

Unified Minion & Companion Rules for SotC, v2.0

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This is an effort to provide a single, unified set of Minion and Companion rules for SotC. It incorporates the new Companion rules introduced in Spirit of the Season, and shows how to utilize them to build all the companion stunts in the SotC rules. The Strength in Numbers, Summonable, and Variable Summons advances were extrapolated from the various companion stunts in the game, and I also added the Shared Aspects rule to the Independent advance.

Upon purchasing the following Companion stunts, you receive a basic ally:

Average quality, 2 stress boxes, requires a Fate point to act alone, and while they are attached they provide +1 group bonus to their leader in the skills they know, and the leader may substitute their skill level in place of his own if it's higher.

- The **Minions** stunt also gives 1 free “Strength in Numbers” advance, and 3 other advances.
- The **Animal Companion** stunt gives you 4 advances of your choice, within the limitations stated under that stunt.
- The **Contacts** stunt gives the “Independent” advance for free, and 3 other advances.
- **Gambling Buddy** gives you the “Independent” and “Skilled” advances for free, though Gambling must be one of his skills, and 2 other advances.
- The **Spirit Companion** has the “Summonable” advance for free and 3 other advances. He does not get the Independent advance for free, it must be chosen.
- The **Lieutenant** stunt gets the Fair Quality, “Independent”, and “Skilled” advances for free, plus 1 other Advance. You need not take it multiple times, but you may if you want. Each additional time it is taken gives 3 advances, same as Close Contacts.
- A **Network of Contacts** has the “Summonable” and “Variable Summons” advances for free, plus 2 others.
- A **Sucker** gets the “Fair Quality” and “Skilled” advances for free, plus 2 others. One of his skills must be Resources.
- A **Trusted Employee** receives the “Fair Quality” and “Independent” advances for free, and you may choose 3 additional advances as well. This companion gets 1 additional advance because it's actually converting the employee gained in the previous “Headquarters” stunt into a full Companion.
- Belonging to a **Personal Conspiracy** allows you call either a minor functionary with the “Summonable” and “Variable Summons” advances plus 1 other advance, or an officer in the conspiracy who gets “Summonable”, “Variable Summons”, “Independent”, and 2 other

advances of your choice. However, if you choose to bother an officer with your needs, he will have goals of his own that he might expect you to help him accomplish. For this stunt, the “Independent” behaves in a slightly different way, such that the GM, not the player, selects the 2 Aspects the companion has access to. One will usually be the player’s Aspect that relates to the conspiracy he’s a part of, but the other is created by the GM. For the rest of the scene, both the player and the companion receive this new Aspect, and the player may not refuse to follow Compels based on it, unless he is willing to seriously offend the conspiracy (which may result in anything from being shunned and ignored for a while as punishment, to being marked for death by the other members!)

Each time you take a stunt again, you may either create a new Companion/set of minions, or you may add 3 Advances to your existing ones (as per the Close Contacts stunt).

Attachment: Only one companion may “attach” to a character at a time, the same as a minion might, taking hits to its stress track in substitute for the character’s own. An attached companion can’t take actions of his or her own, though the companion’s skills are available to the character while attached.

Advances: Companions have the number of advances indicated in the list above. An advance may be spent on one of: Quality, Communication, Independent, Keeping Up, Skilled, Strength in Numbers, Stunt, Summonable and Variable Summons.

Quality: Companions start with a base quality of Average, and its quality may be increased by one step for each advance spent on Quality. The quality of a companion reflects how skilled he, she, or it is, and how resilient the companion is. Companions have a base of one stress plus one box per point of quality. The companion gets a single skill column (instead of a pyramid) with an apex equal to its quality and counting down from there.

Therefore:

- An **Average quality** companion has 1 Average skill and 2 stress.
- A **Fair quality** companion has 1 Fair and 1 Average skill and 3 stress.
- A **Good quality** companion has 1 Good, 1 Fair, and 1 Average skill and 4 stress.
- A **Great quality** companion has 1 Great, 1 Good, 1 Fair, and 1 Average skill, and 5 stress.

Scope: Companions may no longer have the Scope advance. Instead, this is replaced by Stunt (below).

Communication: One advance may be spent on Communication, as in *Spirit of the Century* on page 78. Attempts to disrupt the method of communication between companion and character face a difficulty equal to the companion’s quality rating, or the character’s skill that yielded the companion, whichever is higher. Additional advances spent on Communication increase this difficulty by 2.

Independent: All companions are now considered independent— able to act on their own— without needing to spend an advance on it; however, in order to send a companion off on an independent mission, the character must **spend a fate point** in order to do so. Only one fate point needs to be spent per *significant* mission (there's no need to spend fate points when the companion is getting sent off to do something trivial). That said, the Independent advance may still be purchased for a companion, *removing* this fate point cost.

While the Independent character is separated, Independent also allows the companion access to the main character's fate points and up to 2 Aspects of the main character that would also apply to him as well. "My Faithful Companion Hang Chi!" would apply as it is describing the companion himself, and you might also choose something like "Trained in the secret martial arts of the Far East!" or "Sacred mission to stop Lo Pan from taking over the world!"

Keeping Up: One advance may be spent on Keeping Up (*SOTC* p.78). No modifications have been made to this advance.

Skilled: Each time this advance is taken, an additional "column" of skills is added to the companion's sheet. But this is at diminishing returns; each column *after* the first starts one rank lower than the previous. So a Good quality companion with the Skilled advance taken twice would have 2 Good, 3 Fair, and 3 Average skills in total. A third advance would only add 1 Average skill, and a fourth advance would be wasted. A Great quality companion who takes the Skilled advance 4 times would end up with a "blunted" skill pyramid that's 1 Superb shy of being equal to a PC!

Strength in Numbers – You have more than one ally! The first time this advance is taken, you gain 2 additional allies (for a total of 3) that are all identical (statistically, anyway). Each additional time this advance is taken gives you 3 more allies. However, there is a drawback: These hordes of minions are limited to the Leader's Quality-2, not -1 as is typical for a single companion. Also, Minions only get a number of Stress boxes equal to their Quality, not their Quality +1.

Stunt: This advance may be taken a maximum of two times. Each time it is taken, the companion gains the use of a single stunt. The stunt may not confer companions or minions of its own.

Summonable – No matter where you are, you can summon your ally to you. This normally takes at least 1 minute or more, but you may usually spend a Fate Point to accomplish it in a single round. A Summoned companion vanishes or leaves if the summoning character is Taken Out, and usually doesn't last more than 1 scene anyway, though he may be summoned again in a later scene if needed again. This advance may only be taken once, but see Variable Summons below.

Variable Summons (Requires Summonable) – Normally, the same or an identical companion is summoned each time, but this advance allows the character to allocate his advances when the companion is first summoned. This may only be done once per adventure, same as a Universal Gadget, unless the summoner spends a Fate point to reallocate the points again. This advance may only be taken once. Note that while this is most often a mystical ability, it can instead in some cases represent a vast network of friends, allies, or members of a group, such that almost anywhere in the world he can call on someone who just happens to be in the neighborhood.