

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.
- 👌 🛛 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\ Once per ...

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

### Canguages

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

### MEMORY

#### 🗱 WALKING LIBRARY

Always have a Library (*Quality* = Academics). @Research with an actual Library take -1 Time

#### **WEPHOTOGRAPHIC MEMORY**

[Req: Walking Library]

@Research takes -2 Time

#### STUDIED RECALL

[Req: **W**Photographic Memory] [Use: 1/Scene] Spent 1 Fate - Academics vs Mediocre Memorize one target per *shift* generated. Target may be *assessed* for additional details later.

### LANGUAGES

**WELINGUIST** - Speak five additional languages.

#### GIFT OF TONGUES

[**Req: W**Linguist] – Know all "mainstream" languages. Use language slots for unusual or fantastic languages.

# Occlaring 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 modifed 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.

### **S**CHOLARSHIP

#### **SCHOLAR**

- $\triangleright$ Choose a Field - +1 Academics.
- Choose a Field Specialty +2 Academics, -1 Time
- ≻ When in an Academic Environment - Use Academics to *compliment* social skills.

#### MEDIZZYING INTELLECT

- [Req: **Scholar**]
- () with **Scholar** Field Deceit  $\triangleright$
- With **Scholar** Field compliment **Deceit**  $\geq$

#### IT'S ACADEMIC

[Req: **Scholar**]

[Use: 1/Session] - Academics vs GM Set Difficulty to Observe Minor Detail – Declare +1 detail per 2 shifts

E Few months A season Half a year

### Alertness (Perception)

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.

### Over the second seco

When Ambushed: Test Alertness vs Stealth. Failure: Defense skill is considered to be Mediocre for the first exchange.

### REFLEXES

### CON TOP OF IT

- **Spend 1 Fate:** Go first in an exchange.
  - o If multiple people use this stunt they go first in initiative order.
- **Spend 1 Fate:** Act next, if the exchange has already started and you have not yet acted.
  - This is not an interruption of any kind.

### WEREADY FOR ANYTHING

### [Req: WI'm On Top Of It]

**Initiative:** Alertness + 1 and win ties to go first. If taken multiple times, add another +1 to Alertness.

### KACUT OFF

### [Req: MOn Top Of It]

Y Opponents never gain *Spin* from failed *Attacks*.

### **WARUN INTERFERENCE**

### [Req: **W**Ready for Anything]

- Hold Your Action 1.
- 2. Spend 1 Fate before someone acts to have that person truthfully declare what he is about to do.
- 3. You *may* then use your held action to **block** the declared action.
- 4. If you do act and your most recent target then changes his mind based on that block, he must do so as a *supplemental* action, putting him at a -1. If he continues his declared course of action despite what you did, he must overcome the block.

### VIGILANCE

### DANGER SENSE

When *Ambushed*: Take a full defensive action.

- If *surprised*: Defense is Mediocre +2
- $\geq$ If not *surprised*: Defense is Alertness + 2.

### KASAW IT COMING

[Req: **M**Danger Sense] The character is never *surprised*.

### CONSTANT VIGILANCE

[Req: **W**Saw It Coming] Ambush rules do not apply to this character.

#### 🗱 TAKE IT ALL IN

[Req: two other Alertness Stunts]

#### () Investigation [Req: normal amount of time for Investigation.]

The trick: The results may come to the character with a different set of details than a methodical approach would yield. Conclusions may precede supporting details; the GM might choose to describe the middle part of a piece of information before the beginning or the end. Such are the hazards of Alertness.

E Few months

### 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.

### Over the second seco

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)
- ⊳ Changing a mood (+3)
- ≻ Distractions (+1)
  - Major Distractions (+3)
- ⊳ Total Distractions (+5)

# PERSONA

#### RAZOR TONGUE

Craft exquisit insults to Complement any social roll with Art +1.

### POISON WORDS

#### [Req: **W**Razor Tongue]

With **OPerformance**: Add a *target* to the created aspect. Target does not need to be present.

Normal @Performance aspect. Hate Poison Words *aspect*. Hate Lord Octavian

#### STAGE PRESENCE

[Req: Wirtuoso] Halve any additional *difficulty* bonuses due to distractions (rounded down)

#### ALL THE WORLD'S A STAGE

[Req: one other Art stunt] **ODeceit** - When convincing a target that he is someone else.

# Art as Communication

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

### Sorgerv

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

### **APPRECIATION**

#### THE ARTIST'S EYE

() to determine the *source* of something. O Empathy – to assess the target (artist) in absentia. [Use: 1/Piece of Art]

### CREATION

#### VIRTUOSO

Choose an art form: +1 Art Choose an art form specialty: +2 Art, -1 Time

#### MOVING PERFORMANCE

#### [Req: Wirtuoso]

With @Performance: aspect remains in place in any subsequent scenes involving the audience, up to a day.

# REPUTATION

COMM/SSIONS [Req: Wirtuoso] [Use: 1/Session] () Resources

### DO YOU KNOW WHO I AM?

[Req: Wirtuoso] Identify yourself in order to get your way Complement: Rapport, Intimidation, Deceit and Contacting

#### WEIGHT OF REPUTATION

[Req: WDo You Know Who I Am?] Spend 1 Fate: () Rapport, Intimidation, Contacting, or Deceit Spend +1 Fate to ensure the target knows who you are.

E Few months

### 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.

# Sumping

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

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
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

### **UNCOMMON MOVEMENT**

#### HUMAN SPIDER

OClimb +2. Spend 1 Fate to eliminate all climbing difficulty modifiers resulting from the environment.

#### MIGHTY LEAP

Reduce any height related borders by three.

#### EQUESTRIAN

() Survival when riding horses or other riding animals.

# Odding

Full Action: **Defense** +2 May not attack or **Sprint**.

### Falling

Test Athletics to limit the severity of the fall.

### **GYMNASTICS**

#### CONTORTIONIST

Use full Athletics when attempting impossible contorting tasks.

#### ACROBAT

- Reduce Acrobatic Difficulties by two.  $\geq$
- Falling rolls: Athletics +2  $\geq$
- Athletics will never restrict another skill.  $\triangleright$

### SAFE FALL

#### [Req: Acrobat]

Reduce falls by two categories when near a solid surface.

#### **SLIPPERY**

#### [Req: at least one other Athletics stunt.]

- +2 vs knockback, push attacks
- $\rightarrow$  +2 to escape from bonds.

#### SPEED

#### MARATHON TRAINING

- **O** Endurance with lengthy athletic activity.  $\geq$
- $\geq$ Compliment Endurance under most other circumstances.

#### 🗱 FAST AS A LEOPARD

#### [Req: WMarathon Training]

Sprint Action + 2 or be considered on an "even footing" with a mounted beast or car.

#### FASTER THAN A LEOPARD

#### [Req: WFast as a Leopard]

**◎Sprint** Action + 4 or **◎Sprint** Action +2 and be on an "even footing" with a mounted beast or car.

X No penalties for moving one zone as a supplemental action.

### 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

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

### LOCKS ADJUDICATION

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

### PERSPECTIVE

#### CRIMINAL MIND

**() Investigation**: When investigating an act committed by someone using the Burglary skill. **Burglary +1** if the character has committeed the same crime himself.

#### TRIPWIRE SENSIBILITIES

() Alterness or Investigation to avoid a trap.

#### TRESPASS TEMPO

#### [Req: **W**Tripwire Sensibilities]

() *Inititative Skill* when everything is going to plan. Always know how much *time* has passed.

### TECHNIQUE

#### HATPIN MAESTRO

- Never suffer an increased difficulty for lacking proper tools on a Burglary roll.
- With *proper* tools **-1** Time.

#### MENTAL BLUEPRINT

+2 to OCase a location.

### THE BIG HEIST

#### [Req: Mental Blueprint + 1 Burglary stunt]

When *Casing* a Location:

- 1. **Burglary** vs **Mediocre** + Difficulty
- 2. Earn 1 *retroactive aspect* per 3 shifts generated.
- 3. Spend *retroative aspects* to:
  - a. Assign an *aspect* as needed [Max: 1/Scene]
  - b. Trade to declare 3 non-aspect facts

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

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

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

### 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.
- $\geq$ 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.

### **COMPANIONS**

#### CONTACT

Create a *Companion* with 3 *Advances*. CLOSE CONTACTS

[Req: at least one Contact] Spread 3 additional advances among your **Contacts**.

#### METWORK OF CONTACTS

[Req: at least one other Contacting stunt] [Use: 1/Adventure]Create an Average Quality Companion with 2 Advances on the fly. See book if taken multiple times.

### **CONNECTIONS**

#### I KNOW A GUY WHO KNOWS A GUY

-1 Time on all Contacting Rolls. Gain +2 on any "second roll" efforts made to corroborate information you've gotten from another of your contacts.

#### **INSIDER**

() Leadership with bureaucracies

#### WALK THE WALK

Ignore Difficulty Modifiers when Contacting in unfamiliar circumstances.

# Rumors

Plant false information. GM uses the final roll to  $\geq$ 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 The rumor has spread far enough that someone will Great + 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.
- $\triangleright$ Result becomes the difficulty for someone else to find out who planted the rumor.

### **REPUTATION**

#### BIG MAN

Choose a field to be important in. Gain Narrative Benefits of being important. **()** Resources when appropriate.

### TALK THE TALK

### [Req: **W**Big Man]

- With **Big Man: Rapport +2**  $\geq$
- With **With Big Man:** () Rapport  $\triangleright$

#### BIG NAME

[Req: **W**Big Man] Rapport +2 or Intimidation +2 - With someone who knows who you are.

#### RIG REPUTATION

[Req: WBig Name] Spend 1 Fate – () Rapport, Intimidation, Deceit, Leadership, or Resolve

E Few months

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 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*.

### FALSEHOOD

#### THE HONEST LIE

**Deceit** +2 when lying with a lot of truth. The truth must be *relevant*, not unimportant, and *significant*. It must be on par with the lie.

#### TAKES ONE TO KNOW ONE

**()** Empathy when detecting if someone is lying.

#### **WACLEVER FACADE**

[Req: either Whe Honest Lie *or* Honest Cone to Know One]

- When the target of an **Empathy** *Read*, the character puts a false face forward.
- If he wins the contest then the character reveals a *False Aspect* and *gets* a *Read* on the reader.

#### CONFIDENCE

#### KA CON MAN

() Empathy to *Read* a person May only learn aspects that are Weaknesses.

#### THE FIX IS IN

#### [Req: WCon Man]

**()** Gambling - if he loses, the game is treated as *high stakes*.

#### **SUCKER**

[Req: Con Man] Create a *Companion* with: Quality: Fair, Resources: Skilled, (2) Advances

#### WHE BIG SUCKER

[Req: WSucker]

Improve Sucker Companion. Increase Sucker's Resources to Quality + 2. Add 1 Advance.

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

#### DISGUISE

#### CLEVER DISGUISE

While Disguised: Defend with full **Deceit**. With Disguise Kit: Create a disguise in **A Few Minutes**.

#### **WAMIMICRY**

#### [Req: **Clever Disguise**]

While Disguised: Pretend to be a specific person. Empathy / Investigation / Deceit vs. Mediocre Study target for *Half and Hour*. -1 Time per Raise

#### MASTER OF DISGUISE

#### [Req: **Clever Disguise** *and* **Mimicry**]

**Cost 1 Fate:** Character may go "off camera" and stop playing. Character may return at any point as a nameless character, revealing themselves as the PC in disguise! *Investigator with Suspicion* may spend **1 Fate** 

Investigation vs. Deceit. If Investigator wins then that player gets to decide which nameless character is actually the Master of Disguise.

#### INFILTRATOR

#### [Req: **M**aster of Disguise]

While "off screen" via **Master of Disguise** – **Investigation** vs. **Mediocre**. Each gained shift can:

- Gain a useful (but general) piece of information about the area or group being infiltrated.
- Leave a clue, hint or message for the rest of the player characters without revealing himself.

#### The Disguise of the Mind

[Req: **Master of Disguise** and a Deceit skill of Great or better]

() Any other skill, target should possess at Deceit -2 Pay 1 Fate or Resolve vs. Deceit -2.

If missed, become temporarily lost in the persona. You may be subject to one no-fate-point compel before you break out of it.

Same+1 Zone+2 Zone+3 ZoneDefendFistsWeaponsGunsGunsAthletics(Melee)(thrown)(Handguns)(Rifles)Weapons, Fists

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

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 Few hours
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 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

### 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.

### CARS

#### CUSTOM RIDE

Drive +1 with your "Special" Car [Use: 1/Session] Spend 1 Fate - Temporarily add a

device to the car with 2 Limited Scope Improvements. Many forms of miniaturization and futurization, and several kinds of alternate usage and additional capability, are disallowed at this level of the stunt.

#### ROTOTYPE CAR

### [Req: Custom Ride]

[Use: 1/Session] Spend 1 Fate - Temporarily add a device to the car with 2 Improvements.

- Car has 3 built-in Improvements.  $\geq$
- Improvements must be defined before or after a  $\geq$ session. Improvements can't be changed except by an Engineer. See desc. for add detail.

#### KAR MECHANIC

#### [Req: at least two other Drive stunts]

**()** Engineering with Cars.

**O Engineering -1** with other Vehicles.

### **TRICKS**

#### DEFENSIVE DRIVING

During a Chase - Choose difficulty. If successful, pursuers must beat difficulty + 1.

#### CONE HAND ON THE WHEEL

- May perform minor supplemental action with no ≻ penalty.
- $\geq$ May drive as supplemental action with no penalty.
- $\geq$ Drive does not restrict a Primary Skill.

#### TURN ON A DIME

#### [Req: **W**Defensive Driving]

During a Chase - Ignore increased difficulty due to environment.

#### WEUNSAFE AT ANY SPEED

#### [Req: at least one other Drive stunt]

The value of any damage this character does to the environment when driving a vehicle is doubled. If an object is taken out by the damage, the result should be spectacular.

E Few months

### 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.
- $\triangleright$ A character may ultimately reveal a total number of aspects equal to his Empathy value.

### INTUITION

#### EBB AND FLOW

Cost: 1 Fate - Before any social exchange initiative, take a quick *read* of any one target as a free action.

#### PREEMPTIVE GRACE

[Req: **W**Ebb and Flow] Social Conflict Initiative - Empathy +2, wins ties

#### TRACK THE SOUL

 $\mathbf{O}$  – Investigation when trying to find someone you have previously met.

#### THE SKEPTIC'S EAR

#### [Req: at least one other Empathy stunt]

Always know when someone is using the **Deceit** skill on you. You may take a full defensive action with Empathy +2 if appropriate.

# **INSIGHT**

### COLD READ

@Read a target in Half a Minute or a Few Moments.

#### HEART'S SECRET

With a successful Empathy @Read - Learn an aspect that is of the Utmost importance.

#### WHIT THEM WHERE IT HURTS

After any successful Empathy check vs target () Intimidation

#### A PEEK INSIDE

[Req: at least two other Empathy stunts]

After a successful **Empathy** @**Read** – Ask the GM a hypothetical Yes/No/Maybe question about the target's motives. If the answer is Maybe, you may ask a 2<sup>nd</sup> question seeking details. Answer is not limited to Yes/No/Maybe.

#### UNCANNY HUNCH

#### [Req: at least one other Investigation stunt and one other Empathy stunt]

[Use: 1/Scene] - Make a guess about what the "deal" is with a particular character, object, location, or situation. Do not speak this guess aloud; write it down on a piece of paper and give it to the GM. The GM must accept it as a valid hunch that would be something of a revelation if true. Then **()** any Skill where target of hunch is concerned for one exchange.

E Few months

### 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) –

Starting Endurance		Health Track Boxes
$\succ$	Mediocre	(5)
≻	Average-Fair	(6)
≻	Good-Great	(7)
≻	Superb-Fantastic	(8)

### PERSISTENCE

#### LAST LEG

#### [Req: When taken out by a physical hit]

Spend 1 Fate - Defer a consequence or concession for one or more exchange, or until hit again.

If character is still taken out when Last Leg ceases, the attacker may determine the taken out result, even if he has been defeated in the intervening time.

#### FEEL THE BURN

May sustain one extra moderate, physical consequence before moving on to a severe physical consequence. Character may take a total of *four* consequences in a physical conflict.

#### **WAFACE THE PAIN**

#### [Req: **W**Feel the Burn]

[Use: 1/Scene] Spent 1 Fate: Remove a single check mark from the injury track.

#### TIRELESS

Reduce the amount of sleep needed in a night. Endurance vs Mediocre + skipped nights of sleep.

- > 0 Shifts: 6-8 hours
- 1 Shift: 3-4 hours
- 2 Shifts: 1 hour
- 3 Shifts: 30 minutes
- ▶ 4 Shifts: *a few minutes*.

Character must get a full nights sleep to reset difficulty to Mediocre.

### RECOVERY

#### BOUNCE BACK

- Heal from consequences in Time -2.
- $\geq$ Mild physical consequences are removed between scenes even if there's no "break."
- $\triangleright$ Moderate consequences take an hour of rest.
- $\geq$ Severe consequences may be reduced from months to weeks, weeks to a day or less.

#### DEATH DEFIANCE

#### [Req: Get taken out "off camera"]

Spend <sup>1</sup>/<sub>2</sub> of remaining fate points, rounded up (Min 1). Once he has a story, re-enter play in any subsequent scene in as dramatic a fashion as he sees fit. All physical stress is cleared. A single consequence remains to reflect the dangers survived.

#### DEVELOPED IMMUNITIES

[Req: at least one other Endurance stunt]

Endurance + 2 to resist any uncommon poison he has not previously encountered

Endurance + 6 to resist any previously encountered poison.

### TOUGHNESS

#### CONE HIT TO THE BODY

When a hit would roll up, he may instead choose to fill in any number of lower wound boxes that total the value of the hit. i.e. Instead of rolling up a 4 to 5, take a 1 and a 3.

#### THICK SKINNED

[Req: WOne Hit To The Body] Gain one additional physical stress box.

#### MAN OF IRON

#### [Req: Whick Skinned]

The character's physical injuries roll down rather than up. If no lower boxes are available, hits roll up as normal.

#### WANOW YOU'VE MADE ME MAD

#### [Req: two other Endurance stunts]

[Use: 1/Scene] Take physical stress - Spend 1 Fate Add the original value of the wound to an action in the next exchange vs the person who inflicted the stress.

### 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

 $\mathbf{i}$  se to setup maneuvers or weirdly indirect attacks

### DEVICES

### PERSONAL GADGET

Create a personal gadget with 3 Improvements.

### UNIVERSAL GADGET

Create a temporary personal gadget on the fly with 2 improvements.

### METHODS

#### **DEMOLITIONS**

Force Rate +3 with explosives vs target when character can take the time to properly set up the charges.

#### ARCHITECT OF DEATH

[Req: one other Engineering stunt] When Engineering a weapon: Difficulty -1, Time -1.

### GREASE MONKEY

[Req: one other Engineering stunt] When Engineering a vehicle: Difficulty -1, Time -1.

### MISTER FIX-IT

When fixing something: Time -2 or if Time is instant then Difficulty -1. These bonuses stack with **Grease Monkey**.

#### THUMP OF RESTORATION

[Req: Wister Fix-It] Spend 1 Fate: Engineering vs Mediocre. Device will work for a number of exchanges equal to the number of shifts earned. Future attempts to repair device are Difficulty + 1.

E Few months

### 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.

#### BRAWLING

#### BRAWLER

**Fists +1** on Defense Rolls when *outnumbered*. When fighting more than 2 *minions*, deal +1 stress on a successful hit.

#### DIRTY FIGHTER

### [Req: **#Brawler**]

 $\uparrow$  Any time you *tag* an opponent's aspect in a fight, you get an additional +1 on the roll.

#### CRIPPLING BLOW

#### [Req: **W**Dirty Fighter]

**[Use: 1/Scene/Opponent] Spend 1 Fate** - Target must take a consequence rather than check off a box. The target may *concede* rather than take the consequence.

#### SIGNATURE STRIKE

#### [Req: Crippling Blow or Fist of Death]

If **Signature Strike** damages the opponent, target takes a *consequence* in addition to checking off a box (or taking a consequence.)

#### MIX IT UP

#### [Req: **#Brawler**]

Save up *spin* gained on defense and apply it *your* next attack.

#### ARMY OF ONE

#### [Req: **W**Mix it Up]

Opponents do not gain a bonus due to numbers against you.

#### WHATEVER'S ON HAND

#### [Req: **#B**rawler]

**()** Weapons when using an *improvised* weapon. Improvised weapons usually don't last for more than one exchange.

#### FISTS OF FURY

#### [Req: **#Brawler**]

Opponents who use an all-out defense against your Fists attacks do not get a +2 bonus.

### KUNG FU

#### MARTIAL ARTS

With Full Action – Fists vs Fists, target *must* defend. If succeesful, place an aspect on the target. Whenever you tag this aspect, you gain an additional +1 to your roll.

#### **WEBRICKBREAKER**

#### [Req: Martial Arts]

**[Use: 1/Exchange]** – deal double *stress* with Fists to a *non-character* target.

#### DEMORALIZING STANCE

[Req: Martial Arts]() Intimidation

### FLYING KICK

#### [Req: Martial Arts]

Move *one zone* + **Fists:** Attack without penalty.

Move *two zones* + Fists: Attack with -1 penalty.

#### FLOW LIKE WATER

[Req: Martial Arts] *Full Defense* is Fists +3 (instead of Fists +2)

#### BEND LIKE THE REED

#### [Req: WFlow Like Water]

 $\uparrow$  When you gain *spin*, make a free *throw* maneuver vs target.

#### LETHAL WEAPON

#### [Req: Martial Arts]

If opponent opts to take a mild or moderate consequence from a blow you have dealt, **spend 1 Fate** to increase the severity of that consequence by one step. Opponent may offer a concession rather than take the increased consequence.

#### FIST OF DEATH

#### [Req: **\*\***Lethal Weapon] [Use: 1/Fight] Spend 1 Fate - after landing a successful blow – fill opponents *highest* unchecked stress box automatically.

Same+1 Zone+2 Zone+3 ZoneDefendFistsWeaponsGunsGunsAthletics(Melee)(thrown)(Handguns)(Rifles)Weapons, Fists

 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

### 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.

### LUCK

#### GAMBLING MAN

[Req: one or more compellable aspects related to gambling]

Compels involving Gambling automaticlly start out at the 2 fate point level.

#### DOUBLE OR NOTHING

#### [Req: **Gambling Man**] [Use: 1/Scene]

# [Req: Lose a Gambling roll]

- Declare "Double or Nothing!" 1.
- 2. Both sides reroll.
- $\triangleright$ If Gambler wins, no loss to participants.
- $\geq$ If Gambler loses, he takes a hit equal to double the value of the initial loss.
- $\geq$ Regular stakes game becomes High Stakes.
- $\triangleright$ High Stakes game becomes a matter of life and death.

#### THE DEVIL'S OWN LUCK

#### [Req: **Gambling Man and at least one other** Gambling stunt]

Use Gambling on games of pure chance.

## **S**KILL

#### KNOW WHEN TO FOLD EM

When gambling with NPCs - GM rolls NPC's Gambling in advance. This roll is kept secret. The GM then indicates whether the NPC's roll is above or below the player's character's Gambling skill - just not by how much. Player may excuse himself from the Gambling contest or play proceeds as normal.

#### NEVER BLUFF A BLUFFER

- () Deceit to run a bluff.
- () Empathy to see through a bluff.

#### WINNINGS

[Use: 1/Session] () Resources

#### PLAYERS' CLUB

[Req: at least one other Gambling stunt] () Contacting

#### GAMBLING BUDDY

[Reg: Players' Club] [Use: 1/Session] - Introduce a Companion with Skilled (Gambling) and 2 Advances.

E Few months

### 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.

O Use Guns to Attack, but not to Defend.

O Knowledge - Well-versed in a variety of small and large arms and ammunitions.

### **A**IMING

#### LONG SHOT

Use pistols up to three zones  $\frac{1}{2}$  Rifles and other such weaponry reach an additional zone

### SHOT ON THE RUN

Defend with Guns vs Physical Attacks.

### STAY ON TARGET

With *aiming* maneuver, **Guns** +1 to place aspect, **Guns +2** with a targeting scope.

### TRICK SHOT

**Guns +2** vs an inanimate object.

### AMMUNITION

#### FAST RELOAD

Spend 1 Fate - Remove "out of ammunition" minor consequence. The next consequence will still be moderate

**Defend +2** vs "out of ammunition" temporary aspect resulting from a maneuver.

#### WONE SHOT LEFT

Declare this is the *last* bullet – Attack with Guns +3. To acquire more ammo requires an action. Fast Reload cannot rememdy this "out of ammunition."

### RAIN OF LEAD

Ignore 2 points of penalties when performing a *block*.

### DRAW

#### CUICK DRAW

Take no penalty for drawing a gun as a supplemental action.

If this action is actively blocked such an action treat that block as Value -2.

### LIGHTNING HANDS

[Req: WQuick Draw] X () Alertness for Initiative.

### SNAP SHOT

#### [Req: **W**Lightning Hands]

Spend 1 Fate: Take a free preempt action with Guns. Each time **Snap Shot** is done in the same scene, the fate point cost increases by one.

#### FIREPOWER

GUN-CRAZY

() Engineering with Guns.

### CUSTOM FIREARM

[Req: **Gun-Crazy**] Own a Gun Gadget with the Craftsman Improvement, plus 2 Improvements. Improvements may be changed between sessions. When Repairing: Time -4

### TWO GUN JOE

Shoot with 2 Guns. If target is hit for Stress, then Stress + 1

E Few months

### 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
- $\geq$ Brush past them without engaging

### THREAT OF VIOLENCE

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

### CONTROL

#### **WAINFURIATE**

Intimidation +2 when inciting Anger. If target then attacks, you may use Intimidation to complement your action on the first Exchange.

#### SUBTLE MENACE

When Intimidating - reduce the target's bonus for acting from a superior position by 2 (min  $\pm 0$ )

#### THE SERPENT'S TONGUE

#### [Reg: Subtle Menace]

**()** Empathy or Rapport when extorting information. Limitation - Aspects revealed must be expressed in the language of fear.

#### **UNAPPROACHABLE**

() Resolve when defending against Rapport, Deceit, and Empathy.

### FEAR

#### SCARY

() Resolve to resist Intimidation.

#### AURA OF MENACE

#### [Req: **W**Scary]

[Use: 1/Scene] Spend 1 Fate – Intimidate a Target as a free action. Action may take place at any time and does not use up the character's regular action.

### **WAURA OF FEAR**

#### [Req: WAura of Menace]

[Use: 1/Scene] Spend 1 Fate - Full Action Intimidation -2 vs all opponents in the scene. Vs Minions – If roll is greater than Quality then at least half of the Minions are affected. This effect on minions may be cancelled if they have a leader with Leadership present, who may take a second defensive action on their behalf, using that skill.

#### THE PROMISE OF PAIN

#### [Req: Scary]

Attack with Intimidation - Score a successful hit of 1+ on target's mental stress track. Spend 1 Fate - immediately force a consequence instead.

### STEELY GAZE

### [Req: Scary]

Look in opponents eyes - Make Intimidation Check. Both characters are locked in a contest of wills, and can only take Intimidation actions against each other until one or the other either takes a consequence, concedes, or is interrupted (by, say, a gunshot). Any defense rolls either makes against an interrupting action while this is in effect is at -2.

#### FEARSOME GAZE

#### [Req: Steely Gaze]

As per **Steely Gaze**, but if opponent loses to the point of taking a consequence, he both takes the consequence and is taken out. Target may choose to take a consequence in lieu of getting taken out.

#### MASTER OF FEAR

#### [Req: **W**Fearsome Gaze and **W**Aura of Fear]

[Use: 1/Scene] Spend 1 Fate - Full Action -Intimidation vs all opponents in the scene. Vs Minions - if roll beats Quality, minion automatically fails unless their *leader* discards his next action for the exchange to roll Leadership to defend them. Without a leader, the minions simply flee, faint, or otherwise take an immediate consequence, to the last man.

E Few months

### 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.

### **CONTEMPLATION**

#### SCENE OF THE CRIME

When revisiting a place, the Investigator may make an immediate Investigation in a matter of seconds to determine what is different.

#### EYE FOR DETAIL

#### [Req: Scene of the Crime]

Spend 1 Fate - Make a single perception roll (usually **Investigation**) to discover things about a previously visited location.

#### UNCANNY HUNCH

#### [Req: at least one other Investigation stunt and one other Empathy stunt]

[Use: 1/Scene] Make a guess about what the "deal" is with a particular character, object, location, or situation. Do not speak this guess aloud; write it down on a piece of paper and give it to the GM. The GM must accept it as a valid hunch that would be something of a revelation if true. Then () Any Skill where target of hunch is concerned for one exchanged.

### **OBSERVATION**

#### LIP READING

Skill Scope - Investigation to eavesdrop on conversations he can only see.

#### FOCUSED SENSE

- $\geq$ Choose a Sense when Stunt is purchased.
- Enter a Focused "sense" State then Investigation >+2 with sense.
- $\triangleright$ All non-Investigation roll, that roll is at -2 due to this intense focus.

### IMPOSSIBLE DETAIL

#### [Req: WFocused Senses]

- Face no increased difficulties due to a physical  $\geq$ detail being too small or subtle.
- $\geq$ This can reduce the difficulty to detect the presence of nearly any poison to Mediocre.

#### Q UICK EYE

Time -2 with Investigation.

E Few months

### 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

### $\mathcal{X}$ [Req: In a position to give orders]

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

### FOLLOWERS

#### PERSONAL CONSPIRACY

#### Create a **Companion** on the fly.

- Option: Create a Companion with 1 Advance
- $\geq$ Option: Create a Companion with 2 Advances and the Independent Advance.
  - Gain a temporary aspect related to a need 0 you must fulfill for the conspiracy.

#### LIEUTENANT

#### [You must take this stunt two or three times]

Base Lieutenant (Companion): Fair quality, Independent, Skilled (Leadership)

 $\therefore$  Lieutenant x2 – as above with 4 additional advances. Lieutenant x3 – Good quality with 6 additional advances.

#### **WAMINIONS**

Begin with 2 or 3 Minions with Average quality. Add 3 picks. Choose from:

- >+3 Minions
- 3 Minions are Quality +1 (Max Good)  $\geq$

#### **REINFORCEMENTS**

#### [Req: Minions]

Spend 1 Fate – Replace half of lost minions at the beginning of the next exchange.

### 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.

# LAW

### LEGAL EAGLE

**Leadership +2** to exploit loopholes in the Law. Process Legal paperwork in Time -1.

### WORLD COURT

#### [Req: **W**Legal Eagle]

Ignore Increased Difficulty from being in a foreign location.

#### **ORGANIZATIONS**

#### FUNDING

Organization has Resources of Leadership-2. Time +1 when using these Resources to acquire goods

### *MAINSTANT FUNCTIONARY*

**ODeceit** when pretending to fill the role of a minor functionary of a target organization.

#### CENTER OF THE WEB

Time -1 to Gather Information. "So long as you are able to make any sort of contact with the outside world," then shifts generated may increase speed to Time -3, with GM's permission.

#### **UBIQUITY**

#### [Req: **Center** of the Web]

Time -2 to Gather Information. This stunt removes the restriction "so long as you are able to make any sort of contact with the outside world."

Spend 1 Fate - Your organization can even make some fairly unreasonable efforts to stay in contact.

E Few months A season Half a year

### Miaht

(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. Non-reinforced wood, Interior Door Great Strong wood, exterior door Superb Fantastic Reinforced wood, heavy door. Epic Security door, bending prison bars. Legendary Bank vault door, the door of a safe.

# FORCE

#### HERCULEAN STRENGTH

(-2) to all weight-based difficulties that don't involve combat.

#### PILEDRIVER

[Req: WHerculean Strength] Might +4 vs inanimate targets.

#### **UNBOUND**

Might +2 to break restraints.

#### 

#### [Req: #Herculean Strength + 1 other Might stunt]

() Athletics for move actions. Movement *blocks* that can be smashed are considered to be Value -2.

# Lifting 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.

any for the rom		
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

#### **WRESTLING**

#### WRESTLER

[Req: one other Might Stunt] () Fists

#### BODY TOSS

### [Req: Wrestler]

When making a *throw* or *push* manuever > Target is Weight -1.

#### **WAHAMMERLOCK**

#### [Req: Wrestler]

Might +1 to perform an action block by grabbing hold of someone. You may inflict a single point of stress on a person who tries and fails to break the block.

E Few months

### **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]
 Characterize (Construction)
 Characterize (Construction)
 Construction (Construction)
 Const

### **A**RTIFACTS

ARTIFICER

[Req: Arcane Workshop] Mysteries to improve *Artifacts* per *Gadgets and Gizmos*.

#### PERSONAL ARTIFACT

Own a magical gadget with 3 Advances.

#### RARE ARTIFACT

Own a "Universal" Artifact. Create a temporary artifact with 3 advances. See book for additional rules.

#### **HYPNOSIS**

#### MESMER/ST

With **<sup>⊕</sup>Mesmerism** – Target is always considered to be actively participating (+2 to roll). **Time -1** to place target in trance.

#### HYPNOTIC SPEECH

[Req: Mesmerist]After several minutes of calm conversation –() Rapport or Deceit.

#### MIND'S SHADOW

#### [Req: Mesmerist]

Requires a target in a full trance – then you may plant false memories, or remove existing ones. Result sets difficulty to detect.

#### ENTHRALL

#### [Req: Mind's Shadow and Hypnotic Speech]

Place an *unwilling* subject into a hypnotic trance. Unrestrained targets defend with Resolve +2. If Enthraller wins, he may place a temporary aspect that lasts for 1 scene or he may inflict composure stress.

# Fortune-Telling

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

### **S**ECRETS

#### **FORTUNETELLER**

With **Source Telling** - make *two* predictions per session, instead of the usual one.

#### HERBAL REMEDIES

() Survival to find medicinal herbs.

**()** Science to perform first aid or proper medical care.

### PALM READER

**() Empathy** with "personal examination." Time: *a few minutes* May be combined with a fortune-telling prediction.

#### SECRETS OF THE ARCANE

**()** Academics +1 in a specific occult field. Choose an occult specialization – Mysteries + 2

### Research: Time -1

### **S**PIRITS

#### Psychic

O Alertness for the paranormal, including surprise.O Investigation to gain some mystic or terrible insight into the occult "climate" of an area.

#### SPIRIT COMPANION

Create a **Companion** with 3 Advances and Independent Advance. Has no physical form To summon – **Spend 1 Fate** or **Spend Time**: *a minute* and roll **Mysteries** vs **Companion's** quality.

#### VOICES FROM BEYOND

#### [Req: **W**Psychic]

**Summon a spirit - Mysteries** vs GM set difficulty Spirit is not compelled to be coorperative. If Summoner gains spin, the spirit may manifest visibly. Use **Mysteries** or **Resolve** to struggle with spirit.

#### WORDS ON THE WIND

[Req: **Psychic**] [Use: 1/Session] – Request an *omen* from the GM. Mysteries vs Mediocre

 R
 Same
 +1 Zone
 +2 Zone
 +3 Zone
 Defend

 N
 Fists
 Weapons
 Guns
 Guns
 Athletics

 G
 (Melee)
 (thrown)
 (Handguns)
 (Rifles)
 Weapons, Fists

 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

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

### 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.

### FLIGHT

#### **BARNSTORMER**

If the plane could fit, it can. Spend 1 Fate – The player can fit the plane in places it absolutely should not be able to.

#### **WAFLAWLESS NAVIGATION**

Never get lost while flying. Difficulties to Pilot rolls for navigation are never reduced by more than 2.

#### FLY BY NIGHT

Never face increased difficulties due to environmental factors (darkness, weather) when flying.

#### FLYING ACE

() Guns when dogfighting.

#### DEATH FROM ABOVE

[Req: **W**Flying Ace] +2 Stress on a successful hit while dogfighting. This stunt can't be used two exchanges in a row.

#### WALK AWAY FROM IT

#### [Req: at least two other Pilot stunts]

He and his passengers are all considered "out of sight" when the plane crashes.

### PLANES

#### PERSONAL AIRCRAFT

Pilot +1 with "Special Plane"

[Use: 1/Session] Spend 1 Fate to temporarily add a device to the plane with 2 Limited Scope Improvements. Many forms of miniaturization and futurization, and several kinds of alternate usage and additional capability, are disallowed at this level of the stunt.

#### PROTOTYPE AIRCRAFT

### [Req: Personal Aircraft]

[Use: 1/Session] Spend 1 Fate to temporarily add a device to the Plane with 2 Improvements. Plane has 3 built-in Improvements. Improvements must be defined before or after a session. Improvements can't be changed except by an Engineer. See desc. for add detail.

#### PLANE MECHANIC

#### [Req: at least two other Pilot stunts]

- () Engineering with Planes.
- () Engineering -1 with other Vehicles.

E Few months

### 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.

### **CHARISMA**

#### BEST FOOT FORWARD

If a target ever gains spin on an impression "defense", it does not cause his attitude to degrade by one step.

#### FIVE MINUTE FRIENDS

Spend 1 Fate + 5 Minutes - Make a steadfast friend in a place you've never been.

#### *INTERNATIONAL*

Never suffer any penalties or increased difficulty for being unfamiliar with a setting.

#### LADIES' MAN/POPULAR GAL

**Rapport +2** when seducing a target who could be receptive.

# Opening Up

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

### WORDPLAY

### BLATHER

Rapport vs Resolve or Rapport.

If you win, test again next round. If you lose, Spend 1 Fate to win.

If Target loses then the difficulty of any perception (usually Alertness) checks are based off your base Rapport skill, or your last successful roll, whichever value is higher.

#### HEART ON MY SLEEVE

Rapport +1 when Opening Up vs Empathy read. If you gain *spin* on your defense, you may substitute one alternate true, non-trivial fact about yourself instead of revealing an aspect.

#### THE RIGHT QUESTIONS

**O Contacting** if target is Neutral or Positive towards you.

#### SMOOTH OVER

Rapport +2 to calm target down provided you are not the *direct* reason they are upset.

E Few months

### 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 Superb-Fantastic (8)

### COOL

#### SMOOTH RECOVERY

The character may take one additional moderate, social or mental consequence than normal.

(7)

#### COOL CUSTOMER

#### [Req: Smooth Recovery]

[Use: 1/Exchange] Resolve vs Mediocre to remove a checkmark in his first mental stress box. If he desires, after a successful roll, he may instead spend a fate point and remove *any* single composure stress track box of a value equal to or less than the shifts he gained on his roll.

### **APLOMB**

#### [Req: Smooth Recovery]

The character's composure stress track rolls down instead of up.

#### **UNFLAPPABLE**

[Req: Smooth Recovery] **Resolve +2** vs a purely fear-based Intimidation action.

#### RIGHT PLACE, RIGHT TIME

[Req: WUnflappable] The Defend with **Resolve**. Character may not **Sprint** and may only Defend.

### TENACITY

#### INNER STRENGTH

Resolve +2 vs Torture With Full Defense - Resolve +3 vs Torture

#### IRON DETERMINATION

Bluntly speak your true intentions Intimidation +1, Resolve +1, Defense +1 You may no longer use Rapport with the same audience.

### STILL STANDING

#### [Req: WInner Strength]

The character may take one additional moderate consequence of *any type* before being taken out. Maybe combined with Feed the burn and/or Smooth Recovery.

### DR/VEN

#### [Req: **W**Still Standing]

Always be considered to have an "inspiration" rationale to spend fate points to invoke any of the consequences he has taken.

### **UNYIELDING**

#### [Req: **W**Driven]

Spend 1 Fate – Convert any one health stress hit into two 1-point hits of composure stress (subject to rollup).

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

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

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

E Few months

A season

#### 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 already has one, if it makes sense.
- $\geq$ Equal or Lower on Adjective Ladder -Automatically buy reasonable quantities.

 $\geq$ 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

#### HQ Extra Elements

- Expert Staff HQ has 2 Companions with 1 Average Skill each, and 1 Companion with 1 Fair Skill. Companions become Mediocre if they leave HQ.
- Secondary Facility HQ acts as second type of ≻ Workplace also (Quality = Resouces-3)
- ≻ Extensive Security - Difficulty +1 to bypass HQ Security.
- **Utmost Secrecy –** Difficulty = Resources to find HO with Investigation or Contacting. Communications Center – Communication via HQ = Time-1

#### **ADV ANT AGE**

#### GREASE THE WHEELS

() Leadership

#### MONEY TALKS

() Contacting

### COMFORT

#### HOME AWAY FROM HOME

Own a second Work Area with a rating of: Resources -2 or Resources -1 if specialized.

#### HEADQUARTERS

- $\geq$ Upgrade a Work Area to a Headquarters.
- HQ is a Work Area with Quality = **Resources** or Resources +1 if specialized.
- HQ has one **HQ Extra Element**  $\geq$

### **WALAIR**

#### [Req: WHeadquarters]

HQ has three Extra Elements (rather than one).

#### STATELY PLEASURE DOME

#### [Req: Lair]

Has All Extra Elements. Upgrade one to something unique and distinctinve, see pg 189 for examples.

#### TRUSTED EMPLOYEE

[Req: a HQ with the Expert Staff element] Convert 1 member of staff into a Companion with Quality = Current Quality. Companion has 3 Advances, plus Independent Advance (Max Quality of Good)

#### LIQUIDITY

#### BEST THAT MONEY CAN BUY

**Resources +1** to purchase "the best."

#### LONG TERM INVESTMENT

[Use: 1 / Session] Resources +2

#### MONEY IS NO OBJECT

[Req: two other Resources stunts] [Use: 1/ Session] Spend 1 Fate - Act as if you had rolled ++++ on the dice. You may do this after the fact on a roll. May be combined with Long Term Investment and the Best That Money Can Buy. Penalty – Resources -2 for the rest of the session.

E Few months

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

Instant Few moments Half a minute Minute Few minutes 15 minutes Half an hour A season Half a year A year A few years A decade A lifetime

#### 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.

# 

() 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

#### MEDICINE

#### FORENSIC MEDICINE

() Investigation for medical evidence If roll would normally be Science (i.e. autoposy), then Science -2

#### *WADOCTOR*

Science +2 to provide first aid or proper medical attention

#### MEDIC

#### [Req: **W**Doctor]

When performing *First Aid* - every shift past the first one improves the level of stress that may be removed. If total is greater than physical stress capacity, he may remove a minor, physical consequence.

#### **SURGEON**

#### [Req: **Context** Doctor]

Science +1 when performing surgery or other intensive medical work. Choose a medical specialty - +2 Science, -1 Difficulty

### Science!

To declare an *aspect* 

# THEORY

#### CIENTIFIC GENIUS

Choose an scientific field - +1 Science Choose an an scientific specialty - +2 Science -1 Time when researching.

#### THEORY IN PRACTICE

#### [Req: Scientific Genius]

[Use: 1/Scene] Spend 1 Fate - substitute Science for any other skill (with GM's approval.) If the roll generates no shifts, the scientist takes a minor consequence (i.e. crackpot)

#### SCIENTIFIC INVENTION

#### [Req: Scientific Genius]

() Engieering when creating new devices and upgrading technology.

#### WEIRD SCIENCE

#### [Req: Scientific Invention]

With Gadgets - use any improvements that are marked as requiring Weird Science.

When assisting an Engineer that engineer may include Weird Science improvements for a single improvement allocation on one of his personal or universal gadgets. Science restricts Engineering.

#### MAD SCIENCE

#### [Req: Mad Science]

Choose a **Mad Science** theme. Create gadgets that even a 21st century person would deem impossible, unlikely, or simply too advanced for mankind's present capabilities.

All improvements must fit the **Mad Science** theme.

E Few months

### Sleight of Hand

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

### **DISTRACTIONS**

#### BUMP AND GRAB

Spend 1 Fate - Make a simple Sleight of Hand attempt as a free action.

#### COOL HAND

When performing *any* fine manual work – Ignore any difficulty increases from the environment [Use: 1/Scene] Eliminate one single non-environmental penalty that affects his Sleight of Hand.

#### SUCKER PUNCH

**()** Fists on the first exchange when initiating an attack with someone who is not be expecting it.

### Art of Distraction

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

### **SHOWMANSHIP**

#### JUGGLER

Sleight of Hand +2 when juggling or () Art with Thrown weapons – compliment **Weapons** 

#### **KALEGERDEMAIN**

#### $\bigcirc$ Art + 1

If you are covering up some other sort of activity at the same time, your effort to conceal receives a +1 as well.

#### STAGE MAGIC

#### [Req: **W**Legerdemain]

Provided you are acting within an arena you control there are simply no size limitations (within reason) on what you may use Sleight of Hand on.

#### MASTER OF ILLUSION

[Req: **\*\***Stage Magic] With Stage Magic: Time – 3 i.e. 30 minutes becomes a 1 minute.

E Few months

#### 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

### Skulkina

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

### HIDE

#### IN PLAIN SIGHT

With Stealth - ignore environmental difficulty icreases.

When **Hiding** – searchers do not get +2 to **Alertness** or Investigation.

#### MASTER OF SHADOWS

#### [Req: WIn Plain Sight]

As **<sup>C</sup>In Plain Sight**, but may also move one zone per exchange without automatically breaking stealth. When in a stealthy environment, **spend 1 fate** – make a *sprint* action without automatically breaking stealth. Outside of conflict: Observers at +1 for a cautious creep, +2 for walking pace, +3 for a jog (short sprint) and +4 for an out-and-out run (long sprint)

**Inside conflict**: Observers only get a +1 to detect the character for every zone moved in an exchange. If used in combination with Like the Wind, these discovery bonuses are eliminated entirely.

#### SHADOWED STRIKE

#### [Req: Master of Shadows and Wanish]

Attack while *remaining* hidden, using **Stealth** for any defense rolls for the duration of that exchange. **()** Combat Defense

#### DEADLY SHADOWS

[Req: WShadowed Strike] Attack with **Stealth** 

### Ambush

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.

### RETREAT

#### Q UICK EXIT

When not in a conflict - Stealth vs highest Alertness in the room to duck out unnoticed.

### KA V ANISH

### [Req: WQuick Exit]

Perform a dramatic flourish of invoke an appropriate environment aspect -

As **Quick Exit**, but the character may vanish even if he is in a conflict, as a full action.

# **S**KULK

#### **WHUSH**

Make 1 Stealth roll (no stunts) for a group of people  $(\max \# = \text{Stealth value.})$ 

i.e. Fair Stealth and this stunt would be able to use his skill for himself and two others.

### **WALIGHTFOOT**

Traps and such that depend on pressure or some other weight-based trigger are two steps easier for you to circumvent, and any attempts to trace the physical evidence of your steps face a difficulty two higher than you rolled.

#### LIKE THE WIND

#### [Req: **W**Lightfoot]

When *skulking* - the bonus to discovery efforts is cut in half.

Observers are only at +1 for a slow creep, +2 for walking pace, +3 for jogging, and +4 for a full-out run; in a conflict, observers are only at +1 per zone moved.

E Few months

### 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 **ODrive** for Animals

### BEASTS

#### ANIMAL COMPANION

Create a Companion with 4 Advances. Only "Physical" Advances may be chosen. At least 2 Advances must be spent on Skilled or Quality. Skilled must be: Athletics, Fists, Might, Stealth, or Survival.

One Skilled Advance may be outside this list if appropriate. Companion as Mount: Survival +1, Must be large enough to ride.

#### ANIMAL FRIEND

Choose a particular type of animal Animal Handling + 2

#### CALL OF THE WILD

[Reg: Animal Friend] Survival vs Mediocre – Shifts summon animals (x1, regular, x10 if small, x100 vermin) Animal type must be specified in **#Animal Friend** or King of Beasts.

#### KING OF THE BEASTS

[Req: **Animal Friend**]

As **Animal Friend** but applies to creatures of the sea, creatures of the land, or vermin.

### 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

### **ORIENTATION**

### DUE NORTH

Survival +2 to find his way out of a place. Ignore familiarity penalites.

#### TRACKER

Survival vs Mediocre to Track – Each shift from this roll spent thereafter gives the character one piece of information about the person or creature being tracked.

#### RIDING

#### HANDS FREE

Riding your animal never causes a supplemental action penalty when you're doing something else from the saddle.

#### HELL BENT FOR LEATHER

Survival +2 with *sprint* action while mounted With **Animal Compaion** – Companion's Athletics +2 with sprint action while mounted.

#### RIDE ANYTHING

Suffer no penalty or increased difficulty for a lack of familiarity.

#### BREAKING IT IN

When breaking in new mounts. Survival +2 vs Resolve Athletics +2 or Might +2 vs Survival. If successful, **Survival +1** on a creature he has broken for the duration of that session.

E Few months

#### 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.

### PROFICIENCY

#### FLAWLESS PARRY

With Full Defense – Weapons + 3

#### RIPOSTE

#### [Req: **#**Flawless Parry]

Whenever you are physically attacked by an opponent at melee distance and you successfully defend yourself (using Weapons) well enough to gain spin, you may use that spin to inflict a single point of physical stress on your attacker, immediately, as a free action.

#### **TURNABOUT**

#### [Req: **W**Riposte]

[Use: 1/ Scene] Spend 1 Fate + WRiposte spin Treat your defense roll as a free-action attack, dealing physical stress equal to the shifts you got on your defense roll.

### THROWN

### KA CATCH

The provide the the terms of ter the item that was thrown at you, provided you have a free hand and it's something you could, practically speaking, catch.

#### RICOCHET

Weapons -1 to hit. Inflict damage + 2.

#### GOOD ARM

**Weapons -1** to attack up to 2 zones away.

#### WEAPONRY

#### ANYTHING GOES

Suffer no complications from improvised weapons. Never need to spend a fate point to declare that an improvised weapon is close at hand.

#### CLOSE AT HAND

Draw weapon for free. If being actively blocked, then Block -2.

#### WEAPON OF DESTINY

[Req: that you have an aspect that refers to the weapon by name]

Artifiact with Craftmanship Improvement (Weapon +1) and 1 additional improvement.

Spend 1 Fate - "Summon" Weapon even when "impossible."

#### WEAPONS OF THE WORLD

Use all Weapons at no penalty. Use: 1 / new weapon, per session – tell a quick story about how you came to use such a weapon to get a +1 bonus for a scene.

E Few months

## Gadgets, Gizmos and Artifacts

#### Improve an Item

- 1. Determine the base *difficulty [cost]* of the device.
- 2. +1 Difficulty, +8 Hours per added Improvement.
- 3. [Req : Work Space with Quality equal to (=) Total Difficulty]
- 4. Increase or Decrease *time* spent
  - o Double *time* to gain Skill +1 to create. Do this as many times as desired.
  - o Reduce the *time* spent. Skill -1 per hour less than 8 per improvements.
- 5. Note : **Improved** items do not last between adventures.

### Buy an Item with Improvements

- 1. Find the Item : **Contacting** with **Difficulty = Cost +1** per improvement.
- 2. Buy the Item : **Resources** with **Difficulty = Cost +2** per improvment.
- 3. Note : **Bought** items do not last between adventures.

### STANDARD IMPROVEMENTS

#### **Additional Capability**

> Do something else of roughly the same scope

Do something normal but do it exceptionally well Armed – Adds guns or blades to a device. Use with the Guns or Weapons skill.

**Armored** – When hit for one point of stress, the damage is inflicted but does not roll up.

**Futurization\*** – Include a technological advance that existed before the beginning of World War II.

**Independent** – Add a manner of autopilot. It is able to act independently in a very limited fashion.

Hair Trigger\* – Mostly only applicable to explosives.

- A bomb with a hair trigger has no delay.
- **Failing** the throw explodes at the thrower's feet!
- Take physical stress while carrying device, roll a die, and on a -, it explodes.

Miniaturization – Make the device smaller.

Maximization - Make the device BIG!

**Craftsmanship** – +1 to Device Skill, max once.

**Rugged** – 2 extra boxes of capacity over the default.

Upgrade – +2 to Device Skill in a specific circumstance. \* May not be added to Artifacts.

### SAMPLE EQUIPMENT LIST

	Speed	Capaci	ty	Cost
Cars				
Car (Model T Ford)	Average			Great
Luxury car	Good			Superb
Hot Rod	Great			Great
Limousine	Fair			Superb
Truck	Average			Good
Motorcycles	0			
Simple Cycle	Good			Good
Harley Davidson	Great			Great
Dynamite	Force Legendary	Area	Notes	<b>Cost</b> Mediocre
Hand Grenade	Fantastic	1		Good
Bottle of Nitro C	Fantastic	1 1	Hair Trigger	Great Superb
0	1 anastic			Superb

### WEIRD SCIENCE IMPROVEMENTS

#### [Req: Weird Science or co-inventor]

Alternate Usage – The device allows one skill to be Substituted for another.

**Speculative Science** - Include a technological advance that existed during the 20<sup>th</sup> Century.

**Conscious** - Device is capable of basic reasoning, and can interpret simple commands.

**Special Effect** – A device may now operate on different principles., like a car that runs on water or a gun which can shoot ghosts. The game benefit of this will depend highly on the specifics.

### MAD SCIENCE IMPROVEMENTS

#### [Req: Mad Science or co-inventor]

**Unbelievable** - Like futurization, but this allows for scientific advances which are considered science fiction even today.

### ARTIFACT ONLY IMPROVEMENTS

**Arcane -** Does not actually *do* anything, except it makes whatever else the artifact does into a magical effect. **Blessed –** As Arcane but Holy. Artificer should also be a holy man of some sort, like a priest.

Guns	Cost
Practical, line of duty Revolvers	Mediocre
Big Honkin' Revolvers	Mediocre
Semi-Automatic Pistols	Average
Hunting Rifles	Average
Military Rifles	Fair
Submachine Guns	Good
Machine Guns	Good
Blades	

Pocket knife Hunting knife Sword Terrible Poor Mediocre

Few moments Half a minute Minute Few minutes 15 minutes Half an hour Same +1 Zone +2 Zone +3 Zone Defend Instant Fists Weapons Guns Few hours An afternoon A day A few days A week A few weeks A month Guns Athletics (Melee) (thrown) (Handguns) (Rifles) Weapons, Fists E Few months Half a year A season A year A few years A decade Alifetime

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