

## Aspects

Aspects are significant traits, background information and characteristics that are important to your character. It is a short phrase that describes either your character's experiences or something which make him *unique*.

There are many types of Aspects, specifically background, training, experience and characteristics, but to sum it all up, they describe something about you which **you want to highlight during play**. If you have an Aspect which is "Once killed a dragon while adventuring", that is going to be relevant (in both good and bad ways) during the game.

### What Are Aspects?

The use of Aspects can be broken down in the following two:

1. When an Aspect is relevant to a skill roll, spend a Fate Point to roll an additional two dice. Only count the four highest rolls.
2. A GM can *compel* your Aspect, suggesting an action or a situation which would happen which will happen unless you pay the GM's one Fate Point. If you accept the GM's proposal, you get one Fate Point in return.

### Type of Aspects

**Background:** Background aspects describe your childhood, upbringing, significant events while you were young and perhaps even your hometown.

**Training:** These aspects touch on what sort of mentoring or coaching that your adventurer has received. A thief's skills may be honed "within on the streets" or "taught by a master thief" while a fighter's expertise with the sword could come from "fighting the wars against the barbarian tribes" or "being taught by a veteran mercenary while guarding a caravan".

**Experience:** Unless this is your adventurer's first adventure, it's very likely that he has some eventful encounters of his own. He may have "braved the lair of the Witch Queen" or "stolen from the coffers of the treasury". Usually, these are story hooks for the GM and you. If you have fought single-handedly save a village from bandits, you can expect to be given a hero's welcome there...and to have some enemies too!

**Characteristic:** Personality, quirks, weird habits and others can be put as Characteristic aspects.

An adventurer usually has 2 Background Aspects, 2 Characteristic Aspects, 2 Experience Aspects and 1 Training Aspects.

# Skills

## Measuring Skills

In Fate, skills are measured by an adjective paired with a numerical rating. The “skill ladder” looks like this:

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

## Default Skill Ranking

An adventurer picks up lots of odds and ends in terms of knowledge and skill on his journeys. Hence unless specified otherwise, you are ranked *Mediocre* (0) for all **non-specialised** skills which are not specified on your character sheet.

## Tagging with Skills

You can use skills to place a tag on an opponent during a conflict or on a target which the GM allows. The rank of the skill to use must be above 0 and the opponent has a chance to resist, if he could. The tag can be passed on to another ally if the GM allows.

## Abilities

Certain skills have abilities attached to them. Those abilities must be bought separately with skill points during character creation.

## Skill List

After much discussion, here is the skill list.

| Name            | Type                                     | Abilities (Yes/No) |
|-----------------|--|--------------------|
| Alchemy         | Knowledge, Crafting, Arcane, Specialised | Yes                |
| Alertness       | Perception                               | Yes                |
| Armour Training | Physical, Specialised                    | Yes                |
| Artefacts       | Arcane, Specialised                      | Yes                |
| Athletics       | Physical                                 | No                 |
| Contacts        | Social                                   | Yes                |
| Craft           | Knowledge, Crafting, Specialised         | No                 |
| Deceit          | Social                                   | Yes                |
| Devices         | Knowledge, Crafting                      | No                 |
| Empathy         | Social/Perception                        | Yes                |
| Healcraft       | Knowledge                                | Yes                |
| Herbalist       | Knowledge, Specialised, Crafting         | Yes                |
| Intimidation    | Social                                   | Yes                |
| Leadership      | Social, Specialised                      | Yes                |
| Lore            | Knowledge                                | No                 |
| Magic           | Arcane, Specialised                      | Yes                |
| Might           | Physical                                 | Yes                |
| Mysteries       | Knowledge, Specialised                   | Yes                |
| Observation     | Perception                               | No                 |
| Ranged Attack   | Combat                                   | Yes                |
| Rapport         | Social                                   | Yes                |
| Resolve         | Social                                   | Yes                |
| Resources       | Mundane                                  | No                 |
| Ride            | Mundane                                  | Yes                |
| Scholar         | Knowledge, Specialised                   | Yes                |
| Shield          | Physical                                 | Yes                |
| Sleight of Hand | Subterfuge                               | Yes                |
| Stealth         | Subterfuge                               | Yes                |
| Survival        | Mundane                                  | No                 |
| Thievery        | Subterfuge                               | No                 |
| Toughness       | Physical                                 | Yes                |
| Unarmed Combat  | Physical                                 | Yes                |
| Weapon Use      | Combat                                   | Yes                |

## ***Alchemy (Knowledge, Arcane, Specialised, Crafting)***

Potions, pills and other alchemical creations distilled from exotic ingredients and infused with magic fall under the domain of this skill. For totally natural creations, see the *Herbalist* skill. This skill gives the adventurer twofold edge – the ability to identify existing magical substances and the proficiency to create one.

**Identifying Substances:** A marginally failed roll gives the adventurer a definite idea whether the substance is magical or not. With a successful roll, he will be able to know what the substance does on. Even better, with shifts, the adventurer is able to change the substance or even know how to neutralise it.

**Creating Substances:** Decides on the quality of the substance (with a base of 0). For each level of quality, you can assign an Aspect to the substance. Those aspects can be applied to someone who drink, quaffed or digest the substance, or upon certain condition. The GM has the right to raise the cost without increasing the level of quality for really powerful alchemical creations.

Next, roll to beat the cost of the substance – all alchemical creations take at least one day to create (see Alchemy's related abilities though) and it cost levels of resources as your Resource rating. The difficulty level of the roll is equal to the substance's cost.

## ***Alertness (Perception)***

This is primarily a reaction skill to events around you. Adventurers with this skill are harder to surprise and reacts faster than others when they are.

## ***Artefacts (Arcane, Specialised)***

You belong to the sect of the Artificers. Your magic is combined with another craft, be it blacksmithing, jewellery, scribing or masks. Unlike your other arcane adventurers, you cannot weave spells on the fly, but you bind them into *your* own artefacts of power which are far more reliable than tapping into the unseen power at times.

A beneficial of training in this skill is the ability to recognise relics and artefacts of yore which adventurers are fraught to come across. While you may not be able to discern with certainty the origin and powers of a mysterious item, you can at least deduce whether it is malign or beneficial.

This skill applies to creating and using your own artefacts. Many magical items are crafted for anyone to use, though it is not rare for artificers to find items from fellow artificers.

**Creating Artefacts:** The first step is to decide the conduit which is the basis of your artefact. The more expensive and exotic it is, the better the conduit will be (hence a piece of rock hang around a rope pales in comparison to a gold pendant around a chain of silver). The GM will decide on the cost of the conduit, and from the cost, its Quality Level.

For each Quality Level, you can choose an Aspect for the artefact or invest in 1 charge. One thing to bear in mind is that all artefacts must bear at least one charge! To activate one Aspect of the artefact, you need to expend a charge from the item. If it runs out of charges, you (**and only you alone**) may expend **two** Fate Points.

Bear in mind that your opponent could tag those aspects on your artefacts if they are deduced (for free, as in the rules, immediately or with fate points later).

Artefacts regain 1 charge at a rate of one per day.

As with purchasing, creating an artefact requires a Resources roll. It is assumed that you have the corresponding crafting skill to go with your Artefact skill.

The base construction time for an artefact is one month for Quality Level 1. For every 1 quality, the time increase according to the Time Ladder

### ***Armour Training (Physical, Specialised)***

Ways to kill, and ways to prevent from being killed, are some of the most essential skills when caught in a melee conflict. While adventuring in armour cramps the style of many heroes, it is a must when you are positive that a fight is imminent.

Your rank in Armour Training determines what quality of armour you can wear. With a rank of 0, you have only learnt to manoeuvre and fight in really light armour, such as light leather or padded shirt, which in the big picture, isn't likely to make a big difference.

The chart below shows the armour which you can wear and not end up like a walking tin can:

| Armour Training Rank | Armour Possible                            |
|----------------------|--|
| 1                    | Boiled Leather, Leather Armour (Quality 1) |
| 2                    | Light Chain, Ring Mail Shirt (Quality 2)   |
| 3                    | Plated Mail, Lamellar (Quality 3)          |
| 4                    | Full Plate Armour (Quality 4)              |

Each quality of armour adds an extra Toughness box **in front** of your usual boxes. Do note that you would also need the Resources to buy the armour, though a generous GM may gift you with a suit that is specific to your Armour Training rank.

### ***Athletics (Physical)***

The default skills to use whenever you are attempting to run, swim, jump or climb. Pure plain dodging falls under this skill. For better defence rather than the default clumsy dodge, check out the abilities under *Weapon Use* or consider the *Shield* skill.

### ***Contacts (Social)***

You understand the power of having a network of associates everywhere. Precisely because adventuring takes you far away from your own home, you have found a need to have allies everywhere. This also measures your skill to make new contacts quickly in a new surroundings as well.

To use this skill, declare what contact you would like to have, his background and nature and skills. He will have 1 skill at your level of Contacts which you are able to choose. Having additional Contacts abilities allow you more customisations of your contacts.

### ***Deceit (Social)***

Lying, pretending to be someone whom you are not or trying to feint in combat, all relies on this skill. Its defence could be Empathy (to prevent being read), Observation (attempting to disguise as someone else) or a Lore skill (for providing false information pertaining to an area).

### ***Devices (Knowledge, Specialised, Crafting)***

You are gifted with the knowledge of engineering – the concept of pulleys, gravitational force, pivots and other lore of physics. Practical machines which could be crafted with this skill include siege engines, machines to aid in construction and so on. Though it is unlikely for you to create anything small enough to bring along on your adventures, you possess enough knowledge to discern the working of such massive devices yourself, and in a pinch, are able to use whatever tools and materials at hand to modify existing devices or to create makeshift ones.

Most practical of all, this skill allows you to disable traps and other mechanical devices.

### ***Empathy (Social)***

This skill allows you to read a person like an open-book : particularly, his emotions and if you possess a higher level of the skill, his motives, what's important to him, personality and when he is acting "strange". Of course, Empathy does not allow you to read minds, but allows you to find out what is important to him. Do take note that to use the skill, you have to engage with the target in social interaction. The defence against Empathy can be Resolve, Deceit or Rapport – and each outcome will bring different mood to the interaction.

### ***Healcraft (Knowledge, Specialised)***

Attention to wounds, poisons and other afflictions during adventuring are essential, if you wish to survive against trap laden dungeons and skirmishes with monsters. This skill bestows the knowledge of physical healing and with abilities, allows you to cure poisons, banish diseases and remove physical consequences. Do take note that this skill can only be used to tend to wounds between scenes where you are able to take a breather.

### ***Herbalist (Knowledge, Specialised, Crafting)***

Making use of ingredients and materials from the wild, you are able to conduct natural potions, paste and powder. This also allows you to identify such substances as well and discern the properties of herbs and plants. Unlike Alchemy, this skill does not require any arcane background and the materials are easier to come by.

To create a herbal substance, first decide on the quality of the substance from 1 to 6. That is also the cost of the substance. Unfortunately, for substance of quality 3 and above, you cannot use Resources to purchase the ingredients needed. You would have to hunt for it using other skills (Contacts, Survival or even a specific side quest).

Once you have the ingredients, you can craft the herbal mixture. For each quality of the substance, you can add one **physical** aspect to the mixture or increase the potency of the mixture by one. Once drank, the character can use a potency level to activate the aspects bestowed by the mixture.

### ***Craft (Physical, Specialised)***

This skill allows you to pick up a profession which you would be adept at. Useful choices include cooking, blacksmithing, bowing and other handicraft – you have to pick one specific form of Craft.

Of course, given enough rare resources and the right facility, you can use the Craft skill to create new items. A specialised form of Craft, known as *Survival*, allows you to fashion shelters, weapons, rope and other survival essentials from the wild.

### ***Intimidation (Social)***

Scaring the daylight out of your target is the purpose of this skill. This is primarily a social attack, to apply fear as pressure on your target and is usually opposed by Resolve. Do take note this skill, while more effective than “softer approaches” such as Rapport, changes the relationship you have with your target and influences how others look at you.

### ***Leadership (Social)***

While Leadership could have a very wide definition, for the purpose of the game, it is the ability to communicate your plan and direction to your followers **and** at the same time, able to direct them effectively. This skill is most useful during battles, dispatching allies to help you (out of the main adventure, maybe) and commanding minions during battle. This skill can be used in coordinating social and physical battles.

If your rank in Leadership is 1 or higher, you will be able to learn Leadership abilities that are able to change how you can use your skill.

### ***Lore (Knowledge, Specialised)***

You are an expert in a field of knowledge, knowing the history and the people involved. When you choose this skill, you have to choose a discipline or profession to go with it. It

could be something as mundane as livestock to as esoteric as conducting a siege. This skill is purely academic though.

### ***Magic (Arcane, Specialised)***

**Requires an Aspect with background in magical training**

Changing reality, either to fit your tastes or to obliterate your enemies, is a most coveted power. While there are many forms and styles of magic under the world, this skill represents the most basics of all reality bending disciplines. You can customise it with the many abilities available with this skill.

Magic is a highly complicated topic which will get further treatment in its own chapter.

### ***Might (Physical)***

The measure of your physical strength and state of your muscles, Might is important when smashing doors, lifting heavy things and breaking others unanimated object. However, Might does not affect how much damage you do in combat, unless you have a Might-related Aspect or one of its Abilities.

A farmer who generally works in a farm all day would have a Might of Average (+0).

### ***Mysteries (Specialised, Knowledge)***

Shorthand for the skill “Arcane Lore”, Mysteries is your understanding of the wild, nigh-incomprehensible world of magic and others related esoteric lore. While the Magic skill deals with heavy-duty spell-slinging, the Mysteries skill is a general approach to unexplained phenomenal, such as sixth sense, psychic power and other unexplained manifestations of the Unseen Power (to spell-casters, their art is more or less a “science” than something mysterious).

### ***Observation (Perception)***

The power of perception is represented by *Observation*. This useful skill is utility in essential – it allows you to spot traps, pre-empt a dangerous ambush and detect things that are out of the ordinary.

### ***Ranged Attack (Combat)***

Be it with darts, bow or javelin, this is the skill you would use for all sort of ranged attacks. You can opt to make this skill a specialised skill, which give you a +1 whenever you use it with a weapon of your choice, or to choose a general purpose version. Do take note that if you attempt to use a specialised version of Ranged Attack with a weapon not of your choice, you suffer a -2 penalty. A general purpose Ranged Attack skill does not entitles you to any abilities.

### ***Rapport (Social)***

Adventurers with high *Rapport* makes friend easier whenever they go and are more likely to get people to open up to them. Unlike the brunt-force approach of *Intimidation*, you

get your quarry to tell you his secrets and feel good about it at the same time! Even when dealing with races of questionable morality, a high Rapport lets you be on their good side, which may prove helpful in delaying your fateful execution if you are ever captured by them.

### ***Resolve (Social)***

The typical “defence vs. social attacks” skill, Resolve is a measure of your willpower against attempts to persuade you or otherwise affecting you emotionally. It works well against magical coercion as well.

### ***Resources (Mundane)***

Resources measure the amount of wealth which you have, in an abstract form. The higher this skill, the more reserves of gold you have. It could be in form of gold coins, jewellery, ancient artefacts or such.

### ***Ride (Mundane)***

Horses are the best way to get cross country and this represents your skill to ride and handle one.

### ***Shield (Physical)***

A time-honoured piece of protection equipment, the shield can be used defensively and offensively in combat. Like Armour Training, the rank of this skill indicates what size of shield you are comfortable with. Larger shield gives bonuses against attacks but here are two caveats up-right: a shield’s bonus is only applicable to the **first** attack made against you in a round of combat and a savvy opponent can easily put an aspect on you with render your shield useless (a shield pin, for example).

### ***Scholar (Knowledge, Specialised)***

The domain of this skill is basically that of scholarship and linguistic – the study of languages, knowledge, history and other arts. This is important when it comes to deciphering ancient manuscripts, finding obscure information in a library or drafting a memorial to the king.

### ***Sleight of Hand (Specialised, Subterfuge)***

The old adage that the hand moves faster than the eye is truth and with training in this skill, this is what you are able to achieve. Covering palms, false drops and other dexterous hand movement and misdirection, you can produce eggs from a person’s ear, get something out from a pocket without its owner noticing and pretend to pay 10 gold pieces when in fact you actually paid with only 9.

### ***Stealth (Subterfuge)***

The art of moving silently while avoiding detection is bestowed by this skill. Shadowing, stalking and hiding all are within the province of *Stealth* and no intrepid thief, assassin or hunter would be caught without this.

### ***Survival (Mundane)***

Living out in the harsh wilderness, dense forest or a parch desert calls for an in-depth knowledge of survival. This skill teaches you the basics of foraging, seeking shelter and handling denizens of the wild (animals mainly). This skill ensures that you would make it out alive from a prolonged stay away from civilisation.

### ***Thievery (Subterfuge, Specialised)***

As its name would suggest, this skill is the province of thieves and rogues. While Stealth, Sleight of Hand and so on are the actual skills used during a burglary, Thievery is more concerned with the foiling of security, be it an elaborate system of locks, a patrol route or something as simple as guard dogs. Thieves with just Sleight of Hands are pick-pockets. Those with this skill are crime lords.