

By Brandon Amancio - www.fusionofthought.com/rpg/index.htm

### Key

- Skill Trapping anyone can use a skill for this purpose.
- Stunt a character must purchase the stunt in order to use.
- h In Combat This use of a Stunt or Skill Trapping only applies during a Conflict
- Skill Substitution O Deceit Use the main skill instead of Deceit
- Req Requires
- $1 \setminus Once per ...$

 

 R A
 Same
 +1 Zone
 +2 Zone
 +3 Zone
 Defend
 T I
 Instant
 Few moments
 Half a minute
 Minute
 Few minutes
 15 minutes
 Half an hour

 N E
 Fists
 Weapons
 Guns
 Guns
 Athletics
 T I
 Few hours
 An afternoon
 A day
 A few days
 A week
 A few weeks
 A month

 M
 E
 (Melee)
 (thrown)
 (Handguns)
 (Rifles)
 Weapons, Fists
 E
 Few months
 A season
 Half a year
 A year
 A few years
 A decade
 A lifetime

### Academics

Skills, page 85; Stunts, page 116; Adjudication, page 227 Summary: Measures the character's "book learning". Primary Uses: The player can ask the GM "What do I know about this subject?" or "What does this mean?" Character examples: Librarians, Archeologists and Students.

## Research

#### [Req: Library with Quality equal to the level of the question being asked + Time]

Purpose: Answer a question after failing an Academics roll

Adjudication for Research: the best yardstick is obscurity.

- Beyond Fantastic: Lost knowledge.
- $\geq$ Fantastic: Known by one or two people in the world.
- Superb: The handful of leading experts. ≻
- **Great:** All the top men in the field
- ۶ Good and Lower: The common body of knowledge.

## Canguages

Know +1 Langauge per step above **Mediocre**. Choose languages as convienent.

## Oeclaring Minor Details

*◎ Declare an Aspect* – Roll vs GM set Difficulty.

➢ GM does not have to reveal difficulty.

Success - the declaration is true and may be tagged for free once.

Failure – GM has the option to place a temporary "mistaken" aspect on the academic.

## Exposition and Knowledge Dumping

GM may use character as a mouthpiece to convey a lot of information. Reward the Character with 1 Fate Point.

## The Truth (Plant Bad Information)

[Req: Deceiver need access to the target's library.] Deceiver: Academics modfied by Deceit sets difficulty. Deceived: Academics vs Difficulty:

Failure - Academics discovers false information,

Failure by 3 or more, then the true information may simply be unavailable.

Success - Researcher discovers false information and recognizes it as false.

### Alertness

Skills, page 88; Stunts, page 119; Adjudication, page 228 Summary: a measure of the character's regular, passive level of awareness.

Primary Uses: Test to prevent surprise or sometimes to spot a clue.

Character examples: Bodyguards, Outdoorsmen and Criminals of a sneaky variety.

## Avoiding Surprise

When Ambushed: Test Alertness vs Stealth.

Failure: Defense skill is considered to be Mediocre for the first exchange.

### Art

Skills, page 89; Stunts, page 122; Adjudication, page 228 Summary: Measures the character's overall artistic ability, from painting to dance to music.

Primary Uses: This includes knowledge, composition, and performance.

Character examples: Artistis, Aristocrats, those of the avant garde.

## Art as Knowledge

All Otrappings of Academics but focused on Art.

## Art as Craft

All Otrappings of a crafting skill.

## Art as Performance

### Add an *Aspect* to a Scene:

Difficulty: Fair + Modifiers

- Adding to a mood (+1)  $\triangleleft$ 
  - Changing a mood (+3)
  - Distractions (+1) Major Distractions (+3)
  - Total Distractions (+5)

## Art as Communication

Art can modify appropriate social skill: Rapport, Intimidate, Leadership or Deceit

## Sorgery

Difficulty = Complexity of target. With original on hand: Art + 1

E Few months

Few hours An afternoon A day A season Half a year

Instant Few moments Half a minute Minute Few minutes 15 minutes Half an hour A few days A week A few weeks A month A year A few years A decade A lifetime

### Athletics

Skills, page 91 ; Stunts, page 126; Adjudication, page 231 **Summary:** This measures the character's general physical capability.

**Primary Uses:** Athletics covers running, jumping, climbing, and other broadly physical activities you might find in a track and field event.

Character examples: Athletes, soldiers and outdoorsmen.

# Output States of the second second

The difficulty is going to be the bare minimum to clear the distance, so beating that by a few shifts is often a good idea. Outside of that, jumping is often just considered an extension of normal movement.

# Sprinting

 $\frac{1}{3}$  Spend Full Action – Athletics vs Mediocre. Cross a number of zones and borders equal to or less than the total shifts of effect.

# Climbing

GM Option: Spend *shifts* to reduce time.

| Height  | Base Difficulty | * - Climbs of this                   |
|---------|-----------------|--------------------------------------|
| Short   | Mediocre(+0)    | length are Athletics                 |
| Medium  | Fair (+2)       | restricted by<br>Endurance w/o rest. |
| Long    | Great (+4)*     | Endurance w/o rest.                  |
| Extreme | Fantastic (+6)* |                                      |
|         |                 |                                      |

|    | Slipperiness      | Visibility  | Distractions     |
|----|-------------------|-------------|------------------|
| +1 | Wet or slick      | Dark or     | Non-threatening  |
|    |                   | Raining     | interactions     |
| +2 | Completely smooth | Pitch Black | External Dangers |

Dodging

Tull Action: **Defense** +2

May not attack or @Sprint.

## Salling

Test Athletics to limit the severity of the fall.

### Burglary

Skills, page 92 ; Stunts, page 128; Adjudication, page 234 **Summary:** Know how to steal things or understand how they were be stolen.

**Primary Uses:** The ability to overcome security systems, from alarms to locks. This also includes knowledge of those systems and the ability to assess them.

**Character examples:** Burglars, private eyes and even some cops.

# Casing

**Obeclare Minor Detail** to add an *aspect* to a target.

## LOCKS ADJUDICATION

Front Door, Simple Padlock Quality Padlock, Office Door Security Door Prison Cell Safety Deposit Box, Cheap Safe Expensive Safe Bank Vault Mediocre Average Fair Good Great Superb Fantastic

### Contacting

Skills, page 93 ; Stunts, page 130; Adjudication, page 236 Summary: The ability to find things out from people. Primary Uses: Know how to find things out by asking around.

**Character examples:** Reporters, private eyes and spies. **Modifiers:** Increase difficulty for an unfamiliar environment (max -4). Reduce penalty by 1 point per week.

## Gather Information

Name a question. GM Sets Difficulty. Roll Dice. GM Reveals what is discovered.

- Quality of person determine max quality of info.
- To determine the truthfulness of the information a more in-depth conversation may involve Empathy, Rapport, Deceit, etc ...

## Getting the Tip Off

**Social Alertness** – Keeping the character abreast of things that might be coming his way.

## Rumors Records

Plant false information. GM uses the final roll to determine what the result of the rumor is.

Mediocre/Average The rumor earns passing mention

- Fair Other characters are passing around the rumor, even **Good** back to the original character
- Good back to the original character Great + The rumor has spread far enough that someone will do something in response to it. Additional shifts above Great may indicate that the rumor has spawned a number of alternate or embellished versions as well, all with the same thread running through them, or may be used to speed up the rate at which the rumor spreads.
- Result becomes the difficulty for someone else to find out who planted the rumor.

 T
 Instant
 Few moments
 Half a minute
 Minute
 Few minutes
 15 minutes
 Half an hour

 I
 M
 Few hours
 An afternoon
 A day
 A few days
 A week
 A few weeks
 A month

 E
 Few months
 A season
 Half a year
 A year
 A few years
 A decade
 A lifetime

#### Deceit

Skills, page 95; Stunts, page 134; Adjudication, page 238 Summary: The ability to lie.

Primary Uses: Be it through word or deed, it's the ability to convey untruths convincingly.

Secondary Uses: Modify, restrict, or complement Empathy, Alertness, or Investigation.

Character examples: Grifters, spies, and politicians.

### Salse Face Forward – Defend against a Read () Rapport: Deceit vs. Empathy modified with

Rapport

If the deciever wins, he may provide a false aspect.

### Cat and Mouse – Riposte in a Social Conflict

**Deceit** vs. **Empathy** – If Deceiver wins he may represent any particularly convincing lie as a Consequences.

Olisquise – Conceal your true identity Used without Stunts: Deceit vs. Alertness Used with Stunts: Deceit vs. Investigation

### Drive

Skills, page 96; Stunts, page 138; Adjudication, page 240 Summary: The ability to drive.

Primary Uses: Drive a car at speeds of up to 45 miles per hour!

Secondary Uses: Drive will restrict if attempting to Drive and Shoot

Character examples: Chauffeurs, racers, and getaway drivers.

## Chases

Use to close or increase distance.

### Empathy

Skills, page 96; Stunts, page 141; Adjudication, page 245 Summary: This is the ability to understand what other people are thinking and feeling.

**Primary Uses:** Spot a liar or tell someone what that person wants to hear.

Secondary Uses: Defense vs Deceit, Initiative in Social Conflict.

Character examples: Gamblers, reporters and socialites.

## Reading People

#### [Req: Half Hour of Personal Interaction]

#### Empathy vs Rapport +1

- Learn a new *aspect* about the character.
- $\geq$ A character may ultimately reveal a total number of aspects equal to his **Empathy** value.

#### Endurance

Skills, page 97; Stunts, page 144; Adjudication, page 246 **Summary:** Endurance is the ability to keep performing physical activity despite fatigue or injury.

Primary Uses: Resist Shock and effort. Resist poisons and diseases.

Secondary Uses: Compliments Athletics over a Distance. Character examples: Explorers, athletes, and sailors.

## Endurance (Health Track) –

| Sta | rting Endurance  | Health Track Boxes |
|-----|------------------|--------------------|
| ≻   | Mediocre         | (5)                |
| ≻   | Average-Fair     | (6)                |
| ≻   | Good-Great       | (7)                |
| ۶   | Superb-Fantastic | (8)                |

#### Engineering

Skills, page 98; Stunts, page 147; Adjudication, page 248; Gadgets and Gizmos, page 207

Summary: The understanding of how machinery works, both for purposes of building it and taking it apart. Primary Uses: Compliments Science. Build things.

Understand how they are built.

Character examples: Inventors, mechanics, and frequently, drivers and pilots.

## Building Stuff

An engineer with time and tools can build a variety of items.

## Fixing Stuff

Engineering can be used to repair devices, given the right tools and enough time.

## Breaking Stuff

 $\frac{1}{3}$  se to setup maneuvers or weirdly indirect attacks

### Fists

Skills, page 98; Stunts, page 150; Adjudication, page 249 Summary: This is the ability to hold one's own in a fistfight.

Primary Uses: Attack and Defend in Combat.

Secondary Use: Have a limited sort of knowledge skill covering those areas.

Character examples: Sailors, thugs, and martial artists.

## Fighting People

Attack and Defend in Combat

Instant Few moments Half a minute Minute Few minutes 15 minutes Half an hour Few hours An afternoon A day A few days A week A few weeks A month E Few months A season Half a year A year A few years A decade A lifetime

#### Gambling

Skills, page 99; Stunts, page 154; Adjudication, page 251 **Summary:** Some games are pure luck, but a good gambler doesn't play those.

Primary Uses: The knowledge of how to gamble and moreover, how to win when gambling.

Secondary Use: It also includes knowledge of secondary things like bookmaking.

Character examples: Gamblers and dapper secret agents.

### Playing the Game

[Req: Contacting Roll Complemented by Gambling vs Quality of Game]

Gambling vs Gambling to win or lose Resources equal to quality.

#### Guns

Skills, page 99; Stunts, page 157; Adjudication, page 252 Summary: Sometimes characters just need to shoot things.

Primary Uses: With a gun, characters can shoot up to two zones away - three if it's a rifle.

Secondary Use: Use non-gun weapons that shoot at a distance (at a small penalty)

Character examples: Soldiers, assassins, and hunters. Requirements: A gun in hand, or at least close as hand.

**(C)** Knowledge - Well-versed in a variety of small and large arms and ammunitions.

#### Intimidation

Skills, page 100; Stunts, page 161; Adjudication, page 253 Summary: Convince someone to do what you want, ... or else.

Primary Uses A blatant social attack, defend with Resolve. Interrogate someone.

Secondary Use: Provoke to produce a strong "burst" of negative emotional response.

Character examples: Mob enforcers, bouncers and "bad" cops.

### Brush Off

During First Contact - Intimidation vs Resolve

Establish a powerful, menacing first impression

Brush past them without engaging  $\triangleright$ 

## THREAT OF VIOLENCE

| Target completely helpless: | Intimidation +2 |
|-----------------------------|-----------------|
| Target at disadvantage:     | Intimidation +1 |
| Target has advantage:       | Resolve +1      |
| Target is very secure:      | Resolve +2      |

Same +1 Zone +2 Zone +3 Zone Defend Fists Weapons Guns Guns Athletics (Melee) (thrown) (Handguns) (Rifles) Weapons, Fists

#### Investigation

Skills, page 101; Stunts, page 164; Adjudication, page 254 **Summary:** the ability to look for things and, hopefully, find them.

Primary Uses Find something that is hidden or inobvious (like clues or an enemy)

Secondary Use: Find deep patterns or hidden flaws (Assessment Action)

Character examples: Private investigators, reporters and cops.

#### Leadership

Skills, page 102; Stunts, page 167; Adjudication, page 256 Summary: A good leader knows how to direct and inspire people, but he also understands how to run an organization.

Character examples: Military officers, politicians, bureaucrats, and lawyers

## Command

## i [Req: In a position to give orders]

Character may apply his Leadership as a modifying secondary skill on the minions skill roll.

### Administration

Any organization which the character is in charge of uses his Leadership as its default value.

## Bureaucracy

() Academics - How to act in a given organization, including important things like how much to bribe.

E Few months A season Half a year

Instant Few moments Half a minute Minute Few minutes 15 minutes Half an hour Few hours An afternoon A day A few days A week A few weeks A month A year A few years A decade A lifetime

### Might

Skills, page 103; Stunts, page 171; Adjudication, page 256 Summary: This is a measure of pure physical power. Primary Uses: Lifting, moving and breaking things. Character examples: Strongmen, laborers, and lords of the jungle.

## Fighting People

Compliments: Fists and Weapons Maneuvers: (Wrestling) – Switch from Fists to Might

### Breaking Things

Use brute force to break inanimate things. Two types: Methodical and Abrupt.

#### Methodical – Roll to Modify time taken.

**Abrupt** – Roll against the Target's Nature (object strength)

**Retry?** - Characters can fail twice without penalty. Difficulty increases by 1 for each additional try.

| Mediocre  | Paper or glass.                      |
|-----------|--------------------------------------|
| Average   | Flimsy wood.                         |
| Good      | Cheap wood, broken with the grain.   |
| Great     | Non-reinforced wood, Interior Door   |
| Superb    | Strong wood, exterior door           |
| Fantastic | Reinforced wood, heavy door.         |
| Epic      | Security door, bending prison bars.  |
| Legendary | Bank vault door, the door of a safe. |

# ❷Lifting Things

Might also controls how much the character can lift or move. The weight of the thing being moved sets the difficulty for the roll.

| Might     | Capacity | WF  |
|-----------|----------|-----|
| Abysmal   | 10       | 0   |
| Terrible  | 50       | 1   |
| Poor      | 100      | 1   |
| Mediocre  | 150      | 2   |
| Average   | 200      | 2   |
| Fair      | 250      | 3   |
| Good      | 300      | 3   |
| Great     | 350      | 4   |
| Superb    | 400      | 4   |
| Fantastic | 450      | 5   |
| Epic      | 500      | 5   |
| Legendary | 600      | 6   |
| Each +1   | +100     | .05 |

### **Mysteries**

Skills, page 104; Stunts, page 172; Adjudication, page 259 **Summary:** There is more to the world than science has explained yet.

**Primary Uses:** Acts as Academics but specializing in the strange, occult, lost mysteries, etc ...

Character examples: Mystics, explorers, and adventurous archaeologists.

## Sixth Sense

() Alertness, but for supernatural events.

## Mesmerism

*Mental Conflict* where both parties are willing. **Practical Uses:** Recover lost memories, post hypnotic suggestions, ignore external distractions.

## Arcane Lore

() Academics but for @Research of esoteric topics.

### Artificing

[Req: Arcane Workshop]③ Engineering, but to create artifacts and talismans.

## Fortune-Telling

**[Use: 1/Session]** Cast a Fortune. Roll against a GM set difficulty. Create an aspect for a person or scene.

### Pilot

Skills, page 105; Stunts, page 179; Adjudication, page 263
Summary: You know how to fly ... things.
Primary Uses: Fly a plane
Secondary Uses: Know things about planes.
Character examples: Professional pilots, idle rich.

#### Rapport

Skills, page 106; Stunts, page 181; Adjudication, page 263 Summary: Talk with people in a friendly fashion and make a good impression. Primary Uses: Convince someone to see your side

without threats.

Character examples: Grifters, reporters, and good cops.

### First Impressions

Initial Contact – Rapport roll then consult attitude table.

### Closing Down

**Defense** vs **Empathy** – Req: Desire to reveal nothing and Full Defense action – **Rapport + 2** Rapport controls the face the character shows to the world, and that includes what they choose *not* to show.

## Opening Up

**Defense** vs **Empathy** – If Defense succeeds, then defender reveals a any true aspect of their choice.

 T
 Instant
 Few moments
 Half a minute
 Minute
 Few minutes
 15 minutes
 Half an hour

 I
 Few hours
 An afternoon
 A day
 A few days
 A week
 A few weeks
 A month

 M
 Few months
 A season
 Half a year
 A year
 A few years
 A decade
 A lifetime

#### Resolve

Skills, page 107; Stunts, page 184; Adjudication, page 265 **Summary:** A measure of a character's self-mastery (i.e. courage and willpower.)

Primary Uses: Defense against most kinds of social manipulation or distraction.

Secondary Uses: Resist torture or the strange mental powers of psychic villainy.

Character examples: Grizzled Veterans, Spies, former prisoners.

## Resolve (Composure Track)

| Mediocre         | (5) |
|------------------|-----|
| Average-Fair     | (6) |
| Good-Great       | (7) |
| Suporh Fantastia | (9) |

Superb-Fantastic (8)

#### Resources

Skills, page 108; Stunts, page 187; Adjudication, page 266 Summary: A measure of available wealth.

Primary Uses: Passively informs the GM as to how wealthy the character is.

Secondary Uses: Make large expenditures. Attack or Defend against Resources.

Character examples: Robber barons, aristocrats and successful criminals.

## Spending Money

- Adjective 2 Steps or Less Character probably  $\geq$ already has one, if it makes sense.
- $\geq$ Equal or Lower on Adjective Ladder - Automatically buy reasonable quantities.
- Adjective Greater than **Resources** Roll vs cost
- Characters can only make one Resources roll per scene.

#### Workspaces

Own a Workspace: Base Quality = Resources -2Each player may have 1 free workspace in their home. Specialize a Workspace: Greatly limit flexibility, Quality = Resources -1

Buy a Higher Quality Workspace: Resources = Quality + 2 (+1 for Specialized)

Extra Shifts can be used to reduce time.

| Skill       | Work              | Workplace       |
|-------------|-------------------|-----------------|
| Academics   | Academic Research | Library         |
| Science     | Lab Work          | Lab             |
| Engineering | Gadgeteering      | Workshop        |
| Mysteries   | Arcane Research   | Arcane Library  |
| Mysteries   | Artificing        | Arcane Workshop |

#### Science

Skills, page 109; Stunts, page 191; Adjudication, page 266 Summary: "Science!"

Primary Use: A broad knowledge of all things scientific, from raw knowledge to the proper application of scientific method, and includes the field of medicine.

Secondary Uses: Create things with Science

Character examples: Scientists and physicians, but any gentleman of quality has at least some familiarity with the sciences.

### Cab Work

() Academics – [Req : A Lab]

### Medical Attention (pg 267)

Stress Track: Full Action - Science vs Mediocre 1 Shift – lvl 1 Box 7 Shifts - lvl 4 Box 3 Shifts – lvl 2 Box 9 Shifts - lvl 5 Box 5 Shifts – lvl 3 Box etc ...

Heal Consequences: With Scene - Provide proper medical attention.

Success: Time -1 to recover. (GM consent) Success + Spin: Time – 2 to recover

| Consequence |
|-------------|
| Mild        |
| Moderate    |
| Severe      |

Difficulty to Reduce Time Mediocre Fair Great

## Science!

To declare an *aspect* 

#### Sleight of Hand

Skills, page 111; Stunts, page 195; Adjudication, page 268 Summary: The hand can certainly be quicker than the eve.

**Primary Use:** This skill covers fine, dexterous activities like stage magic, pickpocketing, and replacing an idol with a bag of sand without tripping a trap.

Secondary Uses: Create things with Science

Character examples: Stage magicians, pickpockets, and jugglers.

### Pickpocket

To Pickpocket: Sleight of Hand vs Alertness

(complimented by Sleight of Hand) Modifier: Defender receives +2 for Full Defence unless distracted. Observers may also detect, but do not receive +2.

### Art of Distraction

Hide something reasonable in plain sight: Sleight of Hand vs Investigation

Instant E Few months

Few moments Half a minute Few hours An afternoon A day A few days A season Half a year Ayear

Minute Few minutes 15 minutes Half an hour A week A few weeks A month A few years A decade Alifetime

+8 Legendary +7 Epic +6 Fantastic +5 Superb +4 Great +3 Good +2 Fair +1 Average +0 Mediocre

#### Stealth

Skills, page 112; Stunts, page 197; Adjudication, page 268 Summary: Remain unseen and unheard.

Primary Use: Stay Hidden.

**Opposed By:** Alertness or Investigation Secondary Uses: Create things with Science Character examples: Burglars, assassins, and sneaky

# children.

## Hiding

Stay perfectly still and hidden. Modifiers: Lighting, obstacles and other factors

| Bonus      | Environment                                |
|------------|--|
| +4         | Pitch black, no visibility                 |
| +2         | Dark, smoke, thick fog, greatly diminished |
| visibility |  |
| 0          | Dim lighting, cluttered line of sight.     |
| -2         | Good Lighting, clear line of sight         |
| -4         | Bright lighting, clear area                |

## Skulking

The art of *moving* while trying to remain unnoticed. As per **Hiding**, but more difficult.

## 

#### Pre-Combat - Stealth vs Alertness

Attacker wins - target must defend and their first defense roll is at Mediocre

If Defender wins - target can defend normally.

### Survival

Skills, page 112; Stunts, page 200; Adjudication, page 270 Summary: This is the skill of outdoorsmen.

Primary Use: It covers hunting, trapping, tracking, building fires, and lots of other wilderness skills that a civilized man has no use for.

Character examples: Explorers, hunters, scouts, and lords of the jungle.

### Animal Handling

Social Skill for modifying an animal's reactions or actions.

 Riding
 () Drive for Animals

Camouflage [Req: a few hours to build a blind] () Stealth in the Wilderness Blind will last for one day + 1 Day per shift.

## Scavenging

If characters need to scrounge up something from the wilderness - sticks, bones, sharp rocks, vines that can serve as plants and so on

### Weapons

Skills, page 114; Stunts, page 203; Adjudication, page 271 **Summary:** Fight with Weapons

Primary Uses: Use a Weapon to attack or defend in Combat. Throw small handheld weapons up to one zone away.

Secondary Use: Limited knowledge about weapons and fighting styles.

Character examples: Sailors, fencers, and some kinds of athletes and circus performers.

## Fighting People

Attack same Zone or Attack 1 Zone away.

🕇 Defend against Attack

A season Half a year A year A few years A decade A lifetime