



Fate Accelerated Plus (FAE+) is a hack built upon, appropriately enough, the Fate Accelerated set of rules but it sprinkles in character Professions from the [Fate System Toolkit](#) to work in tandem with Approaches for a dual column application. Many ideas for the system have been “borrowed” from the equally awesome [Fate Freeport](#), [Pathfinder Fate Accelerated](#) and [Jadepunk](#).

Refresh

Characters start with 3 Refresh; Refresh determines your character's default Fate point threshold; the number of Fate points you are guaranteed to start every session with. However, it also serves as the primary "currency" or resource that you use to gain other abilities for your character, primarily Stunts and Arcana.

High Concept and Trouble

You need to define a High Concept, which is the 10,000 foot summary of your character. High Concepts are usually pithy, and ideally convey in a sentence the essence of your character. For FAE+ you may want your High Concept to contain at least a vague reference to some type of traditional fantasy class...Rogue, Swashbuckler, Cavalier, Shaman, etc.

You also need a Trouble, which is the counterpoint to your High Concept. While the High Concept describes your character's essence, your Trouble describes the main source of dramatic tension in your character's ongoing story, the thing that holds them back, or causes them to get involved in circumstances that they'd rather avoid but which provide interesting interludes to their existence.

A good Trouble will not only make your character more "real", it also will provide your most reliable means of regaining Fate points during play. Though it seems counterintuitive, a Trouble that doesn't really complicate your character's existence will make your character weaker, not stronger. You want to be compelled and involved in the narrative, and your character's Difficulty is a primary enabler of that goal.

Race/Culture

Race and/or culture, when important to the game in question or the character concept, should be included in the High Concept. It has no direct mechanical effect



unless invoked, compelled or woven into a Stunt; it primarily provides a justification for a character to do something that a member of that race or culture is supposed to be able to do or would know, per the setting. If a resolution is required, it still gets done by taking actions as normal.

Aspects

Aspects are at the heart of any Fate experience and play the most important role in helping you to define your character. In FAE+ it is assumed that characters start with three Aspects. Your Aspects can be whatever makes sense for your character, but it can be particularly useful if they help to fill in the character's background and provide a foundation for how they came to have their abilities and how they became adventurers.

If you are at a loss for coming up with Aspects, try the following. Have your first Aspect hinge on your character's formative years, or their race or culture. Then, focus the second Aspect on the character's early adulthood and early successes or perhaps failures and perhaps how they picked up their Professions. Finally have the third Aspect reflect what the character has been doing most recently prior to play starting, and perhaps anchor their career as an adventurer.

Approaches and Professions

In addition to the standard six Approaches there are also six Professions that give a broad indication of a character's skills and capabilities. Professions take the place of a broad grouping of skills; Approaches indicate HOW you do something, Professions measure WHAT you can do. Minor non-player characters only possess Approaches and not Professions.

Character creation is slightly modified with the addition of Professions:

- **Approaches:** Two Fair (+2), two Average (+1), two Mediocre (+0).
- **Professions:** One Fair (+2), one Average (+1), four Mediocre (+0) **-OR-** three Average (+1) and three Mediocre (+0).

Approaches

The Approaches are unchanged from those in Fate Accelerated; they dictate **HOW** you do something, they describe what happens when you succeed and they flavor what happens when you fail.

If you fail a roll, but decide to succeed at cost, the action is successful with the approach you were taking, but failed in some other way. Perhaps you were Sneaky but not Careful, leaving evidence of your passage or you were Quick but not Clever, getting away from danger but getting lost in the process. What goes wrong is highly situational, and up to the GM.

Careful

Careful actions rely on planning, preparedness, and knowledge of the world; these actions require tact, attentiveness, and patience...measure twice, cut once. You act with caution, paying attention to the details. When you are holding back, or taking your time, or making extra special sure you get it right...you are being careful. When you are acting Carefully,

you're paying close attention to detail and taking your time, when you succeed you are taking your time to get it perfect and when failure occurs you have fumbled the execution of your action.

- **Synonyms:** Astute, Gentle, Thoughtful, Wary, Wise
- **Possessed By:** Engineers, scholars, teachers, cowards, masterminds.

Clever

Clever is the approach of imagination and improvisation; clever actions solve problems using creativity. You think quickly, and act with great finesse. You make intuitive leaps, exploit a nuance, outwit or trick, or otherwise rely on your smarts to solve something. When doing things cleverly you're solving problems and applying creativity, when successful you understand the situation at hand, and when you fail you missed something vital or important.

- **Synonyms:** Brainy, Brilliant, Ingenious, Imaginative, Nerdy
- **Possessed By:** Artists, inventors, scholars.

Flashy

Flashy covers the doing of deeds with great fanfare; flashy actions are daring or adventurous, they are done with style and charisma and are inspiring and impressive. You act in big showy ways, giving the appearance of sparkling brilliance and drawing attention to yourself. Being larger than life is a speciality. You go big, brazenly proclaim, entertain, seek to impress, bluster your way out of something, show off, or just do things while piling on with extra awesome style. If successful you look impressive accomplishing your task, but if you fail you may come across as foolhardy or reckless.

- **Synonyms:** Audacious, Bold, Fearless, Flamboyant, Heroic, Showy.
- **Possessed By:** Acrobats, performers, swashbucklers.

Forceful

Forceful is the brute force approach, and is usually the opposite of Clever or Careful. Forceful actions represent strength of body, character, or will; it is the approach that moves mountains or to make oneself immovable. You act boldly with no hesitation and without holding back. Both physically and mentally you fully commit to what you are doing and exert yourself to your fullest. You swing for the fences, throw your shoulder into it, grin and bear it, give it your all, and go all in. When doing things forcefully you're using brute force to power through, when successful you break things or hurt feelings but when you fail you can appear weak in some manner.

- **Synonyms:** Strong, Loud, Hardy, Mighty, Potent, Stalwart, Stubborn.
- **Possessed By:** Barbarians, bullies, soldiers, warriors.

Quick

Quick actions are done with speed and precision: quick thinking, fast-talking, running, dodging. You act and think in ways that leave other people in the dust. Or maybe you shoot first and ask questions later. You act swiftly and with great agility, fast and sure-footed. You act without stopping to think, dart and weave, lunge and leap, use quick reflexes to respond in a hurry, squeeze in an extra little non-action, and dash through before it's too late. When acting quickly you're moving with speed and agility, when

successful you finish in lightning speed, but if you fail you have overlooked something critical or have arrived too late.

- **Synonyms:** Nimble, Swift, Speedy, Hasty, Reckless
- **Possessed By:** Burglars, duelists, hunters, swashbucklers.

Sneaky

Sneaky is the opposite of Flashy; it represents getting things done by using stealth, deceit, misdirection and manipulation. It keeps you or your motives hidden and unnoticed. You act deceptively, secretly, attempting to avoid notice, in furtive and surreptitious ways. You try to conceal or hide what you are doing, obscure your intentions, evade detection, appear to be other than what you are, set a trap or lay an ambush. When doing things Sneakily you're using misdirection or deceit, if you succeed your actions don't draw attention but if you fail your intentions are obvious to everyone.

- **Synonyms:** Indirect, Quiet, Subtle, Cunning, Sly, Untrustworthy
- **Possessed By:** Bounty hunters, ninjas, pick pockets.

Professions

Professions reflect what characters can do and what they know, they reflect **WHO** the character is and infer capabilities and skills from that. Used in conjunction with aspects and stunts, most (if not all) traditional fantasy stereotypes can be created. When teamed with aspects to flesh out characters to reflect other types of fantasy mainstays such as barbarians, druids, paladins, rangers and the like. "Run-of-the-mill" NPCs will not have ranks in a profession instead only having approaches.

Warrior

Warriors attack and maneuver, either as a member of a formal military unit or as a lone combatant focusing on personal combat. They are trained in the use of a wide-range of armor, weapons and combative techniques. Fighting style is largely determined by aspects and/or the approach Warrior is combined with...from a straight-forward bashing style (Forceful) to a two-weapon wielding swashbuckling style (Flashy) and all types in between.

- **Overcome:** Warrior is used to conduct duels of combative skill, as well as commanding troops in large scale battle.
- **Create Advantage:** Many advantages created in a battle are created by Warrior. Any number of special moves can be covered with advantages - a targeted strike to stun, tripping your opponent, disarming, etc.: any action that requires technical, combative skill to perform.
- **Attack:** This is where the Warrior shines. You make physical attacks with Warrior at all ranges and with all weapons.
- **Defend:** You can use Warrior to defend against create advantage attempts from Warrior, representing having better technique than your opponent. Warrior can also be used to defend against melee attacks by parrying.
- **Discover:**

Rogue

Rogues are masters of the shadows and stealth, they sneak, deceive, lie and infiltrate. They can sneak past a guard, come up with a good cover story, hide in plain sight and pick

a pocket with ease. Rogues are not limited to being at home in urban environments, they may just as easily call the wilderness or open sea home to their shadowy and nefarious ways.

- **Overcome:** Rogues overcome obstacles by moving over, under or through them, or just by moving or nullifying the object. Rogues are generally physically fit and often quick of mind - capable of running, jumping, swimming, lifting, climbing and bantering with the best of them.

- **Create Advantage:** When you're creating advantages as a Rogue, you're jumping to high ground, performing dazzling acrobatic maneuvers, throwing objects into your path, or outflanking and surprising your opponent.

- **Attack:** Rogue is not meant to attack physically but can be used in social attacks.

- **Defend:** Rogue is a catch-all Profession for avoiding physical harm. A Rogue's reflexes are honed to avoid environmental dangers and violent attacks with the same level of proficiency. You can also use Rogue to defend against advantages being placed on you by another's use of Rogue, and to stop characters trying to move past you, if you're in a position to physically interfere with whoever's making the attempt.

- **Discover:**

Mage

The Mage delves into the unknown and arcane, manipulating forces and elements beyond most folk. He is often wise and astute, seeking out and dispensing knowledge.

- **Overcome:** Whenever a Mage wants to use magic as the justification to get past something, solve a problem, remove an Aspect, etc, it is simply a standard use of the Overcome action.

- **Create Advantage:** Magic that asserts a fact to be true, interacts with or alters some fundamental trait (i.e. Aspects), modifies the environment, creates some pervasive long term effect, or otherwise does something lasting, is "cast" by using a Create An Advantage action.

- **Attack:** Damage spells are resolved using the Attack action, however Mages can't attack with spells unless the Profession is at +2 or higher.

- **Defend:** Mage can be used to Defend against itself. If one character uses Mage to attack another character, the target can defend with Mage, and so on. It's as simple as that.

- **Discover:**

Priest

The Priest is devout and pious, devoted to a deity or some other belief. He thinks and discovers; interpreting the world around him, recalling knowledge, and gathering relevant information are all part and parcel of what it means to be a Priest.

- **Overcome:** Whenever a Priest wants to use magic as the justification to get past something, solve a problem, remove an Aspect, etc, it is simply a standard use of the Overcome action.

- **Create Advantage:** Magic that asserts a fact to be true, interacts with or alters some fundamental trait (i.e. Aspects), modifies the environment, creates some pervasive long term effect, or otherwise does something lasting, is "cast" by using a Create An Advantage action.

- **Attack:** Priest can't be used to attack unless the Profession is at +2 or higher.
- **Defend:** Priest can be used to Defend against itself. If one character uses Priest to attack another character, the target can defend with Priest, and so on. It's as simple as that.
- **Discover:**

Scholar

The Scholar thinks and discovers, interpreting the surrounding world, recalling knowledge, and gathering relevant information are all part and parcel of what it means to be a Scholar.

● **Overcome:** Scholars can apply their knowledge to achieve a goal, like deciphering ancient text on a tomb wall or recalling a bit of information they may have researched in the past. Scholars are also able to uncover unknown information through researching old tombs or performing inquiries with relevant contacts. When disputing facts or discussing some kind of social issue, a contest is usually performed to see who wins the debate, which may or may not be a duel, depending on how high the stakes are.

● **Create Advantage:** Scholar is one of the most versatile Professions for creating advantages, as long as you're willing to take the time to do some investigative research. Most of the time, you'll use Scholar to create a story detail, some obscure bit of information that you uncover or know already. By studying, searching, or analyzing a subject, you can create an aspect representing what you've discovered about nearly anything in the setting that your character could reasonably unearth or know. This is also useful for assessing the aspects on another character's sheet or getting a read on their emotional state, provided you have some kind of interpersonal contact with them.

● **Attack:** Scholar is not used for attacks.

● **Defend:** Scholar is the Profession used to defend against social actions taken against you by seeing through false information or figuring out the opposition's intentions, such as when a Rogue tries to get you to believe a lie or a Diplomat attempts to sway your opinion or mood.

● **Discover:**

Diplomat

The Diplomat influences and socializes; he is adept at fitting in at a party, negotiating treaties and intimidating a thug to stand down by virtue of their authority or overwhelming presence.

● **Overcome:** Diplomat is used to influence others to do what you want, either through charm or coercion, and to establish connections with others. Entertainers charm their customers, guards interrogate suspects for information and merchants barter their goods or services. For nameless NPCs, this is a single overcome action, but for named NPCs and PCs, you may have to enter into a contest.

● **Create Advantage:** Use Diplomat to create advantages representing momentary emotional states, like Enraged, Shocked, Hesitant, Joyful, or Excited. You can also establish positive moods in a scene or get someone to trust you. You could give a speech to Inspire, or stir a crowd into a Crazy Mob, or simply make someone Talkative or Helpful.

● **Attack:** Diplomat only performs social attacks.

● **Defend:** Diplomat defends against any attempt to damage your reputation, change a mood you've created, or make you look bad in front of other people.

● **Discover:**

Actions

When taking actions, characters add 1 Approach and 1 Profession (as applicable) to the situation; thus a character with Forceful +2 and Warrior +1 would gain +3 when attacking with force...a character with Clever +1 and Rogue +1 would gain +2 when trying to deceive a city guard.

Fate Accelerated Plus uses the standard four Fate actions (Create an Advantage, Overcome, Attack and Defend), but adds a fifth (Discover) to the mix as outlined in adapted from the *Fate Codex - Volume 1, Issue 7*.

Discover

[adapted from The Fate Codex, Volume 1, Issue 7]



Use the discover action to learn new information about environments, obstacles, and characters in a scene. The discover action allows your character to get new information about what's going on in the current scene without creating a new aspect. Sometimes you'll need to dig deeper into a situation to discover answers, but other times a quick glance is all you need to start learning more about the situation.

When you undertake a discover action, you get the chance to ask the GM a question about the situation through the lens of the profession you've chosen. If you want to know more about a threatening adversary, you can try to determine more about his fighting style from his weaponry (Warrior), the traditional fighting style of his clan (Scholar), or his current state of mind and disposition (Diplomat). The GM answers honestly, but failure results in your question pushing you into danger, revealing unpleasant information, or costing you precious time or resources.

After you finish your discover action, you may want to create an aspect on the scene by creating an advantage with your new knowledge or taking advantage of the boost you created if you succeeded with style.

Using Create Advantage and Discover

If you include discover as an action, players can't use create advantage to learn new information. All of those actions now fall under discover. Players can use create advantage to capitalize on the information they've gained.

- When you fail using discover, you either ask a question of the Gamemaster related to the profession you used at a major cost or the opposition asks questions about your character, delving into your secrets and weaknesses.
- When you tie with discover, you ask one question of the Gamemaster related to the profession you used at a minor cost.
- When you succeed with discover, you ask one question of the Gamemaster related to the profession you used.
- When you succeed with style, you ask one question of the Gamemaster related to the profession you used, followed by either another question or the

creation of a boost.

Defending With Professions

Professions can always defend against themselves directly without need of extra narrative support; you can always defend against an opponent's Warrior with your Warrior for instance. Defending against a Profession with a different Profession is possible, but it requires some narrative support (i.e. you have to creatively explain how you are using the Profession in the situation at hand), and if it doesn't seem plausible it simply isn't possible, or can be attempted at a penalty.

It's easier to justify certain professions defending against others:

- Warrior and Rogue when both are used in a “physical” manner.
- Mage and Priest when both are used in a “magical” manner.
- Scholar and Diplomat when both are used in a “social” manner.

Stunt Rubrics

Stunts allow you to differentiate your character, adding the individualistic traits that make your character stand out. You get 3 Stunts for free; each additional Stunt lowers your Refresh by 1; however, you can't drop below 1. Stunts in FAE+ are commonly formatted in one of the following ways.

Because I'm Awesome At...

This Stunt template gives a flat +2 bonus for a specific **Approach AND Profession** combination with an action.

Because I **[describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome]**, I get a +2 when I'm a **[pick one: Careful, Clever, Flashy, Forceful, Quick, Sneaky]** **[pick one: Warrior, Rogue, Mage, Priest, Diplomat, Scholar]** and **[pick one: attack, create advantage, defend, discover, overcome]** when **[describe a circumstance]**.

- Because I **Don't Fight Fair**, I get a +2 when I'm attacking as a Clever Warrior and flanking my opponent.
- Because I am a **Master of the Shadows**, I gain +2 while I am a Sneaky Rogue and creating an advantage operating in low light conditions.

Once Per Session I May...

This stunt template allows you to do something that stretches the rules once per session.

Because I **[describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome]**, once per game session I can **[describe something cool you can do]**.

- Because I can **Grin and Bear It**, once per session if I would take a consequence I may instead choose to negate it.

- Because **Luck is Better than Skill**, once per session I can negate an opponent's previous action.

Because I'm Good At...

This Stunt template gives a flat +1 bonus for a single specific **Approach OR Profession** with an action.

Because I'm **[describe some way that you are extra good at a specific Approach or Profession]**, I get a +1 when I'm **[pick one: Careful, Clever, Flashy, Forceful, Quick, Sneaky, Warrior, Rogue, Mage, Priest, Diplomat, Scholar]** and **[pick one: attack, create advantage, defend, discover, overcome]** when **[describe a circumstance]**.

Because I **[describe some way that you are extra good at a specific Approach or Profession]**, I get a +1 when I am **[pick one: Careful, Clever, Flashy, Forceful, Quick, Sneaky, Warrior, Rogue, Mage, Priest, Diplomat, Scholar]** and **[pick one: attack, create advantage, defend, discover, overcome]** when **[describe a narrative circumstance]**.

- Because I'm a **Veteran of Countless Battles**, I gain +1 when I attack as a Warrior.
- Because I'm a **Sneaky Devil**, I gain +1 when I'm Clever and set up an ambush or create a related advantage.

Dual Profession

This Stunt template allows a character to add one of their Professions to a resolution when they are using a different Profession.

Because I'm **[describe some way that you are able to add a Profession to do something using a different Profession]**, while I am being a **[pick one: Warrior, Rogue, Mage, Priest, Diplomat, Scholar]** I may add **[pick one: Warrior, Rogue, Mage, Priest, Diplomat, Scholar]** as a bonus to **[pick one: attack, create advantage, defend, discover, overcome]** when **[describe a circumstance]**.

- Because I have an **Intimidating Presence**, while I am being a Diplomat I may add Warrior as a bonus to Overcome when I attempt to intimidate or assert control over a social situation if I am armed appropriately.
- Because I am a **Student of Tactics**, while I am being a Warrior I may add Scholar as a bonus to Attack when I've had time to study my opponent(s) for weaknesses.

Boost Upgrade

This Stunt template allows a character to upgrade a boost gained for succeeding with style into a full Aspect or some other benefit.

Because I'm **[describe why you are able to do this]**, if I get a boost when I am **[describe the circumstance when this Stunt applies]** I may use it to create the situational Aspect **[pick the name of the situational Aspect]** on **[pick the target (i.e.**

myself, the scene, the target)] with 2 free invokes.

Because I **[describe why you are able to do this]**, if I get a boost when I am **[describe the circumstance when this Stunt applies]** I may use it to **[describe the effect]**.

- Because I fight with a **Defensive Posture**, if I get a boost when I am being Careful while attacking I may use it to create the situational Aspect Defensive Posture on myself with 2 free invokes.

- Because I have **Swashbuckling Style**, whenever I am Flashy and Defend with style against a physical melee attack while wielding a dueling weapon I may use the boost to inflict a single point of stress on my attacker, immediately, as a free action.

Powered by Fate!

This Stunt template allows a character to have an extra-powerful effect that requires a Fate point to activate or use.

Because I **[describe why you are able to do this]**, I can spend a Fate point to **[describe the effect]**.

- Because I know **Words of Power**, I may spend a Fate point to utter a Word and remove a situational Aspect from play.

- Because I am the **Bane of the Undead**, when I am a Priest and attack I may spend a Fate point to target all undead creatures in my zone and all adjacent zones without having to split my shifts between them.

Stress

Like FAE, Fate Accelerated Plus uses a single stress track, but also adds a Wealth stress track as presented in the Fate System Toolkit.

Wealth and Stress

When you attempt something that would be made easier by the liberal application of cash or resources, you can check a Wealth stress box for a bonus to your roll. For example, if you're haggling over the price of a horse using Diplomat, if you're being a real jerk about it, and you fail your roll, you could check a Wealth stress box to pay too much for it. Or perhaps you're planning a heist and fail your Rogue roll? Check a Wealth stress box to get—or have gotten—the expensive gear you need to pull it off. Can't find the assassin you're looking for with Rogue or Diplomat? Maybe checking a Wealth stress box will improve your informants' memories. And so on.

In other words, it's succeeding at a serious cost, where that cost is literally a cost.

Starting Wealth

Characters start off with a base of two Wealth stress boxes; they get +1 stress box for each aspect they have that relates to how well off they are, to a maximum of +3 stress boxes.

Gaining Wealth

Wealth stress doesn't go away on its own. Instead, you can only clear a checked box when you gain more loot; gold, jewels, letters of debt, or any other similar resource. Acquiring a parcel of Wealth lets you clear any number of stress boxes whose total values don't exceed the parcel's value. If you have one or more checked boxes of a value greater than that of the Wealth parcel you've received, do nothing to the boxes that exceed the parcel's value; it's not enough Wealth to make a difference to you.

For example, if you acquire 3 Wealth, you can clear your first, second, or third stress box, if any one of them is checked, or both your first and second stress boxes—but not your fourth, if you're lucky enough to have one. The only way to add stress boxes is at a milestone, by swapping out an existing aspect for a wealth-oriented one.

Consequences

Fate Accelerated Plus uses the standard FAE rules for shared Mild, Moderate, and Severe Consequences.

Initiative

For physical actions initiative flows from Quick to Forceful to Sneaky, while non-physical actions flow from Clever to Flashy to Careful.

Milestones and Advancement

After a **minor milestone**, just like in standard FAE, you can switch the ratings of any two Approaches (with GM approval), rename one Aspect that isn't your High Concept (with GM approval), exchange one Stunt for another (with GM approval), or choose a new Stunt and adjust your refresh if you already have three Stunts.

At **significant milestones** you may raise an Approach by +1, as normal. At **major milestones** you may raise either an Approach or a Profession by +1, your choice, take an additional point of Refresh or rename your character's High Concept (with GM approval).

Note that unlike Approaches you can't switch your Professions around. A GM might allow you to take a +1 off of a Profession and put it on different Profession during a milestone if you can make a strong enough case for it, but this should be an uncommon occurrence at best.

Mind the Gap

Fate Accelerated Plus does not force a pyramid style of Approach advancement, but to prevent unbalanced characters it imposes restrictions to prevent a player from putting all of their +1's in a single Approach and then attempt to resolve every encounter using it. Note that this only applies to Approaches and does not extend to Professions. Minding the gap means that whenever an Approach is raised, any unfilled number gaps should be addressed.

For example, a character starts with +2, +2, +1, +1, +0, +0 in their Approaches. Often a player raises one of the +2 bonuses to a +3 at the first significant milestone to reinforce the character's specialty and may choose to raise the same one again to +4 at the next significant milestone. This leaves a somewhat awkwardly balanced character with Approaches of +4, +2, +1, +1, +0, +0.

To address this sort of outcome, a modified pyramid scheme is used that requires that +1 raises to Approaches gained at milestones be allocated to fill in or close gaps between bonus numbers. So for example:

- +4, +2, +1, +1, +0, +0: the gap is between +2 and +4; the character needs a +3 to fill the gap to achieve +4, +3, +1, +1, +0, +0 which in turn leaves another gap that will need to be rectified in the future.
- +4, +3, +1, +1, +0, +0: the gap is between the +1 and +3; the character needs a +2 to fill the gap to achieve +4, +3, +2, +1, +0, +0 which leaves a perfect balance.

This allows for some early ramping up but gradually puts the brakes on as bonuses climb higher up the ladder. The overall effect is, players can still specialize their characters and get that early extra +1 on their dominant Approach, but prevents characters from getting completely lopsided.

Equipment and Gear

Normal equipment and gear is just that, normal, it doesn't provide any special abilities, stunts, troubles, etc. outside of what is outlined below under weapons and armor. However there might be cause for special items, those that are mastercraft, magical or an important artifact of some sort that has special properties.

Special items come with two aspects for free—a **Function Aspect** and a **Flaw Aspect**. The function tells you the item's purpose, and the flaw tells you what's wrong with it. You can think of its function as its high concept and its flaw as its trouble or a consequence that never goes away. These do not take up any of your character's personal aspects.

Give the item one or more **Stunts** to reflect the reliable advantages it confers on its user.

If a character elects to start play with a special item, they must spend refresh to do so, stunts cost one refresh apiece. Additional flaws can be taken to reduce an item's refresh cost, at a rate of one refresh per additional flaw. The minimum cost for an item with any stunts is 1 refresh, regardless of how many flaws it has.

Special items found during the course of play typically will not cost the player any refresh, they are a part of the story unfolding.

Ring of Truth

Function: Magical Lie Detector

Flaw: Wearer is Cursed to Tell the Truth

- Because the ring can **Pierce the Veil of Lies**, the wearer can spend a Fate Point and three times during a scene can accurately

determine if someone is lying.

Cost: 1 refresh

Weapons

Weapons fall into one of four broad categories. You get to decide exactly what your weapon is and what it looks like.

Martial Weapons

Martial weapons rely mainly on strength, training, or both. Long swords, battle axes, clubs, and warhammers are all martial weapons. Clubbing a guy upside the head with a pistol or rifle counts as a martial weapon, but it sure won't do its reliability any favors. Martial weapons use Warrior when attacking.

Finesse Weapons

Finesse weapons, like rapiers, scimitars, nunchucks, daggers, and so forth, rely more on speed and precision than on strength. When you use a finesse weapon, you may use Rogue instead of Warrior for any rolls you make with it.

Heavy Weapons

Heavy weapons are like martial weapons but bigger; they are weapons of brute force and overwhelming power...greatswords, mauls, cabers, and other huge weapons are heavy weapons. When using a heavy weapon you inflict one more point of stress any time you do damage, however you can never act first in a conflict.

Ranged Weapons

Ranged weapons are all designed to be used from a distance...bows, crossbows, throwing daggers, shuriken, and so forth are all ranged weapons. When you use a ranged weapon you use Rogue and can target someone in any zone within range, not just the zone you're in.

Blackpowder Weapons

Blackpowder weapons are slowly becoming a favored over things like bows and crossbows. They're simple to use and maintain and can be devastatingly effective. They're scarce, but that's changing as more smiths learn to build them yet they are still considered to be chivalric arms and are the province of knights and nobility.

They do have their drawbacks, though. Blackpowder weapons hold a single shot and have the aspect **Slow and Cumbersome** which requires an action to reload the weapon, which in turn requires both hands free. They also have the aspect **Loud and Unreliable**, which could cause trouble in its own right.

Typically, armor is ineffective against blackpowder weapons, unless the armor is Proofed-tested against gunfire and proven effective.

Most blackpowder weapons such as pistols and muskets clearly fall into one of these four categories. Some more specialized weapons (blunderbuss, horse pistol, long rifle, etc.) may justify modifying these guidelines a bit.

Sidearms

Sidearms are small blackpowder pistols, usually built with a flintlock or wheellock mechanism. You can use a sidearm to attack anyone in your zone or an adjacent zone. When you attack with a sidearm, you deal 1 shift of extra stress if you deal stress, and your attack completely ignores most armor. You must spend 1 action to reload a sidearm.

Longarms

Longarms are longer, two-handed blackpowder weapons such as muskets. They're a bit more powerful than sidearms and most have greater range, but it also takes a bit longer to bring them to bear. You can use longarms to attack anyone in any zone you can see except your own. When you attack with a longarm, you deal 2 shifts of extra stress if you deal stress, and your attack ignores most armor. If you're shooting a longarm, you can't go first in the exchange.

Cannons

Cannons are large, stationary, mounted blackpowder weapons, usually used on ships or fortifications.

They're hugely powerful but carry a number of disadvantages. You can use a cannon to attack anyone in any zone you can see except your own, and what you attack must be directly in front of you. When you attack with a cannon, you automatically take out any unnamed NPCs you hit; you deal 4 shifts of extra stress to anyone else you deal stress to, and your attack completely ignores armor.

A cannon usually requires a four-person crew to use: a crew of three gunners to muscle the gun around and perform the reload actions, and the master gunner, who aims the gun and leads the crew. A well trained gun crew can reliably fire about three shots a minute, so assume they must spend at least two exchanges reloading and aiming between shots. A poorly trained crew is as dangerous to their own side as to the enemy, so watch for compels on that Loud and Unreliable aspect.

Cannons can be loaded with special ammunition.

- Grape shot allows you to attack anyone in your zone who is in front of your cannon, and maybe anyone in the next zone in front of your cannon; beyond that distance it has no effect.
- Explosive shells allow you to attack an entire zone.
- Incendiary shot applies the aspect On Fire to the target zone.
- Chain shot applies the aspect Wreckage to the target zone, and can be used to cripple ships by destroying their masts.



Swivel Guns

Swivel guns are essentially miniature cannons, mounted on a pivot on a ship's rail (incredibly strong people have been known to shoot them unmounted, but it's not advisable.) They require a crew of only two, a shooter and a loader. They're powerful and accurate, but have some disadvantages. The mounting limits your field of fire; you may not be able to shoot at people behind you. When you attack with a swivel gun, you deal 3 shifts of extra stress if you deal stress, and your attack completely ignores armor. Reloading the gun requires an action; if you're responsible for both firing and reloading, you must make a Fair (+2) Scholar based overcome action in order to reload; if you fail you still reload, but you've **Lost Your Aim**.

Armor

Though there are myriad different kinds of armor, the rules only draw distinctions between four broad categories: light, medium, and heavy armor, and shields.

Light Armor

Light armor provides little protection but doesn't restrict your movement or weigh you down much. Padded suits and leathers are the most common sorts of light armor. When you wear light armor, it counts as an aspect. You get to invoke it once for free per session while you wear it. The GM can compel light armor when you're trying to hide it under your clothing, when it gets soaked through (and heavy), when heat is a factor or other applicable situations.

Medium Armor

Medium armor includes things like chain mail or ring mail, or a simple breast plate. It provides a bit more protection than light armor does, but comes with more restriction on your movement, more noise, and less mobility. Medium armor is an aspect like light armor, but you can invoke it twice for free per session. The GM can compel it under the same situations as light armor, as well as when stealth is important, when you're trying to swim, or when you're running for a long time.

Heavy Armor

Heavy armor provides the best protection, but is also the weightiest and most restrictive of armors. Plate mail is the quintessential example of heavy armor. Like light and medium armor, heavy armor is an aspect; you can invoke it three times per session for free. The GM can compel it in all the same situation is as light and medium armor, but she can also compel it whenever you have to move quickly or dodge, or when you have to go unnoticed in a crowd.

Proofed Armor

Proofed armor has been shown to be effective against small firearms (sidearms and longarms). It's fantastically expensive and rare. Only medium and heavy armor can be proofed and it provides the same Armor protection against firearms as its base armor type. Not even proofed armor can help you against cannon fire or swivel guns.

Shields

Shields are big slabs of metal or wood that you hold in your off-hand and use to block attacks. Unless unusually thick and heavy, shields aren't typically effective against

gunfire. A shield is an aspect, and you can invoke it once per scene for free. The GM can compel it whenever you have to do something with both hands, or with your off-hand.

Bad Guys

Types of NPCs

- Mooks - standard FAE mook character sheet...aspects, Skilled (+2) at and Bad (-2) at.
- Agents - aspects, approaches only, stunts
- Antagonists - full characters