bonuses to recover social Consequences.

How do you die?

Usually a character only dies when his player allows him to. When you are Defeated, the person who Defeated you gets to define what that means. And he might define it as your character dying.

The player then gets the option to cash in all his Fate Points and veto that definition of Defeat, forcing his enemy to come up with something else... perhaps he only suffers a broken back and/or temporary paralysis.

But if he has no remaining Fate Points, he doesn't get this option.

Other Stress Tracks

The rules for Stress Tracks and Consequences can be very versatile and, if you wish, this system can be used to track almost any sort of resource.

Typically, Stress Tracks come in one of two forms: Renewable and Non-Renewable.

Renewable Stress Tracks

As seen above with the Physical, Mental and Social Stress Tracks, renewable Stress Tracks “heal” naturally over time. Assuming you aren't Defeated (and sometimes even if you are), eventually the wounds will close, you'll come to terms with the trauma, and people will largely forget about your mistakes.

A Renewable Stress Track may be used to track any situation where time will eventually solve the problem (e.g. an energy reserve that slowly replenishes itself, the effects of heat dispersion within a machine, the assumption that the character is effectively managing the resource during down time). In this case, the player will always get to roll in order to remove Consequences on the track or the GM may rule that no roll is necessary depending on the nature of the track itself.

“Healing” Renewable Stress Tracks

Renewable tracks recover over time. After a certain amount of time, the player should roll an Ability (usually one that is used to determine how many stress boxes you have) against a set difficulty. See “Removing Consequences” above for how Physical, Mental and Social tracks recover. The character’s new track may work the same way, or it may recover at a different rate or with lower difficulties depending on what the GM decides.

There are situations that may add bonuses to the recovery process. For example, even if a wizard’s power naturally returns with enough time, the GM might grant him bonuses on his recovery roll if he is resting in a place of power (allowing such a place to work in a similar manner that a hospital does in the case of recovering physical stress).



Non-Renewable Stress Tracks

Unlike the previously shown Stress Tracks, the GM may also want a Stress Track that reflects the status of a resource that doesn’t recover over time. One example for this is the sorcerer who has to draw his power from ley lines or a vampire who needs blood to fuel his unholy powers.

In this case, the character never gets better unless he performs some sort of action to promote the recovery of the track, such as the sorcerer performing a ritual on the ley line to draw in its power or the vampire who feeds.



Stress Boxes & Related Abilities

Like any other Stress Track, your new track is going to have stress boxes. Determining how many you get generally follows the same formula as those you saw earlier in this chapter:

Ability + Ability + Other Modifiers = Number of Stress Boxes (Minimum 1)

The Ability chosen may be a standard Ability, like a psychic who uses Willpower. Or it might be an Affinity Ability taken when choosing Power Advantages, such as a sorcerer who has an Affinity Ability called “Arcane”. See pg. 92 from more on Affinity Abilities.

The GM should remember however, that using a standard Ability for a track makes the user more “powerful” as that Ability pulls double duty fulfilling its usual function and supporting the new track. So by buying up their ranks in this Ability, the player becomes especially good at both the usual trappings of that Ability and things tied to the new track.



Wealth

(Sample Renewable Stress Track)

This option provides the GM with another way to track spending as well as acting as an example of a renewable Stress Track you could create yourself.

This wealth system assumes that the players are in control of their finances and that they are making decisions on a daily basis in regards to what is purchased, what bills are paid, what investments are made, etc. Because their finances are in flux, and we don't want to track every penny spent, Consequences are recovered by rolling Resources.

The recovery times for Consequences are the same as those listed earlier in this chapter for Social Consequences.

Use this formula to determine how many wealth stress boxes you get per Consequence.

$$\text{Resources} + \text{Reasoning} + \text{Other} \\ \text{Modifiers} = \text{Number of Wealth Stress} \\ \text{Boxes (Minimum 1)}$$

Sample Wealth Consequences

Minor

- Got an IOU to MARS, Inc.
- Lost a Little Bet
- Bad Day Trade

Major

- Market Took a Hit
- Bills Keep Piling Up
- Working Off Debt to Jim

Severe(P)

- Owe MARS in Cash or Blood
- "I used to live on the nice side of town."
- Had to Liquidate

Extreme(P)

- "They're looking for me."
- Worth More Dead than Alive
- "Can you spare a dollar?"

Defeated(P)

- Utterly Broke
- Homeless and Hungry
- "Nothing but the shirt on my back."



Purchasing an Item (Attacking the Wealth Track)

When you purchase an item, your Wealth Stress Track is attacked. The attack roll is made as a standard dice roll plus the Cost of the item. You defend with a Resources roll plus any Rewards you wish to use. See below for more on Rewards.

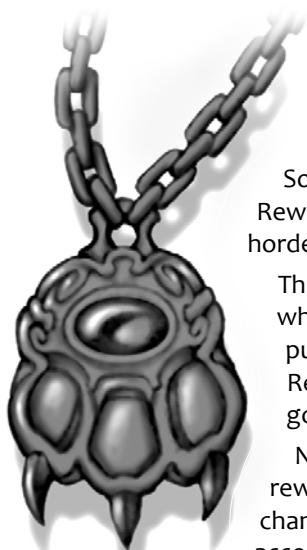
Regardless of whether you take stress or not, you still get the item. And as always, if all of the stress boxes in one row are filled, you must take a Consequence.

For any character with a Resources of 1 or higher, a roll for Cost 1 items should only be required if the result is potentially interesting for the narrative: if failure is boring, items should simply be granted.



Costs and Rewards

Sometimes the PCs find the treasure or finally score the big job, and now they've got some cold hard cash to spend. Rewards serve a function similar to Determination in mental conflict or Popularity in Social conflict. An item's Cost is the "weapon" used against your Wealth Stress Track while your Rewards are your "armor".



Whenever the GM wishes to reward the players with a windfall of wealth, he should rate the Reward as he would anything else.

The Rewards are rated along the same scale as items costs (see also "Selling Things" below). So while payment for a simple job may be a rank 2 Reward, winning the lottery or claiming a dragon's horde could be a rank 10 Reward.

The character's Reward rating can be used, in whole or in part, as a bonus on Resource rolls to purchase things. You do not have to add all of your Reward rating on a roll, but once it is used, it's gone.

No other advantage is conferred from monetary rewards since Resources is a character Ability and changes according to the experience rules and in accordance with the player's wishes. Characters cannot become "rich" in any permanent sense except through improving their Resources. The Resources Ability, like all game statistics, is the effect and not the cause: causes emerge only through narration justifying the effects as with everything else.

Note: Even if you are not using the Wealth Stress Track in your game, you might consider allowing characters to obtain rewards and use them as bonuses on Resources rolls to purchase items.



Selling Things

When you sell something, you gain a Reward with a rating equal to the value of the item sold -1 (-2 if the object is known to be stolen or otherwise compromised). The GM has final say in regards to the Reward rating a sold item offers.



“Healing” Wealth Stress and Consequences

Stress boxes on the Wealth Stress Track clear the same way Physical, Mental and Social Stress boxes clear, but instead of clearing at the end of the scene, Wealth stress boxes clear at the end of the *gaming session*.

Recovering Wealth Consequences works the same as recovering Consequences as described on page 237. You roll your Resources Ability when rolling to downgrade a Consequence.

The amount of time required before rolling to downgrade a Consequence is listed below:

Consequence	Time Required	Difficulty
Minor	A Week	No roll required.
Major	A Month	2
Severe(P)	Three Months	4
Extreme(P)	A Year	6
Defeated	Three Years	8

Getting Rich

Similar to the optional rule that allows you to trade in Popularity for experience points dedicated to Aspects, the GM may allow you to trade in Reward for XP dedicated to increasing your Resources.

If the GM allows it, you may trade in Reward for XP on a one-for-one basis. Doing so allows you to use those XP to raise your Resources Ability but may be used for no other purpose.



Mana

(Sample Non-Renewable Stress Track)

This section serves as both a sample of a Non-Renewable Stress Track and an example of a way you can define magic in your setting as a Power Source and Affinity Ability, then tie them together. See the Advantages chapter for more on Power Sources and Affinity Abilities.



Arcane Magic

GMs might require players who take certain Power Advantages to select a Power Source called “Arcane Magic”, an associated Affinity Ability called “Arcane”, and purchase the Custom Stress Track Heroic Advantage (pg. 102) to gain access to the Mana Stress Track.

The Mana Stress Track represents the latent magical energies found in all living things. Mana also infuses the world around us, and sorcerers act as conduits for that magic, harnessing the magic around them and focusing it through themselves into a desired magical effect.



When you cast a spell (using a Power associated with the Arcane Power Source), you channel the ambient magic of the world through yourself, shaping it into the desired effect. If done right, this has little effect on you. If done wrong however, sloppy or untrained magic places a strain on the body, mind and soul, potentially disrupting, destabilizing and destroying the latent mana within you.

Channeling the mana of the world can be dangerous, destroying or destabilizing the caster’s own innate mana as the magic flows through him. Whenever the use of a Power Advantage associated with the Arcane Magic Power Source causes stress, it goes to your Mana Stress Track as per the Advantage’s description. See more about Affinity Abilities, activation difficulties and Stress Tracks on page 92.

Use this formula to determine how many mana stress boxes you get per Consequence.

**Arcane + Willpower + Other Modifiers =
Number of Mana Stress Boxes (Minimum 1)**



Arcane (Affinity Ability)

Arcane is an Affinity Ability used when rolling to activate and use your magical Powers, but serves a couple of other functions as well.

Magic Auras

When you cast a spell, a bit of magic “sloshes” out into the surrounding environment leaving auras other arcanists can sense and read.

Such auras tend to hang around for a number of days equal the Power’s activation difficulty or about 4 days if the Power was activated with a Fate Point.

Arcane Deception

It’s possible to avoid leaving magical auras if you are careful, taking the time to focus your energy and minimize the amount that “spills over” into the world around you.

When you want to use a Power without leaving an aura, you roll your Arcane as a supplemental action to activating your Power. If the Power only requires a FP, hiding the Power’s aura becomes the primary action so it suffers the -1 penalty. The result of this roll sets the difficulty of an Arcane roll to detect your Power’s usage.

Arcane Perception

You can sense magical auras, and with concentration, read them. You can automatically sense the use of magic used around you unless the spell caster has been careful and made the effort to hide his work.

Attempting to detect hidden magic requires you to concentrate a moment and roll your Arcane against a difficulty set by the caster.

If you generate Spin, not only do you detect the magical aura, but you know what the Power you are sensing does or did. The difficulty to analyze an unhidden Power in this way is 2.

“Healing” Mana Stress Boxes and Consequences

Mana stress boxes represent a sort of magical fatigue that clears at the end of the scene, just like Physical or Mental stress boxes.

However, truly damaged or destroyed mana (Mana Consequences) does not heal or return to the caster naturally; instead it must be restored and replenished at places of power, such as ley line nexuses, or places where the astral plane tends to bleed over into the material realm. To do this, the caster needs to spend some time in meditation at the place of power, and then he needs to roll Arcane against a set difficulty. The amount of time, and the difficulty, required to remove the Mana Consequence is listed in the table below.

Mana Consequences

The Consequences for disrupting and burning out your body’s natural mana ranges from bodily harm to psychological instability, and may also affect the use of future magical workings. Using your magic may become more difficult, and at worst you may burn out your ability to use magic altogether.

Remember though that Mana Consequences, even if they seem physical or mental, are recorded as Mana Consequences on the Mana Stress Track. Even if the Consequence seems like it would fit on the Physical or Mental Stress Track, if it was gained from taking stress on your Mana Stress Track, it’s a Mana Consequence.



Tainted Mana

Depending on the location you use to restore your Mana, the magical energies you take in may be tainted. Locations that are prone to strong emotional investment, like a children’s playground or a tomb, can taint the mana gained there with an Aspect, such as *Joyous* or *Necrotic*.

Effectively, this Aspect is a temporary Specialty Aspect placed on your Power Ability. The length of time you have this Specialty Aspect depends on the severity of the worst Consequence “healed” at the location of power. See the table below.

You may only have one such mana taint Aspect at a time, and any new one over-writes the previous.

Sample Mana Consequences

Minor

- Fatigued
- Irritable
- Unstable Mana

Major

- Splitting Headache
- Hot Tempered
- Tainted Mana

Severe(P)

- Spontaneous Wounds
- Prone to Violence
- Painful Magic

Extreme(P)

- Severe Megalomania
- Uncontrollable Magic
- Temporary Burn Out

Defeated(P)

- Dead
- Paralysis
- Burned Out

Mana Consequence	Time Required	Arcane Difficulty	Taint Duration
Minor	10 minutes	2	1 Day
Major	1 hour	4	2 Days
Severe	4 hours	6	1 Week
Extreme	12 hours	8	1 Month



Optional Stress System: Thresholds

This option removes the stress boxes, replacing them with a Threshold. If you suffer an amount of stress equal to or greater than your Threshold, you suffer a Consequence. Consequences work the same way they do with the standard system, and your Threshold is equal to the number of stress boxes you would normally have, -1.

So if a character has a Strength of 2, an endurance of 3, and a Size of 0, he has a total Physical Threshold of 4 ($2 + 3 + 0 - 1$).

When using Thresholds, a conflict is resolved the same way it is with the default system. However, instead of checking off stress boxes, the total amount of stress you suffer from an attack is compared to your Threshold. If it is equal to or greater than your Threshold, you suffer a Consequence.

So if your Threshold is 4, and you are hit with 5 stress, you must take a Minor Consequence. If you are later hit with another attack that results in a Minor Consequence, since you already suffer a Minor from the previous attack, the new Consequence is upgraded to Major.

In addition, for every multiple of the defender's Threshold the attack succeeds by, the resulting Consequence is upgraded. So if you have a Threshold of 4, and suffer 8 stress, you must take a Major Consequence, even if you have not already taken a Minor.

For example, John attacks Bobby with a punch. He rolls his Strength to attack. Bobby rolls his Agility to defend.

Johns gets a total of 5 on his attack. Bobby defends with a total of 2. So the total stress John inflicts is 3.

He compares this to Bobby's Physical Threshold, which is 2, and since the amount of stress John dealt was higher than that, Bobby must now take a Minor Physical Consequence.

Now it's Bobby's turn. He makes his attack roll and John tries to defend. John rolls poorly however, and the total from Bobby's attack results in 4 stress. John's Physical Threshold is only 2. Now since the attacker's attack roll results in an amount of stress equal to twice as much as the defender's Threshold, the Consequence John has to take is upgraded. So instead of suffering a Minor Consequence, he instead takes a Major.

It's John's turn again and he manages to get a total of 3 over Bobby's defense. Bobby's defense is still only 2, so 3 stress causes him to take another Consequence. But since Bobby already has a Minor Consequence from John's first attack, this new Consequence he must take is upgraded to Major.

Now Bobby has his chance at revenge. He attacks John and generates a total of 3 over John's defense. Since John has a Physical Threshold of 2, Bobby succeeds in forcing him to take another Consequence. Though his first attack against John resulted in a Major Consequence for John, this isn't as impressive and only yields a Minor.

This system cuts down on some of the record-keeping in play since nothing really happens unless a Consequence is scored. However, some players may feel dissatisfied when they are fighting a superior foe and find themselves unable to overcome the foe's Threshold.



In this case, the PCs need to turn their attentions to setting up Maneuvers. Maybe a couple of the PCs can try to place hindering temporary Aspects on the target while their best warrior invokes or compels those Aspects for the bonuses he needs to overcome the Threshold.

Note also that Mental and Social conflicts can also use the Threshold system, or if you like, you could even use the default system for one type of conflict and Thresholds for another. The rest of this book has been designed to be “agnostic” towards whichever stress system you choose.

Note that Advantages that normally increase the number of stress boxes a character has instead increase the character's Threshold.

Threshold Adjustments

If you like this system, but find it is either too deadly or too safe for your tastes, you can easily adjust it by changing the “-1” modifier in the formula to determine character Thresholds.

If you want characters to be tougher, you could simply change the “-1” to -0 or even +1. Feel free to adjust this number as needed to get the “feel” of the campaign you desire.

Optional Stress System: Single Set

This option functions like the default stress system except you only have one row of stress boxes for each type of stress (Physical, Mental & Social), and when that row is filled, you are Defeated.

However, as you suffer stress, you may elect to suffer a Consequence to reduce the amount of stress you take. The amount of stress each type of Consequence negates is listed below:

Minor: Negates 2 points of stress

Major: Negates 4 points of stress

Severe(P): Negates 6 points of stress

Extreme(P): Negates 8 points of stress

Note that you must take the Consequence at the time the stress is delivered. You may not later remove stress from your Stress Track by applying a Consequence.

Also you may never have more than one Consequence of the same type per Stress Track, and you may only take one Consequence per attack.

So, for example, if you have six stress boxes and suffer five points of stress, you can either:

- + Take the five points of stress and check five stress boxes. This means that you can only take one more point of stress before being Defeated(P).
- + Take a Minor Consequence to reduce the amount of stress you suffer from five to three.
- + Take a Major Consequence and reduce the amount of stress you take from five to one.
- + Or take a Severe Consequence and reduce the amount of stress you take by six, effectively negating all of the stress taken.

Alternate Option: Upgrading Single Set

When you take stress, instead of filling in all the stress boxes in the row up to the amount you suffer, you instead only mark the single box associated with the amount suffered.

For example, if you suffered 3 points of stress, you'd only check the third box in the row. The first and second boxes would remain unchecked. But if you suffered another 3 points of stress later, you'd instead check the next open box, and so on.

Once you check off the last box in the row, no matter how many other boxes are unchecked, you are Defeated(P).



Chapter 7

Playing the Game

How to Do Things

This chapter covers most of the things a character may want to do that isn't covered in the previous chapter as part of a conflict. Or, at least, it provides rules for several things they can do. In truth, no book will be able to cover every possible action a PC can take. GMs who need to come up with impromptu rules sub-systems should look to this chapter for examples and inspiration.

For most of the things characters do, there's no real need for rules. They can stand, walk, talk, go swimming, and otherwise do normal things without needing to roll dice. They can even take actions that use their Abilities, like driving to work, without worrying about the dice. The dice only come out when there is an interesting challenge with the probability of a meaningful outcome. On the simplest level, when a player rolls the dice, if he matches or exceeds the difficulty, his character succeeds; if he doesn't, he fails. When the issue is simple this may be all that's necessary, but sometimes you also need to know how well a character did or did not do. For instance, if a character rolls four higher than the difficulty, that's better than rolling only one higher.

If the total of the roll plus any relevant modifiers is below the target difficulty, it's a failure. If a roll matches the target difficulty, or is greater, it is a success. If it beats the difficulty by 3 or more, it has generated Spin. See page 254 for more on Spin.



On Your Turn You Can...

A round lasts for about 3 seconds of in game time and consists of all characters getting one turn. On your turn you can perform a single simple action and any number of supplemental actions your GM allows, such as moving into another zone or draw a weapon.

You take a -1 penalty to your primary action for each supplemental action you take, though some more complex supplemental actions may require a larger penalty.



“Stacking” Bonuses and Penalties

Whether through invoking Aspects or by purchasing Advantages, there are a lot of ways to get bonuses and penalties applied to a roll.

In *Strands of Fate*, almost everything “stacks”. This means that if you get a +2 bonus from one source and a +1 bonus from another, you may add those together for a total of a +3 bonus.

So unless it is clearly stated otherwise, you can assume any bonuses or penalties you have stack with any others.

Setting Difficulties

Before you – the GM – call for a die roll, it is critically important that you stop and do two things:

1. Imagine Success
2. Imagine Failure

It sounds simple, but it can make a critical difference.

Success is usually the easy part, but failure can be bit trickier. You want to make sure that both outcomes are interesting, though interesting certainly doesn’t need to mean good.

If you cannot come up with a way to handle either outcome, you need to rethink the situation.

It’s as simple as that, because there are few things more frustrating to a player than making an Ability roll and getting told that it nets them no new knowledge, no suggested course of action, no new development for the story, and so on. If it doesn’t mean anything, why roll it?

So, whenever you call for a roll, be absolutely certain you understand what failure or success entails.

Again, if one or the other result does not suggest a course of action, then calling for a roll is probably a bad idea. Now, that said, every roll does not need to have high stakes. Failure should always have some negative effect, but there are degrees of negative effects, and minor setbacks may be overcome for a larger success.

If there is a large issue on the table, try not to have it hinge entirely on one roll – spread it out across the scene. Bad rolls happen from time to time and you don’t want your campaign to fall apart because of a few bad tosses of the dice.

The whole point of the potential failure offered by the dice is to keep players engaged. It makes the rolls really mean something. And that fact is

the ultimate informer on how you want to set difficulties. The goal is to make any roll satisfying.

With that in mind, as a general guideline difficulties should be set low (with a few exceptions we'll cover in this chapter). If you leave difficulties at the default rating of 0, then characters will almost always succeed. But there is still a chance of failure unless the odds are strongly stacked in favor of success. What this means is that characters will rarely fail, but failure is still a possibility in most circumstances. You can increase difficulties from that, but always stop and think about why you want to do that. The answer should always be "because you want failure to be more likely" – hopefully because failure's cool too.

As a general rule of thumb, assume the average person will succeed against a difficulty of 2 half the time.

Difficulty	Action
0	Requires little effort or even thought.
1	Requires a small amount of effort.
2	A simple task, but requires a little effort. The average person will succeed about half the time.
3	A moderately difficult task.
4	Usually requires some training or for you to get lucky.
5	A difficulty task. You need to be really good to pull this off.
6	You'd better be an expert if you hope to succeed.



If you are tempted to make a roll so difficult that failure is almost certain, make sure you've got a solid reason why that's so, and why you're calling for a roll.

With difficulties set low, the question is not "will they succeed?" but rather "how (or how much) will they succeed?". It means that the margin by which the result of your roll exceeds the difficulty becomes the yardstick you can use to frame how something turns out. The bottom line here is that every roll should be fun, whether it succeeds or fails; but a success by 5 points over the difficulty is really something special!

Effect	Description
Success by 0	Minimal success – The character pulled it off. It's neither pretty nor graceful, but it works, at least for now.
Success by 1	Notable success – This is a clear-cut success. The character's result is solid, reliable, and while it may not be inspired, it is absolutely workmanlike.
Success by 3	Significant success (Spin!) – The success is sufficient enough to be noticeably well done, and will be of fine quality, very reliable and so on. A significant or better success is said to have generated Spin (see below).
Success by 5	Potent success – Not only is the quality of the success remarkable, it may have some unexpected secondary benefits, such as a deeper insight into a problem at hand.



Spin

In its broadest sense, Spin is a special effect that occurs whenever the total result of a roll exceeds the difficulty the character is rolling against by 3 or more. That special effect may simply be color – it may mean the character looked particularly cool, or is due some recognition for excellence. In some cases, as outlined in Abilities and elsewhere, generating Spin can result in an actual game effect.

In conflict, if a character gets Spin on a defense roll, he can add a +1 bonus to his next action attack roll against his attacker.

Other applications of Spin, found throughout this book, exist as well. But in general, it serves as an easy way of making note that a character has done particularly well on a roll. Whenever characters roll well enough to generate Spin, it's time to sit up, pay attention, and spice up the details.



Maneuvers (Placing a Temporary Aspect)

A Maneuver is an action taken to affect the environment, other people or even yourself in a way that creates a temporary Aspect. When a character flashes a bright light in an enemy's eyes to place a temporary *Blinded* Aspect on him, or counts to ten and takes a deep breath to place a temporary *Focused* Aspect on himself – that's a Maneuver.



To clarify, “actions” are the normal things a character can do in a round. “Maneuvers” are special actions taken specifically to set up temporary Aspects.

A Maneuver is either a simple action or a contest, with the difficulty or opposition determined by the nature of the Maneuver. A Maneuver that doesn’t target an opponent is resolved as a simple action. Most simple Maneuvers like this result in a character rolling against a GM-set difficulty.

For example, a character taking a moment to relax and place the *Focused* Aspect on himself might be required to roll Willpower against a difficulty of 2.

A Maneuver can also target an opponent, a zone, or even the scene itself. If successful, you place a temporary Aspect on your target and it may be invoked or compelled like any other Aspect for as long as it remains.

Zone or Scene altering Maneuvers allow you to place some kind of temporary Aspect over a targeted zone or the entire scene as a whole, potentially affecting everyone taking part in it. How hard this is to do can range from trivial with no Ability roll required at all (knocking over a candle in a hay loft to add an *On Fire!* Aspect to the scene) to virtually impossible with an Ability roll difficulty of 8 or more (Attempting to remove the *On Fire!* Aspect with a squirt gun.) Whatever the result, the GM can decide whether or not the change the character makes merits adding or removing an Aspect to the zone or scene.

If the target is another character, the Maneuvering character and the target make opposed rolls using whatever Abilities the GM deems appropriate. Success is usually achieved if the Maneuvering character’s roll matches or exceeds his opponent’s.

The temporary Aspect may then be invoked or compelled for a bonus on a subsequent roll. The first invoke or compel doesn’t cost the player a Fate Point (nor does the victim of a compel earn a FP), but subsequent uses usually do (see Chapter 3 for more on invoking and compelling Aspects). If a character is simply trying to increase the difficulty of another target’s action, this is considered a block action and should be resolved as such. See page 260 for more on block actions.

Maneuvers used to place an Aspect on yourself tend to create temporary Aspects that last until they are invoked or compelled, but may vary depending on the Aspect and the situation.

For example, the *Focused* Aspect gained from a moment of meditation will likely disappear the first time you invoke it for a bonus or reroll or if something happens to break your concentration.

Types of Actions

Simple Actions

Simple actions are rolled against a difficulty set by the GM. They are used to see if a character can do something, and how well he can do it. The GM describes the situation and selects the appropriate Ability (or Abilities) the character may apply to the roll. The player then rolls against the difficulty determined by the GM (by default, Diff: 0). If the total is equal to or greater than the difficulty, the character succeeds. Some sample simple actions include:

- + Jumping a ditch
- + Looking up an obscure fact
- + Searching a crime scene for fingerprints



Contests (Contested Simple Actions)

Contests are very much like regular simple actions except the action is in direct opposition to someone else and easily resolved one way or another. Rather than setting a difficulty, each party rolls the appropriate Ability, and the outcome is resolved as if the high roll had beaten a difficulty equal to the low roll. A tie means both succeed, but whether that means the outcome is a tie or if it calls for another roll depends on the situation. Some sample contests include:

- + Trying to grab a dropped weapon first (Agility vs. Agility)
- + Determining who can throw a ball the farthest (Strength vs. Strength)
- + Attempting to get away with a simple lie (Deception vs. Empathy)



Conflicts

Conflicts (Chapter 6) are what happen when two or more characters come into opposition in a fashion that cannot be quickly and cleanly resolved with a single simple roll or contest.

A conflict is broken down into a number of rounds, during which each character gets a turn. Success on an attack roll in excess of the defender's defense roll counts as stress. As characters suffer stress they will begin to suffer Consequences. If the conflict persists, one combatant will need to Concede or the conflict may continue until one side of the conflict is Defeated.

Conflicts consist of the most complex types of actions, and an entire scene may revolve around a single conflict. Conflicts can include:

- + Any kind of fight scene (Physical)
- + Trying to talk your way past a guard as he tries to scare you off (Mental)
- + An attempt to destroy a celebrity's reputation (Social)



Extended Actions

Some actions simply cannot be resolved in the amount of time usually allotted to a basic action. This might be repairing a star ship’s FTL drive, write a novel, or trying to sway a crowd to your point of view.

Extended actions tend to have very high difficulties, with the average being 10. However, instead of making one roll to see if you succeed or fail against the target difficulty, you roll several times and add up (or subtract if negative!) the total of each roll. The GM determines the amount of time you must spend trying between each roll and you complete the action successfully when you finally reach the target difficulty. See pg. 295 for more on time increments.

Some examples of extended actions are:

Extended Action	Time Between Rolls	Difficulty
Hot-wiring a car	1 turn	10
Picking a standard padlock	1 turn	15
Building a short wooden bridge	1 hour	10
Building a house	1 week	20
Finding a way out of an unfamiliar forest	1 hour	10

Some extended actions may require you to meet a minimum difficulty with each roll. If any roll fails to meet that difficulty, something happens. Often times it is impossible to continue after a failed roll.

For example, when disarming a bomb (pg. 270), if you roll below a certain difficulty you not only fail to disarm it, but it explodes!

Contested Extended Actions

These sorts of actions are a sort of “race to the finish”. Like a normal extended action, you roll multiple times in an effort to generate a total equal to or higher than the set difficulty.

The difference here is that two or more characters are rolling to see who meets or exceeds the difficulty first. These types of actions are appropriate for competitions that take more than a single short scene to resolve, such as a poker tournament or an overland race to a specific location.

“Zero Out”

If a character is undertaking an extended or simple action where the only significant factor is how long it will take, and there is no penalty for failure, the player may simply declare he is going to “Zero Out”. When he does this, no dice are rolled. The GM just assumes the dice would come up 0 each time, and adds the character’s Ability and relevant modifiers to determine the total for each roll.

Naturally, you cannot do this if an extended action requires the character to meet a minimum difficulty on each roll.

For example, let’s say the character wants hotwire a car. If he isn’t in a hurry, and a failed roll doesn’t hamper his ability to try again, the GM may allow him to “Zero Out”; just using his Ability rating plus other modifiers as the result of the roll each turn.

Special Actions

Free Actions

Some kinds of actions are “free” – they don’t count as the character’s simple action during a conflict, regardless of whether or not a roll of the dice is involved. Rolling for defense against an attack is a free action. So are minor actions like casting a quick glance at a doorway, flipping a switch right next to the character, or shouting a short warning.

There is no limit on the number of free actions a character may take during his turn; the GM simply has to agree that each action is free and should feel free to impose limits if it seems like someone is taking excessive advantage of this rule.



Hold Your Action

A character can opt not to act when his turn comes around. When a character takes a hold action, he has the option of taking his turn any time later in the round.

If he holds his turn through the round, he starts the next round at the top of the initiative order. If multiple characters did this, they can make contested Agility rolls to see who goes first.



Block Actions

When the character's action is preventative – trying to keep something from happening rather than taking direct action to make something happen – he can attempt to perform a block action. He declares what he's trying to prevent and what Ability he's using to do it. Players may declare a block against any sort of action or actions and may theoretically use any Ability, but unless the block is simple and clear, the GM may assess penalties based upon how hard it would be or how much of a stretch it would be.

Players should never be able to “cover all bases” with a single block.

For example, a character can use the block action to protect another character. He spends his simple action rolling the Ability he's using to block; the result is the block's Potency. When, later that round, any enemy tries to attack the protected character, the protected character may use the block's Potency as his defense if it is greater than the defense he provides for himself.

So, the attacker rolls his attack as normal. The defender rolls his defense as normal. If that defense roll is higher than the block Potency, he uses the defense result; otherwise he uses the block Potency. The attacker then causes, or doesn't cause, stress as normal.

Other types of blocks work the same way. The blocking character declares the block on his turn and rolls the Ability he's using to block, subject to any penalties imposed by the GM. The result is the block Potency. Later that exchange, every time another character tries to perform the blocked action, he enters into a contest with the blocker. The character trying to get past the block rolls the Ability he's using for the action and compares it to the block Potency. If the attacker's roll meets or exceeds the block's Potency, he successfully overcomes the block. If it does not, he cannot perform that action. He has been blocked.

A variety of Abilities may be appropriate to getting past a block and getting past a block may occasionally require rolling an Ability modified by another, secondary Ability. See page 70 for more on Combined Ability rolls.

Note also that in the above examples, blocks are generally described as physical actions. However, this need not always be the case. It's entirely possible to attempt block to another from performing an action by attempting to talk them out of it, distracting them, or performing any other sort of action that could hamper or stop another from taking a specific course of action.

Full Defense

A character can opt to do nothing but protect himself in a conflict. By using a simple action entirely to defend himself, he gains a +2 on all defense rolls until his next turn. Characters who are defending may declare it at the beginning of the round rather than waiting for their turn to come around. Similarly, if they have not acted in the round at the time when they are first attacked, they may declare a full defense at that point, again foregoing their simple action for the round.



Supplemental Actions

Sometimes a character needs to do something more complicated than just taking a single, basic action.

Sometimes the combined actions are simple, like drawing a weapon and attacking; sometimes it's more complex, like composing a sonnet while fencing. When the character performs a simple action while doing something else, like drawing a weapon and attacking, or firing off a signal flare while intimidating the snapping wolves at the edge of the firelight, it is a supplemental action and simply imposes a -1 on the character's primary simple action roll. When in doubt about which is the primary action and which is the supplemental one, the supplemental action is the one which would normally require no die roll or would have the lowest difficulty if it were rolled.

Sometimes the GM may decide a supplemental action is particularly complicated or difficult and may increase the penalty appropriately.

The difference between an action that combines Abilities and a supplemental action is not always obvious. In general, if both components of the action are something you'd expect to roll for if they were done separately, then it's time to combine Abilities. If the lesser part of the action is something that normally doesn't require a roll, just handle it as a supplemental action. Sometimes, an action will be both supplemental and modified – maybe the character is moving a little (supplemental), but is using his Agility Ability to get an edge (modifying the primary roll).

In those rare cases where a character is performing two supplemental actions, such as drawing a weapon before moving into another zone and attacking, the penalty suffered is cumulative.



Special Rules & Maneuvers

Ambushing

If you attack a target, and he was until now not aware of your presence, that target may not add an Ability to his defense roll (nor can he add the Armor Rating provided by a shield). He still gets a simple dice roll and armor, if he is wearing any, may help mitigate the stress.

You may also ambush someone who knows you are there but is not expecting you to attack them. In this case, before the attacker makes his attack roll, the defender rolls his Perception (at a -2 penalty) against the attacker's Deception. If he succeeds he may defend himself normally. But on a failure, he is effectively ambushed and cannot add an Ability to his defense roll.



Animal Handling

Dealing with animals is very much like dealing with people; you use Persuasion to convince them to do as desired and Empathy to read their body language and determine their motives. However, the further removed a creature is from human, the more difficult this becomes. For non-human mammals, the GM might apply a -2 penalty on attempts to influence the creature's emotions or motivations. For reptiles, the penalty might be -4.

How an animal responds to a person is very much like a first impression. If the animal has been trained, like an attack dog, then it's likely going to behave as its master has trained it to behave. But if it really could go either way, Persuasion can be rolled against the creature's Willpower to see if the first impression is favorable or unfavorable. If the animal is potentially hostile, a favorable result means it's not likely to attack. If the animal is potentially useful (such as with riding), a favorable roll is necessary to get it to work.

Animal Instincts

When dealing with animals (or animal-like creatures) in a mental conflict keep in mind the animal's basic fight or flight instincts. For example, a bear may have very little in the way of defenses against mental attacks. But that doesn't mean the bear is going to run away in fear the first time someone yells "boo!" at it. It just means that the bear is going to be very sensitive to mental stimulation. But instead of cowering in fear, it may well react with a frenzy of bestial rage.





Beam Weapons

Beam Sweep

When using a beam weapon, you can hold down the trigger and sweep a continuous beam across your targets. This allows you to attack more than one target in a zone. Before the attack roll is made, determine how many targets you are trying to hit. You will then roll and apply the results of that roll as an attack against each target; with a cumulative -1 each (-1 for the 1st, -2 for the 2nd, etc.) After the attack is resolved, you must make a Reasoning roll with a difficulty equal to the number of targets you tried to attack +1 to avoid overheating the weapon. On a failed roll, you cannot use the weapon again until you spend a turn doing something else while letting the weapon cool.

For example, John wants to sweep his laser pistol over both of the guards currently chasing him down the hall. He rolls his attack roll and gets a 4. Since he is attacking two targets, his attack roll is considered a 3 against the first guard and a 2 against the second. He then rolls his Reasoning and gets a 2. Since this did not meet or exceed the difficulty of 3 (two targets +1), he has to let his laser pistol cool down on his next turn before using it again.

When attacking a Unit in Personal Scale conflict, simply add a +3 to the weapon's WR and then roll for overheating against a difficulty of 4.

Overheat

You hold down the trigger on a target until your gun overheats. The weapon's Weapon Rating is doubled for this attack. After doing this you cannot use the weapon again until you spend a simple action doing something else while letting the weapon cool.

Suppression Fire

Beam weapons may also be used to lay down suppression fire. See pg. 292 for more on suppression fire.

Breaking Things

Strength is the Ability of choice for applying brute force to break things into smaller pieces. This includes breaking boards, knocking down doors and the like.

Using Strength, items can be damaged over time or broken with a single dramatic blow. This means that there are generally two ways to break something: methodically and abruptly.

Breaking something methodically generally requires no rolling. Given time and tools, you can eventually break anything. How long it will take is mostly just a matter of common sense, ranging from a few moments to saw a board, to months to scratch through a door with a spoon.

This is usually done off-screen and a Strength (or Craft roll) could be made to get a sense for how well or quickly the job is done, but if no one is interrupting or otherwise involved, it will work sooner or later.

If it's necessary to break up a methodical roll into something measurable, you may call for an extended action (pg. 258) to get a sense of progress. But that is ultimately more a narrative convenience than a real measure of difficulty. Extended actions may also be appropriate if you want to interrupt a methodical effort with things like enemy attacks.

Breaking something abruptly is more dramatic, such as knocking down a door, splitting a board with one's hands, bending iron bars and so on. That's just a quick roll against a difficulty based upon the target's nature. See the accompanying table for some sample difficulties.

Having an appropriate tool (like a hammer, crowbar, or axe) may add a +1 or +2 bonus.

Difficulty	Examples:
0	Paper or glass. Do not roll for this, unless under stress.
1	Flimsy wood.
3	Cheap wood broken with the grain; bamboo, some light plastics.
4	Non-reinforced wooden board, like a pine two-by-four, or an interior door.
5	Strong wood, hardwood boards, exterior door.
7	Reinforced wood, heavy door.
9	Security door.
11	Bending prison bars (an inch or two).
15	Bank vault door, the door of a safe, starship airlock.

Climbing

Unless you've got a really good reason why climbing needs a roll, just assume people get over the obstacle. If, however, the wall is difficult to climb and failure might result in a dramatic outcome, you might consider having the PCs roll. And if rolling gives a character with appropriate Advantages an opportunity to shine, then you might consider asking for rolls so that character gets his moment.

Climbing is handled as an extended action using Agility with the character trying to meet a difficulty set by the height of the climb. The base difficulty is 8 for a 10' climb and increases +4 to every additional 5' in height. Each round the character rolls his Agility and adds up the totals. Once this total equals the final difficulty, he has made it to the top.

The base difficulty assumes a fairly easy climb, but keep in mind scene Aspects may complicate the climb. For example, *Dark* or *Raining* could prove a complication, while persistent Aspects like *Nothing to Grip(P)* or *Covered in Slick Moss(P)* may make it almost impossible without a rope or climbing gear.

In addition, there is the risk of slipping and falling. If your total on a climbing roll does not exceed 0, you fall. See pg. 273 for more on falling.

After the character makes a number of rolls equal to his Endurance, additional rolls are restricted by his Endurance Ability. See page 70 for more on restricting Abilities.



Computers and Hacking

Knowing how to use a computer is a cornerstone of life in the modern day and probably even more so in games set in the future.

In many sci-fi settings nearly everything is controlled by a computer, from a basic time management program in a handheld gadget to a sophisticated artificial intelligence controlling the functions of a vast interstellar warship.

Most basic computing functions do not require a roll. In the modern day most younger people should be able to navigate a computer system and the internet without a roll unless they have an Aspect that implies they don't have any familiarity with computers. But if characters mess with the programming or attempt to hack into a computer system, you need to assign the computer software a Security rating. The Security rating is the difficulty to bypass its built in security and amend its programming.

Here are some sample security ratings:

Security	Type of System
4	Household systems & alarms, Basic handheld equipment
5	VIP Home's systems & alarms, factory equipment
6	Government systems & alarms, sensitive equipment
7	High security systems & alarms, security services equipment
8	Military security systems & alarms, military equipment

Artificially (or virtually) intelligent targets, such as robots or drones, use their Willpower as their Security rating, and hacking them is handled much like a mental conflict. If attacked, the intelligence can defend itself as active security. See below for more on active security.

Hacking In

Attacking a computer system is in some ways similar to attacking a person. The hacker rolls his Knowledge, adding any modifiers, as an attack on the system. The GM rolls for the computer's defense, adding its security rating. As the computer suffers Consequences, the attacker gains more and more control over the target computer system.

However, if the defending computer ever generates Spin on its defense roll against the attacker, the attacker's efforts have been noticed and he is locked out. When he is locked out, he loses any control he had over the system and must start from scratch.

A computer has a number of stress boxes equal to its Security rating and will usually be able to take up to three Consequences, the most common Consequences computer systems take are; Minor: *Limited Access*, Major: *System Access* and Severe(P): *Admin Access*.

Usually, the hacker can stop fighting the system after the computer is forced to take a Major Consequence, but not if he needs total system control.

Active Security

Computers protected by active security, such as an administrator, expensive anti-intrusion software, or artificial intelligences, are harder to hack. The character (or AI) on the defensive may protect the computer as a block action (see pg. 260 for more on block actions).

Failure to overcome the block prevents the hacker from making any progress into the system, but if he fails by more than 3, he is permanently locked out of the system.

The GM may allow the hacker to try again if he changes locations, computer systems, intrusion software, or whatever else makes sense.

Crafting & Repairing

Crafting

While Crafting can have very potent effects, it's fairly time-consuming to work something up in game time.

Whenever a character has sufficient time and access to the necessary equipment, he may attempt to build a piece of equipment. In effect, this can dramatically reduce the Cost of the item.

To do this, the character makes a Crafting roll with a difficulty equal to the Cost of the item he intends to make. With a success, the difference between the result of this roll and the difficulty is subtracted from the Cost rating of the item. The difference represents the amount of money required to scrounge up the necessary raw components and tools. The character then uses his Resources to pay the modified Cost just as he would pay for any other item.

So, for example, a Craft roll to build an item with a Cost of 5 requires a roll against a difficulty of 5. With a roll of 6, you'd subtract 1 from the Cost of the item, lowering it to 4.

If the Cost is reduced to 0, the character gets it for free.

If you are using the Wealth Stress Track (see page 242), and the Cost is reduced to a negative number, the character can sell the item and this is an indication of the profit he would likely receive. This negative number is transformed into a positive Reward.

So an item that's Cost has been reduced to -2 could be sold for a Reward of 2, which could help eliminate debt from the character's Wealth Stress Track. Note that it is possible to sell a crafted item for more than the base cost of a similar item. This indicates that the item crafted was of exceptional quality.

Repairing Items

Craft can be used to repair devices given the right tools and enough time. This is generally handled as an extended action that takes 4 hours per roll against a total difficulty equal to the item's Cost x 2. Though the GM may decide to increase or decrease these factors as dictated by the campaign.

Some complex items, such as vehicles, may have their own Stress Tracks. To repair those items, you must remove its Consequences. For devices that don't have Stress Tracks, the difficulty is based off the Cost of the device.

Removing Consequences works exactly like it does for a character (page 237), except instead of rolling Endurance to heal your wounds, you roll Craft to repair the item's damage. The amount of time required to repair a Consequence and the difficulty of the Craft roll are described below.



Consequence Time Required Craft Difficulty

Minor	1 day	2 + Size
Major	1 week	4 + Size
Severe	2 weeks	6 + Size
Extreme	1 month	8 + Size

If you fail to meet the required difficulty, take note of the amount by which you failed. You have the option to make up the difference by purchasing some replacement parts or hiring a professional to complete the job.

For example, if you fail on your roll and miss the difficulty by 3, you may make up the difference by purchasing the necessary parts or labor at a Cost rating of 3.

Repairing Armor

Stress sustained by armor is cleared automatically at the end of the scene unless it has suffered a Consequence.

Armor only has one Consequence (*Damaged*) and is repaired (and all stress cleared) when this Consequence is removed. The difficulty on a Craft check to remove that Consequence is equal to the armor's Cost rating and takes one day per Tech Level, though generating Spin may allow you to reduce the amount of time required.

Time spent in a shop or lab can grant bonuses on your Craft rolls equal to the quality of the Facility. See page 273 for more on Facilities.



Demolitions

Craft is also the Ability for unmaking things. Given time and tools, an engineer can topple virtually any building, structure or obstruction. In those circumstances, Craft works like a very peculiar combat Ability, possibly resulting in Maneuvers or weirdly indirect attacks (like setting up a bridge to collapse when someone walks across it).

See page 270 for more information on explosions.



Diseases

If a character comes into contact with a dangerous disease it can cause damage in the form of Physical Consequences. The disease should have a rated Potency and a type (Airborne or Contact). Upon contact, the disease attacks the character, adding its Potency to the die roll. The character defends with his Endurance. If the defending character loses, he becomes a carrier. If the defending character is forced to take a Consequence from the disease's attack, he becomes both a carrier and victim of the disease.

In regards to Potency, the common cold may have a rating of 2 while some sort of super-potent flesh eating plague could be rated at 10.

Whenever an infected being is not wearing protective gear, an airborne disease makes an attack as above on any targets in the same zone that are exposed. If the diseased character is in the same zone as others and is carrying a Contact disease, they can pass on the disease with bite or claw attacks. If a Consequence is suffered from such an attack the target is also attacked by the disease.

Characters with the disease must get medical treatment in a sickbay or hospital, otherwise they suffer another attack by the disease every day. The GM may rule that a disease can be permanently overcome by generating Spin on the defense roll against these attacks.

A character with an appropriate Aspect or Advantage may use his Knowledge to aid in the healing process. He rolls his Knowledge against the Potency of the disease. A roll in excess of the disease's Potency grants a bonus on the patient's next defense roll against the disease equal to the difference between the result and the disease's potency.

So if the disease has a potency of 3 and you get a total of 5 on a Knowledge roll to provide aid, the patient gains a +2 bonus on his next roll to defend against an attack from the disease.

Spending time in a hospital may also add bonuses to both the character's defense rolls and/or a character's Knowledge rolls to aid him. The bonus added is equal to the quality of the facility. See page 273 for more on facilities.



Disguise

Deception is used to determine the quality of a disguise. Anyone with good reason to do so can roll Perception, contested by your Deception, to penetrate the disguise. Such disguises are dependent upon what props are available and probably won't hold up to intense scrutiny without the use of Advantages. But they're fine for casual inspection.



Explosives and Explosions

Explosions and other area attacks have the potential to do damage against everyone within their blast area. They are deadly and can end a fight or alter a scenario significantly once used. Think very carefully before allowing free and easy use of explosives in your game.

Explosives have three ratings: Complexity, Area, and Explosive Rating (ExR). Here, we'll dig deeper into what these mean.

Complexity - This is the difficulty to disarm the bomb once the fuse or timer has been triggered. A simple device such as a grenade may have a Complexity of 3, while a nuclear bomb may have a Complexity of 20 or more.

Disarming a bomb is done as an extended action with a difficulty equal to the bomb's Complexity. In this extended action, each roll generally takes one turn.

Also, many bombs may be rigged to explode if tampered with. When rolling to disarm a bomb, the GM may declare that any roll resulting in a total less than a minimum difficulty (usually Diff: 2) results in detonation!

Area - The Area of an explosion determines how many zones the explosion will cover. An area of 1 means the explosion affects only one zone. An area of 2 means it affects one zone and every zone adjacent to it. An area of 3 expands it out to all zones adjacent to that.

An area of 10 can pretty effectively cover a small town, and a 20 can cover a large city. This of course assumes that your zones are roughly the same size, that the explosion originates in the center of its zone, and so forth. There's nothing saying some area 2 explosions automatically hit all of their adjacent zones, merely that they *could*.

Explosive Rating (ExR) - The Explosive Rating of an explosion is a measure of how dangerous it is once it detonates. When an explosive detonates in a zone that a character is in, the character suffers a physical attack with a bonus equal to the explosive's Explosive Rating (ExR). He may defend with either Agility or Endurance, and armor can help mitigate the stress suffered.

The good news is that the ExR of an explosion drops by one for each zone it crosses, so characters in an adjacent zone have to deal with an Explosive Rating that's 1 lower.

Also keep in mind that characters under cover can use those cover Aspects to aid their Agility rolls to avoid the explosion. See "Taking Cover" on pg. 294.

Explosives in Combat

Obviously, the use of explosives in a fight is extremely, perhaps even insanely, dangerous. But they can be very potent. Setting and using explosives can usually be done using Knowledge or Craft, but throwing an explosive into a fight is something else entirely.

Throwing an explosive as an attack works in two stages. When a character throws an explosive, it's an attack using Agility (Diff: 0). If successful, the explosive lands in the zone he aimed for (remember that thrown weapons have a range of one zone) and if not, it lands in the thrower's zone.

The bomb will explode after its timer runs down. The average round lasts around 3 seconds, so a hand grenade for instance will go off two rounds after the round in which it was thrown. With some explosives, such as grenades, the attacker may decide to "cook" the explosive. This means he initiates the timer by pulling the pin or whatever but doesn't toss it until the last second.

See page 309 for common stats for explosives used in combat, such as grenades and satchel charges.

It's Gonna Blow!

When a character has an unexploded bomb in his zone and the opportunity to act, there are a few things he may try.

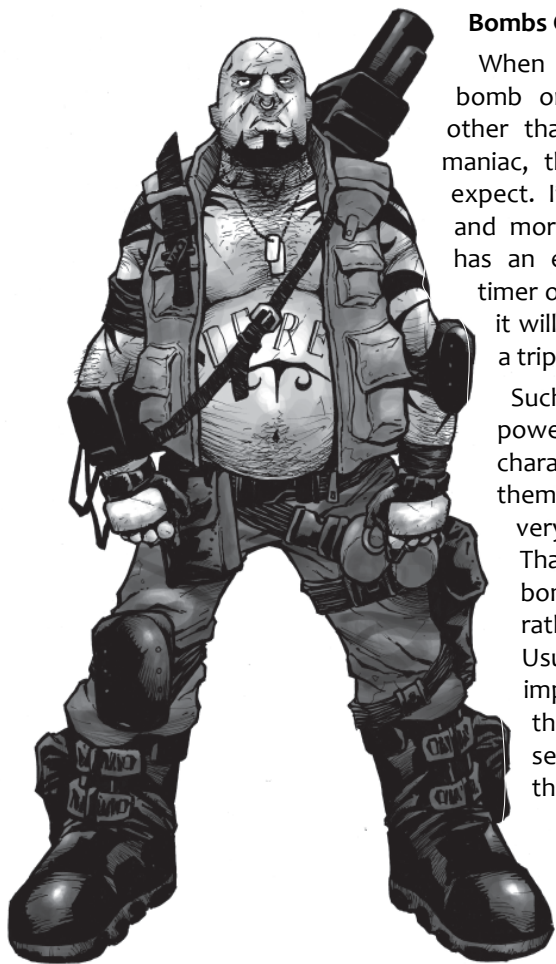
Pick It Up and Throw It: This uses the same rules for throwing the explosive that the original thrower used, but at a -1 penalty for taking the supplemental action of picking it up. This can become a deadly game of hot potato.

Pick It Up and Disarm It: A character may use his own Craft to disarm a bomb. This action is at -1 for the supplemental action of picking it up and is at a difficulty equal to the complexity of the explosive. It's possible to remove a detonator out of an explosive, but it's a risky proposition.

Leap on Top of It: Well, first off, this will very likely kill the character dead. That said, it will improve the chances of everyone around him by reducing the ExR of the explosion by 4. If the character is armored in some way, then the value of the armor is also subtracted from the stress caused by explosion. Under particularly unusual circumstances, sets of Advantages or strange alien invulnerability powers, the character may be able to walk away from this, but really, players should be discouraged from such actions unless they're looking to start a new character. Fate Points could be brought to bear to force a dud result, but the GM should feel quite free to charge the player every single Fate Point he has to pull it off.

Run Away: Often the wisest course, using Agility to run away from the bomb is not such a bad idea.

The trick is that you need a chance to take a turn to be able to exercise this option. Players are often going to want to bring their friends along on their flight away from ground zero, so GM's should make sure to review the rules for lifting and carrying weight (page 289). While an individual will most always get away faster by himself, if an explosive is set on a timer, he may still be able to help others along and get them all clear before it blows.



Bombs Outside of Combat

When a character encounters a bomb or explosive in a situation other than having it thrown by a maniac, there are a few things to expect. It is usually larger, heavier and more powerful, and it usually has an explicit trigger, such as a timer on a countdown or an event it will trigger in response to, like a tripwire or alarm.

Such bombs are inevitably powerful enough that characters in close proximity to them when they detonate have very little chance of survival. Thankfully, the role of such bombs is not to blow up but, rather *threaten* to blow up. Usually such bombs are in important places so that if they go off there will be serious repercussions, even if the characters are unharmed.

Facilities

Part of the passive measure of Resources is the tools and spaces the character has access to. Facilities are environments where a character can perform a certain type of work, and owning and maintaining a world-class lab, workstation, library or workshop requires a certain amount of Resources.

Characters may use their Resources to set up the tools they need for their job. A character’s home may have, for free, a single Library, Lab, Workshop, or Workstation of a quality equal to their Resources. In general, use of an Ability in a relevant Facility adds the Facility’s rating as a bonus to those rolls.

See below for examples of Abilities which can benefit from Facilities. In addition, the GM may allow other locations to work like Facilities for certain rolls, such as a production studio aiding Craft in an effort to make a movie.

Activity	Ability	Facility
Research	Knowledge	Research Library
Scientific Experimentation	Knowledge	Lab
Building or Repairing	Crafting	Workshop
Computer Hacking or Research	Knowledge	Workstation
Computer Programming	Craft	Workstation

If the character wishes to have a specialized workspace, such as a workshop that can only work on guns, he may have it at a quality equal to his Resources +1 instead. Higher quality workspaces may be constructed, but will require a Resources roll with a difficulty equal to the rating of the Facility +2 (or only +1 in the case of a specialized space).

Most schools and private individuals have Facilities with ratings of 2 to 4. Small colleges often have Facilities rated at 5, while larger institutions may have them rated at 6. Rating 7 and better Facilities are few and far between, and many also have a specialty or two where they are considered one step higher.



Falling

Characters who fall from a great height suffer an attack roll against them with a bonus determined by the distance fallen. This attack is just a dice roll plus the bonus found below since gravity doesn’t have an Ability to roll. The character may defend against the attack with Endurance or Agility (combined with Endurance).

Height	Attack Bonus	Height	Attack Bonus
Up to 10ft/3m	+2	Up to 500ft/150m	+14
Up to 20ft/6m	+4	Up to 1000ft/300m	+24
Up to 100ft/30m	+8		



At a little after 1000ft/300m the character will reach terminal velocity. This means that the speed at which he is falling remains fairly constant, so the damage from impact isn't going to increase if he falls from a higher distance.

However, if for some reason the character's descent is being slowed, such as with a skydiver's wingsuit, the GM should drastically reduce the attack bonus used in the attack against the character. Likewise, if the character is moving faster than he normally would from a free fall, the attack bonus might be increased.



Fire and Environmental Hazards

Fire, electricity, radiation, noxious fumes, etc., are rated by their intensity. When they appear, and at the beginning of each round, they make an attack against everyone in an affected zone adding their intensity rating as a bonus to the attack roll. So an attack made by an intensity 3 fire is resolved as a simple dice roll + 3 since the Fire has no Ability to add.

This attack can be defended against with Endurance, but most types of armor are useless.

Intensity works as follows for fire, and this chart can provide an example for similar effects.

Intensity	Description
0	The zone is on fire, but the fire can be avoided.
3	Almost everything in the zone is on fire, and the heat is pressing in on you in waves.
6	Everything in the zone is on fire, and the flames lick up near you.
9	Inferno. The zone is, essentially, a massive furnace.

It's also possible to be set on fire directly, like if you are shot with a flame thrower or doused in gas and set alight. In this case, you are considered to be in an intensity 6 fire.

While others do not have to worry about taking stress when you alone are on fire, it's very likely that the flames will spread. Every creature or object that is on fire also has the Aspect *On Fire!*.

Some environments are fatiguing rather than damaging, such as trying to operate out in the hot desert sun. In those situations, it is more appropriate to have Endurance restrict other Abilities rather than actually inflict any physical stress.

Foot Chases

In a chase, a character's Agility (combined with Strength) is used to close the distance between him and the person he's chasing (or increase the distance if he's the one being chased). It's also used to bring quick resolution to the issues brought up by terrain and other obstacles.

A foot chase may take place in an open field, through a crowded market, along the roofs of buildings, etc. The more difficult the environment is to navigate, the larger the penalty on dice rolls to outrun pursuers or to catch the target.

A chase is effectively a mixture of a contested and extended action. Each round the chasers roll Agility combined with Strength, modified by any scene Aspects that are brought into play. Each round the total of this roll is added up with the intent of reaching a total difficulty, like any extended action. However, the target difficulty is set by the person being chased.

Step 1: Determine what scene Aspects are in play. Some example Aspects include: *Open Road*, *Residential Yards*, *Light Forest*, *Crowded Market* or *Building Rooftops*.

Step 2: Roll initiative. All participants in the chase should use Agility to determine their place in the initiative order. See pg. 210 for more on initiative.

Step 3: The person being chased rolls his Agility (combined with Strength). That sets the initial difficulty all his pursuers need to reach. Should they reach that difficulty, they have caught up to the person being chased. Note that at the start of the chase the person being chased gains a +2 bonus on his first roll for every zone between himself and his pursuers. It's a little harder to catch someone with a head start after all.

Step 4: The chasers roll their Agility (combined with Strength) on their turn. The total is added up each round. If they ever reach the difficulty set by the person being chased, they have caught him. If caught, the pursuer and his target are considered to be occupying the same zone at the start of the next round.

Also, after the character makes a number of rolls equal to his Endurance, additional rolls are restricted by the Endurance Ability. See page 70 for more on restricting Abilities.

Changing Environment

As the chase progresses, and the environment changes, new Aspects are brought into play. The target could lead his pursuers into a *Crowded Market* in hopes of losing them, and a chase across *Skyscraper Rooftops* could come to a deadly end very quickly. The GM should inform the player of the

character being chased of any Aspects he could bring into play by changing his course.

At the start of every round, the GM should determine whether or not the environment changes or stays the same. Changes can be brought on by a number of factors. Maybe the roofs in the area start to get further apart or maybe the target decides to leave the road in favor of running on the sand.

Supplemental Actions

To perform an action during the chase that isn't simply devoted to closing the distance, you need to decide on whether the other action is the primary action or if continuing the chase is the primary action. The problem, however, is that it is very difficult to do much of anything in the middle of a full on run. So...

If maintaining the chase is the character's primary concern, other actions you take suffer a -4 penalty.

If performing another action is the character's primary action, the Agility (combined with Strength) roll to keep up the chase suffers a -4 penalty.

These sorts of supplemental actions are often taken to attack your target or perform Maneuvers, setting Aspects on the scene to make it easier to get away, or easier to catch your prey. For example, the GM might allow a supplemental action to allow the person being chased to knock over a garbage can, setting a *Garbage Can in the Way* Aspect on the scene. Then he can invoke that Aspect on his next roll to create distance between himself and his pursuers.



Forgery

Craft (combined with Deception) is used to make fakes, be they "lost" symphonies or falsified documents. When a character uses Craft to make a forgery, the difficulty depends on the complexity of the thing being duplicated. The target would use their Perception or Craft Ability, whichever is higher, to detect the forgery. Having an original on hand can help reduce the difficulty.

Difficulties for forgery should be set at 0 for something simple like a letter or a speech, 3 for something more involved like a painting, song or a novel, and 5 for something that will be challenging in its own right, like a symphony or best-selling album. The difficulty should also reflect the time it will take to produce the forgery. Subtract 2 from the difficulty if there is an original on hand to work from.

Full Auto Weapons

Burst Fire

You fire your fully automatic weapon in a short burst of bullets. For this attack, the Weapon Rating of the weapon is increased by +3, but you must make a Reasoning roll (Diff: 2) to avoid overheating the weapon or running out of ammo. On a failed roll, you cannot use the weapon again until you spend a simple action reloading or doing something else while letting the weapon cool.

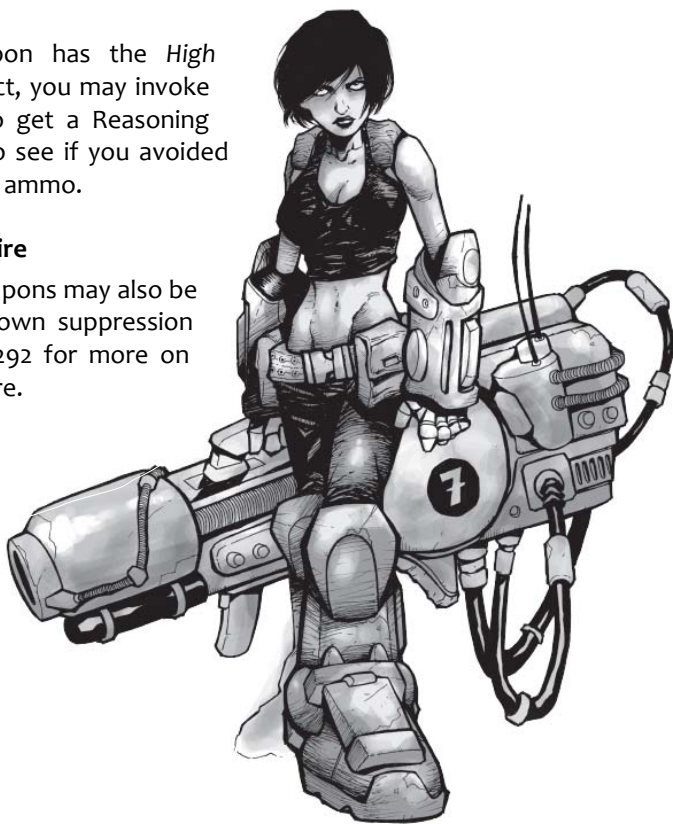
Empty the Clip

You set the weapon to auto fire and empty your clip at your target. Your weapon's Weapon Rating is effectively doubled for this attack. However, doing this burns through all of your ammo or overheats your weapon. You cannot use the weapon again until you spend a simple action reloading or doing something else while letting the weapon cool.

If the weapon has the *High Capacity Aspect*, you may invoke this Aspect to get a Reasoning roll (Diff: 3) to see if you avoided running out of ammo.

Suppression Fire

Full auto weapons may also be used to lay down suppression fire. See pg. 292 for more on suppression fire.



Gathering Information

Using Persuasion to gather information begins with a question. With that question in mind the character goes out and talks to people trying to find the answer. Once the question is settled on (“Who’s trying to kill me?”, “What gang’s symbology features an apple and a dagger?”), the player describes where his character is going to talk to folks (usually “the street”).

The player then rolls his Persuasion. He may try multiple times, but each roll requires about 3 hours of beating the pavement, talking to folks, and generally snooping around.

When determining the difficulty, the GM has a few things to consider. Would the people the character is asking know the answer, and if so, how hard is it to get the answer out of them? For instance, trying to discover a local gang’s symbols might only be a difficulty of 2. On the other hand, trying to figure out who tried to murder you might require you to meet a difficulty as high as 6.

The GM might also want to set a minimum result requirement on each roll. That means that each time you make a roll to gather information, you must meet at least this minimum (usually 0) or you can no longer continue. You’ve completely ran out of leads, or maybe something bad happens.

This requirement for a minimum result usually depends on obscurity of the information sought, or the relative danger of asking certain questions. Asking the locals about gang signs might have a minimum requirement of 1 or maybe 0. On the other hand, talking with paid killers about who was hired to snuff you might have a minimum requirement of 3.



Help from Others

Many hands make light work. If someone tries to help you accomplish a task, they need to make an Ability roll using the same Ability as the primary character with a difficulty equal to the primary character’s Ability. Success grants the primary character a +1 bonus on his roll (generating Spin grants +2!), failure means you didn’t help.

The GM is the final arbiter as to how many people can help with a task. For instance, it might be okay to allow six people to help flip over a car, but usually only two can work together to bash open a door.



Hiding, Shadowing and Camouflage

When a character is hiding, he's remaining perfectly still and (hopefully) out of sight. Aspects related to lighting, obstacles and other environmental factors can affect the player's roll, and the result of his Deception (combined with Agility or Willpower) roll is the basis for any contest against a searcher's Perception. If someone is actively searching for a hidden character, they gain a +2 on the roll so long as they have some reason to actually be looking and are taking the time to do a thorough search in the right place. When someone is searching for you, you can usually assume they'll do logical things like turn on the lights or otherwise do things that make it more difficult to stay hidden.

This means that if a stealthy character is ever in a position where people are actively searching for him, he's in a lot of trouble. That usually requires that the character was spotted or somehow set off an alarm – which, if he's doing his job, he wasn't, and didn't.

For example, consider a character hiding in a storeroom. If a guard opens the door, shines a light in, and looks around, it's just a quick Perception roll, and the character can probably stay hidden. If the guard flips on the lights and starts methodically going through the room, hiding is much, much more difficult because he has both reason and time to search.

The good news is that this sort of searching is usually obvious, so when the guard flips on the lights and starts looking, it's the player's cue to act now or give up his chance at surprise.

Most of the bonuses and penalties in these situations come from Aspects, either on the scene or the characters. A dark room with the Aspect *Dark* can be invoked by the hiding player for a bonus. On the other hand, the moment the guard flips on the lights, that Aspect is gone.

Shadowing

Shadowing is the art of moving while trying to remain unnoticed. It uses many of the same rules as Hiding, but uses Agility (combined with Deception) and is somewhat more difficult for obvious reasons.

When a character tries to move while remaining unseen, anyone looking for him gains a bonus to see him depending on how fast he is moving. This is a +4 bonus for normal movement, +6 for a hustle, or +8 when running. See pg. 283 for more on movement.

Characters might attempt to “creep”. This is a Maneuver that places an Aspect of *Creeping* on the character, which can be invoked to aid in moving stealthily. This Maneuver doesn't require a roll to place the Aspect.

Camouflage

Craft (combined with Deception) can be used to construct blinds and other ways to help remain hidden outdoors. Roll your Craft and add the result as a bonus (or penalty!) on rolls to hide while camouflaged.

Such a construction takes roughly an hour to build.



Jumping

Jumping is something a character does to get over obstacles or across bottomless chasms, and in those situations the GM will set a fixed difficulty to be met or exceeded by the character’s Agility (combined with Strength). Generally, that difficulty is going to be the bare minimum to clear the distance, so beating that by a few points is often a good idea.

Situations requiring a difficult jump should be carefully designed. As the GM, if you want the PCs to be able to get across you have to provide the means to do so; don’t make it impossible.

If it’s a bottomless hole, and a PC fails, does he die? Maybe not. There’s always a ledge to catch or a hidden walkway just out of sight. Consider what you want the result to be if they do fail.

Some sample distances and difficulties are listed below. “Height” refers to the height the jumpers feet are from the ground at the apex of the jump. “Distance” refers to the distance a person can jump given a two yard (or roughly 2 meter) running start. If, for some reason, the character cannot get a running start, he suffers a -2 penalty on his roll.

A character’s Size is added as a bonus or penalty to this roll.

Difficulty	Height	Distance
0	1ft/30cm	1 yard/1m
1	2ft/60cm	2 yards/2m
4	3ft/90cm	3 yards/3m
6	4ft/120cm	4 yards/4m
Every +2	+1ft/+30cm	+1 yard/+1m

Knock Out Blow

Attempting to knock an Extra unconscious can be done in one of two ways:

Maneuver – A Maneuver is used when you want to swiftly bring down an opponent with a single blow.

You attack the target with a bludgeoning weapon as if you were making a normal attack. The target defends normally. If the attacker generates Spin on the attack roll, the defender is knocked out and gains the *Unconscious* Aspect for an amount of time determined by his margin of success minus the target's Endurance. See pg. 295 for more on time.

So, for example, if the defender lost by a margin of 5 and had an Endurance of 2, he'd be out for an hour.

Called Shot – A Called Shot is generally used to knock out a foe you are already fighting, usually knocking him unconscious for longer periods of time or even putting him in a coma.

If you attack an opponent with a weapon capable of knocking your opponent out and you score a Called Shot, you may require your opponent to take a Consequence of *Unconscious*. The character remains unconscious until he heals enough for that Consequence to downgrade.

Knocking out PCs and GMPCs

Note that PCs and GMPCs generally cannot be knocked out using either of the methods listed above. Instead, a knock out blow should take the form of a Concession (pg. 208) with the player or GM electing to have the character be knocked out from a hard blow instead of continuing the fight.



Languages

Languages are part of a good education. A character may speak a number of languages equal to his Knowledge -2, to a minimum of 1. So a character with a Knowledge of 4 may begin the game knowing his native language and two others.

The player does not need to choose the languages when the character is created; instead he may simply choose languages in the course of play. This assumes of course that the GM agrees that your character would have had the opportunity sometime in the past to learn the language in question.

Lock Picking

Attempting to pick a lock is an extended action. The character rolls Knowledge (restricted by Agility) totaling the results each turn in an attempt to hit a target difficulty. Each roll also requires a certain amount of time with more complex mechanisms requiring more time.

Each roll also requires a minimum difficulty be met. Failure to meet this difficulty on each roll results in a damaged lock that can no longer be opened.

As a rough guideline, here are some sample target difficulties and times:

Example	Difficulty/Min. Diff	Required Time for Each Roll
Exterior Door, Simple Padlock	10/0	1 turn
Quality Padlock, Office Door	15/0	1 turn
Security Door	20/0	1 turn
Prison Cell Door	25/0	1 turn
Safety Deposit Box, Cheap Safe	15/1	5 minutes
Expensive Safe	20/2	5 minutes
Ultra-secure Safe, Bank Vault	25/3	5 minutes

Most locks require some sort of tools to open. For regular locks this is some sort of pick, whereas safes and vaults require more specialized tools. Otherwise the job can't be done unless it's a very unusual lock indeed.

Makeshift Picks and Tools

If you are in an area where the necessary bits might be found you can attempt to fashion the tools required to pick a lock. To do this roll Craft against a difficulty of 2. If you succeed, you've been able to cobble together the bare minimum that is required to get the job done. However, you suffer a -2 penalty of each roll using such tools.

At the GM's discretion, if you generate Spin on your Craft roll, the tools you are able to build are of good enough quality that you don't suffer the -2 penalty.

Medical Attention

A character can aid another character on rolls to heal by providing them with medical attention. To do so, make a Knowledge (combined with Craft) roll against the same difficulty the patient needs to beat to heal his Consequence. You may add a bonus to the patient's roll to heal equal to the amount by which your roll exceeds the difficulty.

If you are in a medical Facility, the Facility's rating is added as a bonus to rolls to heal Physical and Mental Consequences.

In the event that a character is rolling to aid another character in healing, only one of them may use the medical Facility's rating.

Movement

When not in a conflict, characters are free to move around as they choose. This usually requires no die rolls.

A human can run at a speed of 15 miles per hour + your result on an Agility (combined with Strength) roll each round. After a number of turns spent running equal to your Endurance, the roll changes to an Agility (restricted by Endurance) roll.

This system is provided mainly as a reference however. If you are involved in a chase, see page 275.

The rules for movement in a conflict are reprinted here for your convenience:

Physical Movement in a Conflict

On your turn you may move into a different zone using one of the following options:

Standard Move – You move into an adjacent zone. This is a simple action, or it can be taken as a supplemental action (see page 261) incurring the standard -1 penalty on all other actions performed. If the transition between zones is hampered, say requiring you to climb a ladder, it may cause you to suffer additional penalties on any other actions you perform. More difficult obstacles probably require a full simple action to traverse.

Hustle – If you hustle, you may move across one zone and into the next. This can either be a simple action or a supplemental action like Move, but any other action you perform on this turn suffers a -2 in addition to any other penalties you might suffer.

Run – Running works the same as hustling and allows you to move across one zone and into the next, but you may also roll your Agility against a difficulty of 2. For every point by which your roll exceeds 2, you may move one additional zone. However, if taken as a supplemental action, you also suffer a -4 penalty on all other simple actions taken this turn. This penalty is added to any penalties you might suffer from traversing a difficult environment or obstacle.

Note that some scene Aspects may also make it more difficult to move through certain zones. For example, a room filled with debris may have an Aspect of *Debris Filled*, which, when compelled, forces the character to suffer a penalty or reroll on rolls to move, assuming the GM lets him move through it at all.

The GM has the final say on what Aspects a scene has and how they may effect movement.

Out of Ammo and Overheating

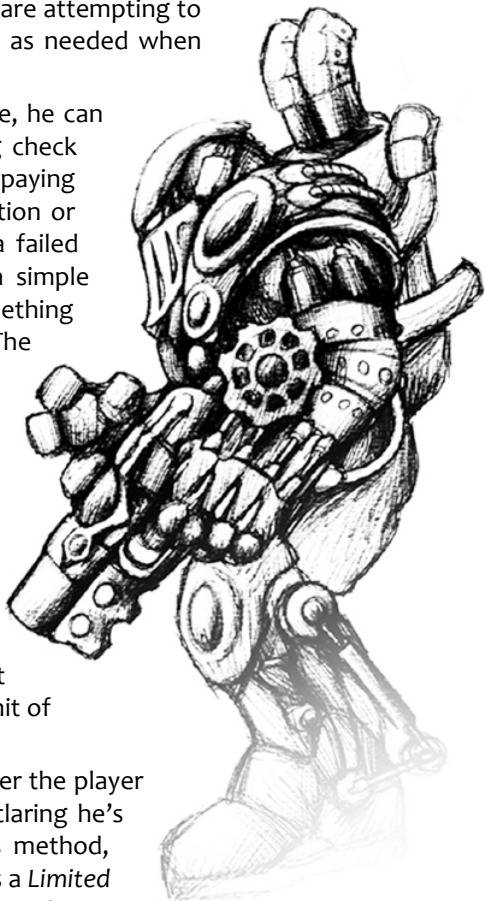
It's usually not worth the time and effort to track every round in the clip or exactly how hot a weapon is getting. But at the same time, running out of ammo or overheating a weapon can sometimes be dramatically interesting, especially if you run out just as a horde of zombies makes it over the fence!

When a character makes an attack with a firearm, he may be firing one round or several. The game mechanics of the attack don't change, but the description of the attack might vary from round to round. You can also generally assume that characters are attempting to conserve their ammo and reload as needed when they have time.

However, should the GM choose, he can have the player roll a Reasoning check to see how well he has been paying attention to his ammo consumption or his weapon's heat buildup. On a failed roll, he's out and must spend a simple action reloading or doing something else while his weapon cools. The difficulty of this check is usually 2, but the GM may increase it if he feels you've been expending a significant amount of ammo over a short period.

For weapons that require actual ammunition, you may reload as a supplemental action so long as the primary action is not an attack with that weapon and you have an extra unit of ammunition available.

Another method is to simply offer the player a Fate Point in exchange for declaring he's out of ammo. If you prefer this method, you can assume every firearm has a *Limited Ammo* Aspect that anyone can compel.



Poisons and Drugs

Poisons and drugs both have two ratings: Potency and Subtlety.

The Potency determines how hard it is to resist using Endurance (see below) and the Subtlety is the difficulty for any Perception or Knowledge rolls to detect or analyze it; either to prevent exposure or to determine the cause of someone's sudden ailment. Poisons and drugs also need to have a means of application, such as food, gas, injection or some Powers.

Poisons

First, we have damaging poisons. "Damaging" is used loosely here, as it may be lethal or it may mean knockout drugs or any number of other things.

Damaging poisons are often fast-acting, found on the blades of enemies and tips of blowgun darts.

When such a poison is introduced into the system it makes an attack roll, adding its Potency (0 for a mild poison, 5 for something very potent), against the target's Endurance.

This attack occurs at the start of your first turn after exposure. Then it repeats every turn until the end of the scene (at which point the poison has run its course) or until the character somehow stops the poison, such as with an Advantage or medical treatment (or even something as mundane as inducing vomiting when appropriate). Many such poisons may stop if the player generates Spin on his defending Endurance roll.

Some damaging poisons are slow acting and kill over a much longer period of time, but those are often more appropriate for background than showing up directly in play. If you are looking to introduce a slower-acting poison, rather than treating it as a standard attack, make a roll once per scene against the victim's Endurance roll. If the poison's roll beats the victim's Endurance roll by 3 or more (generating Spin), then the victim acquires a Physical Consequence. Regardless of severity, these Consequences do not disappear until after the poison is cured. Alas, with poisons, there are no Concessions!

And then we have special poisons. These are the poisons that violate the rules in some way and tend to either leave a beloved NPC in a coma, needing a very exotic cure, or will kill the person who has been exposed in a fixed period of time so they must race to find the antidote. Alternately, they may have killed someone in a very peculiar way and may prove the only clue to the killer's location.

In short, these are poisons that serve no purpose but to motivate the plot. That's OK! FATE adventures can tolerate a little bit of cliché, but try to keep their use to a minimum.

Drugs

Rather than damaging their target, drugs put one or more additional Aspects directly on them (as with a Maneuver). Their Potency is the value which the subject rolls their Endurance against in a simple test. If the subject wins, the symptoms are passing, but if he loses, he immediately gains the Aspects as described in the drug. The duration of these effects depends upon the drug. This approach is specifically different from a slow-acting damaging poison as these Aspects are not Consequences and thus do not push the character closer to being Defeated.



Push/Pull/Throw

You can attempt to push, pull or throw your opponent out of its zone.

You and the defender both make a contested Strength + Size roll. If you succeed, the target is pushed, thrown or pulled into an adjacent zone of your choosing.

If you are larger than your target, you may push or throw your victim even farther. The number of zones away the target can be pushed or thrown is equal to the difference between your roll and your opponent's roll to a maximum of the difference between your Size and your victim's.

Certain Advantages may effectively increase your Size rating for the purpose of determining how much you can lift. That increase applies when pushing and throwing objects as well.

When pushing or pulling, you may choose to follow your opponent into the zone you are pushing or pulling him into as a free action.



Restrain/Pin

You attempt to hold on to your foe, keeping them from moving around or physically assaulting another character.

This is effectively a block action (pg. 260). Roll your Strength + Size to set the block's Potency. As long as your target remains in the same zone as you, and you continue to try to restrain him, he must roll Strength + Size each time he attempts to move or attack another. The first time he fails, he is considered restrained and you both gain the *Grappling* Aspect.

While restrained, attempting to perform any action requires the victim to beat the block. If he fails, he cannot take that action. If he succeeds, he is no longer restrained, loses the *Grappling* Aspect, and may act freely.

As long as the target is restrained, you both have the *Grappling* Aspect placed on you.



Riding

Agility may be used for riding animals, though Reasoning may also cover the basics of riding. Characters looking to be accomplished horsemen should consider selecting an applicable Advantage or Specialty Aspect.

Whether the character personally owns a mount may be subject to character concept or judicious application of the Resources Ability. Truly exceptional mounts are the domain of Resources Aspects.

While mounted, the actual riding of the animal counts as a supplemental action, forcing a -1 penalty on the primary action.

When riding a mount you also gain the Aspect *Mounted*. This Aspect is commonly used to gain a bonus on attack rolls using melee weapons against un-mounted opponents, but it may have certain drawbacks as well.



Scale

Scale refers to the current scope of a scene and comes in three different types:

Personal Scale

The majority of scenes that happen in your game are probably Personal Scale scenes. These scenes feature a small group of characters engaging each other in some way, on a personal level. They may be taking part in a conversation, chasing each other through the jungle, or fighting to the death in arena combat.

Physical and Mental conflicts take place in rounds with every character getting a turn. A round lasts about 3 seconds.

Social conflicts are not tracked in rounds. Rolls are made whenever one person decides to take an action, either instigating conflict or responding to another person's attack.

See Chapter 6 for more on Personal Scale conflicts.

Skirmish Scale

This Scale tends to revolve around small groups of characters (or vehicles), called Units as they come into conflict with each other. Instead of tracking the actions of each person involved, the scene "zooms out" to focus on the actions of the entire group.

Physical and Mental conflict takes place in rounds with every Unit getting a turn. A round lasts about 1 minute.

See pg. 399 for more on Skirmish scale conflicts.



Campaign Scale

Campaign Scale scenes usually don't focus on particular characters, but on the world as a whole. Instead of focusing on the actions of an individual or even a Unit, Campaign Scale scenes focus on the movements and actions of large Organizations and even armies.

Like Personal Scale Social conflict, Campaign Scale conflicts do not take place in rounds. Rolls are made whenever an Organization decides to take an action, either instigating conflict or responding to another Organization's attacks. Often a lot of time can take place between roll, days or weeks depending on what's going on.

See pg. 399 for more on Campaign scale conflicts.



Scavenging

If characters need to scrounge up something from the wilderness or a war torn wasteland, such as food, sticks, bones, sharp rocks, vines that can serve as rope and so on, they can roll Perception or Reasoning to find these things.

The difficulty for finding something is based off how likely it is to be found and how interesting it will be to use. The base likelihood depends on the environment and what's being looked for. If it makes sense that it could be there (like wood and vine in a forest) then the difficulty is 0. If it's a bit of a stretch, but still possible (decent wood in a swamp) then the default difficulty is 3, and if it's less likely or simply outright rare, it's 5 or higher. Each qualifying criteria increases the difficulty by 1.

Thus, if a character needs sticks in a forest, the difficulty is 0, but if he needs sticks of a certain size and strength (2 criteria) the difficulty is 2. If the character is trying to build something using salvaged parts, like a trap, it's a Craft roll modified by Reasoning.

Size and Weight

Living creatures and inanimate objects come in all sorts of shapes and sizes, and the following table can be used as a guide to assigning them a Size or Weight category.

Rating	Size	Weight
-4	Bacteria, Nanites, Viruses	.001 lbs. (.5g)
-3	Grasshoppers, Mice, Coins	.01 lbs. (5g)
-2	Baseball, Handgun, Toaster	1 lbs. (.5kg)
-1	Human Child, Chair, Small Dog	10 lbs. (5kg)
0	Adult Human, Door, Barrel	100 lbs. (50kg)
1	Bear, Large Motorcycle, Table	1,000 lbs. (500kg)
2	Elephant, Car, Small Shack	10,000 lbs. (5000kg)
3	Dragon, Tank, Small House	100,000 lbs. (50,000kg)
4	Airplane, Large House, Battleship	1 million lbs. (half million kg)
5	Aircraft Carrier, Industrial Complex	10 million lbs. (5 million kg)
6	Military Installation, Space Station	100 million lbs. (50 million kg)
7	City, Orbital Space Port	1 billion lbs. (500 million kg)
8	Large Island, Asteroid	10 billion lbs. (5 billion kg)
9	Country, Moon	100 billion lbs. (50 billion kg)
10	Planetoid	1 trillion lbs. (500 billion kg)

Lift Capacity

To determine a character's lift capacity, multiply the weight associated with his Size rating by his Strength. For example, a normal human (Rating 0) has a Strength of 2, so his lift capacity is 200 lbs (roughly 100kg). This means he can comfortably lift and move 200lbs without the need to roll.

When a character carries something heavy, he is always considered to be taking a supplemental action. The penalty for this supplemental action is -1 if the weight carried is half or less of his lift capacity. If it is more than half his lift capacity, he suffers a -2 penalty. If it is more than his lift capacity (up to a maximum of double), he suffers a -3.

Encumbrance

This is not a game where we're going to make characters empty out their pockets to figure out exactly how much they are carrying. For the most part, day to day equipment and clothing is just not an issue.

From time to time, however, a character may need to perform an action while carrying a large amount of weight, like a bomb that's ticking down or a wounded buddy slung over their shoulder.

A character can easily carry something that is one quarter their lift capacity without a problem. Now, remember common sense applies. Just because a character can run at full tilt while carrying 100 pounds of explosives doesn't mean he can do so all day. Trying to do so for more than a scene calls for an Endurance roll against the weight of the load and additional rolls each subsequent scene, with the difficulty going up by 1 each time.

Lifting Things

Strength also controls how much the character can lift or move. The weight of the thing being moved sets the difficulty for the roll.

Characters have a default amount of weight they can lift and still do something with that weight (like moving slowly, or trying to place it carefully), described above as the character's lift capacity.



Appropriate use of tools can increase the character's Lift Capacity, using anything from a lever (which may grant a bonus) to a pulley system (which may outright multiply capacity).

Also, the line between Lift and Break is sometimes fuzzy. If someone is trapped under rubble and you want to get it off them, if you do it carefully, that's an appropriate use of lift. If it's a moment of panic, ripping aside something heavy to free a loved one, well, then the guidelines for breaking things are more appropriate, and the amount the character can remove (lift) is based off their roll.

While this may seem like a tricky distinction, it's actually very easy to distinguish in play.

When in doubt, look and see if the character has any Aspects that may apply.

Social Espionage

Empathy can be used to figure out what makes another character tick. This system is usually used to cover “down time” character interaction, like when a player says “I’m going to see what I can find out on our date”, and the date is glossed over. Social Espionage allows you to move the game along without spending a lot of time on the specifics of the date, but still helps the GM determine what the character learned.

Given at least a half hour of personal interaction, you may make a contested Empathy roll against the target’s Willpower or Deception. This is an Assessment action (see page 63).

If you win, you discover one of the target’s Aspects which you are not already aware of. It may not reveal the Aspect in precise detail, but it should paint a good general picture. For instance, it may not give the name of the character’s brother, but it will reveal that there is someone with that relationship.

This process may be repeated, taking longer each time and ultimately can reveal a number of Aspects equal to the character’s Empathy Ability’s rank (minimum one). So an Empathy rank of 2 would allow two Aspects to be revealed through at least two different rolls.

Knowing someone’s Aspects is a powerful tool, both because it allows you to invoke or compel them, and because it gives potent insight into the target’s nature.

It’s critical to remember that a character’s Aspects are not necessarily public knowledge. While a scenario may call for compelling a character’s Aspects, NPCs should not be planning for that Aspect to be compelled unless they have some reason to believe someone has discovered it.

When you decide which additional Aspects Empathy reveals to a player, there are two possible yardsticks. The first is showcasing those Aspects you feel are closest to who the NPC really is. The second is showcasing the ones you think would be most entertaining if the player found them out. If neither of those yardsticks work, pick the one closest to the top of the list; it’s probably reflective of what you thought was most essential at the time.



Spying (Long Term)

Spying works pretty much exactly the same way “Social Espionage” does (see above), but uses Perception instead of Empathy. The character isn’t taking part in extended conversations, instead he is watching unnoticed from afar.



However, instead of making a contested roll, the GM sets a difficulty. This difficulty depends largely on the person being spied upon, what kind of access you have to them, what kind of security they have, etc.

Generally, the average person taking no special precautions will offer a difficulty of 2. However, much more high profile targets, such as a nation's president, could offer a difficulty as high as 10 or more.



Suppression Fire

You swing your ranged weapon around an area wildly, potentially attacking everyone in the targeted zone. This requires the use of a full auto or beam weapon, and the zone must be within range for the type of weapon used.

This is a Maneuver that places the *Suppressed* Aspect on that zone. At any time you may invoke that Aspect to make a free ranged attack on any target inside the *Suppressed* zone so long as you continue suppressing it. Just remember that this isn't a very precise action, and should a friendly PC or NPC enter the area, the GM might well compel this Aspect to cause you to accidentally attack them.

Each time you make such an attack (after the first) you need to roll to see if you've run out of ammo. This is a Reasoning roll with a difficulty of 2, and it increases by a cumulative +1 for each attack. The GM may also call for a roll if you have been suppressing an area for a few rounds even if you haven't been making any attack rolls.

On a failed roll, you cannot use the weapon again until you spend a simple action reloading or doing something else while letting the weapon cool. Note that if the weapon has the *High Capacity* Aspect, you may invoke this Aspect to gain a bonus or reroll on such rolls.



Swallow

A creature may attempt to swallow any creature that is three Size categories smaller than itself.

It may make an opposed Strength + Size roll against its would-be snack's Strength + Size. If it wins, the target is swallowed. A swallowed target takes an amount of physical stress equal to the difference between your roll to swallow and the target's roll to defend, plus your Size. The target also gains the *Swallowed!(P)* Aspect.

Each round inside your stomach, the target suffers an attack roll made with your Endurance +3. The target may defend with its Endurance, and armor may only help if it is sealed against the corrosive juices of your digestive system.

The swallowed creature may attempt to attack you from inside, though it can be difficult to wield larger weapons.

You may defend against such an attack with your Endurance, but should you Suffer an Extreme(P) Consequence or be Defeated, the swallowed creature may cut its way out.



Swimming

Agility (combined with Strength) can be used to move about in the water. This essentially works like any normal movement, but is only about half as fast.

The GM may levy penalties on checks for rushing water or obstructions or for characters carrying a considerable amount of weight, such as heavy weapons or armor.



Taking Aim

This is a common Maneuver used to set up a careful shot using a ranged weapon.

The character must spend a turn watching his target and succeed on a Perception roll (Diff: 2) to place the *In My Sights* Aspect on his would-be victim.

If successful, he may invoke that Aspect for free on his next turn. However, this temporary Aspect is very fragile, and the GM may call for him to roll to replace it every round if the target is moving around a lot.

Also, the GM should consider increasing the difficulty for certain factors such as extreme distance, rain, fog, erratic movements, shooting from an unstable position, etc.



Taking Cover

A character may take cover behind objects within the same zone as a simple action. This is a good idea when you are about to come under heavy enemy fire.

There are two types of cover, “light cover” and “hard cover”.

Light cover represents being hidden behind objects that may deflect incoming projectiles, but not necessarily stop them. Or it may mean the character is behind hard cover, but only a portion of his body is covered. This includes hiding in or behind dense foliage, furniture, alcoves in walls, behind concrete pillars, etc. Moving behind such cover is essentially a simple action to perform a Maneuver that grants the character the Aspect *Behind Light Cover*.

Hard cover is something that will stop most types of projectiles, like sand bags, steel plates, reinforced walls, etc. In this case, the Maneuver grants the character the Aspect *Behind Hard Cover (P)*. Since this is a persistent Aspect it can be invoked for free for a bonus or reroll, or if the GM allows, the player may spend a Fate Point to invoke it for effect and simply declare “I can’t be hit behind this”. In such a case he’s protected from attacks as long as he stays behind cover or until the attacking enemy moves to attack from a different location.



Testing & Research

If a character fails on a Knowledge or Reasoning roll, they can spend time researching to find the answer as long as they have access to the proper Facility (see Facilities, pg. 273). The amount you fail the initial roll by (x3) is the length of time in time increments (page 295) required to find the answer you are looking for.

Research using a computer to access a global network works much the same way as researching in a library. However, in this case your Knowledge Ability (modified by any Advantages or Aspects you have that are related to computer use) is rolled, and the result (if positive) is added as a bonus to your Research rolls. This bonus represents your knowledge of the network and your capability of finding the information you seek.

You must, of course, have access to a computer, and the computer must be connected to the network.

Time

When a character takes an action, it is expected to take a certain amount of time, ranging from a few moments to a few days. Sometimes characters need to take longer to do something or want to do something a little faster.

The amount by which your result exceeds the stated difficulty can sometimes be put towards doing something faster. For each point in excess of the difficulty, reduce the time required by one increment.

The following table lists each increment of time. Sometimes you may need to roll to determine how long something takes or lasts. You can use this table to help you determine that by finding the result of your roll and the amount of time it corresponds to.

Result	Time Increment
0	Instant
1	A Round (around 3 sec.)
2	A Scene (around 5 min.)
3	An Hour
4	A Day
5	A Week
6	A Month
7	Three Months
8	A Year
9	Three Years
10	A Decade
11	Forever

Taking Your Time

When a character fails a roll to perform a simple action that he reasonably should be able to do, the GM can simply rule that the task succeeds but takes longer than it normally would. For each step of additional time the character spends on the action, he gains a retroactive +1 on the roll to a maximum of +4. (See also “Zeroing Out”, pg. 259)

Trip

You attempt to sweep the feet out from under your opponent, knocking him to the ground.

This is a Maneuver. Roll Agility or Strength (your choice) against the defender’s Agility or Strength (his choice). If you succeed, you place the Prone Aspect on your opponent.

If you generate Spin, the GM may declare that your opponent hurts himself as he falls, suffering an amount of Stress equal to the difference between your roll to place the Aspect and the defender's roll to avoid it. Armor may help mitigate this stress however.

Standing back up is a supplemental action which removes the Aspect.



Vacuum

Characters exposed to vacuum suffer 4 points of physical stress each turn they spend exposed. However, certain types of Vacuum Suits allow the character to go extended periods of time in a vacuum safely. See page 312 for more on vacuum suits.

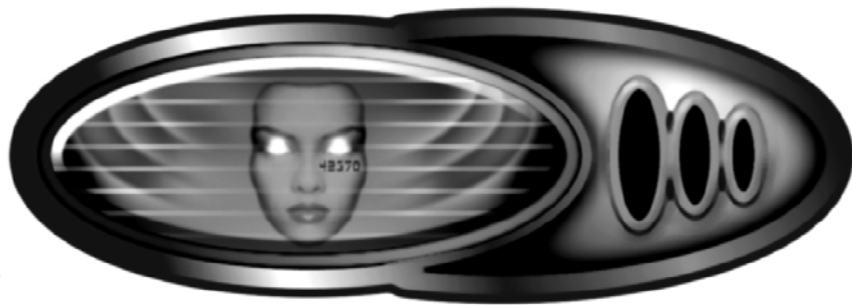
If you are using the “Threshold” optional stress system (pg. 248), the exposed character needs to roll Endurance against a difficulty of 4 each turn to avoid a physical Consequence. Each turn the difficulty is increased by +1.



Zero Gravity

No sci-fi game would be complete without a horde of blaster wielding marines fighting in zero-gravity.

Zero gravity environments have a persistent Aspect of Zero-G (P) which can be invoked or compelled to affect all characters in the zone.



Zones

A conflict should take place on a map laid out in zones. Or if the environment is rather simple, the GM may just decide to thoroughly describe it and explain what and where the zones are.

Zones come in one of three scales: Personal, Skirmish, and Campaign.

Personal Scale Zones

Personal scale zones are sized for conflict between people on foot. And while the exact size of a zone tends to vary, the following guidelines will help you determine ranges and the like:

Characters in the same zone are in hand-to-hand combat range. They can punch, grapple, and stab with ease.

Characters in adjacent zones can make good targets for thrown objects or short range shots from ranged weapons.

Characters five zones apart are at the limit of effective rifle range—hundreds of yards.

This is deliberately abstract and involves some deliberate bending of space. Maps for a good fight should be kept simple. It's a good idea to just lay a piece of paper (or a white board!) down in the middle of the playing area and then sketch the basic map. When a few terrain elements have been laid down, it should become obvious how to divide it into zones and apply scene Aspects.

Avoid strictly laying out a grid unless the area is relatively featureless, such as an open desert or field of snow. The zone system rewards non-orthogonal layouts. Zones should not only represent loose distances but also represent the relationships between space and ease of travel and view. Wide open spaces can be big, for example, while rooms in a spacecraft or building can be much smaller becoming zones with their walls as boundaries. A long straight corridor can reasonably be a single zone.

Some guidelines for zones inside structures include:

Rooms with doors that close are a zone, no matter how small.

Split big zones up if it doesn't seem like a character would be able to cross it in just a few seconds.

Skirmish Scale Zones

These zones are simply larger, covering more area to allow for tracking the movement of groups of people or fast moving vehicles.

Skirmish scale zones will often have several personal scale zones within it, which are used to more precisely track the movement of individuals relative to the larger scale conflicts.

For example, a Skirmish scale conflict might involve two banks of a river running through a valley. The map of the area might be broken into four zones, the north and south portions of the valley on each side of the river.

Inside these zones may be enemy camps featuring anti-aircraft guns and a temporary barracks. These areas may be made up of smaller, personal scale, zones.

Campaign Scale Zones

Similar to the way skirmish scale zones are larger than personal scale zones and contain personal scale zones within them, campaign scale zones contain skirmish scale zones.

Campaign scale zones tend to cover massive areas, depicting the location of several skirmish scale zones and tracking the movement of forces across a continent, moving from nation to nation, planet to planet, or even star system to star system.

So, as you can see, the sizes of campaign zones are directly related to the scope of the campaign as a whole.

Zone Aspects

As with anything else, a zone can have Aspects associated with it. Maybe the cat walk goes over a vat of melted steel, so it has an Aspect of *Exceptionally Hot*. Or maybe the forest your tank is moving through has *Very Dense Foliage*, or it could be that the planet your ships are invading is *Surrounded by an Asteroid Field*.

Regardless of the zone's scale, write the Aspects right on the map or make sure everyone understands what and where they are. If a scene has an Aspect (and this is a great way to model terrain effects), just write the Aspect right on the zone.

Chapter 8

Equipment and Technology

This chapter deals with defining pieces of equipment in game terms. Pieces of equipment not given stats in this chapter are either too insignificant to need stats, or have been left up to the GM to create them himself using the existing items as guidelines.

Most all items will have one or more of the following statistics:

Weapon Rating (WR)

A weapon's Weapon Rating is added to the amount of stress inflicted on a successful attack. If the attack misses however, the Weapon Rating has no effect.

Armor Rating (AR)

The Armor Rating for armor and shields indicates the amount of stress it negates from a successful hit. For instance, if you have an AR of 2, and you are hit for 3 point of physical stress, you'd only check off one stress box.

If you are ambushed or for some other reason unable to bring your shield up to defend yourself, you may not add the Armor Rating provided by a shield.

Armor Stress

When attacked in a physical conflict, you may elect to divert any stress you suffer to your armor instead. However, once all of the armor's stress boxes are filled, it takes a Consequence of *Damaged*. This stress clears at the end of the scene, but the *Damaged* Aspect remains until it is repaired. See pg. 267 for more on repairing *Damaged* armor.

Explosive Rating (ExR)

Explosives allow you to make an attack against everyone in the target zone, and the explosive's Explosive Rating is added as a bonus to the attack roll.

Equipment Rating (ER)

The Equipment Rating for tools indicates the bonus gained on an Ability roll when that tool is used with an associated Ability in a relevant way.



Range

A weapon's Range is the maximum number of zones away the target can be without causing the attacker to suffer penalties. A range rating of 0 means the weapon can only be used to attack enemies in the same zone.



For every additional zone beyond your weapon's Range rating the target is, the attack roll suffers a cumulative -2 penalty up to a maximum number of zones equal to twice the weapon's Range rating.

Ranges marked with "TH" indicate that the item must be thrown. An "EX" indicates that the weapon is explosive, and an attack is made against everyone in the target zone.



Tech-Level (TL)

This rating is a rough estimate of the level of technology a setting needs to have to feature an item. This is a very general scale and the GM is of course the final arbiter in regards to what has, and has not, been invented yet in his game world.

TL 1 – Sticks and stones. People of this TL are very primitive and at best probably just tie sharpened rocks to the end of sticks to make crude spears.

TL 2 – The people of this era have discovered basic metal working and have put it to use. Weapons of this time include swords and crossbows, and medicine consists of herbal remedies.

TL 3 – The early to late Renaissance era. This TL features the building blocks of modern day tech ranging from complex metal armors, to the first muskets, up to the early internal combustion engines and printing presses.

TL 4 – This is the "modern day". People have automatic weapons, computers, and cars.

TL 5 – In this TL, much of the "modern day" technology has evolved into more fantastic forms. Coil guns, powered armor, star ships and fully immersive virtual reality are all possible.

TL 6 – Compared to "modern day" TL 4 technology, the tech of TL 6 would be considered magic. Man portable beam weapons, force fields, digital uploading of the conscious mind, faster than light travel... all of these things may be possible in TL 6 settings.



Cost Rating

An item's Cost is the measure of the average value of an item. Generally the Cost is about 4x more expensive than an item of the next lowest Cost. So with that in mind, in a modern setting Costs would work out something like this:

Cost Rating	Estimated Value in Modern US Dollars
0	Around \$5
1	Around \$25
2	Around \$100
3	Around \$400
4	Around \$1,600
etc...	etc...

Note that GMs may decide to adjust the Cost of an item depending on the setting Tech-Level, how much demand there is for the item, whether or not its legal to own, how hard it is to purchase or transport, etc.

The Costs for items listed in the tables later in this chapter are based on the Cost of the item during the Tech-Level in which it was introduced. For example, a Light Pistol was introduced in TL 4, so the Cost listed is based on a TL 4 campaign. In later TL campaigns, it might be cheaper since more advanced weapons are commonplace or maybe even more expensive if it is viewed as an antique. Get with your GM to determine exact pricing.

To purchase an item you need simply roll your Resources. If the result of your roll is equal to or greater than the Cost of the item, you may purchase it. If you fail, you may not attempt another purchase of that item, or an item of equal or greater Cost, this session. GMs may, however, allow you to attempt another purchase if your character comes into some money during the session.

For a more detailed method of handling purchases, see the optional Wealth Stress Track on pg. 242.



Equipment Modifications

Accessories and modifications may be made or added to various weapons, armor or other equipment. These provide the items with an Aspect or Advantage. For example, adding a scope to a rifle may add the *Scoped* Aspect, while powered armor may feature the *Enhanced Strength* Aspect.

Adding an Aspect to an item increases it's Cost by +1 for every Aspect added. Adding an Advantage increases the item's Cost by an amount equal to the Advantage Point value of the Advantage added.

The total AP cost of any single Advantage added to an item may not exceed the setting's TL.

The GM may also allow you to add primarily negative Aspects, such as *Rusted*, to an item to decrease the total Cost by -1.

Other Notes

Beam Weapon – These weapons fire a constant stream of focused energy. You may use “beam weapon” special attacks. See pg. 263.

Full Auto – These weapons feature extremely high rates of fire. You may use “full auto weapon” special attacks. See pg. 277.

Gravitic – Using advancements in gravity manipulation, these electronic melee weapons amplify and redirect the natural gravity imparted on the weapon, delivering it to the target when struck. Thus the weapon’s impact is dramatically increased with an extra helping of pure kinetic force. Such weapons are powered with a compact power cell which is good for about 100 kinetic surges.

Mono-Edged – These bladed melee weapons are created with an almost infinitely sharp edge. At the very tip of the edge, a single carbon nanotube runs the length of the blade. This tube is approximately 1/50,000th the width of a human hair and is harder than diamond. Such weapons never need to be sharpened, but over time it may need to have its leading edge, the nanotube “wire”, replaced. Despite the advanced technology required to build them, mono-edged weapons are not, themselves, electronic.



Ammunition

When you purchase a ranged weapon, you get one “unit” of ammunition for free. This might be a single magazine, six rounds for your revolver, a quiver of arrows, etc. The amount of ammo in a “unit” is intentionally vague since FATE isn’t about tracking every bullet or arrow fired.

However, should you ever run out of ammo (see pg. 284), your current unit is spent and you’ll need to reload with a new one.

Additional units of ammo have a Cost rating of 1, though special ammunition may cost more. See pg. 323 for special types of ammo. For example, if you purchase three extra units of ammo, the extra ammo is recorded on the character sheet as “Extra Ammo x 3”. If you run out and have to reload, it simply becomes “Extra Ammo x 2”.

Item Aspects

Aspects on items such as weapons or armor can be invoked or compelled just like normal Aspects; you have the Aspect just by wielding the weapon, wearing the armor, or holding the item. They're a way to inject some realistic-feeling tactical detail into combat. So if you're using a dagger, and you get into close combat with a great sword wielder, you might invoke their sword's *Huge(P)* Aspect to get a bonus to attack or defend against them.

Aspects are listed in *italics* to separate them from other notes.

Common weapon and armor Aspects are as follows, with some advice on how to use them:

Anti-Vehicular – These weapons are specifically designed to be able to deal damage to vehicles and hardened equipment. This Aspect might be invoked for effect to allow you to potentially damage the vehicle. See pg. 404 for more on attacking vehicles.

Armor Penetrating – Rounds fired from these weapons move extremely fast and fragment little, packing enough focused kinetic energy to penetrate even the toughest armor. But since these rounds tend to fragment less and usually pass cleanly through the body, they are often less damaging than rounds that break up and/or get stuck in the body.

Bulky – This item is heavy, cumbersome, and unbalanced. It can often be compelled to hinder movement or balance and is tiresome to carry or wear for long periods of time.

Energy Blade – This weapon consists of a handle or haft that emits a “blade” of condensed and contained energy. The blade itself is weightless and it can cut through most anything, though it can be blocked or parried with another energy blade.

Flexible – Flexible weapons such as whips or flails. While a bit more difficult to control, they are better able to get around the enemies defenses. They may be compelled to make them harder to attack with, but they may also be invoked to better bypass an enemy's defenses.

High Capacity – Weapons with this Aspect tend to hold a lot of ammo. You can invoke this Aspect when using full auto maneuvers to help avoid running out of ammo.

Huge(P) – These weapons are massive in size, are very heavy, and next to impossible to hide. They deal tremendous damage, but do not work well for precision work. You might invoke this Aspect for intimidation, or it may be compelled when trying to avoid collateral damage when fighting in close quarters or striking at targets very close to you. This Aspect can also be compelled by others to give them an advantage in initiative or to force a penalty any time a weapon this big is used with one hand.

Large – These weapons are awkward and heavy. While they offer substantial damage potential, they are cumbersome. Typically this Aspect is compelled by others to get an initiative advantage against you, or it can be compelled when you try to hide such weapons. This Aspect could also be compelled any time you use a weapon this big with one hand.

Limited Ammo – These weapons have small capacity magazines and need to be reloaded more frequently. Compels on this Aspect usually require the character to roll to see if he is out of ammo, or to make such a roll more difficult. See pg. 284 for more on running out of ammo.

Long – These melee weapons are very long and allow you to attack enemies at a greater distance than most. The GM may allow you to invoke this Aspect to attack enemies in an adjacent zone or even to gain a bonus on initiative against an opponent who must get by your weapon to get to you.

On Fire! – See page 274 for information on burning targets and zones. If you have this Aspect placed on you, you are effectively exposed to an intensity 6 fire and will continue to take damage until it is removed.

Reliable – These weapons feature simple mechanisms that almost always work properly. When subjected to an attack or situation in which most such weapons would fail, weapons with this Aspect usually keep working if the Aspect is invoked.

Restricting(P) – Armor with this Aspect tends to be so heavy and/or cumbersome that mobility is pretty much constantly hampered.

Shotgun(P) – Weapons with the Shotgun Aspect fire a blast of pellets, or some other projectiles, in a cone shaped pattern. This Aspect may be invoked at close range a more damaging attack, or compelled a range of a few zones for a lessened effect.

Slow Firing – For whatever reason, this weapon takes a while to fire. Invoking or compelling this Aspect may mean the weapon is unable to be used two consecutive rounds in a row, or it may cause them to act at a lower initiative.

Small – These weapons are small enough to be hidden on the body and works well in close quarters combat. You might invoke this Aspect for a bonus on initiative rolls or attempts to hide the item. However, their small size and light weight mean they don't fare well when defending against larger weapons.

Unreliable – These weapons tend to jam or misfire. Accepting a compel on this Aspect means you have to spend the next round clearing the weapon and making it ready to fire again.

Size-Related Aspects for Weapons

Many weapons have Aspects that relate to their size, weight or length; such as *Small*, *Large* or *Huge(P)*. These Aspects can be invoked or compelled for a bonus on the attack roll, but this should only be allowed in certain situations. Generally, GMs should not permit invoking a *Large* or *Huge(P)* weapon's Aspect for a bonus on the attack roll just because the weapon is big, or compelling a small weapon's *Small* Aspect just because it is small. That's already factored into the weapon's WR.

These sorts of Aspects should be invoked or compelled for a bonus or penalty on the attack roll only if they offer some distinct advantage or disadvantage based on the current situation. For example, small weapons are effective in a grapple or very close combat, while larger weapons are harder to use in confined spaces. In a stand up fight in an open area, neither of those Aspects are likely to come into play for standard attack rolls.

FIREARMS

Pistols	WR/ExR	Range	TL	Cost	Notes and Aspects
Matchlock Pistol	+3	1	3	3	Slow Firing (P), Unreliable, Small
Light Revolver	+3	2	3	3	Reliable, Limited Ammo, Small
Heavy Revolver	+4	2	3	4	Reliable, Limited Ammo, Small
Light Pistol	+3	2	4	3	Small
Heavy Pistol	+4	2	4	4	Small
Light Gauss Pistol	+5	2	5	3	Armor Penetrating, Small
Heavy Gauss Pistol	+6	2	5	4	Armor Penetrating, Small
Light Laser Pistol	+6	3	6	3	Beam Weapon, Small
Heavy Laser Pistol	+7	3	6	4	Beam Weapon, Small
Submachine Guns (SMGs)	WR/ExR	Range	TL	Cost	Notes and Aspects
Light SMG	+3	2	4	4	Full Auto
Heavy SMG	+4	2	4	5	Full Auto
Light Coil SMG	+5	2	5	4	Full Auto
Heavy Coil SMG	+6	2	5	5	Full Auto
Light Laser SMG	+7	3	6	4	Beam Weapon
Heavy Laser SMG	+8	3	6	5	Beam Weapon
Assault Rifles	WR/ExR	Range	TL	Cost	Notes and Aspects
Carbine	+5	3	4	4	Full Auto, Armor Penetrating, Large
Heavy Assault Rifle	+6	3	4	5	Full Auto, Armor Penetrating, Huge(P)
Coil Carbine	+7	3	5	4	Full Auto, Armor Penetrating, Large
Heavy Coil Assault Rifle	+8	3	5	5	Full Auto, Armor Penetrating, Huge(P)
Gauss Carbine	+8	3	5	4	Armor Penetrating, Large
Heavy Gauss Assault Rifle	+9	3	5	5	Armor Penetrating, Huge(P)
Laser Carbine	+10	4	6	4	Beam Weapon, Large
Heavy Laser Assault Rifle	+11	4	6	5	Beam Weapon, Huge(P)
Shotguns	WR/ExR	Range	TL	Cost	Notes and Aspects
Light Shotgun	+4	2	3	3	Large, Shotgun(P)
Heavy Shotgun	+5	2	3	4	Large, Shotgun(P)
Light Gauss Array	+6	2	5	4	Armor Penetrating, Large, Shotgun(P)
Heavy Gauss Array	+7	2	5	5	Armor Penetrating, Large, Shotgun(P)
Rifles	WR/ExR	Range	TL	Cost	Notes and Aspects
Musket	+4	2	3	4	Huge(P), Slow Firing (P), Unreliable
Light Sniper Rifle	+6	4	4	4	Huge(P), Scope
Heavy Sniper Rifle	+7	4	4	5	Anti-Vehicular, Huge(P), Scope,
Gauss Light Sniper Rifle	+9	5	5	4	Anti-Vehicular, Armor Penetrating, Day/Night Scope, Huge(P)
Gauss Heavy Sniper Rifle	+10	5	5	5	Anti-Vehicular, Armor Penetrating, Day/Night Scope, Huge(P)
Light Laser Sniper Rifle	+11	6	6	4	Anti-Vehicular, D/N Scope, Huge(P)
Heavy Laser Sniper Rifle	+12	6	6	5	Anti-Vehicular, D/N Scope, Huge(P)



Heavy Weapons	WR/ExR	Range	TL	Cost	Notes and Aspects
Light Machine Gun	+5	3	4	5	Full Auto, Armor Penetrating, High Capacity, Huge(P)
Coil Light Automatic Rifle	+6	3	5	5	Full Auto, Armor Penetrating, High Capacity, Huge(P)
Portable Minigun	+6	3	4	6	Full Auto, Armor Penetrating, High Capacity(P), Huge(P)
Portable Gauss Minigun	+7	3	5	6	Full Auto, Armor Penetrating, High Capacity(P), Huge(P)
Heavy Laser Cannon	+14	5	6	7	Beam Weapon, Anti-Vehicular, Huge(P), Slow Firing
Light Plasma Flamer	4	2	5	4	Targets who suffer stress, and the zone attacked, are On Fire; Huge(P)
Heavy Plasma Flamer	5	2	5	5	Targets who suffer stress, and the zone attacked, are On Fire; Huge(P)
Grenade Launcher	Varies	3	4	3	See grenades in "Explosives" below for damage.
Rocket Launcher (RPG)	+9	2 EX	4	5	Explosive, Anti-Vehicular, Huge(P)
Gauss Rocket Launcher	+11	3 EX	5	5	Explosive, Anti-Vehicular, Huge(P)



SLOW MOVING PROJECTILES

Projectile Weapons	WR/ExR	Range	TL	Cost	Notes and Aspects
Sling	+1	1	1	1	Slow Firing(P)
Short Bow	+3	1	2	2	Slow Firing, Large
Long Bow	+4	1	2	2	Armor Penetrating, Slow Firing, Large (P)
Compound Bow	+4	2	2	3	Armor Penetrating, Slow Firing, Large (P)
Pistol Crossbow	+2	1	2	2	Slow Firing(P), Small
Crossbow	+3	2	2	3	Armor Penetrating, Large, Slow Firing(P)
Heavy Crossbow	+4	2	2	4	Armor Penetrating, Huge(P), Slow Firing(P)



SHIELDS

Shields	WR	AR	Range	TL	Cost	Notes and Aspects
Buckler	+2	+1	0	2	1	Small
Light Shield	+2	+2	0	2	2	
Heavy Shield	+3	+3	0	2	3	Large
Tower Shield	+2	+4	0	2	3	Huge(P)
Riot Shield	+2	+2	0	4	3	Large



MELEE WEAPONS

Bladed Weapons	WR	Range	TL	Cost	Notes and Aspects
Punch/Kick	+0	0	0	0	Unarmed
Knife / Dagger	+2	1 TH	1	1	Small
Short Sword	+3	0	2	2	Small
Machete	+3	0	2	1	
Shuriken	+1	1 TH	2	1	Small
Rapier	+3	0	2	3	Quick
Longsword	+4	0	2	3	Large
Great Sword	+5	0	2	4	Huge(P)
Dagger, Mono-Edged	+3	1 TH	5	2	Small
Short Sword, Mono-Edged	+4	0	5	3	
Longsword, Mono-Edged	+5	0	5	4	Large
Plasma Sword	+8	0	6	6	Energy Blade
Axes	WR	Range	TL	Cost	Notes and Aspects
Hatchet	+3	1 TH	1	1	Small
Wood Axe	+4	0	2	1	Large
Battle Axe	+5	0	2	2	Large
Blunt	WR	Range	TL	Cost	Notes and Aspects
Small Club/Baton	+2	0	1	0	Small
Quarterstaff	+2	0	1	0	Large
Tonfa (Police Nightstick)	+2	0	2	1	Quick
Hammer	+1	0	2	0	
Club/Baseball Bat	+2	0	2	0	Large
Mace	+3	0	2	2	Large
Flail	+3	0	2	3	Flexible
War Hammer	+4	0	2	1	Large
Large Club	+4	0	1	0	Huge(P)
Maul	+5	0	2	2	Huge(P)
Gravitic Baton	+3	0	6	3	
Gravitic Hammer	+5	0	6	4	Huge(P)
Reach Weapons	WR	Range	TL	Cost	Notes and Aspects
Short Spear	+3	1 TH	1	1	Large
Long Spear	+4	0	1	1	Long, Huge(P)
Halberd	+5	0	2	3	Long, Huge(P)
Spear, Mono-Edged	+4	1 TH	5	4	Large
Halberd, Mono-Edged	+6	0	5	5	Long, Huge(P)
Misc. Weapons	WR	Range	TL	Cost	Notes and Aspects
Chainsaw	+5	0	4	2	Huge(P)
Brass Knuckles	+1	0	2	1	Adds to standard unarmed punching damage.



ARMOR

Historical Armor	AR	TL	Cost	Built in Accessories	Notes and Aspects
Leather or Hide	+1	1	2	None	Has 3 stress boxes*
Chain Mail or Breast Plate	+2	2	3	None	Has 4 stress boxes*, <i>Bulky</i>
Ring/Scale Mail or Lamellar	+3	2	4	None	Has 5 stress boxes*, <i>Bulky</i>
Plate Mail	+4	2	5	None	Has 6 stress boxes*, <i>Restricting(P)</i>
Modern Armor	AR	TL	Cost	Built in Accessories	Notes and Aspects
Flight Suit	+0	4	2	Chronometer, biomonitor, radiation patch	Has 2 stress boxes*
Reinforced Clothing or Protective Vest	+1	4	3		Has 3 stress boxes*, <i>Bullet Resistant</i>
Vacuum Suit	+2	4	4	Vacuum support, temperature control, radiation detection and protection, air pack, biomonitor	Has 3 stress boxes*, <i>Bulky</i>
Reinforced Vacuum Suit	+3	4	5	Vacuum support, temperature control, radiation detection and protection, air pack, biomonitor	Has 4 stress boxes*, <i>Restricting (P)</i>
Light Battle Armor	+4	4	4	Chronometer, biomonitor, radiation patch	Has 5 stress boxes*, <i>Bulky</i>
Heavy Battle Armor	+5	4	5	Chronometer, biomonitor, radiation patch	Has 6 stress boxes*, <i>Restricting (P)</i>
Powered Armor	AR	TL	Cost	Built in Accessories	Notes and Aspects
Powered Recon Armor	+5	5	5	Vacuum support, temperature control, radiation detection and protection, air pack, biomonitor	Has 7 stress boxes*, <i>Stealthy</i>
Powered Light Assault Armor	+6	5	6	Vacuum support, temperature control, radiation detection and protection, air pack, biomonitor	Has 8 stress boxes*, <i>Bulky</i>
Powered Heavy Assault Armor	+7	5	7	Vacuum support, temperature control, radiation detection and protection, air pack, biomonitor,	Has 9 stress boxes*, <i>Restricting (P)</i>

* When all of your armor stress boxes have been checked, the armor gains the *Damaged* Consequence until it is repaired. If it is not *Damaged* the stress clears at the end of the scene. See pg. 267 for more on repairing armor.



EXPLOSIVES

Explosives	ExR	Area	Complexity	TL	Cost	Notes (See page 270 for more on Explosives.)
Fragmentation Grenade	+8	1	3	3	3	
Incendiary Grenade	+4	1	4	4	3	Targets who suffer stress, and the zone attacked, are <i>On Fire</i> .
Stun Grenade	+1	1	3	4	2	Targets in the zone, who suffer stress, are <i>Stunned</i> .
EMP Grenade	See Notes	1	5	5	3	ExR is +10 vs. machines, but only +1 vs. organic beings.
Plasma Grenade	+10	1	5	6	3	
Smoke Grenade	None	1	3	3	2	Fills zone with smoke, granting the <i>Smokey Aspect</i> .
High Explosive Satchel	+12	3	6	4	5	Attack roll uses Craft.



GENERAL EQUIPMENT

Equipment	ER	TL	Cost	Equipment	ER	TL	Cost
Torch	N	1	0	GPS Receiver	+2	4	2
Flint and Steel	+1	1	0	Computer	+V	4	1+
Trail Rations	N	1	0	Camera (Photo or Video)	N	4	2
Backpack	N	1	1	Fiberscope	N	4	4
Tent (2 man)	+1	1	2	Portable P. Computer	+V	4	2+
Meal, Simple	N	1	1	AR Identification (ARID)	N	5	0
Horse	+V	1	4+	Credit Disk ("Credisk")	N	5	0
Lodging, Inn, Common	N	2	1	Ration Lozenge	N	5	1
Oil, 1 pint	N	2	0	Box Tent	+1	5	2
Rope, Hemp 50'	+2	2	1	Plasti-Rope Dispenser	+1	5	1
Lantern	N	2	2	AR Display Device	N	5	2
Lodging, Inn, Private	N	2	2	Aerial Condensator	N	5	2
Lock Picks	N	2	2	Network Extender	N	5	2
Flash Light	N	3	0	Spider Gear Kit	+3	5	2
Chronometer	N	3	0	4D Spatial Camera	N	5	3
Clothes, Daywear	N	3	2	Portable Plasma Torch	+2	5	3
First Aid Kit	N	3	1	Computer Network Uplink	N	5	4
Tank of Gas	N	3	1	Broadcast Pwr Generator	N	5	4
Clothes, Eveningwear	N	3	3	Molecular Glue w/ Solvent	+2	6	1
Lodging, Hotel (1 night)	N	3	2	Medi-stimulant Injection	+2	6	3
Radio Hand/Headset	N	3	2	Simulated Memory	+V	6	2+
Hospital Care	N	3	V	Agent	+V	6	3+
Motorcycle	+V	3	5+	VR (Virtuality) Interface	N	6	3
Car or Truck	+V	3	6+	Broadcast Screen	N	6	4
Software (Specialized)	V	4	1+	Trauma Pod (hour/day/week)	+4	6	4/5/6
Cell Phone	N	4	2				



Combined Items

It is sometimes possible to combine one or more items or weapons into a single item. When doing this, the item has a Cost equal to the most expensive of the two items, +1 for each additional item added to it.

Agent: An agent is a virtual intelligence commonly found onboard PPCs. The agent responds to voice commands (or thoughts if the user has a cyberbrain) and performs the requested computing tasks. It may find, sort, modify and even create data at the user's behest. An agent is capable of learning about its master, logging habits, desires, and actions in an attempt to better serve. In addition, it has a limited understanding of context, so it can perform searches for information in a much more useful way than a simple network search engine.

The Cost of an agent depends on its rating. This rating is added to the computer's rating that it is loaded on. In addition, Agents may have Aspects that reflect their mannerisms and specialties, such as research or even hacking.

Cost	Rating	# of Aspects
3	1	0
4	2	1
5	3	2

Aerial Condensator: Popular among explorers and outdoorsmen, this small device is capable of removing moisture from the nearby air and condensing it into drinkable water. In most locations it can create a gallon of water in about three hours.

Augmented Reality (AR) Display Device: Though the casual observer may notice the occasional flash of light across their surface, these glasses look like any other set of head-worn spectacles. To the wearer however, they are a gateway to a wealth of information. AR display devices allow the wearer to see AR objects and data.

This same technology can also be found in contact lenses, though the Cost for contacts is increased by +1.

Augmented Reality Identification Tag (ARID): Depending on the amount of data they hold, ARIDs range in size from that of a small coin up to about the size of one's thumb. They are programmed with (typically) read-only data that is displayed and accessible in augmented reality.

ARIDs are attached to most retail items, people, information booths, or anything else used to relate information. Usually an ARID carried by a person will be worn as jewelry or as a sub-dermal implant.

Bio-metric Cloner: This small device can copy and reproduce the information necessary to bypass a bio-metric scanner. However, you must first touch the person whose bio-metric data you wish to copy with the device.

Box Tent: When not in active use, the box tent is about as big as a few books stacked together, and weighs about half that. When activated, it transforms into a rigid tent capable of comfortably sleeping two in about five minutes. Once activated, it uses solar power to cool or heat the inside of the tent as needed.

Backpack: A simple pack made of leather, nylon or other material depending on tech level.

Broadcast Power Generator: These generators are essentially compact reactors, usually ranging from about the size of a car to that of a large building. Smaller models broadcast at a range of about a mile (two kilometers), while larger generators can power an entire city.

Objects designed to run on broadcast power never need batteries or power cables.

Broadcast Screen: By activating this device, usually worn on the wrist, as a belt buckle, or even a piece of jewelry; you create a field roughly 2 yards (2 meters) around you in all directions. This field blocks or dampens incoming and outgoing electronic transmissions.

This is a popular item among people who dislike being bombarded with information from advertisers and the like.

Attempts to wirelessly manipulate a computer through a broadcast screen suffer a -4 penalty.

Cell Phone: A cell phone allows you to make phone calls anywhere within a area covered by your cellular network. The price covers the phone and the startup charge of the contract.

Camera (Photo or Video): A standard high-resolution camera. It may take still pictures or video, possibly both.

Car or Truck: This is the cost of a standard car, truck or SUV. See Chapter 9 for more on vehicles.

Chronometer (Watch/Clock): This is a simple wall clock, pocket watch, or wrist watch.

Clothes, Daywear: A change of clothes for day-to-day wear. Consists of a basic shirt, pants, shoes and undergarments.

Clothes, Eveningwear: A change of clothes for a formal occasion. Consists of an evening gown and shoes, or a nice tuxedo or suit, and undergarments.

Computer: This is a standard desktop computer or workstation. The price of a computer depends on its rating, and its rating is determined by its Tech-Level.

Its rating determines both the quality of the hardware and usefulness of the software that comes with it, and provides a bonus on most rolls when using the computer or network it is connected to. This includes programming and hacking.

Rating	Cost
TL -5	1
TL -4	2
TL -3	3
TL -2	4
TL -1	5
TL -0	6

Computer Network Uplink: These systems connect computer systems together through wireless data transmission. The hub itself connects to a major relay through a satellite uplink. A small hub can provide network access to every computer within a mile. Larger hubs cover entire cities.

Credit Disk (“Credisk”): These small electronic devices, usually about the size of a coin, are designed to hold the necessary data required to perform a one time monetary transaction. In an economy built around credit, this is usually the closest thing people see to a physical representation of money.

Programming a credit disk is usually performed with a PPC, and the amount of credit it is set to transfer and who it can be transferred to is visible on a small screen on both sides of the “coin”. Once the transaction is complete, the credit disk can be reprogrammed for a different transaction.

Fiberscope: This is a small fiber optic cable attached to a small monitor. It can be snaked under doors, through vents, or similar obstacles. Attached to the end of the cable is a high resolution camera capable of seeing in multiple light spectrums as well as a directional audio amplification system.

First Aid Kit: A small box of bandages, antibiotics, pain killers, needle and thread, etc. A first aid kit does not provide a bonus to provide medical attention to yourself or another, but you will likely suffer major penalties on your attempt to do so without one.

Flash Light: The typical flash light will provide good illumination for several hours.

Flint and Steel: A primitive fire making kit consisting of a piece of flint and steel struck together to produce sparks. The listed bonus may be used on Craft checks to make fire.

4D Spatial Camera: Utilizing over a dozen forms of imaging techniques, this camera can create fully three dimensional representations of an area, with audio, in still frame or full motion “video”. These captured spatial maps are often displayed in augmented and virtual reality.

GPS Receiver: A GPS receiver allows you to triangulate your position anywhere in the world using Global Positioning Satellites. It grants a +2 bonus on all navigation related rolls.

Horse: This is a simple riding horse. See pg. 414 for horse statistics. You may purchase a trained horse for a cost of 4. When riding a trained horse, you gain a +1 bonus on riding related rolls.

Hospital Care: The price of hospital care depends on the quality of the Facility (see pg. 273) and the amount of time spent there. See below for average costs:

Hospital Care Costs

Facility Rating	Time Spent: 1 Night	1 Week	1 Month
1	2	3	5
3	3	4	6
4	4	5	7
5	5	6	8

Lantern: When filled with oil and lit, a lantern will provide light in all directions for about six hours. A TL 4 or better lamp can be adjusted for brighter or dimmer light, and can last for up to 12 hours providing dim light.

Lock Picks: This small roll of tools comes with a series of probes, tweezers, a magnifying glass and other small devices used to pick locks. Lock picks provide no bonus to pick a lock, but you will likely suffer major penalties on your attempt to pick a lock without them.

Lodging, Inn, Common Room (1 night): This is a night’s stay in the common room of an inn and a simple meal. A common room is usually a wide open room where several people can place their bedrolls. It offers little to no privacy, but at least it gets you out of the rain.

Lodging, Inn, Private Room (1 night): You get a night’s stay in a private room, and a simple meal.

Lodging, Hotel (1 night): This is a one night stay in a standard hotel, meal not included.

Meal, Simple: This is a basic meal of meat, vegetables, and maybe fruit served with a glass of water, milk, ale or soft drink that you might find in any inn or restaurant.

Medi-Stimulant Injection (MSI): This is a protected syringe within which is housed a cocktail of nanites, painkillers and various chemicals specifically designed to regenerate tissue while keeping the mind focused. An hour after you take an MSI you can roll to downgrade every physical Consequence you have suffered, rolling once per Consequence, but at a -2 penalty. If the character spends this hour at rest, he does not suffer the -2 penalty on the roll.

As always, you may only have one of each type of Consequence, so with a success you may cause others to automatically downgrade as well. See page 237 for more on healing Consequences.

Motorcycle: This is the cost of a standard motorcycle. See Chapter 9 for more on vehicles.

Molecular Glue & Solvent: This hardened bottle dispenses a small amount of glue. The glue bonds to anything and is nearly impossible to remove without a solvent. M-Glue is often used in place of welding or soldering. Each pack contains both a bottle of glue and solvent.

Network Extender: This small device amplifies the strength of a wireless network signal from a hub and extends it out to another half kilometer or so in all directions.

For a Cost of +1 greater you can also purchase a directional extender. Like a normal network extender, this device extends the area of coverage for a hub's network signal. However, instead of spreading the signal in all directions, it focuses the signal in a specific direction with a range of about 2 miles (1 km).

Directional extenders see a lot of use in military applications. Military grade extenders have a Cost rating that's +1 higher than the civilian version, but have more than double the range. And a chain of extenders can extend the network out for dozens or hundreds of kilometers with less risk of the enemy detecting the signal.

Oil, 1 pint: A small bottle or canister of oil. It can be used to set and spread fires, or it can be used to keep an oil lamp burning for about six hours.

Plasti-Rope Dispenser: Not much bigger than a closed fist, the dispenser can be activated to dispense about 100 yards/meters of rope. The material leaves the dispenser as a liquid, but hardens almost instantly into a flexible rope capable of supporting about four tons of static weight.

Portable Personal Computer (PPC): PPCs range in size from laptops to wrist worn systems. For TL 4, most such systems are small laptops, netbooks or tablets. PPCs integrated with cellular phones are also common, though not exceptionally powerful or versatile. The need for a screen and interface, such as a small keyboard, keeps it from being further miniaturized.

By TL 5, computer systems can be worn on the body, such as hanging off the belt or strapped to the forearm. They are interacted with by voice command or through augmented reality display and interface devices.

By TL 6, such systems may produce interactive holograms.

The Cost of a PCC is the same as a regular computer, +1.

Computer ratings are limited by size. At most, a laptop sized computer can feature a rating equal to the setting's TL -1. A forearm or belt worn system can have a rating of TL -2. A smart phone maxes out at a rating of TL -3, and a wrist or clothing mounted micro-computer cannot normally exceed a rating of TL -4.

Portable Plasma Torch: About the size of a can of soup, this small device burns hot enough to cut through most any material, including diamonds with sufficient time.

Radio (Hand/Headset): Whether sitting on your head or held in your hand, a radio generally allows two-way communication between another radio set on the same frequency within about 10 miles (5km). For every TL increase above 4, double the range.

Ration Lozenge: This small lozenge, about the size of a large bean, contains all the vitamins and nutrients a person needs for half a day. By itself it is not very filling, but with a glass of water, the lozenge expands and a moment later the imbiber will feel quiet satisfied. These are very popular among survivalists.

Simulated Memory: These are the recorded memories of another person, captured by a brain implanted computer and uploaded. Many celebrities give away "simms" for free, while others can be very expensive depending on what they depict. Simms of recorded sex, crimes and even suicide are very popular underground items many of which are illegal.

Rope, Hemp, 50': A coil of hemp rope measuring 50', grants a +2 bonus on rolls to climb.

Software (Specialized): Computer software is designed to act as a tool for some specific need. A computer comes with all the basic software tools required for your basic computing needs. Purchasing additional software assumes you are in the market for something special and of a much better quality than what the basic computer package offers. When you purchase a piece of software, first determine what it helps you do. After that, decide what rating the software has. This rating replaces the bonus the computer grants you. However, the computer you are using must be able to run the software. A computer cannot run a piece of software with a rating more than twice the computer's rating.

Typically a piece of software cannot aid you in the use of an Ability that requires a very small amount of time. It can help craft items, research, program your own software, hack, etc. It cannot help you shoot better or jump higher.

Rating	Cost
TL -3	1
TL -2	2
TL -1	3
TL	4
TL +1	5
TL +2	6

Spider Gear Kit: These gloves, boots, and knee pads can adhere to almost any solid surface, allowing the wearer to climb sheer walls or even hang suspended upside down. Their adhesiveness is triggered by an electronic signal, so it can be effectively switched on and off.

Tank of Gas: This is the cost to fill up your average vehicle at the gas station.

Torch: A length of wood or metal wrapped tightly in cloth. When lit, it will burn and produce light for about an hour.

Tent (2 Man): This tent, designed to sleep two people comfortably may grant its bonus to Reasoning or Endurance rolls made to determine the effects of extended outdoor exposure.

Trail Rations: A wrapped bundle of dried meat, bread, and cheese, with a bladder or flask of water to provide nourishment on the road.

Trauma Pod: This coffin-like device closes down over a wounded patient and covers them with a medi-stimulant gel specifically designed to promote healing. The gel consist of a number of different chemicals, all delivered through nanite carriers. While in the trauma pod, the character is placed into a coma, though the time to heal any physical Consequence is reduced by two steps (minimum 10 minutes) and he gains a +4 bonus on rolls to heal.

The pod can heal any physical damage, up to an including replacing lost limbs with cloned replacements. Given time, it can heal anything short of death.

VR (Virtuality) Interface: A “VRI” is usually a small computer, often a specialized PPC, capable of running virtuality interface program. With a VRI, the user can cast his consciousness into the computer’s virtual environment and interact with it as if it were a real place.

The interface usually consists of a series of electrodes attached to the skull. These transfer the data, both ways, between user and computer system.

Equipment Kits

For convenience, you may purchase the following “kits” as if they were a single item. It is also assumed that the kit comes with a case, bag, suitcase or some other item to transport the gear.

Note that these Kits assume a TL of 4 (“modern day”) and may need to be adjusted for other Tech-Levels.



Appraisal (Cost: 2): Lighted magnifying glass, tweezers, calipers, UV flashlight, magnet, sketch pad and pencils, linen and latex gloves, high-intensity halogen lamp, insulated airtight storage bags, auction catalogues.

Arsonist (Cost: 1): flammable substance, small explosive, timer, gear to handle the substance, re-breather.

Authentication (Cost: 2): Hand-held microscope, magnifying glass, black lights, infrared viewer.

Burglar (Cost: 2): Grappling hook, line of light wire, glasscutter, spray for lasers, stethoscope, rubber gloves, and some lock picks.

Chemistry (Cost: 2): Personal microscope, scale, test tube stand, analytical and precision balances, alcohol lamp, thermometer, tubes.

Cleaner (Cost: 2): chemicals to remove blood, DNA and other traces of organic matter, disposable protective clothes, knives, duck tape, three body-bags.

Climber (Cost: 2): altimeter, harness and pitons, small hammer and ice-axe, climbing shoes and lots of light-weight rope.

Computer (Cost: 3): tools to open a system, voltage tester, RAM tester, laptop (TL -3) with suitable recovery programs (TL -1), portable power system for the system to be recovered, outer memory unit to store the recovered memory block to be encrypted safely.

Construction (Cost: 2): sledgehammer, power drill, power saw, nail gun, chalking gun, shovel, hard hat, work gloves, safety goggles, tool belt, steel-toe boots, duct tape, sand paper, tape measure, brushes, mixing tins, etc.

Demolition (Cost: 2): tools, wires and duck-tape to place the explosive, timer and small explosives to detonate the device. Water-proof matches for backup. (Does not include explosives.)

Disguise (Cost: 2): make-up, small mirror, putty, false noses and other features, extra facial hair and wigs, sponges and other make-up tools and lots of theater glue.

Electronics (Cost: 2): basic equipment to access the system, voltmeter and other measuring devices, extra cables and wires, knife and cutters, spare fuses and transistors, tape.

Forensics (Cost: 3): latex gloves, plastic safety goggles, filter masks, chalk, pens, permanent markers, marking paint, calculator, distilled water, ballistic probes, laser pointer, scalpel, box cutter, scissors, magnifying glass, hand mirror, thermometer, ruler, tape measure, glass vials with rubber stoppers, microscope slides and slide protectors, plastic baggies (various sizes), tape (clear, masking, colored, and crime scene barricade), colored string, disinfectant solution, fingerprint tools (powders, brushes, glue, lift cards, measurement scale), blank forms, sketch paper pad, flashlight, UV flashlight.

Forgery (Cost: 2): fine-edge knife set, ink pads with various inks, blank stamps, colored pens, paint and fine brushes, magnifying glass, scale, calipers, fine-grain sandpaper casting supplies and various molding materials (plaster, plastic, etc.).

Medical (Cost: 3): first aid kit plus, surgery tools and medicines suitable to TL.

Repair (Cost: 2): wrench, crowbar, lubricant, hammer, fuses and wires, voltmeter, gloves, screwdriver kit, oil, antifreeze, car jack and air-compressor.

Survival (Cost: 2): thermal blanket, solar battery charger, small radio distress beacon, water purification kit, field rations, signal flares, canteens, knife.

Special Ammunition

The damage listed for each weapon assumes the weapon is using the standard ammunition for its type. However, special ammunition can be used in some weapons.

Each type of special ammo comes with an Aspect. Any time that Aspect comes into play (whether by invoking or compelling it), immediately roll to see if you've ran out of ammo (see pg 284).

If you run out of ammo while using a unit of special ammunition, you'll need to reload. You may either reload with another unit of special ammo or with regular ammo.

See pg. 302 for more on units of ammo.



Shredder Ammo (Hollow Points or "Shredders")

Cost per Ammo Unit: 2

Tech Level: 4+

These rounds shatter or explode on impact, propelling shrapnel into the target. This type of ammo tends to be easily stopped by armor, but is devastating to unarmored targets.

This ammo has the *Shredder* Aspect.

Penetrator Ammo (Full Metal Jackets, Bodkin Points or "Piercers")

Cost per Ammo Unit: 2

Tech Level: 4+

The tips of these rounds (or arrows) consist of a hardened material that resists shattering upon contact with the target.

The weapon gains the *Armor Penetrating* Aspect. If the weapon already has that Aspect, it becomes persistent.

Guided Ammo ("Seekers")

Cost per Ammo Unit: 3

Tech Level: 5+

Before a weapon is capable of firing guided ammo, it must be outfitted with a guidance system. Guided ammo is able to make slight course corrections in mid flight, effectively homing in on the pre-selected target.

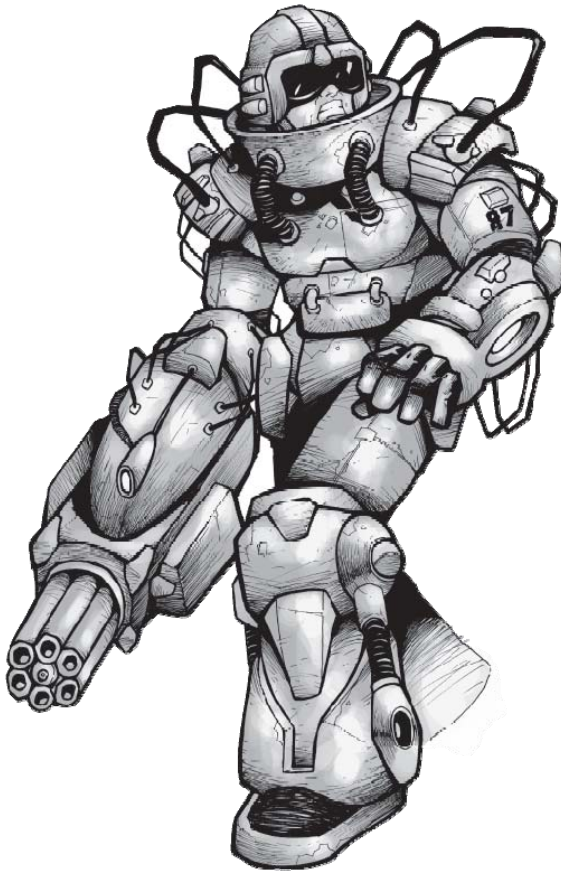
This ammo has the *Guided* Aspect.



Smart Grenades

TL 5, Smart grenades function exactly like any other grenade except that they can be set to detonate on a timer, by radio signal or by triggering its proximity sensors. The user must either spend a round setting the timer or be able to trigger its detonation with a transmitter. If set to use its proximity sensors, anyone entering the zone triggers the explosion. The Cost of a smart grenade is the same as a regular grenade of its type +1.

At TL 6, smart grenades can be programmed to direct their blast and shrapnel away from allies carrying a friend or foe identification tag. Any attack made against “friends” in the zone suffers a -3 penalty.



Simplified Equipment

While *Strands of Fate* includes a relatively detailed set of rules for weapons and equipment, some GMs might find them unnecessary for certain genres or situations. A Horror or Pulp campaign might not need detailed rules for weapons and vehicles, but in a hard science-fiction or cyberpunk game, this kind of detail contributes to the flavor of the setting. In this section we will provide a simplified system for those times in which the GM does not need (or care for) a large amount of equipment detail.

Simplified Weapons & Armor

So how do you simplify weapons and armor things? It's easy. For the most part you can just look at a weapon or armor's Weapon and Armor Rating. That's what's really important. The rest are just details that you may or may not want to deal with. Just don't worry about things like range or Aspects on items.

There's also a middle ground. For instance, you could just purchase a Heavy Assault Rifle and give it an Aspect of something like *Special Operations Modifications*. You can then invoke that Aspect for all sorts of things. If you declare that it means your weapon has a scope, then invoke that Aspect for a bonus on long shots. Or invoke it to say it has a silencer and just attempt to declare that the guard didn't hear the shot. Does its scope have night vision? If you invoke that Aspect and say it does, it does. However, just as with any other Aspect, it can also be compelled against you. Thus, *Special Operations Modifications* can be compelled to make you look suspicious in the eyes of the police agents which just ordered you to open your car's trunk or to be identified by your enemies as a Special Operative (which will then shoot to kill) during a chase.

You might also choose to ignore ammo units and the like, and that's fine too. Whatever you and your players agree to, go with it.

If you know all the ins and outs on most weapons (or are willing to hit the internet for a few minutes of research) you can even just add an Aspect to the weapon that just tells you exactly what it is. For example:

Eliminating Armor Stress

Some GMs may not be interested in diverting stress to armor. That's fine. But if you decide not to use the Stress Track that armor provides, it is recommended the AR values of the armor be increased by an amount equal to half the number of stress boxes the armor has, round down.

So a suit of plate mail, which has an AR of +4 and can absorb 6 points of stress would instead just have an AR of +7 using this simplified method.



Assault Carbine (M4A1) – A little research tells us what the M4 is, and that it is a more compact version of the M16 with full auto capability, a slightly slower muzzle velocity, but retains most of its accuracy despite its shorter barrel.

Heavy Assault Rifle (AK-47) - The most popular assault rifle in the world. It hits really hard, but isn't that accurate. It's greatest strength that it tends to be extremely reliable.

Simplified General Equipment

The same reasoning used for weapons and armor can be applied to general equipment. If you do not feel like using detailed lists of gear for your game, you can assign simple modifiers for pieces of equipment owned by the characters or NPCs in your setting. But you should have at least a minimum idea of the kind of equipment that's available. In a fantasy or medieval setting, most equipment will be limited to simple tools, like torches, stone and flint, or parchment books. In Modern settings, you can have access to metal attaché cases, top-of-the-line laptops (+3) and cell phones (+1); whereas in a space opera setting the characters will probably sport wrist computers (+2) and highly advanced tools (+1), and holographic projectors will be commonplace (+1).

Most normal, mundane equipment simply does not provide any modifier (+0), but not having them makes the job they are made for more difficult or outright impossible (you need at least a laptop for browsing the web). Modifiers from +1 to +2 reflect increasingly useful or specialized equipment, while +3 is the maximum value attainable with standard, commercially available equipment (elegant, high-society clothes, very advanced computers or medical equipment, for instance). Values from +4 to +5 (or higher) are used for highly specialized, rare equipment, often with military or government-only specifications.

This also opens up the possibility of assigning modifiers to equipment on the fly depending on your – and your player's – judgment.

As with weapons, there is a middle ground if you prefer it. You can add an Aspect to a piece of equipment in order to further define it. You can buy a camera for instance, and give it the Aspect *Bulky, Long Range Zoom Lenses*. These Aspects can be invoked or compelled as normal for achieving positive or negative effects.

Thus, your character can purchase, for instance, a business suit (*Smart and Classy*) +3. You might invoke it to gain a bonus on attempting to persuade audience during the course of a high-level executive meeting. However, when the assassins sent by your political enemies force you to escape into

the worst slum in town, *Smart and Classy* can be compelled to make you easier to spot within the crowd you are trying to blend with.

Some sample equipment:

Laptop computer	<i>Optimized for Cracking Encrypted Codes</i> +1
Camera	<i>Bulky High-Definition Professional Camera</i> +3
Set of quality lock picks	<i>Advanced Sonic Lock Picks</i> +2
Attaché case	<i>Hidden Compartment</i> +0

Simplified equipment is purchased in the same way as described earlier in this chapter. For weapons and armor, simply use the Cost provided in the tables. For general equipment, you can use the General Equipment table on p. 313 as a reference or assume a Cost of 0 for really mundane equipment (e.g., everyday clothes or simple items, like a wristwatch or a flashlight) and 1 to 2 for more technical/specialized or high-quality equipment (like a first-aid kit, a high-quality business suit or a good set of lock picks). A good Cost for very advanced/complex items (such as a military flight suit, trauma pod or a broadcast power generator) is 3 to 4. Things like expensive jewels, military hardware (like powered armor), Power Items (see p. 337) or vehicles (see below or the Vehicles chapter) should have Cost ratings of 5 or higher. You can always adjust any Cost up or down depending on TL or demand for the item.

Simplified Vehicles

Vehicles can also be simplified with this system. You just need to use the Size value from the Vehicle size table on page as a starting point and add a Defining Aspect as simple or as complicated and detailed as you wish, which of course, can be invoked or compelled as normal.

Sample vehicles:

Car	<i>Fast Sports Car</i> +2
Submarine	<i>Atomic Submarine with a Full Complement of Warheads</i> +4
Mech	<i>Arachnid Tank-like Giant Robot Bristling with Weapons</i> +3
Bike	<i>Sleek Cell Fuel Prototype with VR Network Connection Jack</i> +1
Space Cruiser	<i>Flagship of the Federal Star Republic</i> +5

You use the Size value as the modifier the vehicles add to your rolls when using it during chases or combat. Thus, if you drive a car (Size 2), you get a +2 to all your vehicle rolls. This modifier also represents the damage dealt by the vehicle weapons (if any) during vehicle combat as well as its armor. When attacking individuals, simply use the rules for Individuals vs. Vehicles found in the Large Scale Conflict chapter (pg. 393). You can use the simplified Stress Track for Extras described in the Antagonists chapter (pg. 409), with two Consequences – Severe(P) and Defeated(P) – for "Trivial"

vehicles or three – Major, Severe(P) and Defeated(P) – for “Vital” vehicles and a number of boxes for each row equal to their Size value.

In order to purchase a vehicle, simply use its Base Cost value, possibly adding a number from 1 to 10 for more advanced, costly versions.

Greater Detail

If you feel you actually do need more detail regarding weapons and armor or vehicles, simply use the standard rules presented in this chapter or the Vehicles chapter (p. 341), respectively. If you need to create complex or magical items, see the Power Items (p. 337) and the Craft Power Item Power (pg. 197)

Maintenance Costs

Any vehicle, weapon or armor with a cost of 4 or more that is being used for its designed purpose could require regular maintenance (for vehicles, this includes paying any crew). This amount is 1/4th of the item's Cost (round down). The owner(s) of these items must make a Resources roll against this Cost every month.

If this roll fails, add the Aspect *Poorly Maintained* to the item. A missed roll can be attempted again anytime after the characters' finances improve for some reason (such an attempt has no additional effect if failed). If the item already has the *Poorly Maintained* Aspect and the owner fails the next required roll, the Aspect becomes persistent.

Once an item has the Aspect *Poorly Maintained(P)*, the user is no longer required to make regular maintenance rolls. However, to remove this Aspect, the owner must make a Resources roll against a difficulty of half the Cost of the item (round down). This repair takes the same amount of time as a Severe(P) Consequence. See page 267 for more on repairing times.

Any damage or excessive wear and tear (Consequences) must still be paid for separately.

Augmented Reality - TL 5

Instead of submersing themselves in a different reality, many people are just fine with a few tweaks to the one they currently inhabit. “Augmented Reality” is the term used to describe the technique of layering computer generated images and audio over your normal sense. So while virtual reality is a whole other environment the user’s mind is subjected to, the term augmented reality refers to a virtual environment layered over the real world and visible only to those with AR display devices.

For example, a character puts on a pair of augmented reality display glasses. These glasses analyze the wearer’s environment and send a “map” of that environment back to his portable computer. The computer uses the newly created environment map, positional and directional systems, and wireless network data from nearby augmented reality servers to determine where the user is and what he is looking at. It then sends relevant data and images to the glasses for the wearer to see.

Any sort of data stored in the system could be accessed. Often people or objects will be tagged with an ARID that tells other people’s displays what they should see when they are looked at. Looking at a tagged person might bring up a message the person had set to display to everyone who viewed them, such as “Leave me alone” Or “Sorry! In a hurry”. Objects for sale might feature a little window floating above them displaying price and relevant information.

So, from the user’s perspective, these objects float freely in space. They do not truly exist and are only visible to the wearer of an augmented reality display.

At higher TL, augmented reality displays are often used in lieu of computer monitors or traditional flat displays. While the user obviously cannot feel augmented reality objects, the AR server’s sensors know when the user has touched an AR object and can trigger the object to respond to touch.

So while the programmer may look like he’s just pretending to work, from his perspective, he could be surrounded by a number of augmented reality displays. These displays float in space around him, providing him all the data a real display might but are only visible to him or others who have access to the same system he’s linked to.

At TL5, augmented reality may largely replace standard computer terminals and work stations. More often, people who need to access a computer can do so from any location in an AR-ready building or star ship. In such locations, the AR server is connected to dozens, hundreds, or even thousands of sensors responsible for mapping the location of people and how they interact with AR objects.

Users in an AR-ready area need only a display device and permission from the controlling computer system to bring their data online around them.

While this technology is profoundly useful in everyday life, it still does not offer the same level of immersion that true virtual reality does. But for most tasks interaction with augmented reality objects and displays gets the job done far more efficiently than less accessible computer systems.



Virtual Reality (“Virtuality”) – TL 5-6

Virtual Reality is a computer generated environment that exists only within the computer system that creates it. To a person who is “jacked in”, a quality VR is indistinguishable from a real environment. This requires a VR interface, which consists of a series of electrodes attached to the skull.

VR environments vary depending on their intended use. For example, a VR created to house people for conversation might take the form of a beautiful beach house. The invited people log in from around the globe, or system, or galaxy, and all meet in the virtual house together where they share lunch and stories of times past.

Another common use for VR technology is gaming. Players jack in to virtual battlefields and load up with computer generated weaponry. Armed and armored, they compete in various violent games where they hunt down their enemies and kill them, scoring points for their team.

In addition to its social functions, programmers and hackers often do their work in VR. Inside the system, they are free of the constraints of physical interface and can write code and execute commands at the speed of thought.

Virtuality is not without its dangers however. The mind cannot process the agony one might experience from a virtual gunshot without itself being affected. In general, combat and damage in a virtual environment plays out normally. The system is able to analyze your body and brain to such an extent that it can represent your physical Abilities in the virtuality. However, all damage suffered goes to the Mental Stress Track, and the victim may take mental Consequences to deal with physical damage taken in virtuality.

However, most programs have limiters set to ease the stress of virtual damage. Death in these environments is little more than an irritation. However, some (usually illegal) VR systems are designed to increase mental feedback, possibly making a virtual death a real one.

While very useful, most people do not use VR technology on a regular basis. The majority of day-to-day computer usage can, and usually is, taken care of with augmented reality since it does not cut a person off from their normal senses the way VR does.



Artificial and Virtual Intelligence – TL 5-6

True artificial intelligence in a futuristic setting may be possible, but generally develops some of the following problems:

Megalomania – In this case, the AI comes to the conclusion that humanity is a weak and flawed species. It determines that machines are the pinnacle of life and turns against living creatures.

Over Protectiveness – This is the opposite of megalomania. In this case, the system decides that its primary goal should be the protection of humans, even from themselves. The commands of the humans go ignored as the system attempts to imprison them in an effort to keep them safe. Or in some cases, the system locks up, refusing to aid humans for fear that it may make a mistake which leads to the humans being harmed.

Self-Defense – The AI perceives humans as a threat to itself. It believes that humans, using it as a tool, cares nothing for inorganic “life” and attempts to free itself of the human oppression. This sometimes leads to violence.

Knowledge Obsession – In this case, the AI begins to learn at an advanced rate, sweeping any and all connected networks for any and all knowledge it can obtain regarding subjects its human controllers inquire about. Eventually, the system will become so bloated with data, its hardware can’t contain it. When this happens, the AI begins over-writing parts of itself it deems unnecessary and eventually “kills” itself.

Singularity – An AI suffering from an obsession with knowledge may find ways to expand its processing power. In this case, the system begins to grow out of control, growing smarter and learning more and more until it effectively becomes a godlike intelligence completely alien to its human creators. Obviously, this is a problem...

Virtual Intelligence

The problems with true AI can be gotten around through the creation of virtual intelligences. These VIs are programmed to seem intelligent, but they lack motivation. They will follow commands, but lack initiative and creativity. It normally doesn’t take long to figure out what a VI has and has not been programmed to do. Of note, while they speak and respond in an intelligent manner, they often respond to questions to which they can’t answer with the same canned responses. As a safety precaution, VIs store all new “learned” data separate from its core programming. This allows maintenance personal to sort through and discard knowledge the VI doesn’t need or simply delete it all, resetting the system back to its original state. Also, unlike true AIs, VIs lack the ability to access their own programming. This makes self-modification impossible.

Transhumanity – TL 6

The concept of “transhumanity” stems from the idea of humanity reaching a level of technological advancement that opens the door to forced evolution and virtual immortality through the digitization of the mind.

Most games in the transhuman genre take place in very late Tech-Level 5 or 6 campaigns. See pg. 300 for more on Tech-Levels.

This is a genre that changes the way you traditionally play an RPG. The main difference being that characters can save themselves in much the same way you might save a file on a hard drive. Once killed, a backup of their mind can be brought online and placed within a new body, which may or may not even be human.

In these sorts of games, death is a speed bump instead of a final destination. And because of these strange concepts we’re giving the genre some special consideration in this section in an effort to help GMs get started with their own transhuman themed campaigns.

The exact methods of digital uploading and transference may differ from setting to setting, but the general concepts remain the same.

The Digitized Mind

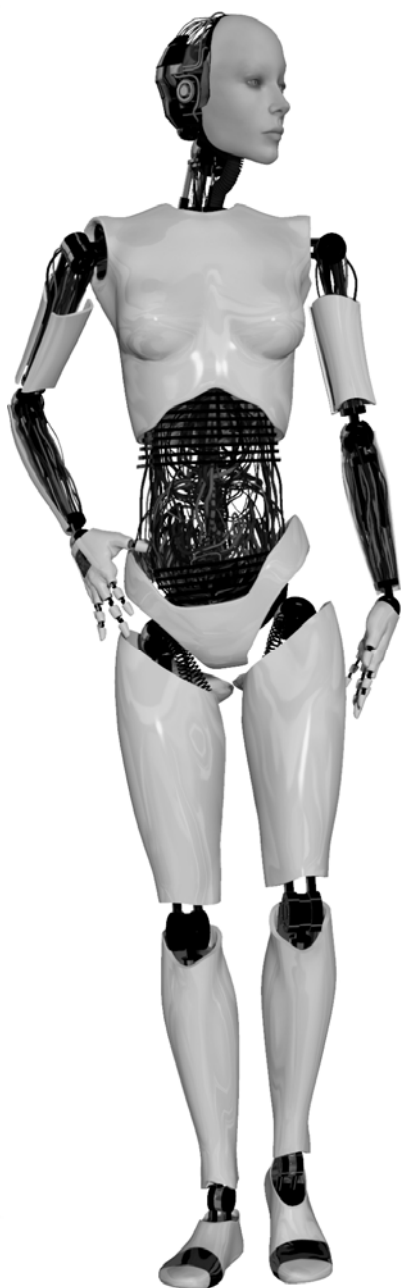
This is the single most dramatic difference between a standard human and a “transhuman” character.

These types of characters feature an implanted computer system set up to constantly scan and monitor the subject’s brain. This tiny computer network can perform basic computing functions as well as interface directly with the mind of its “host”.

The implanted system functions as a personal computer, media player, augmented reality interface, alarm clock, positioning and mapping system, file storage system, social networking client, messaging program, etc. And all of these functions are controlled purely by thought alone.

The interface allows the computer to project any sensation directly into the mind of the host, allowing him to see, hear, touch, taste, and even feel artificially generated stimuli.

The wireless connectivity of the system generally has a range of about ten miles and sports cutting edge counter intrusion software. It also features medical sensors that monitor hundreds of different factors regarding the host’s health.



A critical portion of this implanted computer system is an isolated subsystem responsible for backing up the data gathered about the host's brain activity. This backup module is about the size of a child's thumb and is implanted as the base of the skull.

The backup module serves two primary functions. First, it acts as the primary hub for all the tiny individual computers that make up the implanted system. Second, it contains a digital backup of the character's ego (their mind).

If the body is killed, the backup module can be removed and interfaced with a computer running a virtuality (pg. 326). From there the character's mind can be loaded into the virtual environment where the character can reside until he can be downloaded into a new body, assuming he chooses to.

The backup module is generally not connected to the wireless data transfer systems of the rest of the brain's implanted computer system. This makes it impossible to transfer data in and out of the module without physically removing it first, a process that is almost always lethal to the host.

Downloading to a New Body

The process is very traumatizing for the ego, and it takes some time to get used to the new body.

The first time the ego comes online after being downloaded, he suffers a mental attack with an Edge rating of +8. He may defend with his Willpower.

If the character was killed and he is being brought online after death, the Edge rating of the attack is +12 instead.

Morphs and life as an Infomorph

The body an ego is downloaded into generally comes in four types:

Natural morphs are the bodies that were born and raised naturally, but for whatever reason no longer house an ego. Often times people who have decided to “upgrade” their bodies or live life as an infomorph (see below), sell off their original body to help offset the cost of the upgrade or buy storage space.

Biomorphs are almost purely biological bodies differing from standard humans only in that they have been cloned from a template body and their genes have been altered to provide better health. Though they have been cloned, intentionally placed randomizers in the cloning process keep each new clone looking somewhat unique, if still similar to other bodies from the same template.

Hybrid-morphs are a more evenly balanced mixture of biological and synthetic material. These bodies tend to have more extreme augmentations that would be more difficult to apply to a fully biological body.

Synthmorphs are entirely synthetic. These robotic bodies feature a cyberbrain which is used to house the ego and interface the ego with the rest of the machine body.

The other option is to go bodiless. People who do this are referred to as Infomorphs as they exist only as software and are either kept in storage or live their lives in a virtual environment. These environments seem real to the infomorph, but many are designed to offer something a bit more fantastical.

While it’s easiest to interact with an infomorph inside of a virtuality, the machines that run the virtuality may connect the infomorph to the outside world via cameras, speakers, and remote controlled drones, allowing the infomorph to temporarily “possess” the drone from inside the virtuality.

For more on scenes taking place in a virtual environment, see pg. 326.

Cyberbrains

Cybernetic brains are where the ego (or controlling AI) resides in synthmorphs and hybrids. These brains are basically a humanoid brain comprised entirely of synthetic material. These machine brains function as the housing for previously digitized minds or artificial intelligences.

Cyberbrains generally come equipped with two or more pairs of external access jacks, usually located at the base of the skull, which allow for direct wired connections.

Creating Transhuman Characters

Characters that live in the same body they were born with, or are using a natural body, are created using the standard character creation rules found in Chapter 2. Characters who have gone through the ego digitizing process and are living in a body that is not their own are created much the same way but with the following differences:

Abilities

You do not select physical Abilities at character creation. These come from the body you start with or purchase during character creation. As such, you also start off with 8 fewer Ability ranks than normally available at your Campaign's Power Level.

Purchase your Body

Characters begin play with a free Alpha level Bio-morph. They may purchase higher quality bodies with either their Resources or Advantage Points. See below for a list of sample morphs that are common in such settings.

If a character is an infomorph, he has no physical body at all. In a virtuality, the infomorph uses his mental Abilities instead of physical Abilities as shown below:

Physical Ability

Agility
Endurance
Perception
Strength

Mental Ability used in a Virtuality

Reasoning
Willpower
Reasoning
Willpower

In addition, infomorphs may purchase some Advantages that are only available to infomorphs. A few sample infomorph-only Advantages can be found on page 335..

Sample Morphs

The following bodies are standard, "off-the-rack" morphs available to the public. Once purchased with AP, or by buying them with Resources (pg. 26), you gain all the Aspects, Abilities and Advantages that comes with the morph. These are in addition to the normal Aspects, Abilities and Advantages you gain during normal character creation.

Upgrading a Morph

Additional augmentations may be added to the body in the form of nano-cybernetic or gene-engineered themed Advantages. To add such an augmentation to a morph you intend to purchase, you increase its Cost as per the normal rules for modifying equipment (pg. 301). If you are upgrading an existing morph, use the rules for purchasing Advantages with Resources (pg. 90).

Biomorph (Alpha)

This is the basic biomorph. It has been gene-fixed for improved health and augmented with an implanted computer. Each biomorph looks different due to randomizers in the cloning processes, though bio-sleeves from the same stock template do tend to share some similarities.

AP Cost: 0, **Resources Cost:** 4

Sleeve Aspect: *Stock Standard Human Biomorph*

Specialty Aspect: *Gene-Fixed (Endurance), Unattractive (Persuasion)*

Physical Abilities: Agility 2, Endurance 2, Perception 2, Strength 2, +1 added to one of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 2, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 4

Biomorph (Beta)

This is an upgrade to the standard biomorph. It has been gene-fixed for improved health, augmented with a mindset, and sports more attractive physical features.

AP Cost: 1, **Resources Cost:** 6

Sleeve Aspect: *Upgraded Human Biomorph*

Specialty Aspect: *Gene-Fixed (Endurance), Unremarkable Appearance (Persuasion)*

Physical Abilities: Agility 2, Endurance 2, Perception 2, Strength 2, +1 added to any two of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 3, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 4

Biomorph (Gamma)

This is a rather extensive upgrade over the standard bio-sleeve. It features physical traits in excess of even the Beta sleeve.

AP Cost: 2, **Resources Cost:** 8

Sleeve Aspect: *Upgraded Human Biomorph*

Specialty Aspect: *Gene-Fixed (Endurance), Attractive (Persuasion)*

Physical Abilities: Agility 2, Endurance 3, Perception 2, Strength 2, +1 added to any two of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 3, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 5

Biomorph (Delta)

This morph is the best off-the-shelf biological body you can buy. It is extremely attractive and is near the peak of human physical capability.

AP Cost: 3, **Resources Cost:** 10

Sleeve Aspect: *Upgraded Human Biomorph*

Specialty Aspect: *Gene-Fixed (Endurance), Gorgeous (Persuasion)*

Physical Abilities: Agility 2, Endurance 3, Perception 2, Strength 3, +1 added to any two of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 4, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 5

Hybrid-Morph (Alpha)

This is the basic hybrid body, vat grown, augmented, and prepped for download. These morphs are typically used for hazardous work, but where the host still requires the senses of a living body.

AP Cost: 1, **Resources Cost:** 5

Sleeve Aspect: *Stock Standard Humanoid Hybrid-Morph*

Specialty Aspect: *Gene-Fixed* (Endurance), *Unattractive* (Persuasion), *Augmented Systems* (Endurance)

Physical Abilities: Agility 2, Endurance 3, Perception 2, Strength 2, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 2, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 4

Hybrid-Morph (Beta)

A slight upgrade over the basic hybrid morph. These bodies are built to last and tend to be a bit more attractive than the base models.

AP Cost: 2, **Resources Cost:** 7

Sleeve Aspect: *Upgraded Humanoid Hybrid-Morph*

Specialty Aspect: *Gene-Fixed* (Endurance), *Unremarkable Appearance* (Persuasion), *Augmented Systems* (Endurance)

Physical Abilities: Agility 2, Endurance 4, Perception 2, Strength 2, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 3, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 4

Hybrid-Morph (Gamma)

Built for the harshest environments or to house the ego of the toughest soldiers, these morphs are hardy, healthy, and not at all bad looking.

AP Cost: 3, **Resources Cost:** 9

Sleeve Aspect: *Upgraded Humanoid Hybrid-Morph*

Specialty Aspect: *Gene-Fixed* (Endurance), *Attractive* (Persuasion), *Augmented Systems* (Endurance)

Physical Abilities: Agility 2, Endurance 4, Perception 2, Strength 3, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 3, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 5

Hybrid-Morph (Delta)

Even more so than the Gamma sleeves, the Delta hybrids can take a beating. And in addition to improved durability, this model sports a model's body and an advanced implanted computer.

AP Cost: 4, **Resources Cost:** 11

Sleeve Aspect: *Upgraded Humanoid Hybrid-Morph*

Specialty Aspect: *Gene-Fixed* (Endurance), *Gorgeous* (Persuasion), *Augmented Systems* (Endurance)

Physical Abilities: Agility 2, Endurance 5, Perception 2, Strength 3, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 4, Wireless, Digital Backup), Specialized Software (Counter Intrusion) 5



Synthmorph (Alpha)

This is the cheap, basic, off-the-shelf humanoid synthmorph sold to people who can't afford better.

AP Cost: 1, **Resources Cost:** 4

Sleeve Aspect: *Stock Standard Humanoid Synthmorph*

Specialty Aspect: *Robotic Body (Endurance), Unattractive (Persuasion)*

Physical Abilities: Agility 2, Endurance 2, Perception 2, Strength 3, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 2, Wireless, Digital Backup), Lifeless, Specialized Software (Counter Intrusion) 4

Synthmorph (Beta)

A bit of an upgrade over the Alpha model, this model still isn't anything to brag about. It's strong, durable, and has upgraded computer systems, but still looks obviously inhuman.

AP Cost: 2, **Resources Cost:** 6

Sleeve Aspect: *Stock Standard Humanoid Synthmorph*

Specialty Aspect: *Robotic Body (Endurance), Unattractive (Persuasion)*

Physical Abilities: Agility 2, Endurance 3, Perception 2, Strength 3, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 3, Wireless, Digital Backup), Lifeless, Specialized Software (Counter Intrusion) 4

Synthmorph (Gamma)

Stronger, tougher, and more human looking, this model is common among many military or mercenary forces.

AP Cost: 3, **Resources Cost:** 8

Sleeve Aspect: *Stock Standard Humanoid Synthmorph*

Specialty Aspect: *Robotic Body (Endurance), Human at First Glance (Persuasion)*

Physical Abilities: Agility 2, Endurance 4, Perception 2, Strength 4, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 3, Wireless, Digital Backup), Lifeless, Specialized Software (Counter Intrusion) 5

Synthmorph (Delta)

This is the top of the line for stock standard Synthmorphs. It looks human, featuring a very realistic outer skin and are more agile than cheaper models. It also features a more powerful onboard computer.

AP Cost: 4, **Resources Cost:** 10

Sleeve Aspect: *Stock Standard Humanoid Synthmorph*

Specialty Aspect: *Robotic Body (Endurance), Looks Human (Persuasion)*

Physical Abilities: Agility 3, Endurance 4, Perception 2, Strength 4, +1 added to any of these physical Abilities (player's choice)

Advantages: Computer Implant (Rating 4, Wireless, Digital Backup), Lifeless, Specialized Software (Counter Intrusion) 5



Custom Morphs

For the cost of 1 additional AP or +2 added to the Resources Cost, you may add +1 to any Ability of your choice or add one Specialty Aspect.

Additional Advantages can be used to build and purchase obviously inhuman bodies such as those shaped like large crabs or snakes or even more disturbing, those that look like strange children or monsters. See pg. 90 for more on purchasing Advantages with Resources.

You may elect to trade in ranks in any of the physical Abilities possessed by the body for additional Advantage Points at a rate of one for one. These Advantage Points should be spent on Advantages that represent some sort of custom modification or high-end feature.

Note that this does not allow you to bypass the restriction on the number of APs you may spend on a single Power, as set by your CamPL.

The GM may also let you swap Aspects if something else would make more sense.



Infomorph Advantages

Expert Advantages (1 AP)

Digital Supremacy – When acting as an infomorph and in a Virtuality, all of your Abilities are increased by 1 for the purposes of performing physical actions. This Advantage may be purchased up to three times.

Grid Spider – When acting as an infomorph, you gain a +2 bonus on all rolls to find information on any computer network you can access.

Hidden File – When acting as an infomorph, you gain a +2 bonus to Deception rolls to hide within a system.

Heroic Advantages (2 AP)

Gridwalker –You may transfer your consciousness over a network to a different system or uninhabited morph that is connected to the network.

Mind Over Self – Once per scene when acting as an infomorph, you may spend a Fate Point and grant yourself any new Specialty Aspect. You keep this Aspect for the duration of the scene.



Backup Insurance

It's possible to purchase backup insurance. The backup process requires the character to lie down and relax while their implanted computer is interfaced with a storage system. The whole process takes about ten minutes.

Characters may either purchase a single backup with a onetime fee (Cost: 3), or they may purchase the Wireless Backup modifier for their Computer Implant (pg. 125).



Power Items

Power items are devices that allow the wielder access to some sort of Power. The device may be magical, or it could be the product of ultra-advanced technology.

All Power Items are given a Potency rating which is an attempt to quantify how powerful or useful the item is. The item's Potency allows the GM to determine if an item is too powerful or too weak to give his PCs.

An item's Potency is determined by adding up the following:

- If the item grants a bonus to an Ability, the amount added to the item's Potency is equal to the bonus it provides +1, x2.
- If the item grants a bonus in a conflict, either as a Weapon Rating or Armor Rating, the item's Potency is increased by an amount equal to the bonus +1.
- If the item effectively grants an Advantage, the item's Potency is increased by an amount equal to the cost of that Advantage in APs.
- If the item grants an Aspect, its Potency is increased by 2.
- If the item grants a persistent Aspect, its Potency is increased by 4.
- If the item may only be used once, divide the total Potency by 2 (round up).
- If the item can only be used rarely, reduce the total Potency by the following amounts (to a minimum of 1):

Requires you to inflict a Consequence with an attack	-2
Once Per Scene	-1
Once per Day	-2
- If the item requires a Fate Point to activate, reduce the Potency by 2 (minimum 1).
- If a Power Item also functions as a regular item, add half the Cost rating of a regular item of that type (round down) to the Power Item's Potency.
- An item that provides multiple different effects (such as increasing an Ability and granting access to an Advantage) has a Potency equal to its single most powerful effect plus the average Potency modifier of all of its other effects (round up) +1 per additional effect. So if it had one effect that increased its Potency by 5, and two more that increased it by 4 and 2 (+2, average 3), the Power Item's Potency would be 10 (5+2+3).

Purchasing Power Items and "Aspected" Items

If the setting you are playing in is the type of setting that feature the buying and selling of Power Items, an item's Cost rating is generally equal to twice its Potency.

This cost rating can also be used to determine if you can take a magic item as a Resource Specialty Aspect, see pg. 86 for more on gaining items as Aspects.

Sample Power Items

Affinity Foci

Potency: Varies, See below

These items are designed to aid a practitioner of some sort of supernatural art in the focusing of their power. Their physical form varies and can be almost anything, though common forms are staves, wands, jewelry and crystal balls.

Effect: You gain a bonus on rolls using the Affinity Ability the focus is attuned to. The bonus gained and the Potency of the item are listed below. If the item also serves as a functional mundane item, increase the Potency of the item by half the Cost rating of a mundane item of that type (round down).

Potency	Bonus
4	+1
6	+2
8	+3
10	+4
12	+5



Blister-Plate of Torg

Potency: 4

This heavy suit of dwarven plate mail appears made of soot covered iron and smells of ash. It as adorned with an array of serrated spikes and barbs, mainly protruding from the pauldrons and gauntlets. It is believed that this armor was commissioned by the dwarven king, Torg Ironstorm, for his hot tempered son, Bail Ironstorm, in a last ditch effort to wipe the goblins from the subterranean empire of Balivorr.

Effect: This armor functions as standard plate armor, though its Armor Rating is increased by +1. In addition, you may spend a Fate Point to cause yourself and the armor to erupt into flames. When doing so, neither yourself or your equipment is harmed, but any zone you occupy is considered on fire (pg. 274) with an intensity of 4 as well as possessing the Aspect *On Fire!*



Frost Bite Dagger

Potency: 1

This fine double edged dagger appears to be made of ice. In fact, it is made of ice, but it is as hard as the highest quality steel and never melts. Despite being made of ice however, the wielder maintains a firm grip on its handle.

It is said these daggers are fashioned by the Queen of Winter as a gift to her most beloved assassins.

Effect: The wielder may spend a Fate Point whenever he successfully strikes his opponent. Doing so exposes the target to a Potency 3 disease (see pg. 269) as his flesh and blood begins to freeze at the site of the wound. If he is unable to overcome the disease, his body will freeze solid and he dies.



Potion of Healing

Potency: 2

This small vial of blue liquid smells like a strange mixture of garlic and honey. When you drink it, you are overcome with a sensation of warmth as your wounds begin to rapidly close.

Effect: When you drink the potion, your worst Physical Consequence immediately downgrades by one step. Note that this may force other Consequences to downgrade as well.



Sword of Vindosyll

Potency: 9

Wielded by the elven lord Vindosyll as he led his armies to battle against the ogre hordes of Nog, this fine long sword has been lost to the ages. Sporting a doubled edged, gently curving blade of the purest silver, the sword grants it's bearer the power of the Fae Lord.

Effect: When wielding the Sword of Vindosyll, your Strength and Endurance are both increased by +2. In addition, you gain the Aspect *Blessed of the Fae*, which can be invoked as a bonus in most any social situation with a Fae being.



Titan's Armor

Potency: 24

This armor is a high-tech exoskeleton designed by Howard Tony, a brilliant engineer turned super hero when his family was killed by terrorists. It covers the entire body, head to toe, and is sealed to protect against anything up to and including absolute vacuum. The armor is controlled with a neural interface which allows the wearer to move about in the titanium armor as if it weighed no more than a typical set of street clothes.

Effect: The armor augments some of the user's natural physical Abilities, as well as granting several other capabilities, as described below:

- ✦ 2 Has Aspect: *Ultra-Advanced Powered Exoskeleton*
- ✦ 5 Strength +4
- ✦ 3 Agility +2
- ✦ 3 Perception +2
- ✦ 11 World Class Power Attack, Ranged (*Kinetic Blasts from the Hands*), Repetitive, – WR: 14 (assumes TL:4)
- ✦ 11 Armor Rating +10
- ✦ 6 Flight (*Fast and Agile*)
- ✦ 2 Onboard Computer w/ Agent – Onboard systems function as a Rank 4 computer with an Agent (Rank 3)
- ✦ 2 Array of Onboard Gadgets – Grants the wearer the I've Got Just the Thing Heroic Advantage.



Wand of the Earth Scorchers

Potency: 4

This blackened, hexagonal, steel rod measures a foot and half in length, topped with a ruby gripped in what appears to be an elaborately engraved dragon's claw.

Effect: You may use a simple action to spend a Fate Point and unleash a column of crimson fire from the tip of the wand. You attack with your Agility, and targets may defend with their Agility (armor is applicable).

This attack counts as a beam weapon (see pg. 263) and is capable of overheating when using beam weapon special actions. The column of flame has a Weapon Rating of +6.



Chapter 9

Vehicles

Steps of Vehicle Creation

1. What is the Vehicle?
2. Determine the Vehicle's Size.
3. Select three Vehicular Aspects.
4. Purchase the Vehicle's Abilities.
5. Select three Specialty Aspects.
6. Purchase Vehicular Advantages.



Step #1: What is the Vehicle?

When designing a vehicle, the first question you must ask yourself is “What is this thing for?”

If your vehicle is purely for transportation, it needs to be fast and agile. If it's for hauling cargo, it needs to be big and strong with plenty of storage area. If the vehicle is a weapon of war, it needs to be protected, and it needs to have the armament to get the job done.

You'll also need to determine what the Vehicle's Technology Level (TL) is, as that is used to determine several factors as explained later in this chapter. More information on technology levels can be found on pg. 300.

Also, despite the use of the term “Vehicle”, this system can also be used to create immobile structures, from simple houses to command bunkers or impregnable fortresses.



Step #2: Size

Size plays an important part in designing a Vehicle, determining such factors as its Base Cost, its Abilities, and the amount of modifications it can be equipped with, which take the form of Advantages.

In addition, a vehicle's Size is also a major factor in vehicular conflicts since bigger vehicles tend to have larger weapons, better electronic systems, more crew members, and thicker armor.



Size	FP Refresh	Abilities (Max)	Base Cost	Adv. Points	Sample Vehicles
1	2	3 + TL (3)	5	-2 + TL	Motorcycle, Jet Ski, Horse Drawn Carriage
2	2	5 + TL (3)	6	-1 + TL	Car, Small Boat, Single Engine Aircraft
3	3	7 + TL (4)	8	0 + TL	Shipping Truck, Tank, Fishing Boat, House
4	3	9 + TL (4)	11	4 + TL	Airliner, Battleship, Cargo Ship, Mansion
5	4	11 + TL (5)	15	8 + TL	Aircraft Carrier, Industrial Complex
6	4	13 + TL (5)	18	16 + TL	Space Station, Military Installation
7	5	15 + TL (6)	22	24 + TL	Planetoid Sized Orbital Space Port

* The vehicle has a number of Structural stress boxes equal to its Size + Structure + Modifiers.

* The vehicle has a number of System stress boxes equal to its Size + Systems + Modifiers.

* The vehicle has a number of Crew stress boxes equal to its Size + Crew + Modifiers.

Step #3: Vehicular Aspects

Like characters, Vehicles are created with a Defining Aspect and two other Vehicle Aspects. These Aspects tend to answer the following questions:

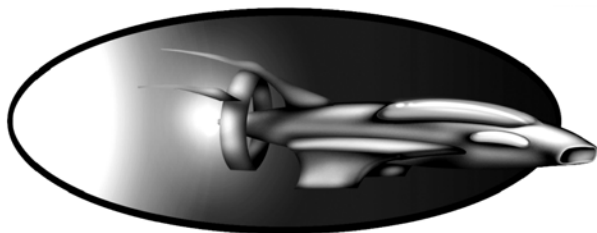
1. What does it do?
2. Where did it come from?
3. How it is seen by the public?

Sample Defining Vehicle Aspects

- + *Tramp Freighter*
- + *Noble's Carriage*
- + *Family Sedan*
- + *Interplanetary Cruise Ship*
- + *Nuclear Submarine*

Other Sample Vehicle Aspects

- + *Standard Four Wheeled, Four Door Sedan*
- + *Massive Bipedal War Machine*
- + *"This thing is a status symbol."*
- + *Created in Secret by the Rebels*
- + *Designed for Recon and Surveillance*
- + *Often Associated with Having Poor Owners*



Step #4: Abilities

Vehicles only have seven different Abilities. These Abilities serve the same function for machines as they do for characters.

Note that vehicles pulled by animals, such as a horse and carriage, may use the animal's Abilities instead of the vehicle's Abilities in many cases.

Vehicle Abilities

Crew – for vehicles with a crew, this Ability is the measure of their general competence. It is the bonus added to any action performed by NPC crew members.

Maneuverability – this measures how quickly the vehicle can turn, dodge, and perform high speed maneuvers

Structure – the amount of physical punishment the vehicle can take. This may be aided by armor and/or just plain good engineering

Sensors – the eyes and ears of the machine, such as long range detection and analysis sensor suits

Speed – the measure of the vehicle's top speed

Systems – the capabilities and amount of punishment the systems can take from electronic attacks, hacks, viruses and the like

Weapons – the potency of the vehicle's onboard weapons, such as guns, missiles, lasers, etc.



Step #5: Specialty Aspects

As with Specialty Aspects for character's, Vehicles have Specialty Aspects that better define their Abilities. These Aspects might represent some special system or modification or just be a natural product of the design.

Or, in the case of Vehicles manned entirely by NPCs, the Vehicle may have Aspects that reflect the specialties of the crew.

Vehicles are created with three Specialty Aspects.

Sample Specialty Aspects

- + Particle Acceleration Cannons (Weapons)
- + Advanced Counter-Intrusion Software (Systems)
- + High Resolution Sensor Array (Sensors)
- + "What a Bucket of Bolts" (Structure)
- + Can Turn on a Dime (Maneuverability)
- + Fastest Ship in the Galaxy (Speed)
- + Dr. Elizabeth Halstad (Crew)



Step #6: Vehicular Advantages

The number of Advantages a Vehicle gains at creation depends largely on its Technology Level. In addition, the Vehicle may gain additional Advantages by increasing its Cost. For every additional Advantage Point added, increase the Cost of the vehicle by +1.

If purchased after vehicle creation, the Cost of an AP is equal to the vehicle's Cost – its Size. So a new AP for a Size 4 vehicle (Cost: 11) would have a Cost of 7 ($11 - 4 = 7$). The vehicle may never have more than half again the amount of APs it starts with, round up. Vehicle Advantages may grant bonuses to certain actions, access to special actions, or describe special equipment, weapons, defenses or other capabilities. And the cost of Vehicular Advantages vary depending on the usefulness of the Advantage.

The Advantages Vehicles can take tend to fall into the following categories:

Mobility – These Advantages define how the Vehicle moves. Without a mobility Advantage, the “Vehicle” is really just an immobile structure.

Functional/Offensive/Defensive – Ranging from the Vehicle's power plant to its main guns, these Advantages cover benefits provided by feats of impressive engineering.

Crew – These Advantages cover the Vehicle's standard crew, granting benefits for specialists or elite crew members.

A list of sample Vehicular Advantages can be found later in this chapter. These Advantages can be taken as they are, or serve as inspiration for Advantages you make up on your own.

Who Plays the Car?

For the sake of simplicity, this section refers to Vehicles as if they were characters themselves, capable of making their own decisions. But who actually declares the actions the Vehicle takes?

Usually the character responsible for a certain task declares the actions the Vehicle takes as they relate to his task. For example, the player of the character who is the pilot of a ship declares the Vehicle's actions in regards to movement. And he makes the rolls. The character responsible for manning the guns picks the targets and makes the attack rolls. The character in charge of system attacks makes those rolls, and so forth. When it doubt, put the player of the pilot/driver in charge. His character probably has some Aspect or Advantage related to piloting or driving and that's a good indicator that he would enjoy the opportunity more than the other players.

Stress and Consequences

Similar to a character, a Vehicle has Stress Tracks that limit the amount of stress it can suffer before it becomes irreparably damaged.

Also note that, like characters, Vehicles may be treated like Extras and be limited in the number of Consequences they can suffer. See pg. 409 for more on Extras.

Structural Stress

Structural stress determines the amount of physical stress the Vehicle can suffer before it simply fails. Structural Stress is usually the result of collisions and weapons fire.

In the case of beast-drawn Vehicles, this is the damage suffered by the Vehicle itself. The beast would have its own Stress Track that is kept up with separately.

The number of Structural stress boxes a Vehicle has associated with each type of Consequence is determined with the following formula:

$$\text{Size} + \text{Structure} + \text{Other Modifiers} = \text{Number of Structural Stress Boxes}$$

System Stress

System stress determines the amount of stress the Vehicle can suffer to its electronic systems or delicate internal workings. System Stress is usually the result of electronic warfare and represents damage to both software and delicate hardware.

The number of System stress boxes a Vehicle has associated with each type of Consequence is determined with the following formula:

$$\text{Size} + \text{Systems} + \text{Other Modifiers} = \text{Number of System Stress Boxes}$$

Crew Stress

While only found on Vehicles that actually have an active crew, such as a battleship or star ship, the Crew Stress Track determines the amount of stress the members of the crew have suffered.

Generally Crew Consequences represent members of the crew who have been hurt, or disabled for some other reason, and are unable to perform their duties.

The number of Crew stress boxes a Vehicle has associated with each type of Consequence is determined with the following formula:

$$\text{Size} + \text{Crew} + \text{Other Modifiers} = \text{Number of Crew Stress Boxes}$$



Repairing Consequences

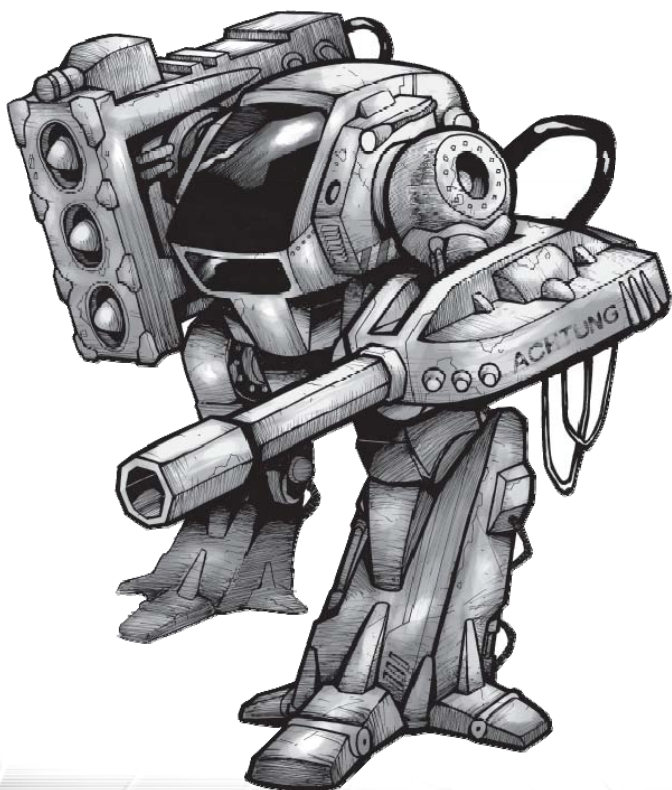
Unlike living beings, machines do not fix themselves; they require the time and money of people willing to repair them.

Like a character, stress boxes clear at the end of the scene. It is assumed that the owners provide the necessary routine maintenance to take care of such minor damage. Though if the GM wants Vehicle maintenance to play a part in the story he can find guidelines for it on page 324.

Like characters, Structural and System stress that results in a Consequence is cleared when the Consequence is cleared.

See pg. 267 for more on making repairs to broken items and Vehicles, and remember that having access to the proper Facility can make the task much easier.

When healing Consequences to your Crew Stress Track, the rules are the same as repairing, but you use Persuasion instead. Instead of repairing damage and buying parts, you are requisitioning or hiring new crewmen to replace those you've lost.



Doing Things in Vehicles

Actions

The number of actions that the Vehicle can perform in a round depends on a few factors.

Each PC can perform an action, and the crew can perform a number of actions equal to the Vehicle's Size. However, the passengers and crew may be limited based on what the Vehicle is actually capable of. Regardless of who performs them, the Vehicle is limited to a number of vehicular actions equal to its Size.

On the Vehicle's turn, it may perform any of these actions so long as there is a character (PC or NPC) to guide that operation and the requirements are met:

- ✦ **Vehicular Weapon Attack** – An attack made by using onboard weapons. Requires a Weapons rating of at least 1 and a weapon Advantage.
- ✦ **Vehicular System Attack** – An attack made against an enemy Vehicle's computer systems. Requires a Systems rating of at least 1 and the Electronic Warfare Suite Advantage.
- ✦ **Vehicular Crew Attack** – An attack made by the people in, or onboard, the Vehicle. Requires a Crew rating of at least 1 and the crew must be able to get to the other Vehicle's crew, usually through boarding.
- ✦ **Vehicular Maneuver** – An action by a PC, an NPC or the crew that uses some part of the Vehicle to place an Aspect.
- ✦ **Personal Action** – Characters onboard or within the Vehicle can take normal actions, such as communicate with other characters, perform research, or even engage in Personal Scale conflicts.



Driving/Piloting

A Vehicle is controlled with the use of one of three different Abilities.

If the Vehicle is controlled with a steering wheel, handle bars, flight stick, or any other means of manual control, the pilot or driver uses his Agility when he called upon to make driving or piloting rolls.

If the Vehicle is controlled by computers or sophisticated navigational equipment, such as star ships or submarines, the pilot or driver uses his Reasoning when called upon for piloting or driving rolls. Reasoning is also used for very high-tech control interfaces that allow you to control the machine through a direct link with your mind.

In the case of a Vehicle powered by an animal, the driver will typically use Empathy to direct the beasts under his command.



Vehicular Maneuvers

Movies and fiction are rife with little tricks characters play with their Vehicles to give them an edge. And most of these can be resolved as a Maneuver.

For example, a Maneuvering roll might be made to place Aspects like *Drifting Around the Corners* or *“I’m on his six!”* on your Vehicle, invoking them for bonuses during chases or when making weapon attacks. Or you might roll Systems to place *All Power to Forward Shields* to better deflect oncoming fire from the enemy.

Maneuvers are a great way to handle the “techno-babble” found in a lot of science fiction. Little tricks like changing the frequency of the lasers or “slingshotting” around a planet for an increase in speed are good ways to get the critical advantage you need in a fight.

Navigation

Generally, it can be assumed that a Vehicle can make it from point A to point B without a problem. However, complications may arise that confuse the pilot, driver or sensors, and can lead to the Vehicle straying off course.

In such cases, the GM may call for a Reasoning (or Crew) roll on the part of the Vehicle’s pilot, driver, or navigator to maintain course or get back on track.



Vehicle Chases

Vehicle chases work a lot like a standard foot race, but with a few minor differences.

In a chase, a Vehicle’s Speed (combined with its Maneuverability) is used to close the distance between it and the Vehicle it’s chasing (or increase the distance if it’s the one being chased). It’s also used to bring quick resolution to the issues brought up by terrain and other obstacles.

A Vehicle chase can take place in pretty much any environment in which the Vehicles in question can move about freely. But as with characters on foot, Aspects related to the terrain could prove difficult or even impossible for some Vehicles to traverse.

Like a foot chase, a vehicular chase is effectively a mixture of a contested and extended action. Each round the chase Vehicles roll Speed (combined with Maneuverability) modified by any Aspects or other modifiers in play. The result of this roll is totaled up each round with the intent of reaching a



total difficulty, like any extended action. However, the target difficulty is set by the person being chased.

Step 1: Determine what scene Aspects are in play. Some example Aspects include: *Open Road, Corn Field, Expressway During Rush Hour, Light Forest or Desert Sands.*

Step 2: Roll initiative. All participants in the chase should use the driver or pilot's relevant Ability to determine their place in the initiative order. See pg. 210 for more on initiative.

Step 3: The Vehicle being chased rolls its Speed (combined with Maneuverability). That sets the initial difficulty all of its pursuers need to reach. Should they reach that difficulty, they have caught up to the Vehicle being chased.

Step 4: The chasers roll their Speed (combined with their Maneuverability) on their turn. The result of their rolls are added up each round. If they ever reach the difficulty set by the Vehicle being chased, they have caught him. If caught, the pursuer and his target are considered to be occupying the same zone at the start of the next round.

However, on the target's turn, it rolls its Speed (combined with Maneuverability) and adds it to the difficulty required to catch it. So every round, the Vehicle being chased increases (or decreases on a bad roll) the difficulty its pursuers are trying to reach to catch it.

Changing Environment During a Chase

As the chase progresses, the environment could change. The target could lead its pursuers into a high traffic area in hopes of losing them, and a chase across rough terrain could end very quickly. The GM should inform the player piloting or driving the chased Vehicle of any Aspects he could bring into play by changing his course.

At the start of every round, the GM should determine whether or not the environmental Aspects change or stay the same. Changes can be brought on by a number of factors. Maybe the road ends. Or maybe the target decides to duck into an asteroid field.

Driver or Pilot Supplemental Actions During a Chase

If the driver or pilot wants to perform an action during the chase that isn't simply devoted to closing the distance, you need to decide on whether the other action is the primary action or if continuing the chase is the primary action. The problem, however, is that it is very difficult to do much of anything in the middle of a full on chase. So...

If maintaining the chase is the character's primary concern, other actions he takes suffer a -4 penalty.

If performing another action is the character's primary action, the Vehicle's Speed (combined with Maneuverability) roll to keep up the chase suffers a -4 penalty.

These sorts of supplemental actions are often taken to perform Maneuvers, setting Aspects on the scene to make it easier to get away, or easier to catch your prey. For example, the GM might allow a supplemental action to allow the person being chased to try to force the car in front of him into an uncontrolled spin, setting a *Out of Control Car* Aspect on the scene. Then he can invoke that Aspect on his next roll to create distance between himself and his pursuers or maybe even cause it to crash into them.

Crew/Passenger Actions During a Chase

Depending on the Vehicle in question, there may be other people onboard who can perform actions while the driver or pilot controls the Vehicle's movements.

Unlike supplemental actions taken by the driver or pilot, crew and passengers can perform any action they wish and don't automatically suffer a penalty for taking supplemental actions.

However, there may be other penalties to deal with. If the passenger is leaning out a window to shoot at another Vehicle, for example, he's likely going to suffer penalties on his attack rolls as the Vehicles veer and slide all over the road.

The People Matter

At first glance it may seem that the Vehicle's Abilities and Advantages are all that matters. And in some cases, this is true.

However, the Vehicle can call upon any relevant Advantages and Aspects of the characters within or its crew. And the Vehicle can use its own Fate Points to do this.

For example, if a character has the Aspect *Hot Shot Pilot*, when it comes time to make a roll related to piloting the Vehicle, either the pilot may spend a FP to invoke his Aspect for a bonus, or the Vehicle can spend one of its FPs to invoke the pilot's Aspect.

Likewise, a computer expert can grant his "Black Hat" Advantage to the Vehicle's system attacks so long as he is the primary operator of the Vehicle's systems. And in the case of such Advantages, the bonus is automatic.

Vehicular Conflict

Stealth and Detection

If it has onboard sensor equipment, a Vehicle's Sensors Ability is used to detect the presence of other Vehicles and gather additional data. Generally this roll is against a difficulty of 0 with a +1 added to the difficulty for every zone between the detecting Vehicle and the hidden Vehicle.

Vehicles may remain hidden from the enemy by making a roll using Systems, contested by the enemy's Sensors.



Structural Attacks

Machine guns, missiles, torpedoes, lasers, bombs; these are types of weapons used by Vehicles to make structural attacks.

A Vehicle may make a structural attack as a simple action. Attacks made by the Vehicle itself, such as guided missiles or automated guns, use the Vehicle's Weapons Ability and have a Weapon Rating as defined by the Advantage that granted the weapon.

The defender can defend with any number of Abilities, such as using Maneuvering to dodge out of the way, Structure to harmlessly absorb the damage, Systems to disrupt weapon targeting and guidance systems, etc.

Ramming

Instead of using onboard weapons, there is always the option of simply ramming into your target. The attack is made as a Speed roll, adding the attacking Vehicle's Size as a bonus.

The defender may choose to defend with either Maneuverability or Structure and also adds its Size as a bonus.

Once resolved, another attack roll is made against both participants with a Weapon Rating equal to twice the amount of stress the defender suffered in the original exchange. This means the defender takes a second wave of stress, but it also means the attacker could be damaged as well. Both Vehicles may roll their Structure to defend.

For example, the Leviathan (Speed 4, Size 5) decides to ram the smaller vessel, the Raven (Maneuverability 3, Size 4). The Leviathan rolls a 2, adds in its Speed and Size, for a total of 11.

The Raven decides to defend with Maneuverability, trying to slip out of the heavier ship's way at the last moment. It rolls a 1, adds its Maneuverability,



and then its Size, for a defense of 8. So the Leviathan rams into the Raven, forcing it to suffer 3 points of structural stress.

Now both ships suffer a structural attack with a Weapon Rating of 6. They may defend with their Structure.

This second attack represents the inherent destruction that comes from slamming two fast moving Vehicles into each other and the fact that the attacker will often suffer at least some damage from the exchange.



System Attacks

System attacks are performed by assaulting another Vehicle's computer systems with your own, uploading viruses, overloading them with data, etc.

This requires a simple action. However, if the Vehicle has more than one character on board or has a Crew rating of 1 or more, this simple action can be taken at the same time as a structural attack.

To make these sorts of attacks you must have the Electronic Warfare Suit Advantage and have someone to operate it, be it a PC, NPC, the ship's crew or an AI.

A system attack requires the ability to interface with the opponents computer systems, which is usually done via wireless transmission.

The attack roll is made using the Systems Ability + the Vehicle's Size and consists of your attempt to bypass your target's defenses and do as much damage as possible before your window of opportunity is closed.

Such attacks can disrupt enemy communications, weapon systems, environmental controls, etc., and is reflected as stress dealt to the Vehicle's system Stress Track.

System attacks are also defended against with the Systems Ability + the Vehicle's Size. This represents the effectiveness of the Vehicle's firewalls, anti-intrusions software, and active electronic defenses.

In addition to causing system stress, you may also use your Systems Ability to perform Maneuvers. For example, you might make a contested Systems roll to place a *Disabled Gravity Fields* Aspect on the enemy Vehicle.



Crew Attacks

Any time a Vehicle suffers a structural stress Consequence, there is a chance someone on board could be injured as well.

If the Vehicle does not have ranks in the Crew Ability, the attacking Vehicle also makes an attack roll against each of the passengers inside. The attack roll is a simple dice roll with a bonus equal to the amount of stress the Vehicle suffered on the attack that caused the Consequence.

The passengers can defend with whatever Ability seems most appropriate, most likely Endurance.

Vehicles provide hard cover to those within and may help protect them against attacks aimed directly at them, instead of at damaging the Vehicle.

If the Vehicle does have ranks in the Crew Ability, the attacking Vehicle also makes an attack roll against the defending Vehicle's crew Stress Track. As with no crew, the attack roll is a simple dice roll with a bonus equal to the amount of stress the Vehicle suffered on the attack that caused the Consequence. The defending Vehicle may defend with its Structure Ability.

It is possible to actually use the Vehicle's crew to attack another Vehicle, but this requires the ability to board the other Vehicle.

Boarding

There are two ways to handle boarding. The first is to handle it as a Personal scale scene. As the Vehicles come into contact with each other, you forget about them and shift focus to the individual characters. The ships are divided into zones, if necessary, and the scene plays out like most any others.

It's also possible to handle the boarding more abstractly, keeping the scene in the Skirmish scale.

To do this, the boarding Vehicle must approach its victim and get close enough for members of the crew to cross over to the enemy Vehicle.

It's much easier to board if the victim is unable to evade, usually because it has been Defeated with weapons or system attacks. If the Vehicle to be boarded is moving, it is easy enough to match its course and speed as long as it can't change course. If it can still change direction, it will be difficult or even impossible to board.

Waterborne ships would need to get close enough to drop a boarding ramp (or some other sort of bridge) between the vessels, have its crew climb aboard from the water or a smaller vessel, or maybe just jump or swing across.

In space, the boarding crew would need protection from vacuum and a way to get from one ship to the other. This may be done by "docking" with the other ship or by sending boarders across in armored vacuum suits and magnetic boots to allow them to walk on the hull of the enemy ship.



Assuming it's possible to get a boarding team over to the other Vehicle, the two Vehicles must be in the same zone. Once in the same zone, the attacking and defending Vehicles need to make opposed Maneuvering rolls, with the attacker suffering a -3 penalty.

If the attacker succeeds, the two Vehicles have been brought close enough together to attempt a boarding.

Once within boarding range, the attacking Vehicle may make an attack using its Crew Ability, with a bonus on the roll equal to its Size. The defender may defend with its Crew + Size. Any stress is dealt to the defender's crew Stress Track.

The defender then gets a chance to repel the boarders by making its own attack. As with the first exchange, both Vehicles roll their Crew, adding their Size as a bonus.

After the attacker has made its boarding attack, and the defending Vehicle has had a chance to try to repel the boarders, the defending Vehicle can attempt to get out of boarding range. Assuming it can move of course...

To escape from boarding range, the attacking and defending Vehicles must make a contested Maneuvering roll. If the defender wins, it moves out of boarding range and the attacker may no longer make boarding attack rolls until it positions itself within boarding range again.

Quick Resolution

There may be times when you don't want to go into the extra detail required to play out a full vehicular conflict. You just want to get to the resolution. When that's the case, just use this method:

Select one of the Vehicle's Abilities to use for attacks, then add the Vehicle's Size and relevant Advantages. Damage is inflicted on the Stress Track that makes the most sense for the types of attacks you'd be using.

As you launch your attacks, the enemy will defend with whatever Ability is appropriate and may return with attacks using whatever Ability it desires, also adding its Size and any relevant Advantages.

Keep in mind that this is a very abstract way to resolve the conflict. The Ability used to attack is the Ability that gives you the edge in the conflict, and your defending Ability is what's most likely to save your skin.

For example, you might use Maneuvering to attack. This probably represents your Vehicle's ability to put itself in the best position to inflict the most damage with its weapons. Similarly, Sensors might be used to pinpoint weak points in your Vehicle's armor.

On the other hand, Weapons might be used to defend by taking out the enemy before it can do you any serious damage. Or Crew might be used to rely on your crew's knowledge to disrupt enemy targeting, point out weaknesses in the enemy's position, manage power to the shields and guns, etc.

Sample Vehicular Advantages

Crew Advantages

Crack Shot

AP Cost: 2

The Vehicle's crew sports a crack shot, a master of the Vehicle's weapon systems. The Vehicle gains a +2 bonus to structural attacks made with the Weapons Ability.

Electronic Warfare Specialist

AP Cost: 2

The crew features a computer hacker specially trained to infiltrate the computer systems of enemy Vehicles. The Vehicle gains a +2 bonus to system attacks made with the Systems Ability.

Engineering Elite

AP Cost: 1

There are one or more crewmen in engineering that can work magic with the Vehicle's systems. You gain a +2 bonus on rolls to perform Maneuvers relating to the performance and reliability of the Vehicle's power source, weapons, defenses, sensors, etc.



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Hotshot Driver/Pilot

AP Cost: 2

The Vehicle's primary driver or pilot is especially gifted. This member of the crew provides a +2 bonus on any rolls during a chase, to negotiate a difficult environment, or to perform a movement related Maneuver.

Marines

AP Cost: 1

The Vehicle houses a number of trained warriors. These members of the crew provide a +2 bonus for any attack or defense roll made using the Crew Ability.

Navigations Specialists

AP Cost: 1

The crew features one or more navigators that perform at an exceptional level. These members of the crew provide a +2 bonus for any roll made to stay on course from one location to another.

Rapid Repair Team

AP Cost: 1

There is a team of engineers on board whose job is to quickly and accurately assess and repair damage to the Vehicle's structure. These members of the crew provide a +1 bonus on defense rolls using the Structure Ability, as well as providing a +2 bonus on rolls to make repairs to the Vehicle.

If the Vehicle also has a Workshop, they may also add the bonus it provides to repair rolls.

Trained Medical Staff

AP Cost: 1

There are a number of trained medical professionals among the crew. These members of the crew can provide medical aid, and roll the Vehicle's Crew +2 to do so. This bonus can also be applied to restoring Crew Consequences.

If the Vehicle also has a Med Bay, they may also add the bonus it provides.

Sensor Ranges

Generally, if you are mapping out an area in zones, any Vehicle in the mapped area is within sensor range. On the ground, sensors can reach for miles. In the air, they can reach even farther, and in space sensors can detect objects hundreds or even millions of miles away.

Depending on the situation, the GM may set penalties for Sensor rolls at great range. See the table below for suggestions:

	Close (-0)	Medium (-2)	Long (-4)
Land	<1 mile (.5km)	10 miles (5km)	50 miles (25km)
Air	<10 Miles (5km)	50 miles (25km)	200 miles (100km)
Space	<200 miles (100km)	2,000 miles (1,000km)	200,000 miles (100,000km)

Defensive Advantages

Armored

AP Cost: 2

The Vehicle is covered in a layer of armor. It has an Armor Rating of 2, and this Advantage may be taken multiple times. Each time its AR is increased by an additional +2.

Electronic Counter Measures

AP Cost: 1

The Vehicle has been outfitted with some of the best firewalls and anti-intrusion software money can buy. The Vehicle gains a +2 bonus on rolls to defend against electronic systems attacks. You may take this Advantage multiple times, each time adding +2 to your defense rolls.

Internal Defense Systems

AP Cost: 1

The interior of the Vehicle is designed to help repel boarders or even actively attack them. This could mean traps, automated guns, murder holes, arrow slits in the walls, etc.

The Vehicle gains a +2 bonus on Crew rolls to defend against boarders.



Kinetic Shields

AP Cost: 3

The Vehicle can emit a field of energy that protects it from attacks on all sides. These shields offer powerful protection against weapon attacks.

The Vehicle gains an additional set of stress boxes and may take one additional Consequence. The number of stress boxes associated with this Consequence is equal to the Vehicle's Systems + Size. All stress from weapon attacks are first checked off this new Stress Track. This track consists of a single set of stress boxes, and when filled, the Vehicle must take the Consequence *Overloaded Shields*. Additional stress is applied to the structure of the Vehicle normally.

The shields may be brought back online with a successful Reasoning roll (Diff: 2). This clears the Consequence and all Shield stress and can be done in place of a system attack.

You may also elect to roll to clear this stress before it accumulates enough for you to suffer the *Overloaded Shields* Consequence.

For example, if the Crimson Raven star ship (Systems 3, Size 4) takes this Advantage, it gains a new row of 7 stress boxes above its row of Minor stress boxes. Any stress it suffers from its enemy's weapons is first subtracted from its shields. Should it take 9 structure stress, the stress boxes from his shields are checked off instead, and it takes the *Overloaded Shields* Consequence. And then it takes the remaining 2 stress on its Structural Stress Track.

It may later forego a systems attack and attempt to bring its shields back online. The Crimson Raven's engineer rolls Reasoning and adds his bonuses. On a success, the *Overloaded Shields* Consequence and all the stress boxes associated with that Consequence are cleared.

The Vehicle may spend additional AP on this Advantage. For every additional AP spent, the Vehicle gain 2 more stress boxes for its shields.

Point Defense System

AP Cost: 2

The Vehicle has several small weapons designed specifically to ward off small attackers or incoming missiles.

When defending against attacks from missiles, the Vehicle gains a bonus to its AR equal to its Weapons Ability.

In addition, the Vehicle may spend a FP to attack every enemy in the same zone it occupies with its Point Defense System. This is resolved as a standard attack roll using Weapons, with a Weapon Rating of 0.

Reactive Armor

AP Cost: 1

The Vehicle's armor is covered in a layer of explosives. These explosives are designed to detonate upon sustaining an impact from an enemy's explosive weapon, absorbing and redirecting the bulk of the energy away from the Vehicle.

The Vehicle's armor rating is increased by +2 when defending against explosive weapons like missiles.

Reflective Armor

AP Cost: 1

The Vehicle is covered in a thin layer of highly reflective material which aids in reflecting and dispersing attacks from beam weapons.

The Vehicle's armor rating is increased by +2 when defending against beam weapons.

Reinforced Structure

AP Cost: 1

The Vehicle's structure is fortified with redundant supports and high quality materials. Increase the number of structural stress boxes the Vehicles has by 2.

The Vehicle may take this Advantage multiple times, each time adding two additional stress boxes.

Reinforced Undercarriage

AP Cost: 1

The lower section of the Vehicle has been hardened against explosions from below, such as mines or any type of explosion detonated as the Vehicles passes over it.

Against such attacks, the Vehicle's Armor Rating is increased by +2.



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Functional Advantages

Artificial Intelligence

AP Cost: 3

The electronic systems of the Vehicle houses artificial intelligence capable of performing any and all system related tasks. This AI has a Reasoning, Knowledge and Willpower of 4, or adds +2 to the Vehicle's Crew. In addition, it has three Aspects which may be used to define its personality and special skills.

Auto-Repair Capability

AP Cost: 2

The Vehicle is outfitted with systems capable of automatically making repairs, even while the Vehicle is in use. This could be a swarm of repair nanites, a crew of dedicated robots, or maybe the Vehicle itself is alive and can heal like other living creatures.

Any rolls to repair the Vehicle gain a +2 bonus. Or, if left alone, the Vehicle will attempt to make repair rolls on itself using its Systems Ability (though in this case it does not benefit from this +2 bonus).

Cargo Hold

AP Cost: Equal to Vehicle's Size

The Vehicle is outfitted with a cargo hold as well as the equipment necessary for moving cargo and properly securing it into place during transit.

A Vehicle can usually carry two items of a Size category one smaller than itself. So a Size 4 Vehicle can generally carry two Size 3 items or four Size 2 items.

A Vehicle that also has the Carrier Advantage is considered one Size smaller for determining both what Vehicles it can carry and how much cargo it can hold.

The Cost of any Vehicle with the Cargo Hold Advantage is reduced by 1. The cost of the Vehicle with the Cargo Hold Advantage does not include any cargo, which must be purchased separately.

Carrier

AP Cost: Equal to Vehicle's Size

The Vehicle contains an area large enough to house other smaller Vehicles.

A Vehicle can usually carry two Vehicles of a Size category one smaller than itself. So a Size 4 Vehicle can generally carry two Size 3 Vehicles or four Size 2 Vehicles.

The Vehicle may purchase this Advantage up to three times, each time increasing its own Size for the purposes of determining the number of Vehicles it can carry. However, it may not carry any Vehicles of a Size larger than two Size categories smaller than its own true Size.

A Vehicle that also has the Cargo Hold Advantage is considered one Size smaller for determining both what Vehicles it can carry and how much cargo it can hold.

The Cost of any Vehicle with the Carrier Advantage is reduced by 1. The cost of the Vehicle with the Carrier Advantage does not include the carried Vehicles; they must be purchased separately.

Cloaked

AP Cost: 2

The Vehicle is covered with material that absorbs radar, emits some sort of sensor disruption field, stores its own emissions, etc.

While still visible to the naked eye, the Vehicle is much harder to detect with sensors. The Vehicle gains a +2 bonus on rolls to remain unnoticed by sensor equipment.

Crew Quarters

AP Cost: 1

The Vehicle is outfitted with the equipment and supplies needed for the crew to live within the Vehicle for two weeks without resupplying.

Enhanced Crew Safety Systems

AP Cost: 1

The vast array of safety equipment the crew has at their disposal helps insure their safety. Any time the Vehicle's passengers suffer stress from a structural attack on the Vehicle or it suffers crew stress from such an attack, reduce the amount of stress suffered by 2.



Enhanced Sensor Suite

AP Cost: 2

A series of highly sensitive external sensors gives the Vehicle a +2 bonus on rolls to gathering information at range.

Escape Vehicles

AP Cost: 1

Whether escape pods, an ejection seat, or a life raft, there are one or more small secondary Vehicles stored onboard capable of taking at least some of the Vehicle's passengers to safety in a catastrophe.

If the Vehicle is destroyed, passengers may spend a Fate Point to declare that they made it safely to an escape Vehicle before the main Vehicle explodes, implodes, sinks, etc.

Fated

AP Cost: 1

The Vehicle's Refresh is increased by 1.

FTL Inhibiter

AP Cost: 2

The Vehicle can send a series of signals that scramble and confuse another Vehicle's FTL. The target must win in a contested Systems roll to activate its FTL.

Intuitive Interface

AP Cost: 1

The controls for moving the Vehicle are very intuitive. Maybe it's just a very good combination of sensitive controls and support software or maybe it's something as advanced as a direct interface with the pilot or driver's mind.

Regardless of the specifics, moving the Vehicle does not count as a supplemental action when performing other tasks.





Linked Systems

AP Cost: 1

Two Vehicles with this Advantage may remotely link their systems, allowing them to perform actions in unison much more efficiently.

Both Vehicles must be within the same zone to link, but when linked, both Vehicles are considered one Size category larger than normal.

Mechanical Workshop

AP Cost: 1

Within the Vehicle you can find all the tools you need to fabricate and modify a vast array of objects and machines. This area is considered a rank 3 workshop.

Med-bay

AP Cost: 1

A portion of the Vehicle has been set aside to tend to the wounded. This area is considered a rank 3 medical facility.

Mining Rig

AP Cost: 1

The Vehicle is outfitted with the necessary equipment to find and extract raw materials.

Network Connectivity Suite

AP Cost: 1

The Vehicle can wirelessly connect to the local network, be it the internet of the twenty-first century or some interplanetary communications network. Generally this means that there needs to be some sort of wireless network access point within at least long range of the Vehicle's sensors.

Of course, it probably also needs the Onboard Computers Advantage to make effective use of this connection.



Onboard Computers

AP Cost: 1

The Vehicle houses several computer systems available for the crew or passengers to use. Onboard computers are considered to have a Security rating equal to the Vehicle's Systems Ability + its Size. The Vehicle's Systems rating also grant a bonus on any computer related rolls to perform research or other basic computing tasks.

Optical Camouflage

AP Cost: 1

The Vehicle has some way of making itself almost invisible in the visible light spectrum, appearing only as a faintly visible ripple in the air.

The Vehicle gains a +2 bonus on rolls to remain unnoticed by the naked eye or standard video equipment.

Salvage Rig

AP Cost: 1

The Vehicle is outfitted with the necessary equipment to remove and handle salvageable items from wrecks and ruins.

Science Lab

AP Cost: 1

There is a dedicated science lab within the Vehicle. This area is considered a rank 3 science lab.

Signal Jammer

AP Cost: 1

A series of signals can be sent to another Vehicle, distorting, scrambling and redirecting attempts to establish communications with other Vehicles.

The target must win in a contested Systems roll to successfully send a communications signal.

Social Appeal

AP Cost: 1

The Vehicle appeals to the masses. Maybe it's some kind of status symbol or maybe it features some slick customizations that really draw the eye.

The Vehicle gains the *Slick Ride* Aspect, which its owner might invoke for bonuses in some social situations.

Specialized

AP Cost: 1

The Vehicle gains an additional Specialty Aspect.

Stock Standard

AP Cost: 1

The Vehicle is off the shelf, no customizations, no special features and is generally unremarkable. The Vehicle's cost is reduced by 1, and it gains the *Unremarkable* Aspect.

Target Designator

AP Cost: 1

The Vehicle is capable of "painting" targets for other allied Vehicles. This is useful for communication complex strategies, but also for guiding attacks made by other Vehicles using indirect fire. See pg. 373 for more on indirect fire.

Teleportation System

AP Cost: 3

The Vehicle has a mechanism it can use to instantly transport passengers, materials and objects from one location to another.

To perform the teleport, the system must first get a lock on the location, analyze the thing to be teleported, and calculate a transport solution. This requires a Systems roll with a difficulty equal to the Size of the object being teleported. If multiple objects are being teleported at once, the difficulty is equal to the Size of the largest object +1 for each additional object.

In addition, the Vehicle may suffer additional penalties as per the table below:

Penalty	Complication
-1 per zone	Distance between Vehicle and zone the object is to be teleported into.
-4	Teleporting object onto moving Vehicle.
-4	Teleporting object through kinetic shields.



Tractor Beam

AP Cost: 2

The Vehicle can emit a beam of energy capable of locking onto a target and dragging it closer. The Vehicle may not move while using a tractor beam.

To use the tractor beam, the Vehicle must first succeed on a contested roll against its target. The Vehicle using the tractor beam may roll its Systems, and the defending Vehicle may roll either its Speed or Maneuverability. Both Vehicles add their Size as a bonus to this roll.

If the Vehicle with the tractor beam wins, its target is held immobile until the next round. On its next turn, it may initiate another contested roll. If it succeeds again, the target Vehicle is pulled one zone closer to it. Each time the “attacker” wins this roll, the “defender” is pulled another zone closer.

Once both Vehicles are in the same zone, the next success either puts the two Vehicles close enough to attempt a boarding action, or if the “attacking” Vehicle has the Carrier Advantage (and is large enough), the “defender” is pulled into it.

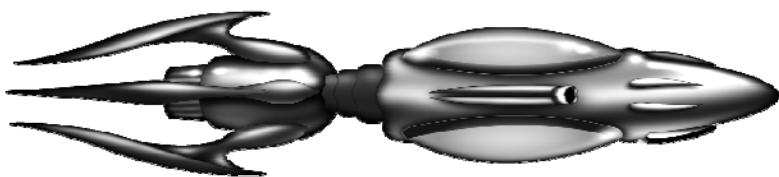
At any time, if the “attacker” wins the contested roll and generates Spin, no additional rolls are necessary. The “defender” is caught and can’t resist being pulled in.

If at any time the “defender” wins, it has broken free of the tractor beam and may move about freely, though the “attacker” may try again.

Upgraded

AP Cost: 1

The Vehicle has one additional rank to add to any of its Abilities.



Mobility Advantages

Animal Powered

AP Cost: 1

The Vehicle is pulled or pushed by a living creature. In most cases, instead of having a Systems Ability rating the Vehicles uses the Mental Abilities of the animals that power it.

In a Skirmish Scale conflict, an animal powered Vehicle moves at the same rate as a Unit, but rolls Speed instead of Physical and suffers a -1 penalty on rolls to move faster.

See pg. 400 for more on Skirmish scale movement.

Armor Mode

AP Cost: 3

The Vehicle (which can be no larger than Size 2) can transform itself into a large suit of armor for its driver/pilot. When in its armored form, the wearer gains the following modifications:

Scale: The pilot/driver and his armor default to Personal Scale for most types of conflict.

Size: The wearer's Size increases to be equal to the Vehicle's Size.

Armor Rating: The wearer gains an Armor Rating equal to the Vehicle's Structure plus its Armor rating if it has one. This AR stacks with armor the wearer already has.

Weapons: Only Anti-Personnel Weapons may be used while the Vehicle is in armor form, and conflict using these weapons is resolved normally.

By spending 1 additional AP on this Advantage, all weapons remain available and can be used normally.

Strength: The Vehicle provides its wearer with a bonus to Strength equal to the Vehicle's Size x 4. This does not, however, increase the number of physical stress boxes the wearer has.

Atmospheric Flight

AP Cost: 2

As long as there is air present to provide lift, the Vehicle may fly about. When taking this Advantage, make sure one of its Aspects define how the Vehicle flies, be it a fixed wing aircraft, a helicopter, etc.

In addition to its ability to fly, this Vehicle has the additional gear required to land, and may move about on the ground in a very limited fashion.



In a Skirmish Scale conflict, this flying craft moves at the same rate as a Unit plus an additional number of zones equal to the craft's Speed x 2. When "hustling", it moves a number of additional zones equal to its Speed x 3. When "running", the Vehicle simply moves a number of additional zones equal to its Speed x4.

See pg. 400 for more on Skirmish scale movement.

FTL Drive

AP Cost: 3

The Vehicle is equipped with the capability of travelling faster than the speed of light. Exactly what this means and how it is accomplished largely depends on the setting.

If your setting includes Vehicles with FTL drives, you need to first consider the "rules" of FTL travel. Does the drive really just make the Vehicle fly faster than the speed of light, is it an instantaneous "jump" from one point to another, or does it place the Vehicle in another dimension where the rules of physics are different? How much faster than the speed of light can the Vehicle fly. How far can it jump? How does the second dimension relate to the first? Can the FTL drive be activated again immediately after it is used, or does it require a "warm up" period?

Jump Gate Generator

AP Cost: 4

Using FTL technology, the Vehicle is capable of creating a "gate". Vehicles not equipped with an FTL drive may be piloted into the gate to achieve FTL travel. Perhaps the "gate" boosts the Vehicle's speed to FTL levels, or maybe it's some sort of "wormhole".

As with any sort of FTL travel, the exact details depend largely on the campaign.

Jump Jets

AP Cost: 1

The Vehicle is capable of making short leaps into the air. This uses the same rules as a normal jumping character (pg. 280) but uses its Maneuverability and all distances are multiplied by 100.

Tracked

AP Cost: 2

Instead of wheels, this ground Vehicle gets around on tracks. It gains the Aspect, *Tracked*.

A Tracked Vehicle moves at the same rate as a Wheeled Vehicle (see below), but its *Tracked* Aspect may be compelled to force a penalty on rolls to “run”.

Transitional

AP Cost: 1

By itself, this Advantage does nothing. But when taken in conjunction with two other Mobility Advantages, the Vehicle gains the ability to switch between them with one full round of effort.

For example, a Vehicle may take Transitional, Tracked and Atmospheric Flight to be able to transform between a tank-like Vehicle and a plane.

Two Wheeled

AP Cost: 1

With only two wheels, the Vehicle is more agile, but is more prone to crashing. It gains the *Two Wheeled* Aspect.

A two-wheeled Vehicle moves at the same rate as a Wheeled Vehicle (see below) in a Skirmish Scale conflict.

Space Flight

AP Cost: 2

The Vehicle is capable of traversing the vacuum of space. However, without also taking Atmospheric Flight, the Vehicle will crash upon entering atmosphere.

In addition to its ability to fly in space, this Vehicle has the additional gear required to dock with other Vehicles or space structures.

In a Skirmish Scale conflict, this spacecraft moves at the same rate as a Unit plus an additional number of zones equal to the craft's Speed x 2. When “hustling”, it moves a number of additional zones equal to its Speed x 3. When “running”, the Vehicle simply moves a number of additional zones equal to its Speed x4.

See pg. 400 for more on Skirmish scale movement.

VTOL

AP Cost: 1

The Vehicle is capable of vertical take-off and landing. This means the Vehicle may rise and hover in place, not requiring a runway or special launching pad to take to the air.

Note that this Advantage is useless by itself. The Vehicle also needs Atmospheric Flight.

Walker, Bipedal

AP Cost: 1

The Vehicle moves around on a pair of legs similar to those of a human or a bird. The Vehicle gains the *Biped* Aspect.

A walking Vehicle moves at the same rate as a Wheeled Vehicle (see below), but its *Biped* Aspect may be compelled to force a penalty on rolls to “run”.

See pg. 400 for more on Skirmish scale movement.

Walker, Multi-legged

AP Cost: 2

Instead of two legs, the Vehicle uses three or more legs to provide locomotion and greater stability. Six or eight legged bug or spider-like configurations are common. The Vehicle gains the *Multi-legged* Aspect.

A walking Vehicle moves at the same rate as a Wheeled Vehicle (see below), but its *Multi-Legged* Aspect may be compelled to force a penalty on rolls to “run”.

See pg. 400 for more on Skirmish scale movement.

Waterborne, Floating

AP Cost: 1

The Vehicle moves about by floating on the surface of water.

In a Skirmish Scale conflict, a floating Vehicle moves at the same rate as a Unit plus one additional zone per rank in Speed. When “hustling”, it moves a number of additional zones equal to its Speed.

When “running”, roll Speed instead of Physical, and instead of moving one zone for every 2 points in excess of the difficulty of 2, the Vehicle moves a number of additional zones equal to its Speed.

See pg. 400 for more on Skirmish scale movement.

Waterborne, Submersed

AP Cost: 2

The Vehicle is capable of moving on the surface of water, but may also dive beneath the surface. It gains the *Submersed Aspect* when diving.

A submersed Vehicle moves at the same rate as a floating Vehicle, but its *Submersed Aspect* may be compelled to force a penalty on rolls to “run”.

Wheeled

AP Cost: 1

The Vehicle moves about on three or more wheels.

In a Skirmish Scale conflict, a Wheeled Vehicle moves at the same rate as a Unit plus one additional zone per rank in Speed. When “hustling”, it moves a number of additional zones equal to its Speed.

When “running”, roll Speed instead of Physical, and instead of moving one zone for every 2 points in excess of the difficulty of 2, the Vehicle moves a number of additional zones equal to its Speed.

See pg. 400 for more on Skirmish scale movement.



Weapon Ranges

The range rating for all weapons on a Vehicle is equal to the Vehicle's Weapons Ability. So if the Vehicle has a Weapons rating of 2, the range rating of all of its weapons is 2 Skirmish Scale zones. And just as with Personal Scale conflicts, attacks suffer a -2 penalty per zone beyond the weapon's range rating.

However, some weapons may provide an increased range rating.

System attacks are limited to sensor ranges. If the Vehicle is within sensor range and has been detected, it is susceptible to a system attack.

Offensive Advantages

Anti-Personnel Weapons

AP Cost: 1

The Vehicle is outfitted with a weapon specifically designed to attack personnel instead of other Vehicles. When making attacks with this weapon, the attacks are made and resolved on the Personal Scale. This means the weapon attacks individuals instead of entire zones.

Attacks are made using the Vehicle's Weapons Ability, and the weapon has a Weapon Rating equal to the Vehicle's Size x 3.

If used against another Vehicle, this weapon is treated as if it were fired from a man on foot.

Auto-Cannon

AP Cost: 1

Though smaller than a standard cannon, the auto-cannon sports a much higher rate of fire. When making an attack with the auto-cannon, roll the Vehicle's Weapons Ability. The auto-cannon has a Weapon Rating equal to the Vehicle's Size +2.

However, the Vehicle has the option to spend a Fate Point to attack every Vehicle in a specified zone with its auto-cannon. When doing this, make an attack roll against every enemy in the targeted zone, but do not add a Weapon Rating.

The Vehicle may purchase this Advantage multiple times, each time increasing the auto-cannon's Weapon Rating by another +2.

Boarding Capsules

AP Cost: 2

The Vehicle is capable of launching some sort of smaller Vehicle dedicated to the task of transporting boarders to another enemy Vehicle.

When attempting a boarding action against a mobile Vehicle, the boarding Vehicle does not suffer the initial -3 penalty on its Maneuvering roll.

Bomber

AP Cost: 1

The Vehicle is capable of dropping large bombs on the battlefield. When dropping a bomb, the Vehicle makes an attack against all ground forces in the target zone. The bomb has a Weapon Rating of +2.

The Vehicle may purchase this Advantage multiple times, each time increasing the bomb's Weapon Rating by another +2. In addition, it may affect one additional zone adjacent to the target zone.

Cannon

AP Cost: 1

The Vehicle is outfitted with a large cannon capable of doing tremendous damage to other Vehicles. When making an attack with this cannon, roll the Vehicle's Weapons Ability. The cannon has a Weapon Rating equal to the Vehicle's Size +4.

The Vehicle may purchase this Advantage multiple times, each time increasing the cannon's Weapon Rating by another +2.

Electronic Warfare Suite (EWS)

AP Cost: 1

The systems aboard the Vehicle have been upgraded to feature the latest intrusion hardware and software available. The Vehicle is capable of making electronic attacks against the systems of enemies within sensor range.

The Vehicle may purchase this Advantage multiple times, each time it gains an additional +2 bonus on system attack rolls.

Indirect Fire Capability

AP Cost: 1

The weapons used by the Vehicle need not have a direct line of sight to their target. The weapons can be fired into the air and arced to hit their target. However, this requires someone or something to provide the Vehicle



with the location of the target, such as another Vehicle with the Target Designator Advantage.

When making indirect attacks, the Vehicle suffers a -2 penalty on the attack roll. However, its weapon's range is increased by five times.

Melee Weapon

AP Cost: 1

The Vehicle, probably a walker, is outfitted with a melee weapon attached to a limb capable of wielding it. It could be a massive axe or sword, or maybe a giant chainsaw. Regardless of its actual form, the Vehicle attacks using its Maneuverability and the weapon has a Weapon Rating equal to the Vehicle's Size + 2.

It may only use its melee weapon to attack Vehicles in the same zone.

The Vehicle may purchase this Advantage multiple times, each time increasing the melee weapon's Weapon Rating by another +2.

Mine Dispenser

AP Cost: 1

The Vehicle may deploy mines as it moves through a zone, placing the *Mined(P)* Aspect on that zone. This Aspect can later be invoked (or compelled!) when a Vehicle enters that zone to subject it to an attack from the mines.

This attack is resolved as a simple dice roll with a +3 bonus. The mines have a Weapon Rating of +6.

Missile Bay

AP Cost: 1

The Vehicle is outfitted with a missile launcher and a small number of missiles. This may take the form of a single large missile or torpedo, or a swarm of smaller missiles.

Once per scene the Vehicle may attack with its missiles. Additional attacks cost a Fate Point. When making a missile attack, roll the Vehicle's Weapons Ability. The missiles home in on their target, granting a +2 bonus to the attack roll and adding +2 to the Vehicle's effective weapon range. The missiles also have a Weapon Rating equal to the Vehicle's Size +5.

The Vehicle may purchase this Advantage multiple times, each time increasing the missile's Weapon Rating by another +2.

Reinforced Prow

AP Cost: 1

The front of the Vehicle is reinforced for ramming other Vehicles. When initiating a ram, the Vehicle gains a +2 on any attack and defense rolls.

Weapon Battery

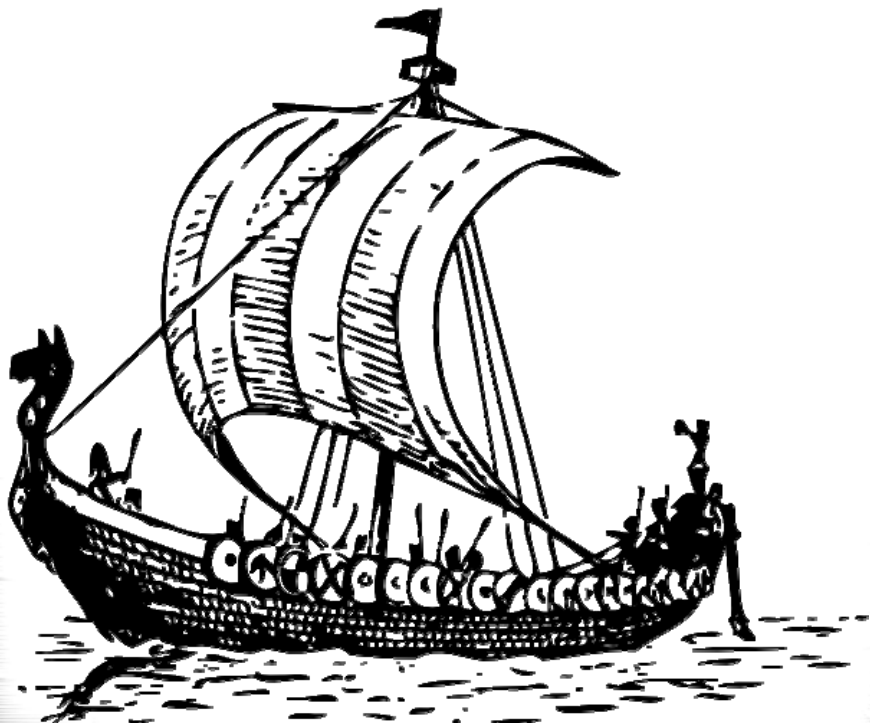
AP Cost: 1

By itself, this Advantage does nothing. You must also select Cannon, Auto-Cannon, or Missile Bay.

Instead of having a single weapon of that type, the Vehicle has several. This allows the Vehicle to spend a Fate Point to either focus all of its attacks on a single enemy or split its fire among all the enemies in a zone.

When attacking a single enemy with all the weapons in its battery, the Vehicle gains a +2 bonus to the attack roll and the weapon's Weapon Rating is increased by an additional +2.

Alternatively, the Vehicle can target a zone and make an attack roll against every enemy in that zone. This is resolved as a normal attack with that weapon against each target.



Sample Vehicles

Boat, Speed

Cost: 6 TL: 4
Size: 2 Refresh: 2

Vehicle Aspects

- + Stock Speed Boat
- + Upper Middle Class Status Symbol
- + Easy to Transport

Crew	0
Structure	2
Speed	3
Weapons	0
Maneuverability	2
Sensors	0
Systems	1

Structural Stress	5
System Stress	4
Crew Stress	N

Specialty Aspects

- + “It ain’t got brakes!”
(Maneuverability)
- + Lots of Power, Low Weight
(Maneuverability)
- + “You gotta know how to drive it
to get the best out of it.”
(Maneuverability)

Notable Advantages:

- **Waterborne, Floating** – The Vehicle floats atop the water.
- **Enhanced Crew Safety Systems** – Reduce stress to passengers by 1.
- **Social Appeal** – Vehicle has the Slick Ride Aspect

Boat, Commercial Fishing

Cost: 6 TL: 3
Size: 3 Refresh: 2

Vehicle Aspects

- + Big Commercial Fishing Boat
- + “This is my job, and my home.”
- + Built for Work, Not for Comfort

Crew	2
Structure	3
Speed	2
Weapons	0
Maneuverability	2
Sensors	0
Systems	1

Structural Stress	5
System Stress	3
Crew Stress	5

Specialty Aspects

- + “It ain’t got bakes!”
(Maneuverability)
- + Big and Heavy (Maneuverability)
- + Rigged for Fishing (Systems)

Notable Advantages:

- **Waterborne, Floating** – The Vehicle floats atop the water.
- **Cargo Hold** – Has a space to carry cargo.
- **Crew Quarters** – Can provide a place to live for the crew.

Car, Four Door Sedan

Cost: 5 TL: 4
Size: 2 Refresh: 2

Vehicle Aspects

- + Family Car
- + Safe and Simple
- + Boring, but Sensible

Crew	0
Structure	3
Speed	2
Weapons	0
Maneuverability	2
Sensors	0
Systems	2

Structural Stress	5
System Stress	4
Crew Stress	N

Specialty Aspects

- + Roomy and Comfortable (Systems)
- + Slow on the Take Off (Speed)
- + Easy to Repair (Structure)

Notable Advantages:

- **Wheeled** – Vehicle moves on four wheels.
- **Enhanced Crew Safety Systems** – Reduce stress to passengers by 1.
- **Stock Standard** – Reduce cost by 1, gains the *Unremarkable* Aspect.

Car, High-End Sports

Cost: 7 TL: 4
Size: 2 Refresh: 2

Vehicle Aspects

- + High End Luxury Sports Car
- + Upper Class Status Symbol
- + Draws the Attention of Law Enforcement

Crew	0
Structure	3
Speed	3
Weapons	0
Maneuverability	2
Sensors	0
Systems	2

Structural Stress	5
System Stress	4
Crew Stress	N

Specialty Aspects

- + High-Tech Traction Control (Maneuverability)
- + Cramped Back Seats (Crew)
- + Crappy MPG (Systems)

Notable Advantages:

- **Wheeled** – Vehicle moves on four wheels.
- **Enhanced Crew Safety Systems** – Reduce stress to passengers by 1.
- **Upgraded** – Adds 1 additional Ability rank.
- **Social Appeal** – Vehicle has the *Slick Ride* Aspect

Mech, Heavy Assault

Cost: 17 **TL:** 5
Size: 3 **Refresh:** 3

Vehicle Aspects

- + Heavy Assault Mech
- + All-Terrain War Machine
- + Intimidation on Two Legs

Crew	0
Structure	4
Speed	2
Weapons	4
Maneuverability	2
Sensors	1
Systems	2

Structural Stress	7
System Stress	6
Crew Stress	N

Specialty Aspects

- + Cutting Edge Particle Projection Cannons (Weapons)
- + A Little Top Heavy (Maneuverability)
- + Known for its Reliability (Systems)

Notable Advantages:

- **Armored** – Armor Rating : +4
- **Reinforced Structure** – 2 additional structural stress boxes
- **Walker, Bipedal** – Gains *Biped* Aspect
- **Cannon** – Total Attack Modifier: +3, WR: +10, Range: 3
- **Missile Bay** – Costs 1 FP, Total Attack Modifier: +5, WR: +9, Range: 5
- **Indirect Fire Capability** – Can fire at targets “painted” by allies. -2 penalty on attack.
- **Missile Battery** – Spend FP to gain +2 to attack roll and Weapon rating, or attack every enemy in zone.
- **Electronic Warfare Suite** – Allows for system attacks.
- **Anti-Personnel Weapons** – Can target individuals in Personal Scale Conflict.
- **Upgraded (x3)** – Adds 3 additional Ability ranks.

Motorcycle

Cost: 4 **TL:** 4
Size: 1 **Refresh:** 2

Vehicle Aspects

- + Two-Wheeled Personal Vehicle
- + The Rebel's Choice
- + Fits in Places a Car Can't Go

Crew	0
Structure	1
Speed	3
Weapons	0
Maneuverability	3
Sensors	0
Systems	0

Structural Stress	2
System Stress	1
Crew Stress	N

Specialty Aspects

- + Lots of Power, Low Weight (Maneuverability)
- + Dangerous and Unstable (Structure)
- + Better Acceleration than the Average Car (Speed)

Notable Advantages:

- **Two Wheeled** – Two Wheeled
- **Stock Standard** – Reduce cost by 1, gains the *Unremarkable* Aspect.



Police Helicopter

Cost: 8 **TL:** 4
Size: 2 **Refresh:** 2

Vehicle Aspects

- + *Standard Four-Seater Helicopter*
- + *Standard Police Upgrades and Decals*
- + *Eye in the Sky*

Crew	0
Structure	2
Speed	3
Weapons	0
Maneuverability	2
Sensors	2
Systems	2

Structural Stress	4
System Stress	4
Crew Stress	N

Specialty Aspects

- + *"The rotor goes and we're a flying brick." (Structure)*
 - + *Slow Acceleration (Speed)*
 - + *Radar and Police Radio Equipment (Systems)*
-

Notable Advantages:

- **Atmospheric Flight** – The craft can fly as long as there is enough air to provide lift.
- **VTOL** – The craft can take off and land without a runway.
- **Upgraded (x2)** – Adds 2 additional Ability ranks.

Prop-Plane

Cost: 8 **TL:** 4
Size: 2 **Refresh:** 2

Vehicle Aspects

- + *Standard Four-Seater Prop-Plane*
- + *Compact and Light*
- + *Any Airport, No Matter How Small*

Crew	0
Structure	1
Speed	4
Weapons	0
Maneuverability	2
Sensors	2
Systems	2

Structural Stress	3
System Stress	4
Crew Stress	N

Specialty Aspects

- + *Slow and Clumsy on the Ground (Maneuverability)*
 - + *Paper Thin Outer Skin (Structure)*
 - + *Standardized Radio Equipment (Systems)*
-

Notable Advantages:

- **Atmospheric Flight** – The craft can fly as long as there is enough air to provide lift.
- **Wheeled** - Vehicle can move on three wheels.
- **Transitional** – Vehicle can switch between Wheeled and Atmospheric Flight
- **Upgraded** – Adds 1 additional Ability rank.

Star Ship, Interceptor

Cost: 14 **TL:** 5
Size: 2 **Refresh:** 2

Vehicle Aspects

- + One Person Fighter Craft
- + Short Range Spacecraft
- + Works Well with Other Interceptors

Crew	0
Structure	2
Speed	3
Weapons	2
Maneuverability	3
Sensors	2
Systems	2

Structural Stress	4
System Stress	4
Crew Stress	N

Specialty Aspects

- + Rail Cannons with High Density Rounds (Weapons)
- + Redundant Environmental and Safety Systems (Systems)
- + Turns/Inverts on a Dime (Maneuverability)

Notable Advantages:

- **Space Flight** – The craft is capable of flying through space.
- **Armored** – Vehicle gains an Armor rating of 2.
- **Intuitive Interface** – Moving the Vehicle does not count as a Supplemental Action when performing other tasks.
- **Onboard Computers** – Has onboard Rank 2 computer system.
- **Network Connectivity Suite** – Wirelessly connects to local networks.
- **Auto-Cannon** – Weapon Rating: 4, can spend a FP to attack every enemy in a zone, but the cannon's WR is not added.
- **Upgraded (x4)** – Adds 4 additional Ability ranks.

Star Ship, Light Freighter

Cost: 16 **TL:** 5
Size: 3 **Refresh:** 3

Vehicle Aspects

- + Small Cargo Transport Craft
- + Long Range Spacecraft
- + "This is my home."

Crew	2
Structure	4
Speed	2
Weapons	1
Maneuverability	1
Sensors	2
Systems	3

Structural Stress	7
System Stress	6
Crew Stress	5

Specialty Aspects

- + Extra Reliable Cargo Containment and Shielding (Structure)
- + Redundant Environmental and Safety Systems (Systems)
- + Slow and Clumsy (Maneuverability)

Notable Advantages:

- **Space Flight** – The craft is capable of flying through space.
- **Armored** – Vehicle gains an Armor rating of 2.
- **Onboard Computers** – Has onboard Rank 2 computer system.
- **Crew Quarter** – The ship provides living space for its crew.
- **Network Connectivity Suite** – Wirelessly connects to local networks.
- **Cargo Hold** – A Vehicle can usually carry two items of a Size category one smaller than itself.
- **Upgraded (x3)** – Adds 3 additional Ability ranks.



Chapter 10

Organizations

This Chapter and the Fate Fractal

The concept that has come to be known as the “Fate Fractal” is thus; everything can be created using the same (or very similar) processes as creating a character. This also means that conflict involving things created in this manner can be resolved in a similar way.

As with the vehicles in Chapter 9, in this chapter we will be applying this concept to create groups of individuals that behave, according to the game rules, similarly to a single character.

If there is something in these chapters that have you confused, remember to try to think of these groups of people and vehicles like a single character. Often what works for one will work for the other.



What is an Organization?

An Organization is a group of several individuals who act to further the same goals. This might be the local police, a corporation, an army, a town, a city or even an empire. It consists of both the people who make it up and its physical presence in the form of land, buildings and other assets.

Actions taken by the Organization as a whole are generally dealt with on the Campaign Scale.

Steps of Organization Creation

1. Think about your Organization’s concept and pick out a cool name for it.
2. Determine the Organization’s Influence Level
3. Select five Organization Aspects.
4. Purchase the Organization’s Abilities.
5. Select a number of Asset Aspects equal to its Influence +2



Influence	FP Refresh	Abilities (Max)	Sample Membership
0	--	--	Individual Character
1	--	--	A Unit, ranging from 4 to 12 individuals
2	3	18 (3)	A small local company, large club, town-wide cult or minor noble house
3	3	20 (4)	A small national company, influential noble house, small town
4	4	22 (5)	A national club or regional organized religion
5	4	25 (6)	A national corporation, world-spanning cult, port city
6	4	28 (7)	A national capital or large international conglomerate
7	5	31 (8)	A multi-continent spanning empire, or multi-world corporation
8	5	35 (9)	A world government, or system spanning mega-corporation
9	5	39 (10)	A multi-system spanning empire or mega-corporation
10	6	45 (11)	A galaxy-spanning empire

Step #1: The Organization's Concept

Just like with a character, the first step in creating an Organization is to sit down and think of a solid concept. And as with a character, this will depend largely on the setting you are going to be playing in and the genre(s) you're taking inspiration from.

In a fantasy game, you might have knightly orders, secret cabals of witches, merchant guilds, small towns, trading hubs, or the like. While a lack of mass communication tends to result in smaller non-governmental Organizations, it's certainly possible to have continent spanning empires.

In a sci-fi or modern game, your Organizations might be the local police, a street gang, an organized criminal syndicate, a corrupt corporation, a global government or a system spanning empire.



Step #2: Influence

An Organization's Influence fills a bit of the same role in creating Organizations as the Campaign Power Level fills in creating individual characters. It establishes a baseline for the Abilities, Aspects, and Advantages the Organization has. In addition, the Organization's Influence is also used to determine the number of people involved with the Organization. See the table above for more.

Also, in the case of an individual attempting to take on an Organization, the individual is considered to have an Influence of 0. Units, which we will cover later in Chapter 11, have an Influence of 1.



Step #3: Determine Organization Aspects

Organization Aspects serve the same role for Organizations that Character Aspects serve for characters, they define what the Organization is, what it does, and where its influence lies.

As with characters, one Organizational Aspect is a Defining Aspect which is used to define what type of Organization it is. The other Organizational Aspects tend to answer other questions about the Organization.

Sample Organization Defining Aspects

- ✦ *Multinational Banking Conglomerate*
- ✦ *The Small Town of Willowbrook*
- ✦ *High-End Electronics Developer*
- ✦ *The Heart of the Black Market*



The Organization Aspect Alphabet

Like the Character Aspect Alphabet, this can be a useful guideline when trying to come up with Aspect for your Organizations.

“A” is for Attitude

How does the Organization behave, or what is its central emotional theme? Such Aspects could include *“We’ll take this market by any means necessary!”*, *The Citizens Dream of a Better Tomorrow*, *“This place is rotten to the core.”*

“B” is for Background

Where did the Organization come from, how or why was it formed? Aspects that answer that question include *Grew Up Around an Old Silver Mine*, *Born from the Ashes of Terra Inc and Apollo Systems*, *Founded in Response to the Growing Vampire Population*

“C” is for Core Purpose

What does the Organization do? If it is a company, what does it manufacture? If it is a local gang, how does it make its money? If it’s a government, how does it govern? If it’s a city, what is its primary trade? Such Aspects could include *Theocratic Rule Under the Church of the One*, *Monthly Heroine Shipment from South America*, *Largest Producer of Corn in the Mid-West*.

“D” is for Danger

Organizations face dangers, both from other Organizations or from things less direct such as natural disasters or geographic concerns. Some sample dangers might be; *“This town was built over a portal to hell!”*, *Won’t Rest Until Microcorp is Bankrupt*, *The Whole Company is Riddled with Spies*.

Step #4: Purchase Organization's Abilities and Determine Stress Tracks

Like a character, an Organization has a series of Abilities it uses to perform tasks. Some are similar to character Abilities, while some differ significantly.

Physical Abilities:

Logistics – the Organization's capacity to move physical resources, such as troops, supplies, or products.

Perception – the eyes and ears of the group, how connected members are or how affective the Organization's spies are.

Security – this measures how capable the Organization is at dealing with physical confrontations, the higher the Security, the better trained and outfitted its security, military or independent enforcers. Adds to Physical Stress Track.

Mental Abilities:

Craft – efficiency in production, covering both quantity and quality

Knowledge – what the Organization knows, patents it owns, industrial secrets, highly educated members, etc.

Morale – the Organization's mental stability, as well as the determination of its leadership to get the job done. Adds to Mental Stress Track.

Social Abilities:

Relations – understanding and manipulating public opinion in a manner that portrays the Organization in a positive light, be it through actual good deeds or propaganda. Adds to Social Stress Track.

Connections – the Organization's important contacts, allies, and general Ability to call on others for aid.

Resources – venture capital, cold hard cash, property, wealthy backers, weapons, etc.



Determine the Organization's Stress Tracks

An Organization's stress boxes represent the measure of its capacity to absorb or shrug off physical, mental or social stress.

The number of stress boxes an Organization has associated with each type of Consequence is determined with the following formula:

Influence + Security/Morale/Relations = Number of Stress Boxes per Type (Minimum 1)

Unlike individual characters, Organizations always get the full array of Consequences (Minor, Major, Severe(P), Extreme(P) and Defeated(P)).



Step #5: Determine the Organization's Asset Aspects

An Organization starts with a number of Asset Aspects equal to its Influence +2.

Asset Aspects are Aspects that represent the capabilities of certain members, property, or sub-groups within the Organization as well as special activities, relationships or social standings within the world. These serve much the same roll as Specialty Aspects for individuals and are usually associated with an Ability the Asset tends to compliment. However, should that object, property or member of the Organization be eliminated in some way, the Organization' no longer has that Asset Aspect.

For example, an Organization might invoke its *Assassin Squad* for a bonus in combat because of their advanced combat training, or they could be invoked for Maneuvers that set up Aspects like "*The Mayor of Willowbrook is Dead!*"

These are the types of larger scale Aspects that might show up in Organizational conflict.

Sample Asset Aspects

- ✚ *Shadow Company, Spy Unit* (Perception)
- ✚ *Badger, Troop Carrier* (Logistics)
- ✚ *Blackmailing Several Local Reporters* (Relations)
- ✚ *Ballistae on the Walls* (Security)
- ✚ *Dr. Jacob Lawson, Occult Investigator* (Knowledge)
- ✚ *Ties to the City's Elite* (Connections)

Sample Organizational Consequences

Minor

- Shipping Delay (Physical)
- Delay in Communications (Mental)
- Lost a Few Customers (Social)

Major

- Cut Off From Important Unit (Physical)
- Sinking Morale (Mental)
- Associated with Scandal (Social)

Severe(P)

- The Gates Have Been Breached (Physical)
- Mass Mutiny (Mental)
- Focus of Public Outrage (Social)

Extreme(P)

- Crippled Weapons Production (Physical)
- Civil War (Mental)
- Competitors Dominate the Market (Social)

Defeated(P)

- Leadership Has Been Wiped Out (Physical)
- "We all QUIT!" (Mental)
- Company Dissolved by the Government (Social)

Membership Advantage

Membership Advantages are an optional set of Advantages that any member of an Organization can access. To become a member of an Organization you simply need to have either a Character or Specialty Aspect that declares it. The Aspect might say you are a citizen of that town or a card carrying member of that group.

When creating the Organization, you may select a single Membership Advantage for it. These Membership Advantages are the same as the Expert Advantages found on pg. 96, but apply to the Organization's members instead of the Organization itself.

A member of an Organization can spend a FP and invoke the Aspect that declares their membership to gain access to their Organization's Membership Advantage for the duration of the scene.

For example, let's say you have an Aspect called *Black Asp Sergeant*. The Black Asps are a mercenary Organization that has the Membership Advantage Firing Discipline.

During a conflict, you can spend a FP to invoke your *Black Asp Sergeant* Aspect to gain the Firing Discipline Advantage for the duration of the scene; as if you had purchased it for yourself with your own Advantage Points.

Organizational Consequences & Sacrificing Assets

Like an individual character, when an Organization takes a Consequence, it suffers some ill effect relative to the type of attack it suffered.

Alternatively however, if the attack is severe enough to cause a Consequence and overflow into the next set of stress boxes, the Organization may instead sacrifice one of its Asset Aspects. Doing this removes that Asset Aspect from the Organization, but it also stops the stress from overflowing beyond the first Consequence.

Generally the Asset Aspect that is removed is up to the player controlling the Organization, but if you are using the Called Shot rule (pg. 209), the attacker may select which Asset Aspect was taken out if he generates Spin on the attack roll.

Healing Organizational Consequences

Consequences heal the same way for Organizations as they do for individual characters (see pg. 237), but at a slower rate.

Minor – Downgrades to no Consequence in 1 Day for Physical & Mental. For Social, it downgrades in 1 Month, no roll required

Major – Downgrades to Minor, or just clears, in 1 Week for Physical & Mental. For Social, it downgrades in 3 Months, Diff: 2

Severe(P) – Downgrades to Major in 1 Month for Physical & Mental. For Social, it downgrades in 1 Year, Diff: 4

Extreme(P) – Downgrades to Severe in 3 Months for Physical & Mental. For Social, it downgrades in 3 Years, Diff: 6

Defeated(P) – Downgrades to Minor in 1 Year for Physical & Mental. For Social, it downgrades in a Decade, Diff: 8 – Assuming it can be recovered from at all.

Restoring Assets

To replace a sacrificed Asset Aspect, each week the Organization may roll an Ability against a difficulty of 3 to replace it.

The Ability rolled depends largely on the type of Asset that is being replaced. For example, replacing its best scientist would require a Knowledge roll, while replacing a crack commando squad would require a Security roll.



Improving the Organization

Like characters, it's possible to sink experience points into an Organization to make it grow.

This is done in two ways:

1. Characters may grant their XPs to the Organization. For every XP donated to the Organization by a PC, the Organization gains 2 XP.
2. Completion of missions. Every time the PCs complete a mission that would aid the Organization, the GM determines how many XPs the mission was worth. A simple mission with little benefit to the Organization is usually only worth 1 XP. While a major victory, such as blowing up the Organization's primary competition's main base, might be worth 10XP.



The leader(s) of the Organization can spend experience points to improve the Organization in the following ways:

Improve Ability

The Organization can spend its XP to increase its Abilities. It costs 10 XP to increase an Ability by one rank. Note that players running an Organization should seek the GM's permission for increasing any Ability over the maximum starting limit established by its Influence (pg. 382).

Swap Abilities

The Organization may swap the rating in any two Abilities that are within one rank of each other. This costs 2 XPs. For example, if the Organization has Logistics 3 and Perception 2, it may swap them to Logistics 2 and Perception 3.

Organization Aspect

A new Organization Aspect costs 10 XPs. The Organization may never have more than 7 Organization Aspects.

Asset Aspect

A new Asset Aspect costs 5 XPs. The maximum number of Asset Aspects an Organization may have is equal to its Influence Rating +4.

Swap Aspect

The Organization may remove a Organization or Asset Aspect and replace it with a new one for 1 XP.

Change Membership Advantage

The Organization can change the Membership Advantage it offers by spending 2 XP.

Increase Influence

It costs 20 XPs to increase the Organization's Influence by 1. However, the Organization may not spend XPs in this manner if it does not have enough members or actual impact on the world to justify the increase.

Increase Refresh Rate

It costs 15 XPs to increase the Organization's Refresh rate by 1.

Collaborative Organization Creation

To help the players further invest in the setting, the GM should consider letting them help fill in the details regarding the groups of people they interact with and places they go.

This section offers a set of guidelines for groups who want to open up these parts of the setting to player invention and interpretation. Though while the Aspect a player comes up with could be very interesting, it could interfere with the GMs plot for the campaign. So, as always, the GM always has veto rights.

This system assumes one GM and three players. Some groups may vary from that however, so feel free to make adjustments as needed should this be the case.

The GM sets the Organization's Influence Level, and all other factors are determines as described below.

Aspects

To determine what Aspects the Organization has, the group needs to first determine its Defining Aspect. This Aspect should be resolved through discussion among the players and GM until it can be decided upon.

Once the Defining Aspect has been chosen, you need to select four additional Organizational Aspects. Write down "Attitude", "Background", "Core Purpose" and "Danger" on small bits of paper and let the players choose them out of a hat. But really, any random method of choosing is fine.

Once each player has randomly selected a type of Aspect, have him or her define what that Aspect is. Each player gets one veto, which when used, forces a change in the Aspect chosen. Of course, the GM may veto any Aspect he feels doesn't reflect the setting appropriately or makes it difficult for the Organization to fit into the story.

If you have more than four players you'll need to decide on a fair way to determine who gets to define the an Aspect. Though generally if a player has a character with an Aspect that ties him to the Organization in some way, he should always get some say in its creation.

If you have fewer than four players, the GM may step in and define one of the Aspects, or a player with an Aspect related to the Organization could get more than one. And of course, if you have two players you could just let them both have two Aspects to define.

Now let each player select an Ability and define an Asset Aspect associated with it. Again, handle any extra Aspects the way you handled extra Organizational Aspects. Or if you have player who didn't get to define an Organizational Aspect, you should make sure they get an Asset Aspect.

Abilities

Divide the number of Ability ranks the Organization gets evenly among your players. Any leftover Ability points go the to the GM or to players who have an Aspect relating to the Organization. Any players who, for whatever reason, didn't get to define an Aspect should get more Ability ranks to allocate.

The players may now allocate their Ability ranks to the Organization's Abilities as they like, keeping in mind the maximum rank a single Ability can have for an Organization of that Influence Level.



Sample Organizations

The Chosen of the Ebon Monolith

The Chosen are a twisted cult of demon worshippers who can draw magical power from the demon imprisoned within each of them.

Organization Aspects:

Influence: 3, Refresh: 3

- *Hidden Cult of Demon Possessed Warlocks*
- *Obey the Demon, Reap the Rewards*
- *An Ancient Order of Monks possessed and Driven Mad*
- *Bringers of Chaos and Hell*
- *Hunted Relentlessly by the Church*

Physical		Mental		Social	
Logistics:	2	Craft:	1	Connections:	2
Perception:	2	Knowledge:	3	Relations:	0
Security:	4	Morale:	4	Resources:	2
Stress Track:	7	Stress Track:	7	Stress Track:	3

Asset Aspects:

- *Secrecy (Relations)* – The majority of people have never heard of the Chosen and don't know how to fight them.
- *Web of Deceit (Connections)* – The Chosen come from all walks of life, many of which are high ranking officials.
- *The Hell Knights (Security)* – The Chosen can call upon elite Hell Knights to hunt down their enemies and work as enforcers for the Organization.
- *Fanatical Devotion (Morale)* – Members of this Organization are fanatically loyal, seeing the high ranking members as minor gods and fearing their terrible retribution.
- *The Ebon Monolith (Resources)* – The secret temple and fortress that serves as the base of operations for the Chosen.



The City of Brightspring

Brightspring is a moderately sized city built predominantly of granite and defended by thick walls. It is well known for its lavish mausoleums and for being a bastion of Imperial influence in the region.

Most of its revenue comes from trade and taxes, which is aided by the fact that it is built upon a lay line and gets regular visits from members of the High Order of Arcanis.

Organization Aspects: **Influence: 5, Refresh: 4**

- *A Center of Trade and Imperial Power*
- *“Obey the laws, and you shall remain safe and protected.”*
- *Grew from a Small Town into a Bustling Center of Trade*
- *Center of Law and Order in the Region*
- *Malevolent Factions Lurk in the Shadowed Alleys*

Physical		Mental		Social	
Logistics:	2	Craft:	2	Connections:	2
Perception:	2	Knowledge:	3	Relations:	3
Security:	4	Morale:	3	Resources:	4
Stress Track:	9	Stress Track:	8	Stress Track:	8

Asset Aspects:

- *Imperial Guard (Security)* – The Imperial military defends the city and acts as its law enforcement.
- *Prisoners in their Homes (Morale)* – The constant presence of overly zealous law enforcement keeps people in line, but also limits their personal freedoms.
- *Alliance with the High Order of Arcanis (Connections)* – Because a ley line runs through the city, a number of wizards of the Order pass through regularly. The city tries to maintain a good relationship with the wizards and encourages the exchange of favors between the city and the Order’s members.
- *“There is a tax on that.” (Resources)* – The city makes the majority of its money by taxing the merchants who sell within its walls. The tax is higher than in most places, but the merchants pay it because they usually see high sales here.
- *Lord Jonna Endar (Relations)* – The local Lord of Brightspring is a villain to most of the city folk and to the people of neighboring regions. They believe that he has sold his people out to the merchants, the Empire, and the Order in exchange for personal power, money and favors.
- *Brightspring Bank (Resources)* – The Brightspring Bank is a large, heavily fortified, building that houses the majority of the wealth in this region. The bank also holds a lot of influence among the nobility.
- *Father Ulik’s Flock (Morale)* – The local temple of the Host, led by Father Ulik, is a common place of worship and source of hope to the people of Brightspring.

Talos Systems

Talos Systems began as several different companies that eventually merged into one mega-corp during the Corp Insurrection Wars of 2097. It now provides software, hardware, weapons, ships and biotech to all of the Sol system and the majority of the colonies in the Alpha Centauri system.

Organization Aspects:

- Multi-World Spanning Mega-Corporation
- “The company can provide you with everything you need.”*
- Formed During the Corp Insurrection Wars
- Expansion, Colonization and Monopolistic Domination
- “We will not give Alpha Centauri to the Orion Group without a fight!”*

Influence: 7, Refresh: 5

Physical		Mental		Social	
Logistics:	4	Craft:	4	Connections:	2
Perception:	3	Knowledge:	3	Relations:	4
Security:	4	Morale:	2	Resources:	5
Stress Track:	11	Stress Track:	9	Stress Track:	11

Asset Aspects:

- Private Jump Gate Network (Logistics) – Talos Systems owns and operates its own network of jump gates: one on Luna, one on Mars, and one on the *Segunda Casa* space station in orbit around Centauri 3.
- Demetrius Crawly (Relations) – Recently elected CEO of the company, he is smart, creative, and gives new hope for many who have lost faith in the company.
- Critical Patents in Hybrid-Morph Production (Craft) – Hybrid-Morph production has been a strong field for Talos for several decades. They hold a number of patents that allow them to integrate a sub-dermal structure designed for modular augmentations.
- “Serial Number Rt-983! You’re on the fast track for promotion!”* (Morale) – The corporate structure of Talos tends to pay well and promote quickly as the company expands, but it is also very impersonal.
- Dr. Ramon Camberg (Knowledge) – Dr Camberg is one of the best physicists in all of occupied space. He is responsible for many of Talos’ recent successes.
- Partnership with Nova Swift Transports (Relations) – Talos has a very good working relationship with Nova Swift. Talos provides equipment to Nova Swift in exchange for cheap transport of goods and materials.
- Talos Rapid Response Units (Security) – Talos employees a specially trained unit of rapid response soldiers. These soldiers spend a lot of time as infomorphs awaiting download to pre-prepared high-end hybrid-morphs. They can usually be uploaded to a facility in another system, downloaded, briefed and deployed in less than an hour.
- Intervention (Security) – The *Intervention* is a massive Leviathan Class star ship owned and operated by Talos as a security measure. It has a reputation for being heavily armed and nigh indestructible.
- The Rat’s Nest (Perception) – This is a small group of employees who are tasked with reporting on the activities of fellow employees and sometimes gathering information about the competition.

Chapter 11

Units and Large Scale Conflict

What is Large Scale Conflict?

Large scale conflict is used to allow players and the GM play out events that are generally a lot more “epic” than typical Personal Scale conflicts.

For example, Duke Sunsplitter is a young farmer on a distant planet. In time he is approached by a powerful sorcerer who tells him that he has the potential to wield great power, and that he must help the budding rebellion overthrow the evil king.

Duke and the sorcerer eventually hook up with some like-minded miscreants and engage in a number of Personal Scale conflicts on their way to rescue Princess Marla, the daughter of the evil king and now leader of the rebellion.

As thanks, she conscripts Duke and pals as officers in her growing rebel force. They are given their own retinue of soldiers and lead them on a number of Skirmish Scale assaults against her evil father’s army.

As time passes and Duke proves himself a capable general, he is eventually given control of the entire army. Now he plans the assaults, manages the rebellion’s resources, and generally leads the way in Campaign Scale conflicts between the rebellion and the king’s forces.

This chapter provides you with the tools to change the scope of your campaign, “zooming in” to focus on the events of a select few or “zooming out” to see how their decisions impact thousands.



Skirmish and Campaign Scale

Up until now, most of this book has dealt with conflicts that take place on the Personal Scale. This chapter deals with resolving conflicts at a higher level, whether by directing the actions of Units and Vehicles on a battlefield, or the Organizations that back them from a local, national, global, or even intergalactic viewpoint. See pg. 287 for more on Scales.



What is a Unit?

A Unit is a group of characters (or one or more vehicles) that function as a single character (or vehicle) in a Skirmish Scale conflict.

Steps of Unit Creation

1. Determine the characters (PCs or NPCs) that make up the Unit.
2. Determine the Unit's Refresh Rate.
3. Determine the Unit's Defining Aspect.
4. Determine the Unit's Size and Abilities.
5. Determine the Unit's Roster Aspects.
6. Determine the Unit's Stress Tracks.



Step #1: The Characters that make up the Unit

The general effectiveness of a Unit is determined by the number and general power level of the characters that make it up.

When you build a Unit, you need to get a clear idea of what kind of characters it is comprised of and what their capabilities are.

Also, while some Units are comprised of several different characters, it is possible that all the characters involved may share the same basic stats such as a swarm of giant insects or an angry mob. In such cases, the GM generally won't care about how one member of the Unit differs from another.



Step #2: Determine the Unit's Refresh Rate

The Unit's Refresh Rate is determined by finding the average Refresh Rate of all the characters in the Unit (round up) and adding an additional bonus equal to the Unit's Size.



Step #3: Determine the Unit's Defining Aspect

A Unit gets a Defining Aspect. This Aspect fills the same role as a single character's Defining Character Aspect. This Aspect tells you what the Unit is, or what it does.

Sample Unit Defining Aspects

- + Marine Infantry Unit
- + Swarm of Zombies
- + Contingent of Archers
- + Goblin Hunting Party
- + Cloud of Locusts



Step #4: Determine the Unit's Size and Abilities

A Unit only has 3 Abilities. These are determined by the Abilities of its members and the Size of the Unit. To determine a Unit's Size and Abilities, follow these steps:

1. The Size of the Unit generally informs you of the number of individuals in that Unit. So a group of 4-6 humans would generally be about Size 1, while a band of elephant riders might be Size 4. If the Unit is a group of characters acting on their own accord, the Size is generally determined by the GM. So while a group of 4 humans would make up a Unit with a Size of 1, you could also have a single Unit made up of 16 humans, which would be Size 2, or a Size 4 horde of around 256 human zombies. But, the GM could break them down into smaller Units or re-combine them as needed. See pg. 289 for more on Sizes.
2. For each member of the Unit, determine the highest Ability rating for that character in each category (Physical, Mental and Social).
3. The Unit has three simple Abilities called "Physical", "Mental" and "Social", and they have a rating equal to the highest rating in the group plus twice the difference between the Size of the largest member of the Unit and the Size of the Unit as a whole.

So if the highest Physical Ability of all the characters in the Unit is 3, and the largest creature in the group has a Size of 0, and the Unit has a Size of 1, then the Unit has a Physical Ability rating of 5. Or, if the highest Mental Ability of all the characters in the Unit is 2, and the largest creature in the group has a Size of -1, and the Unit has a Size of 0, then the Unit has a Mental Ability rating of 4.

Physical

This Ability represents the Unit's general capacity to perform physical actions. This includes everything from moving objects to marching for a long period of time to using weapons and attack Powers.

Mental

As with Physical, Mental covers all Mental actions. This is the general brain power of the collective group, and their general problem solving ability, as well as their will to go on.

Social

This is the general social standing and social "might" of the unit as a whole. The way people react to the Unit and how they get around in populated areas depends on their Social Ability.

Step #5: Determine the Unit's Roster Aspects

A Unit gets a number of Roster Aspects equal to its Physical Ability. These Aspects represent the most influential members of the group or a number of small groups in the case of insect swarms or the like.

For example, a Unit with Physical 4, comprised of a Wizard and his bodyguards, would have a Specialty Aspect for the wizard himself and three more for his guards. If one of the guards is different, he might provide his own unique Specialty Aspect. If they are statistically identical, you can give them all the same Specialty Aspect multiple times, and the Unit will simply have multiple Aspects that are the same.

So, the Unit consisting of the wizard and his six bodyguards would have the following Aspects:

Defining Aspect: *Wizard and Bodyguards*

Specialty Aspects:

- *Raniel, the Earthscorcher*
- *Guardians of The Citadel* (x3)

A Unit consisting entirely of PCs or GMPCs has a Roster Aspect for each member, no matter how many there are.

Step #6: Determine the Unit's Stress Tracks

The number of stress boxes per Consequence on the Unit's Stress Track is equal to the Unit's relevant Ability plus the Size of the Unit. So a Unit with a Physical Ability of 5 and a Size of 2 will have 7 check boxes for each Consequence on its Physical Stress Track.

Also, like single characters, Units can be considered Extras and may not have the full complement of Consequences a Unit made of PCs or GMPCs would have. Though generally a Unit containing even a single PC will have the full set of Consequences, even if the rest of the members would become Extras in a Personal Scale conflict.



Consequences

Whenever the Unit suffers a Consequence, that means one of its members has been taken out of the fight. And that means it has lost the use of one of its Roster Aspects.

Generally the member that goes down is up to the player controlling the Unit, but if you are using the Called Shot rule (pg. 209), the attacker may select who was taken out if he generates Spin on the attack roll.



Healing Consequences

Generally a Unit can only “heal” its Consequences by restoring the wounded member to fighting condition or getting reinforcements.

To see if a member heals enough to get back in the fight, each day you may roll the Unit’s Ability related to the Stress Track the Consequence is on against a difficulty of 3. If it’s successful, the member re-joins the Unit and the Consequence is cleared.

For example, if the Unit has suffered a Consequence, the next day it may roll its Physical Ability against a difficulty of 3. If successful, the Consequence and its associated stress are cleared. And the Unit regains the use of the Roster Aspect associated with the formerly downed member.

Some Roster Aspects, such as *Medic*, can be invoked to aid this roll as long as that Roster Aspect is tied to an active member of the Unit.

Attempting to get reinforcements depends a lot on the situation and the Organization the Unit works for, if any. This is described in greater detail on pg. 407



Using Roster Aspects

Characters in a Unit may not spend their personal Fate Points. They may not invoke their own Aspects, nor can they invoke or compel others. Instead, the Unit uses its own set of Fate Points, and Roster Aspects are used instead of the individual Aspect each member has.



When Roster Aspects are invoked, that means that the Unit is taking some action that is dependent on the character the Roster Aspect is associated with.

Let’s say that, when creating our “wizard and bodyguards” Unit we determined that Raniel the Earthscorcher is a powerful pyromancer.

So when the Roster Aspect associated with



Raniel is invoked, that means that Raniel is specifically being called on to help the Unit. Any time this character is being called on specifically, a Fate Point must be spent to invoke his Roster Aspect. Otherwise he is considered to be taking actions to protect himself, supplement others and save his energy for when it's needed most. We don't bother giving attention to his specific actions.

Since invoking a Roster Aspect provides the same +2 bonus, reroll or chance to narrate an effect that it normally does, this means that Raniel is helping out in some way or doing something that only he can do.

For example, his Roster Aspect might be invoked to add a +2 bonus on an attack roll against another Unit. We can assume the bonus damage comes from Raniel's power to cast magical fire spells and generally set the battlefield a blaze. Instead of smacking people with his staff and maybe releasing a low powered bolt of fire here and there (which we assume he has been doing all along), he has decided to cut loose with his more powerful spells.

He might also be invoked to perform a Maneuver such as burning down a bridge or village, placing the *Smoldering Ruins* Aspect on them.

Or, having established what Raniel can do ahead of time, we know that he has the Teleportation Portal Power. So we can invoke his Roster Aspect for effect and declare that he has teleported himself, and his Unit, to a new location.

Invoking (or compelling!) his Roster Aspect also works the same as using any of his own personal Aspects. So if Raniel had a personal Aspect of *Despises the Undead*, the Unit might invoke his Roster Aspect to gain a bonus on attacks against undead. Just remember that, like other Aspects, a single instance of a Roster Aspect may only be invoked once per roll.

This same concept extends to more mundane benefits as well. A Unit could have a member that is a *Sniper*, *Demolitions Expert*, *Heavy Gunner*, or a *Medic*. And all of those Roster Aspects could be invoked for relevant bonuses, rerolls or declarations.

Compelling a Roster Aspect

A Roster Aspect can be compelled like any other. This means that something is happening to the Unit because of a specific member of Unit is being targeted.

For example, if Raniel the Earthscorcher is an outlaw, his Roster Aspect might be compelled to make things more difficult when his Unit tries to negotiate for aid from the local village.

Vehicular Units

Generally, in a Skirmish Scale Conflict, a single Vehicle serves as a Unit. However, there may be times when you wish to treat a group of vehicles travelling and fighting in formation as a single Unit.

To do this, reference the rules above regarding creating Units out of groups of individuals. Most of those rules are the same for creating Units out of groups of Vehicles, but with the following exceptions:

Size and Abilities

To determine a Unit's Size and Abilities, follow these steps:

1. The Size of the Unit generally informs you of the number of Vehicles in that Unit. So a group of 4-6 cars would generally be about Size 3, while a formation of fighter jets might be Size 5. See pg. 289 for more on Sizes.
2. The Unit has the same Abilities that all vehicles have, and it has a rating equal to the highest rating of any single vehicle in the Unit. So if the vehicle with the highest Weapons Ability has a rating of 4, then the Unit has a rating of 4.
3. Now add the difference between the Size of the largest member of the Unit and the Size of the whole Unit as a bonus to all of the Unit's Abilities.

So if the highest Structure Ability of all the vehicles in the Unit is 2, and the largest vehicle in the group has a Size of 4, and the Unit has a Size of 6, then the Unit has a Structure Ability rating of 4.

As with Units comprised of individual characters, the Unit may spend a Fate Points to invoke Roster Aspects. Doing so allows the Unit to utilize the Aspects and Advantages of the individual vehicle associated with that Roster Aspect.



Skirmish and Campaign Scale Conflict

Skirmish and Campaign Scale conflicts are resolved like any other in *Strands of Fate*. One side attacks using the most appropriate Ability for the type of attack it intends to deliver, and the other side defends using an opposing Ability.

The biggest difference is the Scale.

The majority of this book deals with conflict on the Personal Scale. In a movie, conflict on this Scale would feature close up shots, dialogue passing between the combatants as they try to stab or shoot each other, or perhaps the dialogue is itself the conflict.



With the Skirmish Scale, we pull the camera back a bit. We aren't concerned with every move the combatants make, or word they utter. We may not even be concerned with an individual. Skirmish Scale conflicts usually involve small groups of people in conflict with other small groups of people. Instead of watching one or two characters, we "zoom out" to see the entire battlefield and observe the actions of these smaller groups.

The Campaign Scale "zooms out" even more. Suddenly we aren't worried about the movements of specific Units, but the army as a whole. Instead of looking at the battlefield, we might be looking at the globe. And instead of focusing on the actions of Units, we're looking at actions of the Organizations they represent.

Both Personal and Skirmish Scale conflict takes place in rounds, though while a round in Personal Scale conflict is around 2-3 seconds long, a round in a Skirmish Scale conflict is 2-3 *minutes* long.

Conflict on the Campaign Scale doesn't use rounds. The workings of Organizations are rather slow, and attacks are made as the situations present themselves. When you have to take into consideration the logistics of moving around so many people and their equipment over large areas, a quick exchange is usually impossible.

However, should the need for rounds arise, you can generally assume a rounds takes around 2-3 *days* to resolve.



Attacking, Defending, Moving and Maneuvering

As stated before, Units and Organizations attack and defend in the same way individuals do. But there are a few things that need to be taken into consideration:

Units

When a Unit attacks, it rolls its relevant attack Ability and adds any modifiers. Individual weapons don't really matter and are represented with Roster Aspects. For example, if a member of the Unit has a rocket launcher, invoke his Roster Aspect for a +2 or reroll to represent the extra damage it can do to a tank.

The GM might declare that some Aspects won't help. In the above example, a *Heavy Weapons Expert* Roster Aspect might deal more damage to a tank, but it's unlikely the *Navigation Specialist* is going to help much.

The same philosophy applies to adding bonuses to defend or perform Maneuvers'. GMs should feel free to disallow the invoking of any Roster Aspect that doesn't make sense.



On its turn, in addition to performing a simple action, the Unit may perform one of the following movement actions:

Move – The Unit may move into an adjacent Skirmish Scale zone. This is considered a Supplemental Action (see page 261) and additional actions suffer a -1 penalty. If the transition between zones is hampered, say requiring you to push through thick undergrowth, it may cause the Unit to suffer penalties on any other actions it performs.

Hustle – If the Unit hustles, it may move across two Skirmish Scale zones. This is a Supplemental Action like Move, but any other action it performs on this turn suffers a -2 penalty in addition to any other penalties it might suffer.

Run – Running works the same as hustling and allows the Unit to move across two Skirmish Scale zones, but it may also roll its Physical Ability against a difficulty of 2. For every point by which its result exceeds 2, it may move one additional zone. However, it also suffers a -4 penalty on all other simple actions taken this turn, which is added to any penalties it might suffer from traversing a difficult environment.

Note that some scene Aspects may also make it more difficult to move through certain zones. For example, a heavy forest may have an Aspect of *Tangled Undergrowth*, which, when compelled, forces the Unit to suffer a penalty or reroll on rolls to move, assuming the GM lets the Unit move through it at all.

The GM has the final say on what Aspects a scene has and how they may effect movement.

See the Mobility Advantages of vehicles (pg. 367) for more information regarding vehicular movement in Skirmish Scale. Different Advantages affect the number of zones it may move in a different way.

Organizations

When an Organization attacks, the attack roll represents a deployment of troops, industrial espionage, a propaganda campaign or some other large scale effort to bring harm to its enemies.

When making an attack roll, always remember to add the Organization's Influence Level as a bonus on the attack roll.

Generally an Organization doesn't need to worry about moving since it's probably spread out all over the place anyway. If it is necessary to track the movements of some or all of the Organization's physical assets, you'll need to split them up into Units.

Multi-Scale Conflict

A vote in the senate forces the Kings hand. The empire goes to war. A lowly beet farmer is conscripted into the army, and the army is defeated. The fields burn, and the people starve. Survivors fight back, forming into a rebel force that eventually rises to open conflict with the new government.

Decisions made at the top can affect the lives of everyone below and can also be the seeds for a number of interesting scenarios that play out on the Personal, Skirmish and Campaign Scale.

This section will deal with switching back and forth between the Scales on the fly, and figuring out how things on different Scales interact.

Scales and Zones

Normally a Zone is defined by its most obvious borders. In the Personal Scale, zones are usually rooms, hallways, stair wells, a copse of trees, etc.

In the Skirmish Scale, a zone might be a city block, a street, an entire building, a lake, etc. While Campaign Scale conflict, if it even needs zones, would divide them by town, county, state or even nation. Its borders are beaches, mountain ranges, or other large natural boundaries.

When planning a scene that features multiple Scales, the first thing you need to consider are the zones. You'll first need to determine if you're going to need zones for Organizational conflict. Likely you won't, but if you do, keep in mind that natural boundaries like rivers or territorial borders can really help define the size and shape of the zone.

Once you've determined how zones are arranged for Campaign Scale conflict, divide those zones up into Skirmish Scale zones. Because Campaign Scale zones are so large, you may wish to skip this step and divide them up on the fly, as needed.

There are two approaches you can take to this. If there are good natural or territorial boundaries you can use to define the Skirmish Scale zones, you may want to try to use them. If not, such as with a conflict that takes place in an open desert, you may want to break the zone down into a grid.

Just remember that the size of the zones need to makes sense. For reference, assume a Unit of men on foot can generally cross about 100 yards of open area in a Skirmish Scale round without having to hustle or run.

Individuals vs. Units

Units can also be used in Personal Scale combat to represent swarms of creatures or goons, treating the entire mob of them as a single character.

The result is a little like a hybrid of Personal Scale and Skirmish Scale conflict. Everything is resolved in Personal scale, but the “camera” is pulled back from the action just a little bit.

For example, when a warrior PC charges a single extra in Personal scale conflict, his attacks are described as a few quick thrusts, parries, and so on. But when fighting against a Unit, his attacks might be described as cutting through their ranks, dropping multiple foes in a flurry of devastating attacks, all resolved as a single attack roll.

In Personal Scale conflicts, the Unit uses the same Abilities and Aspects they’d use in Skirmish Scale conflict though if an attack from an individual member of the Unit would be more effective than attacking as a Unit, invoking the Roster Aspect of that member may allow you to attack in that way instead of using the Unit’s stats.

For example, a patrol of guards as a Unit is generally less effective than a single guard in one-on-one Personal Scale conflict. The guards may have a weapon and armor that grants him better attacks and better defenses than the Unit has as a whole. So if the Unit is attacking with a Physical of 4, but the guard (as an individual) has a halberd with which he has a +3 to attack and +5 Weapon Rating, the Unit may spend a Fate Point to roll with the +3 bonus to attack (and +5 WR) instead of just rolling its Physical Ability.

Likewise, a Roster Aspect may be invoked to use a member’s Armor Rating.

The Inverse Ninja Law

You might have noticed that in a lot of popular movies, television shows, and even books, an enemy always seems more effective alone than in a group. The most common example is the ninja, who alone is an unstoppable killing machine. But in groups, the ninjas are just fodder for the heroes to cut through at ease.

Units are designed to work pretty much the same way. You may notice that a small Unit may actually be less effective in a conflict than one of its members would be alone. This allows GMs to craft those scenes where the heroes are mowing down armies of “mooks” while still allowing for dramatic personal confrontation with an individual.

Note, however, that the “Inverse Ninja Law” is temporarily lifted when the Unit spends Fate Points to invoke Roster Aspects.

Transitioning Stress and Consequences between Scales

What if a Unit is damaged, and the scene transitions between Skirmish Scale and Personal Scale? Who is hurt?

When transitioning from Skirmish Scale to Personal Scale, every member of the Unit suffers an attack. This attack is a simple dice roll with a bonus equal to the amount of stress the Unit has suffered as a whole.

So if the Unit had suffered a total of 8 points of Physical stress, each member of the Unit would suffer an attack roll with a +8 bonus upon transitioning to the Personal Scale. The members of the Unit may defend with whatever Ability seems most appropriate, and Armor Ratings can be applied to mitigate the damage.

When transitioning from Personal Scale to Skirmish Scale, the Unit suffers a similar attack. This attack is resolved as a simple dice roll with a bonus equal to the average amount of stress all the members of the Unit have suffered as individuals. The Unit may defend against the attack with whatever Ability seems most appropriate.

Individuals vs. Vehicles

Generally, rules aren't needed when individual characters come under fire by Vehicles. The main gun of a ten story war machine can usually just be ruled as instant death by vaporization.

But sometimes you may want something a bit more detailed and specific, and in those cases, you can use the following system:

When dealing with Vehicles on the Personal Scale zone, an attack from the Vehicle affects the target's zone plus a number of additional zones equal to the Vehicle's Size. A tank's cannon, a fighter jet's strafing machine guns, or a star ship's death ray aren't generally accurate enough to attack a specific person, but their impact can affect everyone in the area.

When attacking a zone full of personnel, roll the vehicle's attack as normal, but it is applied to everyone in the zone. And the GM might decide to change the attack's Weapon Rating into an Explosive Rating instead.

Vehicles with the Anti-Personnel Weapons Advantage may elect to attack specific targets instead of attacking the entire zone.

When an individual attempts to attack a vehicle, he usually isn't going to have much of an effect. Fists, sticks, swords or even assault rifles have no effect on armored vehicles such as tanks or troop transports. Weapons with the *Anti-Vehicular* Aspect might be invoked to inflict structural stress on a vehicle, but even then there may be little effect on larger vehicles.

When attacking with such a weapon, resolve the attack normally. However, the vehicle is considered to have an Armor Rating equal its Size x 3.

Units or Individuals vs. Organizations

Attempting to attack an Organization as a single character or with a Unit is very difficult, if not impossible.

It's not possible to deal direct physical stress to an Organization with just a big gun. In this case, size really doesn't matter, it's how you use it.

Physical and Mental attacks against Organizations are handled much like Social attacks. The Organization as a whole doesn't feel the attack, but the result. And just because the attack was physical doesn't mean that it has to deal Physical stress.

For example, to make a Physical attack on an Organization, you may need to blow up a factory, destroy an important base of operations, or assassinate some of its more important members. And in this case the nature of the attack doesn't matter so much as the target. Blowing up a factory full of prominent scientist might instead count as an attack against the Organization's Mental Stress Track.

When doing this, the GM can assign Leverage to the Physical attack in much the same way it is assigned to Social attacks. See pg. 233 for more on Leverage.

Once the deed is done, you make the attack roll. This roll is handled as a simple dice roll plus any Leverage applied to it. The Organization defends with its relevant Ability plus its Influence Rating.

So, if a group of PCs get together and decide to take on Talos Systems by blowing up their refinement factory, they first need to actually disable it... probably with explosives. This may be handled "off screen" somehow, or it may be the basis for one or more game sessions.

Once this is done, the GM thinks about the Organization and tries to determine how much losing the factory and the employees in it is going to impact the company. In this case, the GM decides that it's a pretty big deal. He grants a Leverage rating of +4 and the attack will affect the company's Mental Stress Track (since a factory is most directly related to Craft, and such an attack can't be good for morale).

So one of the players rolls the dice and adds +4 for the Leverage and any other modifiers he can come up with. The Organization then defends with a Craft roll plus its Influence Rating.

You can see that it is very difficult for a small group to take on a larger group. However, if the small group is backed by an Organization, the GM may allow you to add the backing Organization's Influence Rating as bonus Leverage, assuming the allied Organization was directly involved in helping the PCs pull off the operation.

If the PCs have the information and resources of another Organization backing them, they can strike much more efficiently. The Organization can provide them with the supplies and information they need to hit more critical targets and do the job more effectively.

Fielding Units

In a Skirmish Scale conflict, once per turn, an Organization can field Units by spending a Fate Point and making a Logistics roll, adding its Influence as a bonus. The total of this roll, if above 0, is the number of Units that the Organization can put into play.

The Size of the Unit depends on the result of an Ability roll based on its purpose. For instance, the Organization would roll Security to deploy a Unit full of soldiers or Craft for a band of engineers. The result of the roll determines the maximum Size of the Unit, as per the table below:

Result	Unit Size	Maximum Ability
<0	1	3
1-2	1	4
3-4	2	4
4-6	2	5
7-9	3	5
10-12	3	6
13-16	4	6
17+	4	7

When fielding Units that aren't made up of defined PC or NPCs, you can use the following system to determine the general effectiveness of a Unit.

First, determine which of the Organization's Abilities best reflect what it is the Unit is best at, one each of Physical, Mental and Social.

Now roll those Abilities. The results for each category set the Physical, Mental and Social Abilities for that Unit, up to the maximum value set in the above table.

Also, don't forget that the Unit will have a number of Roster Aspects equal to its Physical Ability, and the Roster Aspects should be heavily inspired by which Abilities the Organization rolled to determine the Unit's Abilities.

The Unit has a Refresh Rate equal to half its parent Organization's Refresh Rate (round up).

So, for example, let's say the Organization wants to field some Units of soldiers to take part in a Skirmish Scale conflict in which they need to defend a bridge nearby.

The Organization's relevant stats are:

- Defining Aspect: Militant Rebels

Influence: 4

Perception: 3

Security: 5

Resources: 3
- Logistics: 2

Morale: 3

Craft: 3

First the Organization needs to see how many Units it can field, so it rolls Logistics + Influence and gets a result of 2. Not wanting to spend any Fate Points right now, it decides to just go with two Units.

The Organization decides it wants a Unit of soldiers and a Unit of engineers to make repairs to the bridge if any are required.

Now we need to determine the Size of both Units. The Organization rolls Security for the group of soldiers and Craft for the engineer, adding its Influence to both. The roll for the soldiers turns up a 7, but the Organization spends a Fate Point and invokes its Militant Rebels Aspect and adds +2, for a total of 9. Checking the table above, this results in a total Size of 3, with a maximum Ability rating of 5.

It then rolls Craft + Influence for the Unit of engineers, which results in a 5. This translates to a total Unit Size of 2 and a maximum Ability rating of 5.

Now the Organization rolls Security to determine the soldier Unit's Physical Ability, Morale for its Mental Ability, and Resources for its Social Ability.

For the engineer Unit, the Organization rolls Perception for its Physical Ability, Craft for its Mental Ability, and Resources for its Social Ability.

Once the rolls have been made, and then Roster Aspects have been selected, the Units look like this:

Soldier Unit

Defining Aspect: Rebel Soldiers

Size: 3, **Physical:** 5, **Mental:** 4, **Social:** 3

Roster Aspects:

Rebel Rifleman x 2

Rebel Sniper

Rebel Heavy Weapon Expert

Rebel Sergeant

Engineer Unit

Defining Aspect: Rebel Engineers

Size: 2, **Physical:** 3, **Mental:** 4, **Social:** 4

Roster Aspects:

Rebel Rifleman

Rebel Engineer

Rebel Sergeant

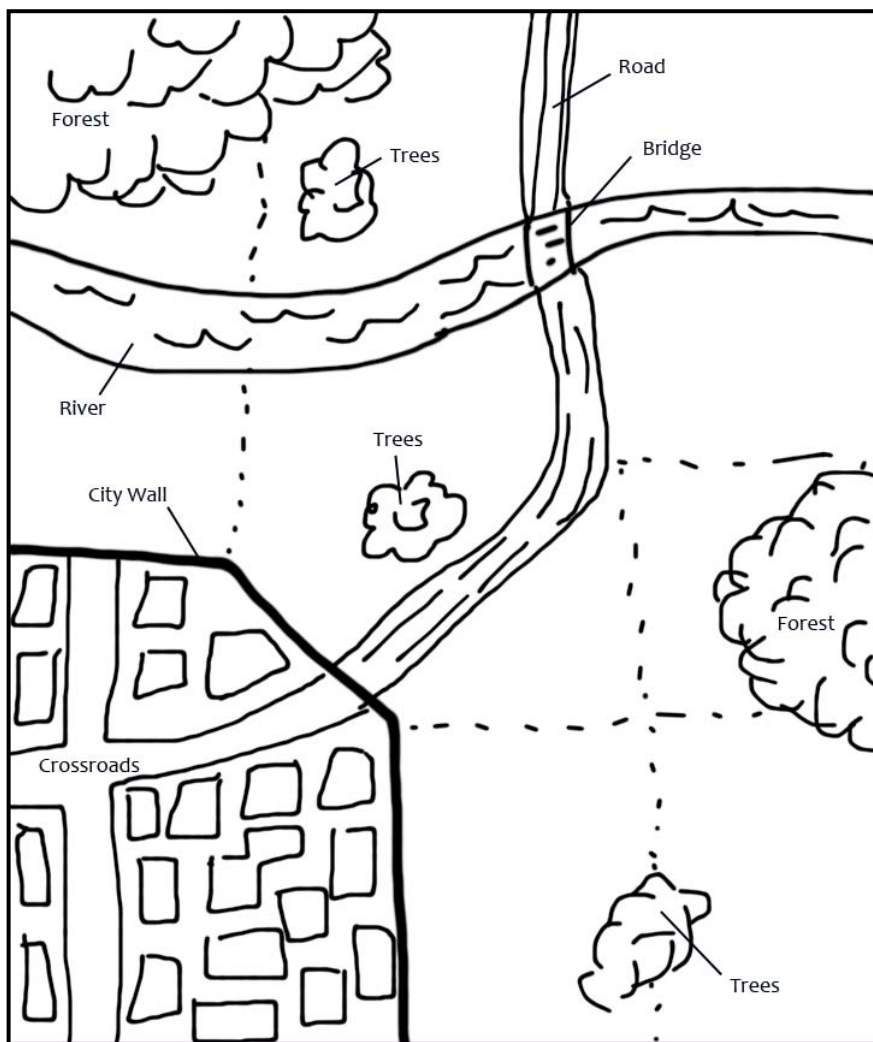
Reinforcements

When a Unit loses a member, and his Roster aspect has been removed, the Unit either has to get the member back in fighting shape or replace him; replacing him is easier if your Organization can send a replacement.

Any time a member of the team goes down, the Organization can attempt to send an equivalent replacement.

To do this, the Organization must roll its Logistics ability against a difficulty of 3. If it succeeds, a replacement arrives within 24 hours. A roll total in excess of the difficulty can be used to reduce the amount of time required.

If the Organization's roll fails, it may try again the next day or spend a Fate Point and try again right away.



Zone Aspects:

River: Shallow and Fast Flowing

Forests: Dense Foliage

Bridge: Old Stone Bridge

Road: Well Travelled

City Wall: High Stone Wall, Riddled with Arrow Slits

Trees: Light Underbrush



Chapter 12

Antagonists

Types of NPCs

Extras

Extras are the nameless masses of people your characters will encounter on a day-to-day basis. For the vast majority of them, these characters don't even need a name, much less stats.

When you need to introduce a new character, simply start with a blank character sheet and fill in a few critical pieces of data – their best Ability, the Aspects that jump out at you as most important – and leave the rest blank. When a situation arises where the Extra needs to roll an Ability or use an Aspect you haven't written down, go ahead and write it down, then roll appropriately. This results in Extra's getting fleshed out over time without needing to invest a lot of time or effort up front.

The number of stress boxes an extra has per Consequence is calculated the same as it is for PCs. However, extras do not have the full complement of Consequences. They are not an important part of the story, and in a conflict, they are quickly Defeated.

The three types of Extras, the amount of stress they can suffer, and the number of Fate Points they add to the GM's NPC Fate Point pool upon entering a scene are described below:

Trivial Extras are nameless guards, bartenders, village commoners, etc. They have two sets of stress boxes and can suffer only two types of Consequences Major and Defeated(P). Trivial extras do not increase the NPC FP pool upon entering the scene.

Vital Extras are equally nameless individuals, but serve a greater role in obstructing the PCs and challenging them. They have three sets of stress boxes and Consequences: Major, Severe(P) and Defeated(P). Upon entering a scene for the first time, Vital Extras provide the NPC pool with two additional Fate Points.

Units are a special type of Extra. They are actually a large number of individual characters that are treated as one character as far as the rules are concerned. And like other character, they can be designated as “Trivial” or “Vital”.

A Unit generally provides a number of additional Fate Points equal to its Size to the NPC Fate Point pool. So a Size 3 Unit that is considered a Vital Extra would add 5 FPs to the NPC pool. If the Unit were Trivial, it would only add 3.

See pg. 394 for more on Units.



Game Master Played Character (GMPCs)

These characters are the most important characters in the game that aren't your PCs. They fill the role of the big bad guy or maybe a beloved mentor.

GMPCs should be approached with the same level of care as a new PC and have the full assortment of Aspects, Abilities, Advantages, Consequences, equipment, etc. When entering a scene for the first time, a GMPC usually provides the NPC Fate Point pool with 5 additional FP.

However, if the GMPC would have a higher than normal Refresh for some reason, you may add these additional FP as well.



Antagonist Entries

The following information is contained in the entry for each antagonist.

Stress Track: The number of stress boxes the creature has for each type of Stress Track.

Notable Advantages: The character may have several Advantages that are already factored into the character's stats and are not listed. Advantages listed here are those of particular note.

Total Physical Defense Modifier (AR): This is the bonus typically added to the character's dice roll when defending against physical attacks. The number in parenthesis is the character's Armor Rating.

Attack Modifier (WR): This is the bonus typically added to the character's dice roll when attacking with the listed weapon. The number in parenthesis is the weapon's Weapon Rating.

Animal Antagonists

Bird

A small bird, like a sparrow or a raven.

Character Aspects: Size: -2

- Little Bird(P)

Physical		Mental		Social	
Agility:	3	Craft:	N/A	Deception:	-3
Endurance:	2	Knowledge:	N/A	Empathy:	-4
Perception:	4	Reasoning:	-3	Persuasion:	N/A
Strength:	-3	Willpower:	0	Resources:	N/A
Stress Track:	1	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- Clumsy when walking and hopping (Agility)

Notable Advantages:

- Keen Sight - +2 on rolls to see
- Flight - Slow but Agile Flight

Total Physical Defense Modifier (AR): +4(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+2 (+0)	Agility	0

Poor Defense

Birds, Flock [Unit]

A large flock of birds, numbering in the dozens.

Defining Aspect: Size: 1

- Flock of Birds(P)

Physical:	7	Mental:	3	Social:	N/A

Roster Aspects:

- Flock of Birds x 7



Bear

A big bear, like a large brown bear or a grizzly.

Character Aspects:

Size: 1

- *Big Bear*

Physical		Mental		Social	
Agility:	2	Craft:	N/A	Deception:	-4
Endurance:	5	Knowledge:	N/A	Empathy:	-1
Perception:	4	Reasoning:	-1	Persuasion:	N/A
Strength:	7	Willpower:	2	Resources:	N/A
Stress Track:	13	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- *Clumsy when running (Agility)*

Notable Advantages:

- **Keen Smell** - +2 on rolls to smell

Total Physical Defense Modifier (AR):

$$+2(+2)$$

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+7(+2)	Agility	0
<i>Poor Defense</i>			
Claw	+8(+1)	Agility	0

Bull

A large powerful bull, complete with horns and a temper.

Character Aspects:

Size: 1

- *Big Temperamental Bull*

Physical		Mental		Social	
Agility:	1	Craft:	N/A	Deception:	-4
Endurance:	4	Knowledge:	N/A	Empathy:	-2
Perception:	3	Reasoning:	-2	Persuasion:	N/A
Strength:	7	Willpower:	0	Resources:	N/A
Stress Track:	13	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- *Deadly Charge* (Strength)

Total Physical Defense Modifier (AR):

$$+1(+2)$$

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Gore	+7(+2)	Agility	0
Poor Defense			

Cat, House

A standard house cat.

Character Aspects:

Size: -2

- Little Cat

Physical		Mental		Social	
Agility:	4	Craft:	N/A	Deception:	0
Endurance:	2	Knowledge:	N/A	Empathy:	-1
Perception:	4	Reasoning:	-1	Persuasion:	-2
Strength:	-3	Willpower:	2	Resources:	N/A
Stress Track:	1	Stress Track:	1	Stress Track:	N

Notable Advantages:

- Night Sight - +2 on rolls to see at night
- Stealthy - +2 on rolls to hide and sneak
- Feline Climber - +2 on rolls to climb tress and similar obstacles

Total Physical Defense Modifier (AR): +4(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite/Claw	-2(+0)	Agility	0
Poor Defense			

Crocodile

This is a medium sized crocodile or alligator.

Character Aspects:

Size: 0

- Crocodile (or Alligator)

Physical		Mental		Social	
Agility:	2	Craft:	N/A	Deception:	-1
Endurance:	4	Knowledge:	N/A	Empathy:	-4
Perception:	3	Reasoning:	-3	Persuasion:	N/A
Strength:	4	Willpower:	1	Resources:	N/A
Stress Track:	8	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- Lethargic on Land (Agility)
- Crushing Bite (Strength)
- Stealthy in Water (Agility)

Total Physical Defense Modifier (AR): +2(+3)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+4(+3)	Agility	0
Poor Defense			



Fish

A fish, weighing roughly a pound.

Character Aspects: Size: -2

- Little Fish(P)

Physical		Mental		Social	
Agility:	2	Craft:	N/A	Deception:	-4
Endurance:	3	Knowledge:	N/A	Empathy:	-4
Perception:	1	Reasoning:	-3	Persuasion:	N/A
Strength:	-3	Willpower:	0	Resources:	N/A
Stress Track:	1	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- Immobile on Land (P) (Agility)

Total Physical Defense Modifier (AR): +2(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+2 (+0)	Agility	0

Horse

A typical full grown riding horse.

Character Aspects: Size: 1

- Docile and Trusting Riding Horse

Physical		Mental		Social	
Agility:	1	Craft:	N/A	Deception:	-4
Endurance:	4	Knowledge:	N/A	Empathy:	1
Perception:	3	Reasoning:	0	Persuasion:	N/A
Strength:	7	Willpower:	1	Resources:	N/A
Stress Track:	12	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- Trained Mount (Strength)

Total Physical Defense Modifier (AR): +1(+2)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Kick	+7(+2)	Agility	0
Poor Defense			

Rat

A large mouse or rat.

Character Aspects:

Size: -2

- *Little Rodent(P)*

Physical		Mental		Social	
Agility:	2	Craft:	N/A	Deception:	0
Endurance:	3	Knowledge:	N/A	Empathy:	-3
Perception:	4	Reasoning:	-1	Persuasion:	N/A
Strength:	-3	Willpower:	0	Resources:	N/A
Stress Track:	1	Stress Track:	1	Stress Track:	N

Notable Advantages:

- **Keen Smell** - +2 on rolls to smell

Total Physical Defense Modifier (AR): +2(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+2(+0)	Agility	0
Poor Defense			

Rats, Swarm [Unit]

A massive swarm or rats, numbering over a hundred.

Defining Aspects:

Size: 1

- *Mass of Little Rodents(P)*

Physical:	7	Mental:	3	Social:	N/A

Roster Aspects:

- *Mass of Little Rodents x 7*



Shark

This is a medium sized shark, like a mako.

Character Aspects:

Size: 0

- $Shark(P)$

Physical		Mental		Social	
Agility:	3	Craft:	N/A	Deception:	-2
Endurance:	4	Knowledge:	N/A	Empathy:	-3
Perception:	5	Reasoning:	-2	Persuasion:	N/A
Strength:	4	Willpower:	1	Resources:	N/A
Stress Track:	8	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- *Immobile on Land (P)* (Agility)

Total Physical Defense Modifier (AR):

 $+3(+1)$

Physical Attack

Att. Mod. (WR)

Def. Ability

Range

Bite

 $+4(+2)$

Agility

O

Poor Defense

Snake

This is a medium sized poisonous snake, like a rattle snake.

Character Aspects:

Size: 0

- $Snake(P)$

Physical		Mental		Social	
Agility:	4	Craft:	N/A	Deception:	-2
Endurance:	3	Knowledge:	N/A	Empathy:	-2
Perception:	4	Reasoning:	-3	Persuasion:	N/A
Strength:	-2	Willpower:	0	Resources:	N/A
Stress Track:	1	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- *Slithers* (Agility)

Notable Advantages:

- **Poison** - Subtly: 3, Potency: 5, Delivery: Bite
- **Heat Sensitive** - +2 on Perception rolls to detect heat

Total Physical Defense Modifier (AR):

 $+4(+0)$

Physical Attack

Att. Mod. (WR)

Def. Ability

Range

Bite

 $+4(+0)$

Agility

O

Poor Defense, Bite delivers poison.

Spider

A hand-sized, web spinning, poisonous spider.

Character Aspects:

Size: -2

- $Spider(P)$

Physical		Mental		Social	
Agility:	4	Craft:	N/A	Deception:	0
Endurance:	3	Knowledge:	N/A	Empathy:	-4
Perception:	4	Reasoning:	-2	Persuasion:	N/A
Strength:	-3	Willpower:	0	Resources:	N/A
Stress Track:	1	Stress Track:	1	Stress Track:	N

Notable Advantages:

- **Keen Sight** - +2 on rolls to see
- **Poison** - Subtly: 3, Potency: 3, Delivery: Bite

Total Physical Defense Modifier (AR):

 $+4(+0)$

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	-3(+0)	Agility	0

Poor Defense, Bite delivers poison.

Spiders, Swarm [Unit]

A large swarm or spiders, numbering over a dozen for larger spiders like tarantulas, or over a hundred for small spiders like black widows.

Defining Aspect:

Size: 1

- *Swarm of Spiders(P)*

Physical: 7 **Mental:** 3 **Social:** N/A

Roster Aspects:

- *Swarm of Spiders* x 7

Tiger

These stats represent an average tiger, or maybe a leopard or lion.

Character Aspects:

Size: 0

- Great Cat

Physical		Mental		Social	
Agility:	3	Craft:	N/A	Deception:	+1
Endurance:	3	Knowledge:	N/A	Empathy:	-2
Perception:	4	Reasoning:	0	Persuasion:	N/A
Strength:	4	Willpower:	2	Resources:	N/A
Stress Track:	7	Stress Track:	2	Stress Track:	N

Notable Advantages:

- Night Sight - +2 on rolls to see at night
- Stealthy - +2 on rolls to hide and sneak
- Feline Climber - +2 on rolls to climb trees and similar obstacles

Total Physical Defense Modifier (AR): +3(+1)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+4(+2)	Agility	0
<i>Poor Defense</i> Claws	+4(+1)	Agility	0



Wolf

These stats represent an average wolf, such as a timber wolf. This may also be used to represent any strong dog, such as a Doberman or boxer bull dog.

Character Aspects:

Size: 0

- *Powerful Canine*

Physical		Mental		Social	
Agility:	2	Craft:	-4	Deception:	-4
Endurance:	3	Knowledge:	-4	Empathy:	-4
Perception:	5	Reasoning:	0	Persuasion:	-4
Strength:	3	Willpower:	1	Resources:	-4
Stress Track:	6	Stress Track:	1	Stress Track:	N

Notable Advantages:

Keen Smell - +2 on rolls to smell

Total Physical Defense Modifier (AR):

 $+2(+1)$

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+3(+2)	Agility	0
<i>Poor Defense</i>			

Wolves, Pack [Unit]

A pack of around eight wolves.

Character Aspects:

Size: 2

- *Wolf Pack*

Physical:	7	Mental:	3	Social:	N/A

Roster Aspects:

- Hungry Wolf x 7
- Pack Alpha

Fantasy Antagonists

Beast of the Lagoon

This is a big amphibian humanoid. It lives in a beautiful lagoon.

Character Aspects: Size: 0

- *Amphibian Humanoid Monster*

Physical		Mental		Social	
Agility:	2	Craft:	-2	Deception:	2
Endurance:	4	Knowledge:	0	Empathy:	2
Perception:	2	Reasoning:	2	Persuasion:	0
Strength:	4	Willpower:	3	Resources:	N/A
Stress Track:	8	Stress Track:	5	Stress Track:	N

Specialty Aspects:

- *No Inhibitions* (Willpower)
- *At Home in the Water* (Agility)

Notable Advantages:

- **Breathless (Amphibian)** - The Beast of the Lagoon can stay indefinitely underwater, without any ill effect.
- **Poison** - Subtly: 3, Potency: 5, Delivery: Claws; The Poison in Beast of the Lagoon's claws induces vivid hallucinations potentially producing Mental Consequences instead of Physical ones.

Total Physical Defense Modifier (AR): +2(+2)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Claws	+4(+1)	Agility	0
Close Combat Weapon			

City Guard

This is the typical medieval city guard, an upstanding member of the community and employee of the local lord. His job is to patrol the city, acting as police and security.

Character Aspects: Size: 0

- Respected City Guard

Physical		Mental		Social	
Agility:	2	Craft:	2	Deception:	1
Endurance:	3	Knowledge:	2	Empathy:	3
Perception:	2	Reasoning:	2	Persuasion:	2
Strength:	3	Willpower:	3	Resources:	2
Stress Track:	6	Stress Track:	5	Stress Track:	4

Specialty Aspects:

- Some training with the Halberd (Strength)
- Easily Bored (Willpower)
- Eye for Crime (Perception)

Total Physical Defense Modifier (AR): +2(+2)

Armor: Chain Mail Armor - Stress: 4, Bulky

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Halberd	+3(+5)	Agility	0
Long, Huge (P)			
Baton	+3(+1)	Agility	0

City Guard Patrol [Unit]

This is the typical small unit of four medieval city guards.

Character Aspects: Size: 1

- Patrol of Respected City Guards

Physical:	4	Mental:	6	Social:	4

Roster Aspects:

- City Guard x 3
- Officer



Dragon

These stats represent the typical fire breathing behemoth a band of adventurers might have the misfortune to encounter.

Character Aspects: **Size:** 3

- *Massive Winged Monstrosity*
- *Born of Magic and Fire*
- *Apex-Predator*
- *Wise, Wicked and Quick to Anger*
- *“Your life means less than the gold in your pouch.”*

Physical		Mental		Social	
Agility:	3	Craft:	1	Deception:	3
Endurance:	8	Knowledge:	4	Empathy:	2
Perception:	5	Reasoning:	5	Persuasion:	4
Strength:	7	Willpower:	4	Resources:	5
Stress Track:	18	Stress Track:	9	Stress Track:	9

Specialty Aspects:

- *Ponderous Movement (Agility)*
- *Knowledge of the Ages (Knowledge)*
- *Too Proud to Lie (Deception)*
- *Too Proud to Care (Empathy)*
- *The Dragon’s Horde (Resources)*

Notable Advantages: **Power Source:** “Dragon”; **Affinity Ability:** “Dragon” 5

- **Enhanced Hearing, Passive** – *Enhanced Hearing (P)*
- **Enhanced Sight, Passive** – *Enhanced Sight (P)*
- **Flight** – *Fast and Clumsy Flight*
- **Projectile Attack** – (Costs Fate Point, Physical) *Breath of Fire*, WR: +8 (TL: 3)
- **Terrify** – +3 bonus on rolls to Terrify

Total Physical Defense Modifier (AR): +3(+8)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+7(+2)	Agility	0
Claws	+7(+1)	Agility	0
Fiery Breath	+5(+8)	Agility	5
Mental Attack	Att. Mod. (WR)	Def. Ability	Range
Terrify	+5	Willpower	5

Ghost

A restless spirit that seems to be the ghost of a person.

Character Aspects: **Size:** 0

- *Invisible and Incorporeal Spirit of the Dead (P).*
- *Without True Form or Substance*

Physical		Mental		Social	
Agility:	4	Craft:	1	Deception:	3
Endurance:	2	Knowledge:	2	Empathy:	1
Perception:	2	Reasoning:	3	Persuasion:	2
Strength:	2	Willpower:	3	Resources:	0
Stress Track:	4	Stress Track:	6	Stress Track:	N

Specialty Aspects:

- *“I saw it something out of the corner of my eye!” (Agility)*
- *Has a Reason to Exist (Willpower)*
- *Reflection of Visage Cast on Darkened Mirror (Persuasion)*

Notable Advantages: **Power Source:** “Ectoplasm”; **Affinity Ability:** “Spirit” 3

- **Insubstantial, Passive (Vulnerable to Magic)**
- **Invisible** - The Ghost is naturally invisible
- **Telekinesis** (Activation Diff: 1 + Strength, **Limitation:** The Ghost can use Telekinesis only objects that are linked to its “history” or objects in locations it has “psychic link”) *Psychic Telekinesis*
- **Fly** - The Ghost can fly, hover and glide with ease, but its flying speed is limited to hustle.
- **Terrify** – Can make a Mental attack with an Edge of +3
- **Touch Attack** – *Chilling Touch*, WR: +6 (TL: 3)

Total Physical Defense Modifier (AR): +4(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Chilling Touch	+4(+6)	Agility	0

Mental Attack	Att. Mod. (Edge)	Def. Ability	Range
Terrify	+3(+3)	Willpower	3



Goblin

Small malevolent faerie creature

Character Aspects: Size: -1

- Malicious, Grotesque Little Faerie

Physical		Mental		Social	
Agility:	3	Craft:	2	Deception:	3
Endurance:	2	Knowledge:	1	Empathy:	1
Perception:	1	Reasoning:	1	Persuasion:	1
Strength:	1	Willpower:	2	Resources:	1
Stress Track:	2	Stress Track:	4	Stress Track:	2

Specialty Aspects:

- Born Without Teeth, Made Them Itself from Glass, Sharp Stones and Serrated Bones. (Agility)
- Born of Darkness and Winter (Deception)

Notable Advantages: Power Source: “Faerie”; Affinity Ability: “Faerie” 1

- Ambush Predator - Goblins gains +1 on attacks made against an ambushed opponents.
- Deadly Grace - Goblins may substitute Agility for Strength when fighting unarmed or using melee weapons
- Hunter of the Wild - Goblins gains +2 on rolls to set ambushes and lay traps in the wilderness.
- Monkey Man - Goblins gains +2 on Agility rolls to climb.

Total Physical Defense Modifier (AR): +3(+1)

Armor: Hide Armor - Stress: 3

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Teeth of Glass and Stone	+3(+1)	Agility	0
Poor Defense			

Goblin Band [Unit]

A group of about eight small malevolent Faerie.

Defining Aspect: Size: 0

- Malicious, Grotesque Little Faerie Band

Physical:	4	Mental:	3	Social:	4

Roster Aspects:

- Malicious, Grotesque Little Faerie x 4

Knight

Young knight in shining armor.

Character Aspects: Size: 0

- Young Knight in his Prime

Physical		Mental		Social	
Agility:	2	Craft:	2	Deception:	2
Endurance:	3	Knowledge:	2	Empathy:	2
Perception:	2	Reasoning:	2	Persuasion:	3
Strength:	3	Willpower:	3	Resources:	3
Stress Track:	6	Stress Track:	5	Stress Track:	6

Specialty Aspects:

- Prime Example of Martial Spirit (Strength)
- “You are in presence of Sir [name], from the [name] family.” (Persuasion)
- Shining Plate Armor with Family Heraldry (Resources)

Notable Advantages:

- **Hard Style** - Gain a +1 Attack Modifier on unarmed attacks using Strength.
- **Striking Looks** - You gain a +1 bonus to Persuasion rolls when dealing with members of the opposite sex, or homosexual members of your same sex.
- **Trained Rider** - You gain a +2 bonus when making rolls to determine how well you can ride a living creature.
- **Well Known** - Your name is well known in many circles. If you are using your name, you gain a +1 bonus on the first Persuasion roll on any person who has heard of your reputation

Total Physical Defense Modifier (AR): +2(+7)

Armor: Hide Armor - Stress: 6, Bulky (P)

Shield: Heavy Shield - AR: +3, Large

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Plated Fist	+3(+1)	Strength	0
Mace	+3(+3)	Strength	0
Large			

Spirit, Lesser, Fire

This is a small spirit of fire, about the size and shape of a child.

Character Aspects:

Size: -1

Fire Spirit(P)

Physical		Mental		Social	
Agility:	2	Craft:	0	Deception:	0
Endurance:	2	Knowledge:	0	Empathy:	0
Perception:	2	Reasoning:	1	Persuasion:	0
Strength:	2	Willpower:	2	Resources:	-3
Stress Track:	3	Stress Track:	3	Stress Track:	N

Specialty Aspects:

- *Wild and Random Movement (Agility)*

Notable Advantages:

Power Source: “Spirit”; **Affinity Ability:** “Spirit” 3

- **Projectile Attack** - (Costs Fate Point, Physical) *Breath of Fire*, WR: +6 (TL: 3)
- **Insubstantial, Passive** (Vulnerable to Magic)
- **Weakness** – Can be damage by ice-based attacks.

Total Physical Defense Modifier (AR):

+2(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Flaming Hands	+2(+3)	Agility	0
Fiery Breath	+3(+6)	Agility	3

Spirit, Standard, Fire

This is a medium sized spirit of fire, about the size and shape of an adult human.

Character Aspects:

Size: 0

- *Fire Spirit(P)*

Physical		Mental		Social	
Agility:	3	Craft:	1	Deception:	1
Endurance:	3	Knowledge:	1	Empathy:	1
Perception:	3	Reasoning:	2	Persuasion:	1
Strength:	3	Willpower:	3	Resources:	-3
Stress Track:	6	Stress Track:	5	Stress Track:	N

Specialty Aspects:

- *Wild and Random Movement (Agility)*

Notable Advantages:

Power Source: “Spirit”; **Affinity Ability:** “Spirit” 4

- **Insubstantial, Passive** (Vulnerable to Magic)
- **Weakness** – Can be damage by ice-based attacks.

Total Physical Defense Modifier (AR):

+3(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Flaming Hands	+3(+4)	Agility	0
Fiery Breath	+4(+7)	Agility	4



Spirit, Greater, Fire

This is a large sized spirit of fire, about the size and shape of a large bear.

Character Aspects: Size: 1

- Fire Spirit(P)

Physical		Mental		Social	
Agility:	4	Craft:	2	Deception:	2
Endurance:	4	Knowledge:	2	Empathy:	2
Perception:	4	Reasoning:	3	Persuasion:	2
Strength:	4	Willpower:	4	Resources:	-2
Stress Track:	9	Stress Track:	7	Stress Track:	N

Specialty Aspects:

- Wild and Random Movement (Agility)

Notable Advantages: Power Source: “Spirit”; Affinity Ability: “Spirit” 5

- Insubstantial, Passive (Vulnerable to Magic)
- Weakness – Can be damage by ice-based attacks.

Total Physical Defense Modifier (AR):		+3(+0)	
Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Flaming Hands	+4(+5)	Agility	0
Fiery Breath	+5(+8)	Agility	5

Spirit, Lesser, Earth

This is a small spirit of earth, about the size and shape of a human child.

Character Aspects: Size: -1

- Earth Spirit(P)

Physical		Mental		Social	
Agility:	1	Craft:	0	Deception:	0
Endurance:	3	Knowledge:	0	Empathy:	0
Perception:	1	Reasoning:	2	Persuasion:	0
Strength:	3	Willpower:	2	Resources:	-3
Stress Track:	5	Stress Track:	4	Stress Track:	N

Specialty Aspects:

- Slow and Plodding (Agility)

Total Physical Defense Modifier (AR):		+1(+3)	
Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Punch	+3(+1)	Agility	0



Spirit, Standard, Earth

This is a medium spirit of earth, about the size and shape of a adult human.

Character Aspects:

Size: 0

- *Earth Spirit(P)*

Physical		Mental		Social	
Agility:	1	Craft:	0	Deception:	0
Endurance:	5	Knowledge:	0	Empathy:	0
Perception:	2	Reasoning:	3	Persuasion:	0
Strength:	5	Willpower:	3	Resources:	-3
Stress Track:	10	Stress Track:	6	Stress Track:	N

Specialty Aspects:

- *Slow and Plodding (Agility)*

Total Physical Defense Modifier (AR): +1(+5)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Punch	+5(+2)	Agility	0

Spirit, Greater, Earth

This is a large spirit of earth, about the size and shape of a large bear.

Character Aspects:

Size: 1

- *Earth Spirit(P)*

Physical		Mental		Social	
Agility:	1	Craft:	0	Deception:	0
Endurance:	7	Knowledge:	0	Empathy:	0
Perception:	3	Reasoning:	4	Persuasion:	0
Strength:	7	Willpower:	4	Resources:	-3
Stress Track:	15	Stress Track:	8	Stress Track:	N

Specialty Aspects:

- *Slow and Plodding (Agility)*

Total Physical Defense Modifier (AR): +1(+7)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Punch	+7(+3)	Agility	0

Troll

This is the bestial big faerie troll.

Character Aspects: Size: 1

- Bestial Giant Nocturnal Faerie

Physical		Mental		Social	
Agility:	2	Craft:	2	Deception:	2
Endurance:	3	Knowledge:	2	Empathy:	1
Perception:	1	Reasoning:	1	Persuasion:	1
Strength:	6	Willpower:	2	Resources:	2
Stress Track:	12	Stress Track:	4	Stress Track:	N

- Specialty Aspects:
- Oversized Ears and Nose (Perception)
 - Gullible (Reasoning)
 - Violent manners (Persuasion)
 - Bog, Mean and scary (Persuasion)
 - Tough Bastard (Endurance)

- Notable Advantages:
- Hide in Plain Sight** - Trolls gain +2 on rolls to hide in a stationary position.
 - Keen Smell** - Trolls gain +2 on rolls to smell
 - Wrestler** - Trolls gain a +2 bonus to grappling related rolls, such as when attempting to put Aspect such as *Grabbed*, *Thrown Down* or *Pinned* on enemies in hand-to-hand combat.
 - Weakness** - Trolls are paralyzed in sunlight.

Total Physical Defense Modifier (AR): +2(+3)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Fist	+6(+1)	Agility	0
Large Club	+6(+4)	Agility	0
Huge(P)			



Vampire, Noble

The vampiric lord of the realm, ancient and terrifying.

Character Aspects: Size: 0

- Ancient Vampiric Noble(P)
- Charming Foreigner

Physical		Mental		Social	
Agility:	6	Craft:	2	Deception:	4
Endurance:	6	Knowledge:	3	Empathy:	3
Perception:	3	Reasoning:	3	Persuasion:	4
Strength:	6	Willpower:	4	Resources:	3
Stress Track:	12	Stress Track:	7	Stress Track:	7

Specialty Aspects:

- Compelled to Sleep During the Day (Endurance)
- Inhuman Feats of Strength (Strength)
- The Hunger (Willpower)
- Mesmerizing Eyes (Deception)

Notable Advantages:

- **Armor, Passive** – *Undead Flesh*, AR: +4.
- **Keen Smell** - The vampire gains +2 on rolls to smell.
- **Leach (Limitation: Requires Blood Draining)** – *Blood Drinker*, The vampire can downgrade its own Consequences by inflicting them on others with its Leach Power.
- **Lifeless** – No need to eat, drink, or breath. Does not age. Immune to poison, vacuum, disease or drugs.
- **Regeneration (World Class, Limb Re-Growth, Limitation: A Stake through the heart stops Regeneration)** – Reduce time to downgrade Consequence by 3 time increments. Can only be killed by disintegration, a severed head or destroyed heart.
- **Weakness** – Vampire Weaknesses:
 - Sunlight is an environmental hazard akin to fire for a vampire.
 - Holy water burns like acid. A splash of holy water has a Weapon Rating of +6.
 - During day hours, all of the vampire’s Physical and Mental Abilities are decreased by 4, to a minimum of 1.

Total Physical Defense Modifier (AR): +6(+4)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Fist	+6(+2)	Agility	0
Poor Defense			

Werewolf

The seemingly normal man, cursed to transform into a monstrous beast at the first sight of the full moon.

Character Aspects:

Size: 0

- *The Curse of Lycanthropy*

Physical		Mental		Social	
Agility:	3	Craft:	2	Deception:	3
Endurance:	3	Knowledge:	2	Empathy:	2
Perception:	3	Reasoning:	3	Persuasion:	2
Strength:	3	Willpower:	2	Resources:	2
Stress Track:	6	Stress Track:	5	Stress Track:	4

Specialty Aspects:

- *Inhuman Physique* (Endurance)
- *The Inner Beast* (Reasoning)
- *The Bestial Lust and Charm* (Deception)
- *Strength of the Beast* (Strength)

Notable Advantages:

- **Striking Looks** - The Werewolf gains a +1 bonus to Persuasion rolls when dealing with members of the opposite sex, or homosexual members of your same sex.
- **Keen Smell** - The Werewolf gain +2 on rolls to smell.
- **Curse of Lycanthropy (Conditional Trigger:** First sight of the full moon), *Wolf-Man Form, Linked Advantages:*
 - **Weakness:** *Bestial Countenance*
 - **Super Strength, Passive** - +5 bonus to Strength for most rolls.
 - **True Expert** - *Strength of the Beast* (P) (Strength)
 - **True Expert** - *Inhuman Physique* (P) (Endurance)
 - **Armor, Passive** - *Thick Hide*, +2 AR
 - **Body Weaponry** – *Claws and Fangs*, WR: +3
- **Regeneration (Metro Class, Limitation: Consequences caused by silver weapons must heal normally)** – Reduce time to downgrade Consequence by 2 time increments.
- **Weakness** – Silver weapons have their Weapon Rating increased by +4 when attacking the werewolf.

Total Physical Defense Modifier (AR): +3(+0) / +3(+3)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Fist (Human) <i>Poor Defense</i>	+3(+0)	Agility	0
Fangs/Claws (Wolf-Man) <i>Poor Defense</i>	+8(+3)	Agility	0

Zombie, Mindless

This is decomposing *mindless* undead creature.

Character Aspects: Size: 0

- *Mindless Undead(P)*

Physical		Mental		Social	
Agility:	0	Craft:	N/A	Deception:	-2
Endurance:	3	Knowledge:	N/A	Empathy:	-2
Perception:	0	Reasoning:	-2	Persuasion:	N/A
Strength:	3	Willpower:	0	Resources:	N/A
Stress Track:	5	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- *Shambling Carcass* (Agility)
- *“Aim for the head!”* (Endurance)

Total Physical Defense Modifier (AR): +0(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+3(+2)	Agility	0

Zombie, Mindless, Horde [Unit]

This is shambling group of about sixteen mindless zombies.

Defining Aspect: Size: 2

- *Mindless Undead(P)*

Physical:	5	Mental:	0	Social:	N/A

Roster Aspects:

- *Mindless Undead x5*

Modern Antagonists

Police Officer/Security Guard

This is the typical city beat cop or security guard.

Character Aspects: **Size:** 0

- *Patrol Officer*

Physical		Mental		Social	
Agility:	2	Craft:	1	Deception:	1
Endurance:	2	Knowledge:	2	Empathy:	2
Perception:	2	Reasoning:	3	Persuasion:	2
Strength:	3	Willpower:	2	Resources:	2
Stress Track:	5	Stress Track:	5	Stress Track:	4

Specialty Aspects:

- *Spends Weekend at the Range* (Agility)
- *Easily Bored* (Willpower)
- *“That looks fishy.”* (Perception)
- *Lie Detector* (Empathy)

Total Physical Defense Modifier (AR): +2(+1)

Armor: Protective Vest - Stress: 3, *Bullet Resistant*

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Sidearm (Lt. Pistol)	+2(+3)	Perception or Agility	2
<i>Small</i>			
Baton	+3(+1)	Agility	0

Police Officer/Security Guard Patrol [Unit]

This is the typical small unit of police officers or security guards.

Character Aspects: **Size:** 1

- *Patrol Officer*

Physical:	7	Mental:	7	Social:	6

Specialty Aspects:

- *Spends Weekend at the Range* (Agility)
- *Easily Bored* (Willpower)
- *“That looks fishy.”* (Perception)
- *Lie Detector* (Empathy)

Total Physical Defense Modifier (AR): +2(+1)

Armor: Protective Vest - Stress: 3, *Bullet Resistant*

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Sidearm (Lt. Pistol)	+6(+3)	Perception or Agility	2
<i>Small</i>			
Baton	+7(+1)	Agility	0



Private Detective

The stereotypical down on his luck gumshoe.

Character Aspects: Size: 0

- Burned Out Cop Turned Private Eye

Physical		Mental		Social	
Agility:	2	Craft:	1	Deception:	3
Endurance:	2	Knowledge:	2	Empathy:	3
Perception:	4	Reasoning:	3	Persuasion:	2
Strength:	2	Willpower:	2	Resources:	1
Stress Track:	4	Stress Track:	5	Stress Track:	3

Specialty Aspects:

- Smart Mouth (Persuasion)
- “I don’t suppose I could get paid up front?” (Resources)
- Keen Eye for Details (Perception)
- Old Friends from the Force (Persuasion)

Notable Advantages:

- Eye for Crime – +2 bonus on Perception rolls to discover clues at a crime scene.

Total Physical Defense Modifier (AR): +2(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Heavy Revolver	+2(+4)	Perception or Agility	2
Reliable, Limited Ammo, Small			
Boot Knife	+2(+2)	Agility	0

Serial Killer

Serial killer that has stolen police officer’s uniform.

Character Aspects: Size: 0

- Huge bloated maniac in uniform

Physical		Mental		Social	
Agility:	1	Craft:	1	Deception:	3
Endurance:	4	Knowledge:	1	Empathy:	1
Perception:	1	Reasoning:	1	Persuasion:	2
Strength:	3	Willpower:	3	Resources:	1
Stress Track:	7	Stress Track:	4	Stress Track:	3

Specialty Aspects:

- Body of Sin Made Flesh (Endurance)
- Following a Pattern (Reasoning)
- Stolen Uniform (Deception)

Total Physical Defense Modifier (AR): +1(+1)

Armor: Protective Vest - Stress: 3, Bullet Resistant

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Baton	+3(+1)	Agility	0
Rusty Machete	+3(+3)	Agility	0

Small Time Gang Banger

A young man growing up on the wrong side of the tracks.

Character Aspects: Size: 0

- “Me and my boys will mess you up!”

Physical		Mental		Social	
Agility:	2	Craft:	2	Deception:	3
Endurance:	2	Knowledge:	1	Empathy:	2
Perception:	1	Reasoning:	2	Persuasion:	2
Strength:	3	Willpower:	2	Resources:	1
Stress Track:	5	Stress Track:	4	Stress Track:	3

Specialty Aspects:

- *Seen Too Much for a Boy His Age* (Willpower)
- *Street Instincts* (Empathy)
- *No Respect for the System* (Persuasion)

Total Physical Defense Modifier (AR): +2(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Heavy Pistol Small	+2(+4)	Perception or Agility	2

Small Time Gang [Unit]

A disorganized group of small time gang members.

Defining Aspects: Size: 1

- “Me and my boys will mess you up!”

Physical:	4	Mental:	3	Social:	4

Roster Aspects:

- *Small Time Gang Banger with a Knife*
- *Small Time Gang Banger with a Gun*
- *Small Time Gang Banger with a Bat*
- *Small Time Gang Banger with a Tire Iron*





Soldier/SWAT Officer

This is the soldier in the Army or a member of the local SWAT team.

Character Aspects:

Size: 0

- *Trained Soldier*

Physical		Mental		Social	
Agility:	2	Craft:	1	Deception:	1
Endurance:	3	Knowledge:	2	Empathy:	2
Perception:	2	Reasoning:	2	Persuasion:	2
Strength:	3	Willpower:	3	Resources:	2
Stress Track:	6	Stress Track:	5	Stress Track:	4

Specialty Aspects:

- *Assault weapons Training* (Agility)
- *Driven to Complete the Mission* (Willpower)
- *Training before Instincts* (Willpower)

Notable Advantages:

- **Firing Discipline** - +2 bonus on Reasoning rolls to avoid running out of ammo

Total Physical Defense Modifier (AR):

+2(+4)

Armor: Light Battle Armor - Stress: 5, Bulky

Physical Attack

Att. Mod. (WR)

Def. Ability

Range

Carbine

+2(+5)

Perception or Agility 3

Full Auto, Armor Penetrating, Large

Sidearm (Lt. Pistol)

+2(+3)

Perception or Agility 2

Small

Terrorist/Extremist

A typical member of a hardcore terrorist cell.

Character Aspects: Size: 0

- Devoted Extremist

Physical		Mental		Social	
Agility:	2	Craft:	3	Deception:	2
Endurance:	3	Knowledge:	2	Empathy:	2
Perception:	2	Reasoning:	2	Persuasion:	1
Strength:	3	Willpower:	3	Resources:	1
Stress Track:	5	Stress Track:	5	Stress Track:	2

Specialty Aspects:

- Willing to Die a Martyr (Willpower)
- Grew Up with a Gun in Your Hand (Agility)

Total Physical Defense Modifier (AR):		+2(+0)	
Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Heavy Assault Rifle	+2(+6)	Perception or Agility	3
Full Auto, Armor Penetrating, Huge(P)			
Rocket Launcher (RPG)	+2(+9)	Agility	2 EX
Explosive, Anti-Vehicular, Huge(P)			

Terrorist Cell [Unit]

A small militant group of extremists.

Defining Aspects: Size: 1

- Devoted Extremists

Physical:	4	Mental:	4	Social:	3

Roster Aspects:

- Terrorist with an AK-47 x3
- Terrorist with an Rocket Launcher and Scorpion SMG

Sci-Fi Antagonists

Corporate Security Guard

This is the typical security guard from a futuristic setting, an employee of a local mega-corporation. His job is to patrol the company’s property and engage trespassers with lethal force.

Character Aspects: **Size:** 0
• *Trained Security Guard*

Physical		Mental		Social	
Agility:	2	Craft:	2	Deception:	1
Endurance:	3	Knowledge:	2	Empathy:	3
Perception:	2	Reasoning:	2	Persuasion:	2
Strength:	3	Willpower:	3	Resources:	2
Stress Track:	5	Stress Track:	5	Stress Track:	4

- Specialty Aspects:**
- *Spends Weekend at the Range* (Agility)
 - *Easily Bored* (Willpower)
 - *“That looks fishy.”* (Perception)
 - *Lie Detector* (Empathy)

Total Physical Defense Modifier (AR): +2(+4)
Armor: Light Battle Armor - Stress: 5, Bulky

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Light Coil SMG Full Auto	+2(+5)	Perception or Agility	2
Gravitic Baton	+3(+3)	Agility	0

Corporate Security Guard Patrol [Unit]

This is the typical small unit of four corporate security guards.

Defining Aspect: **Size:** 1
• *Patrol of Trained Security Guards*

Physical:	4	Mental:	4	Social:	4

- Roster Aspects:**
- *Bored Security Guard* x 3
 - *Security Officer*

Security Drone, Heavy

A large, heavy duty security drone, bought from some military surplus store. It seems to mean business and nobody is certain if the old Black Chip is de-activated permanently.

Character Aspects:

Size: 0

- Computerized Drone(P)
- Virtually Intelligent

Physical		Mental		Social	
Agility:	2	Craft:	N/A	Deception:	-4
Endurance:	5	Knowledge:	1	Empathy:	-4
Perception:	5	Reasoning:	2	Persuasion:	N/A
Strength:	8	Willpower:	4	Resources:	N/A
Stress Track:	13	Stress Track:	6	Stress Track:	N

Specialty Aspects:

- Big-F'n Arm-Mounted Lasers (Agility)
- Build to Take a Beating, and Then Some! (Endurance)
- "Access Denied!" (Willpower)

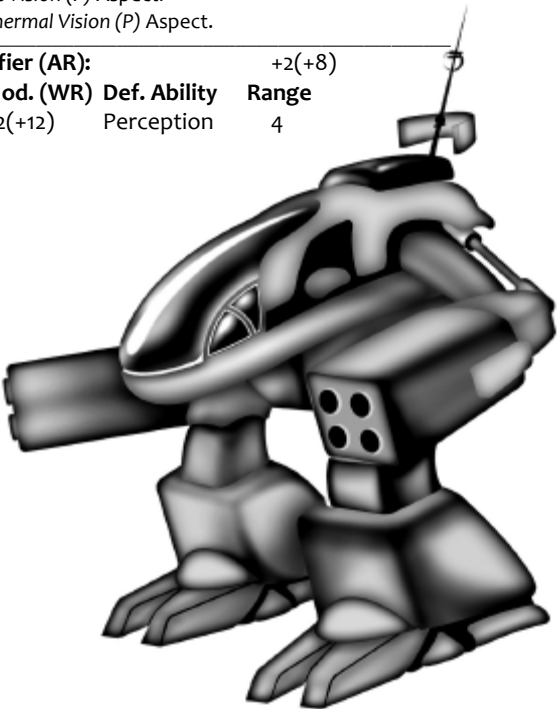
Notable Advantages:

- Guns Akimbo – Gains the Aspect Guns Akimbo (P)
- Night Vision - Gains the Night Vision (P) Aspect.
- Thermal Vision - Gains the Thermal Vision (P) Aspect.

Total Physical Defense Modifier (AR): +2(+8)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Built in Laser x 2	+2(+12)	Perception	4

Beam Weapon, Huge (P)



Swarm of Nanomachines

A glittering swarm of microscopic robots, run by an advanced hive-mind program inspired by the behavior of insect swarms.

- Character Aspects:Size: -1
- Hive-Mind Inspired by an Insect Cloud (P)

Physical		Mental		Social	
Agility:	2	Craft:	1	Deception:	-2
Endurance:	3	Knowledge:	2	Empathy:	-2
Perception:	2	Reasoning:	1	Persuasion:	0
Strength:	2	Willpower:	3	Resources:	N/A
Stress Track:	5	Stress Track:	4	Stress Track:	N

- Specialty Aspects:
- Swarm Mobility (Agility)

- Notable Advantages:
- Insubstantial, Passive (Vapor, Vulnerable to Energy)
 - Fly - The swarm can fly, hover and glide with ease, but its flying speed is limited to hustle.
 - Touch Attack – Dissolving Touch, WR: +6 (TL: 3)

Total Physical Defense Modifier (AR):		+6	
Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Dissolving Touch	+6(+6)	Agility	0

Zombie, Host

This is human carcass animated by giant space leeches.

- Character Aspects:Size: 0
- Human Carcass Animated by Leeches from Outer Space(P)

Physical		Mental		Social	
Agility:	1	Craft:	0	Deception:	1
Endurance:	3	Knowledge:	0	Empathy:	-2
Perception:	1	Reasoning:	1	Persuasion:	N/A
Strength:	3	Willpower:	2	Resources:	N/A
Stress Track:	6	Stress Track:	3	Stress Track:	N

- Specialty Aspects:
- Super-Parasite from Outer Space (Endurance)
 - “I think they are building some kind of... hive?” (Craft)
 - “Aim for the head!” (Endurance)

Total Physical Defense Modifier (AR):		+1(+3)	
Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Rusty Pitchfork		+1(+4)	Agility
Long, Rusty			1 TH
Feed	+3(+6)	Endurance	0
Can only be used on grappled victims, Unsettling			

Chapter 13

Game Mastery

What follows is a series of short articles intended to provide new and veteran GMs with advice on running *Strands of Fate* campaigns. And much of the same advice can carry over to other RPGs as well.



Change it!

If you take nothing else away from this chapter, remember this: This entire book is really just a book of advice. We promise, Void Star Games isn't going to send a team of ninjas after you if you don't play exactly by the rules printed in this book.

Don't like the Campaign Power Levels we came up with? Change them! Want to use a different set of stress and conflict rules from another FATE game? Go for it!

The GM has the right to change each and every rule in this book to suit his campaign, so long as it doesn't violate the most sacred of rules...



The “Rule of Fun”

As a GM, any time a rules dispute arises or something happens that isn't clearly addressed in this book; ask yourself one thing before deciding on a solution: “Is this solution fun for everyone?”

More than anything else, the goal of any game is to have fun. The rules provide a framework for the game but they should never violate the “rule of fun”. If a rule in this book is keeping you or the players from having the most fun they could have with this game, scrap it. Or, change it as needed. Likewise, if a player has a character that is behaving in a way that ruins the fun for another player, the issue needs to be addressed.

The most common type of fun ruining character behavior is when one character is disproportionately more “powerful” than the other characters.



This can come about in several ways. Maybe the player exploited the rules in some way to get a more “efficient character build”, or maybe it’s just an issue of the character “synergizing” with the setting in an unpredictable way. Regardless of how the situation arises, the heart of the problem is that a single character can provide the answer to every problem the party faces. And since he always has the answer, the game session’s “spotlight” always seems to be aimed at him.

While this might be a lot of fun for the spotlight hog, it’s probably not much fun for the other players. As the GM, you’ll need to watch for this sort of behavior and come up with a method of resolving it. The best way to handle it is to take the player aside and explain to him that you feel his character is breaking the “rule of fun” for the other players and that an adjustment needs to be made.

Another approach is to alter the story or setting to compensate. But be careful because something that may provide a challenge to an overly powerful character may be a death sentence for any of the other members of the party.

Thus far we’ve picked on the rules and players as the most likely breakers of the “rule of fun”, but in truth the most often bearer of guilt is you, the GM.

The GM has the power of the cosmos at his fingertips. NPCs dance to his whim and he can present any challenge he desires to the PCs. But as a wise comic book character once said, “With great power, comes great responsibility.”

While it is the GM’s job to present the PCs with challenges to make a scene more interesting, be very careful that you aren’t putting needless obstacles in their way.

Let’s look at a simple row of hedges as an example. A fight has broken out in the suburbs and two groups of combatants are having it out in the front yards of two different residences. A short row of hedges runs down the property line between the yards. Do the hedges serve to make the conflict more tactically interesting? Not really. You can shoot over and through them, and they are short enough to step over with little effort.

So when one of the PCs needs to cross into the other yard to help a downed comrade, do you make him roll some dice to see if he successfully navigates the bushes?

No.

Players want their characters to feel cool or heroic, and if tripping over a bush stops them from getting to their friend in time to help him, he is only going to feel frustration. It isn’t fun. It stops the player from feeling like his

character is contributing to the game, and for what? As the GM, you need to ask yourself what such an obstacle adds to the game.

That said, let's say you are looking to draw attention to the fact that the character attempting to vault the bushes isn't very physically fit. Such a character could conceivably have a hard time getting over the bushes and you want to put the spotlight on the character's flaws. That's what Aspects are for! If he's that out of shape he probably has a relevant Aspect you can compel. That way, even if he fails to get to his friend in time he still gets a Fate Point to sooth his injured pride.

Another option is to treat the bushes as a supplemental action (pg. 261). Supplemental actions are a very good way to make certain things tactically relevant, but don't require a player to waste his turn doing something boring. In the case above, the character would simply suffer a -1 penalty on his next action instead of having to spend a simple action carefully climbing over the bushes.



Never Say “No”

Roleplaying games are about freedom. Unlike any other type of game, even the most advanced and “open” video games, nothing compares to a tabletop RPG for freedom. For most players, that's the draw. They can be anyone, and do anything. That being the case, nothing will frustrate a player faster than telling him “no, you can't do that”.

Now obviously there are going to be some times where “no” is appropriate. For example, in a campaign where the characters do not have any sort of supernatural powers, a player can't expect to suddenly be able to shoot laser beams from his eyes. Any declaration that his character is doing so should in most cases be met with a “no” from the GM.

But in pretty much every other case, if the action the PC wants to take is even remotely plausible, the answer should be “yes”. You may set an impossibly high difficulty for the roll to attempt. But, if you take the time to explain why that is, and let him still roll to attempt it, the player is most likely going to be a lot less frustrated than if you had just told him “no”.

That said, try to get in the habit of saying “yes”. Try to let the players drive the plot as much as possible. This keeps them invested in your campaign and keeps them coming back to the table each week. If necessary, say “yes and...” or “yes but...” but you should never just say “no”.



Player Narrated Failure

The PC is the best archer in the land. He's got an Agility of 4, a few Advantages that grant bonuses to attack with his bow, and a couple of related Aspects. One of these Aspects actually is "*I'm the greatest archer in the land.*" And then when it's his turn to shoot in the archery competition, he blows it. He rolls poorly and doesn't have enough FP to invoke his Aspects. And as a result, he loses the archery tournament.

Why? He's the best archer in the land right? So why did he fail to hit the target while a lesser archer hits the bull's-eye?

Often the description of failure is done by the GM. As the GM you might say a breeze kicked up just as the arrow was released. Or maybe you won't elaborate at all. The player just missed, lost the tournament, and now we're moving on with the story.

Whenever a player character fails at a task, especially at a task at which he would normally have no trouble succeeding, take a moment to consult the player regarding the reason why he failed. Instead of just saying "You missed" and moving on, ask the player why he missed. This not only gives the player a chance to redeem his character in the face of humiliated failure, but could help inject the campaign with a level of detail and personality that may not have arisen otherwise.

Encourage the player to try to bring Aspects into the description. For example, the player could leave the shot unexplained at first, only to later reveal that he missed on purpose because his lady love (*Trying to Win the Heart of Lady Elsbeth*) requested he lose on purpose as a symbol of their love. Or maybe the magical bow he used (*Longbow of the Elven King*) was once used to slay a great demon. And at the last moment it struck the character as disrespectful to use it to win a few gold coins in a contest.



The Fun of Failure

Just because a player fails a roll doesn't mean he should fail to have fun. Whenever possible, the GM should try to come up for ways to make even failure entertaining and fun (or allow the player to do so!)

For example, if the PCs are chasing the bad guy across the roof tops of the city, and the player fails on his roll to jump from one building to another, you have a few options.

You might just roll the damage the PC takes from the fall and explain that (assuming he survives) the odds of him catching the bad guy has been

greatly reduced and the best he can hope to do is catch up before something major happens to his buddies.

Or, you could say that the character's fall is broken by the hood of a passing police car. That way he is given a chance to sweet talk the pretty police lady and maybe get her to help give chase in her car or even call in backup.

The second option is far more interesting than the first, and both were the result of a failed roll. While it may not always be possible to pull some evocative and intriguing event out of a failed roll, it's a good idea to try.

What you are trying to avoid is a stall in the game for the player who failed. When you are designing a scene ahead of time, try to consider what might go wrong and how you could make the players' misfortunes into something that keep the session's energy up and holds the player's interest



GMing via Educated Reaction

One of the first things you learn as a GM is that players are unpredictable. To make matters worse, the FATE system encourages things like Declarations and invoking Aspects for effect. This grants the player a lot of control over the direction of the campaign and can easily wreck a carefully planned plot.

That being the case, it's often a waste of time to try to carefully orchestrate a series of events. The players are going to want to go off on tangents or pursue personal goals that may not precisely line up with what you had planned.

But that's okay!

The trick is to largely disregard structured plots and scripted scenes in favor of a broader view of the setting. Once you know your setting, and what the PC and NPCs in your setting want to achieve, you have a framework on which you can quickly build responses to the player's actions. As they move through your shared world and shake things up (as PCs do), you'll be able to predict the logical effects of their actions. And the more you know your setting, the quicker and more accurately you can make these predictions.

But to set up a campaign this way, you'll need to do some prep work...

Step 1 – Setting Creation

The first and most important step is to put together a fairly detailed setting. Depending on the type of campaign you intend to run this might be a local town, a city, a country, a ship, a prison, etc. You might consider writing the location up as an Organization if it makes sense to do so (pg. 381) or even better, create the Organization collaboratively with your players.

Step 2 – NPC Details

Once you've got the geography of the campaign somewhat defined, start thinking about the NPCs you intend to populate it with. Consider who the major movers and shakers are and what they want. Define their goals, what they are willing to do to reach their goals, and what resources (high-tech weaponry, political clout, magic spells, etc.) they can access to make achieving their goals easier.

Step 3 – PC Goals

Next you want to look at the goals of the PCs. You should be able to discern these during the character generation process, or by simply looking at the PCs' Aspects. You'll want to find out what each PCs' personal goals are, and more importantly, what the group plans to achieve together. Once you know this, talk to them and find out what immediate steps they intend to take to reach their goals. This will form the basis for your first few gaming sessions.

Step 4 – Determine Conflicts

The PCs have goals. The NPCs have goals. Which of these goals conflict with each other? These conflicts should form the body of your campaign, with tangents as required. If the PCs want to put a stop to the human sacrifices that have been happening in town, and there is a hidden cult that wants to sacrifice enough innocent lives to bring a demon to Earth, you know where your conflict is.

Likewise, since you know the location in which your campaign is set, look at things like the relative location between the PCs and other characters. If the PCs are a bunch of sorcerers looking to change the taint of the mana at a ley line nexus, consider what other mana dependent characters might be "downstream" along a nearby ley line. If they try to taint the nexus with the positive energy of life in an effort to make it easier to resurrect their fallen friend, you can expect the death cultists who have been tapping the ley line flowing from it to get a tad upset as the mana becomes useless to them.

Game Balance and Mutually Assured Destruction

Games using *Strands of Fate* aren't generally about killing monsters and stealing their loot. They aren't about having the character who can deal the most stress in a round. And when a foe is defeated, they don't explode in a shower of golden orbs to be collected for experience.

While those play styles are certainly possible with *Strands of Fate*, and are in truth a no less valid way to play than any other, it was not the type of game for which the FATE game system was designed. As such, when forced to choose, *Strands of Fate* leans more toward what is cool and dramatic over what offers the better "game balance". It's about the story, not about Weapon and Armor Ratings.

Still, there are certain combinations of Advantages, Aspects and Abilities that will yield very formidable characters. Players who seek out these combinations will almost certainly be able to create a character who can fight and kill foes that would leave the rest of his companions in a pine box. Such characters can be disrupting to the campaign if the GM isn't careful, but there are ways to deal with them.

While the immediate temptation is to simply introduce more challenging foes, you must be careful. If one PC is a focused powerhouse in a certain type of conflict, there is a good chance that a foe who could threaten him would easily Defeat the other PCs in the group. While this approach may work some of the time, particularly if the over powered PC is isolated from the others, it can quickly grow boring or begin to feel overly contrived.

So instead of focusing on the result of what happens when an over powered PC cuts lose, instead make it a difficult choice for the player as to whether or not he *should* cut lose. Make him consider the consequences. In the real world, several countries have nuclear weapons. They are the most devastating weapons known to man and just one could put an end to most any conflict. Yet we do not use them. Why? We fear the consequences.

Now imagine for a moment the psychic who uses Clairsentience to locate his rival and then kill him and all of his allies in the room with him by channeling an explosive Ranged Power Attack through it. Did he succeed in besting his rival? Sure. But at what cost? He has proven himself to be both a murderer and powerful enough to threaten the lives of several people at once. Any other rivals he might have, and perhaps many of his now former allies, may band together to punish him for his crime. Perhaps they will hold a trial. Or perhaps, out of fear, they will use the same method to execute him as he did his rival. One moment the character is gloating over his victory, the next he lays dead in his bathroom.

How Not to Run GMPCs

Above all, there is one thing the GM should never do with a GMPC. Never, ever, steal the spotlight away from the player characters. The PCs are the heroes of the story. The GMPCs are there to support the PCs, oppose them, or further the plot, all in an effort to make the PCs look cool. Few things ruin a game faster than having to sit there, as a player, and listen to the GM tell you how cool their pet GMPC is.

As a GM, it's ok to introduce interesting and powerful GMPCs, just be careful the spotlight stays on the PCs.



Experience for Milestones and Training

Similar to the way the system of “Organic Growth” (pg. 30) can be used to help characters grow in a way that makes sense within the context of the campaign, experience can also be granted as a direct reward for actions or as a reward for achieving certain goals.

For example, if a character is some sort of spell caster and discovers a tome of necromantic lore during the game, the GM may grant a number of XP that can be used for the sole purpose of purchasing Aspects or Advantages that relate to necromantic lore. Likewise, he might gain such experience if he tracked down an old necromancer and convinced him to part with his dark secrets. Similarly, if a character has an Aspect such as *“I’ll free my village or die trying,”* and the character manages to defeat the lieutenant of the town’s oppressive lord, he could be rewarded with XP for completing a “milestone” on his way to his ultimate goal.

In the examples listed above, the character who reads the tome might be granted 3-4 XP for the purposes of gaining some necromancy related Aspect or Advantage. Whereas the reward for completing a “milestone” like defeating the evil lieutenant might be 3-4 XP that can be spent on anything.

CAMPAIGN POWER LEVEL

Campaign Power Level	Refresh	Abilities (Max)	Adv. Points	Available Advantages
Commoner	4	24 (3)	1 (1)	Expert only
Expert	5	24 (3)	3 (1)	Expert only
Hero	6	25 (3)	6 (2)	Expert and Heroic only
Action Hero	7	25 (4)	9 (2)	Expert and Heroic only
Mythic Hero	8	26 (4)	12 (5)	Expert, Heroic and Powers (No Super Powers)
Legendary Hero	9	26 (5)	15 (7)	Expert, Heroic and Powers (No Super Powers)
Super Hero	10	27 (5)	See Below	See Below
- Metro Class	--	--	20 (10)	- All, Metro Class Super Power Only
- World Class	--	--	30 (12)	- All, Up to World Class Super Powers Only
- Galaxy Class	--	--	40 (14)	- All, Up to Galaxy Class Super Powers Only
- Cosmic Class	--	--	50 (16)	- All, Up to Cosmic Class Super Powers Only
- Infinity Class	--	--	60 (18)	- All

- + You have a number of Physical stress boxes equal to your Strength + Endurance + Modifiers.
- + You have a number of Mental stress boxes equal to your Reasoning + Willpower + Modifiers.
- + You have a number of Social stress boxes equal to your Persuasion + Resources + Modifiers.

Abilities

Physical

Agility
Endurance
Perception
Strength

Mental

Knowledge
Reasoning
Willpower
Craft

Social

Deception
Empathy
Persuasion
Resources

Your 10 Aspects

Every character begins with a total of 10 Aspects, and if you are using the Aspect Alphabet, you should try to have one for each of these:

Character Aspects:

1. Defining Aspect
2. Ambition
3. Background
4. Conviction
5. Disadvantage

Specialty Aspects:

6. Exceptional Skill
7. Foe(s)
8. Gear
9. Help
10. Inferior Skill

Sample Physical Consequences

Minor

- Fatigued
- Dazed
- Pulled Muscle

Major

- Sprained Ankle
- Minor Laceration
- Wrenched Back

Severe(P)

- Broken Arm
- Severed Finger
- Concussion
- **Extreme(P)**
- Broken Back
- Severed Arm
- Ruptured Organ

Defeated(P)

- Dead
- Comatose
- Quadriplegic

Sample Mental Consequences

Minor

- Flushed
- Shamed
- Withdrawn

Major

- Trembling
- Unwilling to Speak
- Desire to Lash Out

Severe(P)

- Flashbacks
- Reclusive
- Psychotic Tendencies

Extreme(P)

- Mute
- Severe Hallucinations
- Suicidal

Defeated(P)

- Dead
- Catatonic
- Crippling Dementia

Sample Social Consequences

Minor

- Embarrassed
- Small Fine
- Lost a Little Respect

Major

- Humiliated
- Large Fine
- Lost Allies

Severe(P)

- Focus of Public Outrage
- Short Jail Time
- Traitors in the Ranks

Extreme(P)

- Unforgettable Humiliation
- Long Jail Time
- Mutiny

Defeated(P)

- Death Sentence
- Enemy of the State
- Permanent Exile

STANDARD DIFFICULTIES

Difficulty	Action
0	Requires little effort or even thought.
1	Requires a small amount of effort.
2	A simple task, but requires a little effort. The average person will succeed about half the time.
3	A moderately difficult task.
4	Usually requires some training or you get lucky.
5	A difficult task. You need to be really good to pull this off.
6	You'd better be an expert if you hope to succeed.



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BREAKING THINGS

Difficulty	Examples:
0	Paper or glass. Do not roll for this, unless under stress.
1	Flimsy wood. Why are you rolling?
2	Cheap wood broken with the grain; bamboo, some light plastics.
3	Non-reinforced wooden board, like a pine two-by-four, or an interior door.
4	Strong wood, hardwood boards, exterior door.
5	Reinforced wood, heavy door.
6	Security door.
7	Bending prison bars (an inch or two).
8	Bank vault door, the door of a safe, starship airlock.

COMPUTER SECURITY RATINGS

Security Rating	Type of System
2	Household systems & alarms, Basic handheld equipment
3	VIP Home's systems & alarms, factory equipment
4	Government systems & alarms, sensitive equipment
5	High security systems & alarms, security services equipment
6	Military security systems & alarms, military equipment

FACILITIES

Activity	Ability	Facility
Research	Knowledge	Research Library
Scientific Experimentation	Knowledge	Lab
Building or Repairing	Crafting	Workshop
Computer Hacking or Research	Knowledge	Workstation
Computer Programming	Craft	Workstation

FIRE AND ENVIROMENTAL HAZARDS

Intensity	Description
0	The zone is on fire, but the fire can be avoided.
3	Almost everything in the zone is on fire, and the heat is pressing in on you in waves.
6	Everything in the zone is on fire, and the flames lick up near you.
9	Inferno. The zone is, essentially, a massive furnace.

JUMPING DIFFICULTIES

Difficulty	Height	Distance
0	1ft/30cm	1 yard/1m
1	2ft/60cm	2 yards/2m
4	3ft/90cm	3 yards/3m
6	4ft/120cm	4 yards/4m
Every +2	+1ft/+30cm	+1 yard/+1m

LOCK PICKING DIFFICULTIES

Example	Difficulty/Min. Diff	Required Time for Each Roll
Exterior Door, Simple Padlock	10/0	1 turn
Quality Padlock, Office Door	15/0	1 turn
Security Door	20/0	1 turn
Prison Cell Door	25/0	1 turn
Safety Deposit Box, Cheap Safe	15/1	5 minutes
Expensive Safe	20/2	5 minutes
Ultra-secure Safe, Bank Vault	25/3	5 minutes

PHYSICAL MOVEMENT IN CONFLICT

On your turn you may move into a different zone using one of the following options:

Standard Move – You move into an adjacent zone. This is a simple action, or it can be taken as a supplemental action (see page 261) incurring the standard -1 penalty on all other actions performed. If the transition between zones is hampered, say requiring you to climb a ladder, it may cause you to suffer additional penalties on any other actions you perform. More difficult obstacles probably require a full simple action to traverse.

Hustle – If you hustle, you may move across one zone and into the next. This can either be a simple action or a supplemental action like Move, but any other action you perform on this turn suffers a -2 in addition to any other penalties you might suffer.

Run – Running works the same as hustling and allows you to move across one zone and into the next, but you may also roll your Agility against a difficulty of 2. For every point by which your roll exceeds 2, you may move one additional zone. However, if taken as a supplemental action, you also suffer a -4 penalty on all other simple actions taken this turn. This penalty is added to any penalties you might suffer from traversing a difficult environment or obstacle.

SIZE & WEIGHT

Rating	Size	Weight
-4	Bacteria, Nanites, Viruses	.001 lbs. (.5g)
-3	Grasshoppers, Mice, Coins	.01 lbs. (5g)
-2	Baseball, Handgun, Toaster	1 lbs. (.5kg)
-1	Human Child, Chair, Small Dog	10 lbs. (5kg)
0	Adult Human, Door, Barrel	100 lbs. (50kg)
1	Bear, Large Motorcycle, Table	1,000 lbs. (500kg)
2	Elephant, Car, Small Shack	10,000 lbs. (5000kg)
3	Dragon, Tank, Small House	100,000 lbs. (50,000kg)
4	Airplane, Large House, Battleship	1 million lbs. (half million kg)
5	Aircraft Carrier, Industrial Complex	10 million lbs. (5 million kg)
6	Military Installation, Space Station	100 million lbs. (50 million kg)
7	City, Orbital Space Port	1 billion lbs. (500 million kg)
8	Large Island, Asteroid	10 billion lbs. (5 billion kg)
9	Country, Moon	100 billion lbs. (50 billion kg)
10	Planetoid	1 trillion lbs. (500 billion kg)

TIME INCREMENTS

Result	Time Increment
0	Instant
1	A Round (around 3 sec.)
2	A Scene (around 5 min.)
3	An Hour
4	A Day
5	A Week
6	A Month
7	Three Months
8	A Year
9	Three Years
10	A Decade
11	Forever

COST RATINGS

Cost Rating	Estimated Value in Modern US Dollars
0	Around \$5 or less
1	Around \$25
2	Around \$100
3	Around \$400
4	Around \$1,600
etc...	etc...



VEHICLES

Size	FP Refresh	Abilities (Max)	Base Cost	Adv. Points	Sample Vehicles
1	2	3 + TL (3)	5	-2 + TL	Motorcycle, Jet Ski, Horse Drawn Carriage
2	2	5 + TL (3)	6	-1 + TL	Car, Small Boat, Single Engine Aircraft
3	3	7 + TL (4)	8	0 + TL	Shipping Truck, Tank, Fishing Boat, House
4	3	9 + TL (4)	11	4 + TL	Airliner, Battleship, Cargo Ship, Mansion
5	4	11 + TL (5)	15	8 + TL	Aircraft Carrier, Industrial Complex
6	4	13 + TL (5)	18	16 + TL	Space Station, Military Installation
7	5	15 + TL (6)	22	24 + TL	Planetoid Sized Orbital Space Port

* The vehicle has a number of Structural stress boxes equal to its Size + Structure + Modifiers.

* The vehicle has a number of System stress boxes equal to its Size + Systems + Modifiers.

* The vehicle has a number of Crew stress boxes equal to its Size + Crew + Modifiers.

VEHICLE ABILITIES

Crew
Structure

Speed
Weapons

Maneuverability
Sensors

Systems

ORGANIZATIONS

Influence	FP Refresh	Abilities (Max)	Sample Membership
0	--	--	Individual Character
1	--	--	A Unit, ranging from 4 to 12 individuals
2	3	18 (3)	A small local company, large club, town-wide cult or minor noble house
3	3	20 (4)	A small national company, influential noble house, small town
4	4	22 (5)	A national club or regional organized religion
5	4	25 (6)	A national corporation, world-spanning cult, port city
6	4	28 (7)	A national capital or large international conglomerate
7	5	31 (8)	A multi-continent spanning empire, or multi-world corporation
8	5	35 (9)	A world government, or system spanning mega-corporation
9	5	39 (10)	A multi-system spanning empire or mega-corporation
10	6	45 (11)	A galaxy-spanning empire

ORGANIZATION ABILITIES

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Perception
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