

Skills and Talents Reference

Name	Type	Talents (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	No
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	No
Scholar	Knowledge, Specialised	Yes
Shield	Physical	Yes
Sleight of Hand	Subterfuge	Yes
Stealth	Subterfuge	Yes
Survival	Mundane	Yes
Thievery	Subterfuge	Yes
Toughness	Physical	Yes
Unarmed Combat	Physical	Yes
Weapon Use	Combat	Yes

Alchemy

Name	Prerequisite	Description
Lasting Effect	Alchemy 1+	You can spend 1 quality level to boost the duration of a potion to one entire scene.
A Ready Alchemist	Alchemy 1+	Spend a fate point and roll your Alchemy as if you are creating a potion. This reflects you having the mixture before the scene start.
Volatile Substance	Alchemy 1+	Spend a fate point to use your Alchemy as an attack.
Reagent Lore	1 Alchemy ability	Spend a fate point. You may declare an alchemical property on a substance of your choice.
Undetectable Mix	1 Alchemy ability	All attempts to detect alchemical substance which you create are at a -1 penalty.
Dire Effects	1 Alchemy ability	Spend a fate point. Your mixture, instead of inflicting an Aspect, now inflicts a moderate consequence.
Last Dosage	2 Alchemy ability A Ready Alchemist	Spend a fate point and get a +2 roll while attempting to create the potion. For the entire scene, you may not use Alchemy again.
Antithesis	Alchemy 2+ 1 Alchemy Ability	Name a specific group which your potion will be devastating against, but otherwise useless against other targets. You get a +2 to your roll for brewing the potion.
Indiscernible	Alchemy 2+ 1 Alchemy Ability	Your potions, those which cause harm, take effect silently without any sign of the target being poisoned or affected unless examined closely (-2 penalty to Observation and Alchemy to detect your potion)

Alertness

Name	Prerequisite	Description
One Step Ahead	Alertness 1+	By spending a Fate point, you get to have a free turn when a physical conflict starts
Swift Reaction	Alertness 1+	When attempting to interrupt an opponent, you get a +1 bonus. Also, if you tie (even with the +1 bonus), you break the tie.
Awareness	Alertness 1+	Even when ambushed, you can still defend yourself (if attacked) with a +2 bonus.
Sense of Danger	1 Alertness ability	Spend a fate point if you are ambushed and hence deprived of your first action. You can act normally
Sentinel	Alertness 2+ Sense of Danger	Spend a fate point if you and your friends all ambushed. You get to act normally as if you are not surprised, and your friends get to take a full defence action
Forbidding Sense	Alertness 2+ 1 Alertness ability	If you trigger enter an area which result in a trap being sprang or other danger (such as a pit), you can spend a Fate point to get a +2 bonus to avoid being hurt.

Armour Training

Name	Prerequisite	Description
Armour Agility	Armour Training +1	Maximum of -1 penalty to Athletics when wearing armour
Redirect Blow	Armour Training +1	Spend a fate point and have all armour damage roll down, instead of rolling up, for an entire scene.
Armoured Smash	Armour Training +1	Spend a fate point and use Armour Training instead of Unarmed Combat for 10 combat rounds
Spot Weakness	Armour Training +2 1 Armour Training ability	Spend a Fate Point and roll your Armour Training vs. opponent's armour level to declare a weakness in his armour. This aspect is sticky.
Buffered Impact	Armour Training +2 1 Armour Training ability	When you are struck by a weapon and the stress inflicted is within range of your armour track, you can roll down the stress.
Dissipate Harm	Armour Training +3 Buffered Impact	Whenever you are strike and is inflicted a physical a stress, you can instead tick off the <i>highest</i> armour stress box left.
Hit Negation	Armour Training +3 Buffered Impact	Once per scene, if you are struck in combat, you can pay a Fate point to totally negate the hit.
Exploit Weakness	Armour Training +3 Spot Weakness	Whenever you tag an aspect pertaining with an opponent's armour, and if you inflict physical stress, it ignores the armour track all together. However, this also removes the aspect.
Armoured Titan	Armour Training +2 Armoured Smash	You must be wearing at least plate armour to use this ability. You may use Armour Training, at the expense of one Fate Point, to defend against physical stress as you use part of your armour to deflect blows.

Artefacts

Name	Prerequisite	Description
Personal Artefact	Artefact +1	You have a personal artefact. Create one according to the rules as if it has a Quality Level of 4.
Deconstruct	Artefact +1	You can break down existing artefacts, with a successful Artefact roll against its Quality Level. Once you have done so, your next Artefact creation roll gain a bonus equal to the deconstructed artefact's Quality Level.
Quick Recharge	Artefact +1	Spend a permanent fate point while creating an artefact. This artefact regains 1 charge once every 12 hours.
One Time Artefact	Artefact +1	You can construct an artefact using one scene as the duration, with a -2 penalty to your roll and it will work for one scene (regardless number of charges) and after that it will fail to work.
Legendary Artefact	Artefact +2 Personal Artefact	Your personal artefact has a Quality Level of 5.

Blood as Power	Artefact +2 1 Artefact Ability	Your artefact can regain half of its maximum charges through blood-letting – but strictly your own blood only. Take a moderate consequence related to cuts and your artefact will regain half of its maximum charges.
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Contacts

Name	Prerequisite	Description
Ally	Contacts +1	You gain a companion who can help you in one of the four conflict types. You have to detail this companion before the adventure start. Can be taken multiple times for different allies. An ally lasts only for a scene.
Improved Ally	Contacts +2 Ally	Your companion can have up to three levels of skills of your choice.
A friend in need	Contacts +1	Spend a fate point to declare a contact on the spot. This works as the Ally ability otherwise. The ally pops up at the moment when you require him, without any prior planning
Circle of Friends	Contacts +1 1 Contacts ability	Your friends can introduce potentially to someone who is be able of help to you. Your effort at contacting is always one time step faster.
An Old Debt	Contacts +2 1 Contacts ability	Somewhere along your adventuring career, you make an old friend who owes you lot. He will have a Resources skill at +5. This requires a Fate point.
Well met!	Contacts +2 2 Contacts ability	In big cities (and only in big ones), you can spend a fate point to gain a +2 to your Contact roll for an entire scene.
Reputation	Contacts +3 One other skill at +3	You have a reputation for being an expert in one skill of your choice (which is must be +3 or above). You are well-connected to the experts of this line and have loyal friends there. This gives you a +2 bonus when interacting with them amicably
Famed among Seven Seas	Contacts +3 Reputation	Your name precedes you wherever you go. By spending a Fate Point, you have the effect of <i>Well Met</i> among the circles of your chosen profession, even in rural areas.

Deceit

Name	Prerequisite	Description
Half Truths	Deceit +1	As long as your story includes some aspect of truth, all attempts to unmask you as lying suffers -2 penalty.
Emotional Mask	Deceit +1	You are able to fake emotions superbly well, allowing you to appear more confident or more scared, depending on your motive. If one of your Aspect is tagged during a social conflict, the bonus your opponent get is only +1, instead of +2

False Revelation	Deceit +1	When defending against a social conflict, you may use Deceit against a read and let loose a false “Aspect”. The next person who uses a Fate point to tag that Aspect...gains nothing out from it.
Unmask Lies	Deceit +1	Being a master of deception means you are just as good as sensing lies too. You can use your Deceit skill, instead of Empathy, to sense if your target is lying.
Revealing Truth	Deceit +2 False Revelation	As a second part of False Revelation, the person who attempt to tag your false aspect reveals an Aspect about himself
Unearned Trust	Deceit +2 1 Deceit ability	Even if a target whom you have successful make a deceit roll against knows that you are lying, his reaction is still one of disbelief and is still amicable towards you for one last time.
Wave it away	Deceit +2 2 Deceit abilities	When confronted with one of your exposed deception, spend a Fate point and make a Deceit contest again. If you succeed, the confronting party gain a minor consequence of “Guilt” as you come up with a plausible explanation.
In Character	Deceit +1	Your disguise holds up well under observation and you are able to blend in well with wherever you are. You are able to mimicry voices, mannerism and other characteristics of your role.
Second Self	Deceit +2 In Character	By studying a target for at least a week, you can impersonate him perfectly by making a Deceit roll against +4. However, this will still arouse suspicions of close friends and authorities.
Perfect Impersonation	Deceit +3 Second Self	As Second Self, except that your impersonation is so perfect that quick contact with close friends and etc. prompts no suspicion whatsoever.
The Mundane Mask	Deceit +3 In Character 1 other Deceit ability	By spending a Fate point, you fade behind the scene, only to emerge later anytime, taking the place of any character the GM introduces, or which you introduce.
Infiltrator	Deceit +3 Second Self	You manage to infiltrate an organisation as if you have been always there. No one know who you are exactly, but you behave as if you have always been at home here.

Empathy

Name	Prerequisite	Description
Friendly Overture	Empathy +0	This ability allows you to make friends instantly with anyone off the street if you are able to make a empathic statement and succeed with a Empathy vs. Resolve roll. This however does costs a Fate point.
The Face as an Open Book	Empathy +1	Usually using Empathy to reveal aspects require you spend time in conversation with the character. With this, you can spend 1 Fate point as a free action to read your target.

The Orator's Timing	Empathy +1	Gifted orators know when to speak, and when not to. With this, you can spend a Fate Point to have a free first turn at the start of a social exchange.
Sense the Truth	Empathy +1	You can spot liars easier and you know get a +2 to your roll when defending against Deceit (the GM should roll in secret)
Animal Empathy	Empathy +1	Animals could feel your empathy as well. Spend one fate point once per scene and you are able to use Empathy instead of Survival while attempting to work with animals
Unspoken Truth	Empathy +2 2 other Empathy abilities	Even when someone is telling the truth to you, on a shift of +2 or more, you can sense whenever he is hiding some more from you.
Action is Louder	Empathy +2 2 other Empathy abilities	You need not talk to your target to discern his emotional mood and what makes him tick; simply watching him for a day is enough to grant you insight.
Eager to Share	Empathy +2 2 other Empathy abilities	Spend a Fate Point to use your Empathy skill instead of Contacting
I know his next move	Empathy +3 3 other Empathy abilities	This ability requires 2 Fate Points and that you have at least reveal 2 Aspects about the target. The GM is obliged to answer the question "What is his next step in his plan?"

Herbalist

Name	Prerequisite	Description
Identify	Herbalist +1	By spending a Fate point, the herbalist may quaff or taste just a bit of potion, with no harm to him, as to know the exact nature of an herbal mixture.
Personal Supply	Herbalist +1	Each time you take this ability, you can roll for a herbal mixture on the fly, as if you have prepared it beforehand
Neutralise	Herbalist +2	All attempts to neutralise a herbal mixture gets a +1 bonus
Antidote	Herbalist +2 Neutralise	By studying a mixture for an hour, you are able to come up with a mean to cure those whom has been affected by it with a +1 bonus.
I Know the Cure!	Herbalist +3 Antidote	By spending a Fate point, you will be able to know a certain herb, which is within one day distance of where you are at, which could neutralise and cure herbal poisons.
Change Property	Herbalist +3 Neutralise	By making a roll against the Quality Level of a herbal mixture, you are able to change one of its aspects to one of your choice.
Quick Brew	Herbalist +2	You are able to prepare a herbal mixture within three hours, instead of the base time unit of a day, by spending a Fate point.

Nature's Remedy	Herbalist +3 Quick Brew	You are able to identify herbs in the wild which has the same potent effects as your specially prepared one. You would need to make a Herbalist roll and get a result of +1 or above. You would also need to spend a Fate point.
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Intimidation

Name	Prerequisite	Description
The Veiled Threat	Intimidation +1	While most intimidation involves aggression, and subsequently souring of mood, this one allows you to take a -1 penalty but still sound nice about cutting your target's throat.
Thinking Twice	Intimidation +1	Spend a Fate Point and roll Intimidation against your opponent's Resolve while in a Social conflict. If you succeed, the target forsakes his action and loses his turn.
Mask of Hostility	Intimidation +1	You can put up such a hostile face that all Empathy attempt to read suffer a -1 penalty. Of course, you have to use this ability tactically – doing this in the court of a King is most likely to get you tossed out.
Lured to Fear	Intimidation +2 1 Intimidation ability	While intimidating someone and you get a spin of 2+, you learn one aspect which is linked to the target's fear.
Promise of Pain	Intimidation +2 1 Intimidation ability	Your threats are backed up with often equally scary actions. In a social conflict, his composure stress will roll up.
Awe	Intimidation +3 2 Intimidation abilities	Yes, you are big and scary. However, by spending a Fate point, a bystander of your choice who is witnessing your fearsomeness will become your ally for the scene. The ally, however, has no advances and is considered as average. What he knows, though, may be more useful.
Battle Cry	Intimidation +3 2 Intimidation abilities	You let loose a fearsome roar in combat, or some other stunt which inspires terror in your foes. Treat this as an Intimidation vs. Resolve attack. Those who failed though will lose a turn.

Leadership

Name	Prerequisite	Description
Inspire Cause	Leadership +1	You get people around you (the NPCs) to support you if you beat a Leadership vs. Average difficulty roll. The amount of shift represents the bonus you will get in all Contacting, Resources and Empathy rolls for the scene. This requires a Fate Point.
Battle Tactics	Leadership +1	During a battle, during your turn, you can use Leadership (roll against Average Difficulty) to direct the battle. For every Shift you get, you can distribute them to your allies. Each ally can receive at most +1 Spin only.

Coordination	Leadership +1	Spend a Fate point and roll Leadership against a difficulty of Average. The shift you gain can be distributed throughout your allies to reduce time taken for all crafting purposes (Crafting, Alchemy, Artefacts and Herbalist)
Fear not!	Leadership +2 1 Leadership ability	You may spend a Fate point, once per scene, to roll your Leadership vs. Average. All your followers may remove a number of ticked Composure Stress boxes equal to your shift.
Dedication	Leadership +2 Inspire Cause	Those affected by Inspire Cause gain the Aspect “Dedicated to the Cause” and may tag it as an aspect.
Rally	Leadership +2 Fear Not!	Roll your Leadership against a difficulty of Average as an action during a social conflict. If you succeed, for that one round all your allies get a +1 to their Resolve.
Lead the Charge	Leadership +2 Battle Tactics	In combat, spend a fate point and all your followers gain a +1 to all their combat rounds for the first round. You, however, must also attack while using this Talent.
Coordinated Strike	Leadership +3 Lead the Charge	Spend a fate point. Everyone who attacks your target gets a +1 bonus to their roll.

Magic

Name	Prerequisite	Description
Elemental Training	Magic +1	You may choose this ability multiple times, once for each element (fire, earth, water and air). Whenever your spell involves solely those which you have Elemental Training for, you get a +1 bonus to your Magic roll.
Psionic	Magic +1	Your magical ability is triggered by power of the mind. As such, being gagged or tied has no effect. Your domain of magic is however only limited to mental magic (this is purely description-based)
Repertoire	Magic +1	Each time you take this ability, you can create one spell before the adventure starts. Whenever you attempt to cast this spell, the difficulty is reduced by 1
Practised Repertoire	Magic +2 Repertoire	You improve on one of your existing spell specified in Repertoire, further reducing its difficulty by 1.
Mastered Spell	Magic +3 Practised Repertoire	Choose a spell specified by Practised Repertoire. Spend a Fate point to cast this spell automatically without any roll once per scene
Godsend	Magic +1	Your magic comes from the Divine. Only those with <i>Godsend</i> ability can counter or dispel your magic. However, you need to discuss with the GM what domain your magic will cover.
Godsend Domain	Magic +1 Godsend	Choose one domain from the list below – you can work Godsend magic with the chosen domain. War, fertility, justice, death, nature, luck, peace or life.
Spell Breaker	Magic +1	When dispelling or counter another magical spell, you get a +1 bonus.

Disjunctiontor	Magic +2 Spell Breaker	As an attack action (Magic vs. Magic), you can prevent an enemy wizard from using magic for one round.
Immutable	Magic +3 Disjunctiontor	Once per scene, when you are being affected by a magical spell, you can spend 1 Fate Point to negate it completely.
Spell Weaver	Magic +1	All attempts to cancel your spell suffer a -1 penalty.
Spell Binder	Magic +2 Spell Weaver	Spells that last only for 10 Combat Rounds does not incur any penalty to your Magic Roll.
Arcane Certainty	Magic +3 Spell Binder	After casting a spell, spend one Fate Point to increase its bind so that it would require <i>two</i> dispel attempt to remove it.
Channel Mana	Magic +1	You gain 1 box of Mana each time you take this ability. You can use Mana to power your spell instead of 1 Physical and 1 Mental Stress.
Conjurer	Magic +1	All attempts to conjure items give you a +1 bonus
Summoner	Magic +1	All attempts to summon and bind entities to you gets a +1 bonus.
Enchanter	Magic +3 2 Magic Abilities	When others attempting to resist your spells with Resolve or Aura, you get a +1 bonus to your roll.

Might

Name	Prerequisite	Description
Hammer Blow	Might +1	Whenever you inflict hand to hand damage in combat, you can forgo inflicting physical stress to putting a fragile aspect “Stunned” on your opponent. You gain a +1 to your roll, however. (You still roll Unarmed for attack)
Shatter	Might +1	By concentrating your strike into one directed force, you can break stones, wood and bend other material.
Pulverise	Might +2 Shatter	Against inanimate objects, you gain a +4 bonus when it comes to breaking them apart.
Power Attack	Might +1 1 other Might ability	By spending a Fate Point and hitting in combat, you increase the amount of physical stress damage done by 1. You however must roll either Weapon Use or Unarmed for combat, augmented by your Might.
Overwhelm	Might +2 Power Attack 2 other Might ability	As Power Attack, but this time the target, if hit, is pushed back 1 zone
Breakthrough Strike	Might +2 Power Attack 2 other Might ability	As Power Attack, but this time if you inflict physical stress, it applies both to the opponent’s armour and physical stress track
Crusher	Might +2 Hammer Blow	Your physical attack not just inflicts stress, but also allows you to put the fragile aspect “Stunned” on your opponent. (You still roll Unarmed for attack)

Bull Rush	Might +3 Crusher	Spend one Fate Point to use your Might as your attacking skill, with a +2 bonus against minions. Named opponent hit by Bull Rush suffer physical stress as well as the “Stunned” fragile aspect.
Piledriver	Might +3 Crusher	As Crusher, but this time round the “Stunned” aspect is sticky. Requires a Fate Point
Break Restraints	Might +1	While attempting to break out from ropes or other form of restraints, you get a +1 bonus to your roll.
Wrestle	Might +1	You can pin and bind other people’s limb with pure strength alone, with a +1 bonus to your roll. You get the bonus if others attempt to restrain you in such ways too.
Feat of Strength	Might +3 2 Strength abilities	Spend 1 Fate Point to double your Strength for a single attempt, meanwhile suffering one physical stress – which is ticked from your highest stress track.

Mysteries

Name	Prerequisite	Description
Aura Sight	Mysteries +1	You can detect magical auras and sense magic in the air, though not as accurate as true spell-casters.
Awakened Power	Mysteries +1	Create a spell as per the rules used for magic. You have to roll your Mysteries to beat the difficulty of the spell and you may only use it once per <i>game</i> session. Taking this talent multiple times can allow you to use the power more.
Second Sight	Mysteries +1	You are able to see the supernatural – ghosts, unearthly powers, presence of demons and the divine.
Ethereal Familiarity	Mysteries +2 Second Sight	When confronted with the supernatural, you do not suffer any penalty to your Resolve when engaged in social conflicts with them.
Ethereal Empathy	Mysteries +3 Ethereal Familiarity	Spend a Fate Point to use your Mysteries in place of Empathy when engaged in social conflict with ghosts/spirits and etc.
Still Mind	Mysteries +1	In every scene, the first mental stress damage you take is reduced by 1.
Inner Peace	Mysteries +2 Still Mind	Once per scene, you may spend a Fate Point to negate the damage of a social or mental conflict
Tranquillity	Mysteries +3	Once per game , spend 2 Fate Points and skip a round in a social or mental conflict to remove 5 checked mental stress boxes from your own character
Hypnosis	Mysteries +1	Through constant talk with a non-hostile target, you draw him into a state prone e to suggestions. If the initial Mysteries vs. Resolve roll is successful, the next Resolve roll the target must make is at a -1 penalty.
Hypnotic Questioning	Mysteries +2 Hypnosis	After a target is affected by Hypnosis, you may use Mysteries, instead of Empathy, for social conflict against the target.

Reviving Trance	Mysteries +3 Tranquillity Hypnosis	As Tranquillity, except that you may use it on one of your allies. However, the amount of mental stress cleared is equal to shifts generated by your Mysteries vs. his Resolve.
Augury	Mysteries +1	You know the basics of fortune-telling. Once per game , you can spend a Fate Point after describing a course of action or putting forth a conclusion, and the GM is obliged to indicate whether success is likely or unlikely. Nothing else is to be expected from the GM.
Omen	Mysteries +2 Augury 1 other Mysteries ability	By spending a Fate Point, and rolling Mysteries against a difficulty of Good (+1), the character can declare something to happen and interpret it. It can be a good omen or a bad omen. If it is bad, the GM decides when to invoke it against the party; if it is good, the player decides when to invoke it. In mechanic-terms, it is an Aspect that can be tagged once for free. This works once per game only.
Revelation	Mysteries +3 Omen	Once per game , you may spend a Fate point and gain a clue about something of your asking. The GM is obliged to tell the truth, but he is allowed to obfuscate details
Divination	Mysteries +3 Omen	Spend 2 Fate Points and declare an action that the target may take. Decides if it is beneficial or detrimental. Then roll your Mysteries vs. Good (+1). If the target attempts the action, he gains a bonus equal to your shift (or penalty, if it is a detrimental divination)
Flawless Premonition	Mysteries +4 Revelation <i>or</i> Divination 2 other Mysteries ability	Once per game, by spending three Fate Points, you can go back up to one hour in time, allowing you to take any actions against whatever is happening in the current scene, as if you have foreseen what will happen the day before. Any allies of yours can spend two Fate Points to perform actions of their own. You are limited, however, to only one course of action .
Occult Lore	Mysteries +1 1 other Mystery ability	You have extensive knowledge of myths, legends, demons, ghosts and the like. Do take note this is different from understanding of magic

Ranged Attack

Name	Prerequisite	Description
Quick Aim	Ranged Attack +1	You can fire your weapon without the need to aim, negating the -1 penalty for attacking without aiming
Trick Shot	Ranged Attack +1 Quick Aim	When shooting at inanimate object for a side effect, you gain a +1 bonus.
Sharpshooter	Ranged Attack +2 Quick Aim	Whenever you spend an action aiming, your next attack is at a +1 bonus.
Called Shot	Range Attack +3 Sharpshooter	Spend a Fate Point and attempt to target a body part of your opponent which will at most incur a minor consequence. You must still roll for hit.

Precise Shot	Ranged Attack +4 Called Shot	As Called Shot, but you may inflict a Moderate consequence instead of a minor one.
Snipe	Ranged Attack +5 Precise Shot 1 other Ranged Attack ability	Once per game , by spending two Fate Points, you can inflict a Severe consequence on a named NPC who does not have any Fate Points. The GM is obliged to refund you the Fate Points, plus one extra, if the target is not vulnerable to this ability.
Implausible Shot	Trick Shot	Once per scene, spend a Fate Point for a Trick Shot which would not miss. Only roll if someone is blocking you and invokes an Aspect.
Chink in the Armour	Sharpshooter	Spend a Fate Point to ignore the armour which your opponent is wearing, unless he invokes an Aspect.
Fast Reload	Ranged Attack +1	You do not need an action to ready your next ranged attack.
Double Shot	Ranged Attack +2 Fast Reload	Spend a Fate point. You fire two arrows at one target with just one roll. Your opponent has to avoid each in turn or else be hit.
Double Targets	Ranged Attack +2 Fast Reload	Spend a Fate Point. You may fire two arrows at two different targets with a -1 penalty.
Rain of Heaven	Ranged Attack +4 Double Shot Double Targets	Spend two fate points to unleash a volley of arrows at all opponents in combat once per scene . Damage is calculated from shift as per normal.
On Target	Ranged Attack +3 Quick Aim	You are able to move and maintain your aim on an opponent, without having to re-aim again if you move.
Shoot on the Run	On Target	You are able to move, shoot and move again, within your action (without exceeding your movement range) without any penalty.
Power Shot	Ranged Attack +1 Might +1	By taking a -1 penalty to your roll, your bow attack can go 1 zone further.
Pierce	Ranged Attack +2 Power Shot	If you hit your opponent but if your attack is halt by armour, the damage will roll up by two steps.
Penetrating Shot	Ranged Attack +3 Pierce	Spend a Fate Point. Your arrow ignores armour all together.
Cloud Burst	Ranged Attack +2 Power Shot Bow weapon	Once per scene, spend a Fate Point to fire your weapon with such force that when it hits the target, it will burst into fragments which target 1 zone. All those in the area must make a Athletics vs. your Ranged Attack to avoid being hit. Damage is of this skill never exceeds 2,
The Breaking Storm	Ranged Attack +4 Cloud Burst Bow Weapon	You launch a volley of arrows in the air, with such force that they breaks and fragments up in the sky, scattering over the entire battlefield (or 2 zones by 2 zones, whichever is more reasonable). Damage of this skill never exceeds 2.

Ranged Mastery	Ranged Attack +4 6 Ranged Abilities	You can spend two Fate Point (on top of any existing cost) to blend two unrelated Ranged Attack abilities together for devastating effect.
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Rapport

Name	Prerequisite	Description
First Impression	Rapport +1	When encountering strangers for the first time, you can use this ability to give him a favourable impression. This allows you to roll Rapport twice in order to befriend him, with a +1 to your second roll.
Charismatic	First Impression	You are charming and people likes to be in your presence (not your enemies though). Once per scene, you may reroll a Rapport check without using any Fate Point
Orator	Charismatic 1 other Rapport ability	People love to hear you speak. You know how to appeal to the mass' heartstring. By spending a Fate Point, you can put an aspect on a group of people which numbered your Orator skill multiplied by 10.
Establish Trust	First Impression	You are non-threatening and good to have around that people lowered their guard in your presence. By spending a Fate Point once per game, you build rapport with a group of NPCs (an organisation, a guild, a small cliché) such that you get a +1 bonus when using Contacting and Empathy on them.
Befriend	Establish Trust	Once per game, by spending a Fate Point and at least talking to a person and using an Empathy roll on him, you can attempt to make a Rapport roll to make him a stalwart friend. Treat him as an ally.
Faultless	Rapport +1	For some reason, you are just likeable. After a botched Deceit or Empathy roll which may result in the target changing his attitude of you, you may spend a Fate to prevent the relationship from souring.
Good Will	Rapport +1	Once per game, you tap into the goodwill that others have for you in term of resources. Spend a Fate Point and use your Rapport as Resources.

Resolve

Name	Prerequisite	Description
Iron Will	Resolve +1	When taking mental stress, it rolls down instead of rolling up.
Determination	Resolve +1	Once per scene, for free, you may augment Resolve with one other skill of your choice.
Fearless	Resolve +1	All attempts to intimidate you gives you a +2 bonus to resist.
Will Power	Resolve +1 1 other Resolve ability	You gain a +1 bonus to your Resolve roll when attempting to resist manipulation by arcane means or by the Mysteries skill.

Unyielding	Resolve +2 1 other Resolve ability	You may take one additional minor physical and stress consequence.
Unfazed	Resolve +2 1 other Resolve ability	Once per encounter, you may spend one Fate Point to totally ignore mental stress damage from one source.
Don't show the Hurt	Resolve +3 2 other Resolve abilities	Once per scene, if one of your Aspect is tagged during a Social Conflict, you may spend a Fate Point to invoke this to negate the +2 bonus your opponent gain, and at the same time your cool demeanour set him off, granting you a +1 bonus on your next roll against him.
Till it's Done	Resolve +3 2 other Resolve abilities	Once per game, you can put in extra effort into crafting so much so that you reduce the time step by 1 for free of charge. Spending a Fate Point allows you to reduce it by three.
Resilient	Resolve +3 2 other Resolve abilities.	Other may be able to affect your actions with magic or hypnosis for a while, but the effect is not long! You can spend half of your existing Fate Points, once per encounter, to reduce the mind-affecting effect to just 1 minute, or one combat round (if in combat).

Scholar

Name	Prerequisite	Description
Languages	Scholar +1	Each time you take this ability, you get the knowledge of writing and speaking in one language of your choice, besides your native tongue.
History	Scholar +1	Spend a Fate Point and you get to add in a piece of historical information about a subject, if you manage a History roll. The difficulty of the roll is how plausible your version of history would be true. The roll is made in secret and you have no idea if it succeeds. Usually, you can use this to place an aspect.
Research	Scholar +1	When researching for information in libraries or an area where information flows, you get a +1 bonus.
Experienced Researcher	Scholar +1 Research	Your Research Time is one time step faster.
Know the Source	Scholar +1 1 other Scholar ability	You may not have the answer at hand, but you know where the answer lies. Spend a Fate Point to declare a source where you could find the reference you need (or have the GM to supply it)
Bluff	Scholar +1 1 other Scholar ability	Using jargons, pseudo-scholarship and faulty logic, you are able to spend as Fate point and use your Scholar skill instead of Deceit when attempting to pass misinformation.

Separate the Chaff	Scholar +2 1 other Scholar ability	You have the knack of detecting inconsistency in information. Spend a Fate Point and roll your Scholar. The amount of shift you get is the amount of information you know is true.
Between the Lines	Scholar +1	Some text is written in meandering, pondering style. With this ability, attempts to translate the text into a plain-speech form are at +1 bonus.
Decipher	Scholar +1 Between the Lines	Codes are up in your arena. You get a +1 bonus when attempting to break ciphers.

Shield

Name	Prerequisite	Description
Shield Bash	Shield 1+	Once per combat, you may make an attack using your Shield, substituting your Shield skill for an attack skill.
Bash and Strike	Shield 2+ Shield Bash	After a successful Shield Bash, you may spend a Fate Point to make a second attack with a +2 bonus.
Retaliation	Shield 1+	The advantage of using a shield is the fast recovery time you have. Once per combat, you may make a free attack against an opponent after you manage to block his melee attack with your shield.
Break the Tide	Shield 2+ Shield Bash	When fighting minions, you charge right into their midst. They suffer a -1 penalty to their attack roll while you gain two attacks against them – one with your weapon, and one with your shield. This costs a Fate Point
Face the Mountain	Shield 2+ Shield Bash	Spend a Fate point. When attacking a named NPC, you gain two attacks, one with your weapon and one with your shield.
Shield Warden	Shield +1	You guard the flank of your ally in combat. If your ally is attacked, your attempt to block the attack on his behalf as if it is a block, with a +1 bonus to your roll. You may then activate Retaliation if you wish.
Barricade	Shield +1 Shield Warden	Your companion and you must have the Shield skill and this ability. Spend a Fate Point to form a Barricade which blocks all incoming attacks for one round.
Shield Fortress	Shield +2 Barricade	You need at least four companions with the Shield skill and this ability. For a Fate Point, you form a wall of shield which protects everyone behind you and blocks all attack for a round.
Rapid Block	Shield +1	You can use your Shield skill to block attacks twice in a combat round.
Through the Storm	Shield +1 Rapid Block	If an opponent or a group attempt to <i>Block</i> (as per the combat rules) you from moving through an area, you get to roll your Shield at a +1 bonus to defend yourself and to make it through.

Sleight of Hand

Name	Prerequisite	Description
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Unanticipated Strike	Sleight of Hand 1+	You can produce a small weapon and attack immediately, if your Sleight of Hand roll vs. the opponent's Alertness is higher. The amount of damage inflicted is equal to the shift generated on the roll.
Can't Fool Me	Sleight of Hand 1+	You are a master of Sleight of Hand, and is adept at spotting others too. You may use your Sleight of Hand at one level higher when augmenting Alertness.
Misdirection	Sleight of Hand 1+	You are a master of misdirection. You may attempt to use your Sleight of Hand to direct people's attention to a particular object or to keep it on you. Roll Sleight of Hand vs. the target's Alertness – all spin generated can be used by other allies on their Stealth or Sleight of Hand roll. Costs 1 Fate Point.
Flawless Trick	Sleight of Hand 1+ 1 other Sleight of Hand ability	Pay one Fate Point to have a Sleight of Hand attempt succeeds unless the target tags an Aspect, then there should be a roll.
Size is not important	Sleight of Hand 2+ Misdirection	With some props, such as cups, cloths, the wrap of your cloak and so on, you are able to use sleight of hands on larger objects, such as a dagger, a pouch of gold coins or a small shield

Stealth

Name	Prerequisite	Description
Contortist	Stealth 1+	You are able to hide in very tight, fitting areas which otherwise couldn't hold your size.
Shock Attack	Stealth 1+	If you are successfully hidden and attack an unaware opponent, the attack comes entirely out of the blue, surprising your opponent. He must make a Resolve roll against your Stealth, and failure indicates that you strike. Damage is equal to the number of Shift generated.
Circle Stalk	Stealth 1+	In combat, you may make a Stealth roll against an opponent who is preoccupied with another character to sneak up on him. If you manage to attack him before he is aware of you or warned, you gain a +1 bonus to your attack roll. You may use Shock Attack instead too.
Knife in the Dark	Stealth 1+ Circle Stalk	If you manage to use Circle Stalk on an opponent, for your next attack, you may use Stealth as your attacking skill.
Just a Face in the Crowd	Stealth 1+	When tracking someone in a urban environment, spend a Fate Point and for all intent and purpose you appear as an innocent passer-by.
Shake Off	Stealth 1+ 1 other Stealth ability	If you are aware that you are being followed, you may use your Stealth roll in attempt to confuse your opponent as to where you going, at a +1 bonus.
Unnoticed Passing	Stealth 1+ Shake Off	You are an expert at hiding your tracks. All Survival rolls to track you is made at a -2 penalty.

Blend In	Stealth 2+ 2 other Stealth ability	Spend a Fate Point and roll Stealth to hide, even when there is no discernable hiding place. You get to declare one good hiding spot which is there all the time.
Chasing Shadows	Stealth 3+ 3 other Stealth ability	You play mind games with your opponents, by distracting them, making noises, appearing and suddenly disappearing. You may use your Stealth roll to inflict mental stress. Mainly useful for scaring the daylights out of minions.
A Knife in the Dark	Chasing Shadows	You end your spree of toying with your enemies by emerging for a surprise attack. You get to roll your Stealth as an attack skill with a +2 bonus. This requires one Fate Point. The damage is both mental and physical.

Survival

Name	Prerequisite	Description
Swift Tracking	Survival 1+	The time step for you to track is reduced by 1 automatically.
Cover Trail	Survival 1+	By travelling slower, you take the time to cover your tracks such that any attempts to track you suffer a -2 penalty. Requires a Fate Point.
Find the Path	Survival 2+ 1 other Survival ability	By spending a Fate Point, you find a shortcut that only takes half the time required to get to your destination. This does mean the trip is uneventful...
Stalking	Survival 1+	When in an environment densely packed with vegetation, you may use Survival skill as though it is your Stealth skill.
Animal Companion	Survival 2+ Animal Empathy	You have a train animal companion which is of Quality level 3. Each time you pick this ability, the animal companion gains 1 more advance. The companion is not in anyway supernatural or magical; it is just an intelligent specimen of the species.
Ambient Warning	Survival 1+ 1 other Survival ability	You are in touch with the wilderness that you could sense the slightest disturbance. If a scene takes place in the wilderness, you may use Survival instead of Alertness to detect ambushes.
Animal Empathy	Survival 1+ 1 other Survival ability	Animals tended to react better to you. You may spend a Fate point to get a +2 bonus when interacting with them, and may use your Rapport skill to augment your rolls.

Thievery

Name	Prerequisite	Description
Trap Reflexes	Thievery 1+	When reacting to traps (after they have been sprang), you may use Thievery instead of Alertness to roll to see if you react in time to it.

Trap Sensing	Thievery 2+ Trap Reflexes	You have an uncanny sense to detect traps in an area. Once per game , when you enter a new area, you may spend 2 Fate Points to declare you will spot all traps therein.
Hole in the Wall	Thievery 1+	By spending a Fate Point and using a few hours to observe an area which you wish to break in, you can declare a time when there is a gap in security (guards taking a break, supply wagons entering the strong hold and so on).

Toughness

Name	Prerequisite	Description
Fortitude	Toughness +1	When attempting to defend against physical aspects being placed on you by Magic, Alchemy or Herbalist, you add a +1 bonus to your roll.
Braced against Impact	Toughness +1	Once per scene, whenever you are struck, you can invoke this ability to have your damage roll down, instead of rolling up.
Second Wind	Toughness +2 Braced against Impact	Once per game , you may spend a Fate Point to clear half of your physical stress track.
Firm as the Mountain	Toughness +2 Fortitude	Attempts to knock or move you backward suffer a -2 penalty.
Iron Body	Toughness +3 2 other Toughness ability	Whenever you suffer physical stress damage, reduce it by 1.
Natural Armour	Iron Body	This can be taken multiple times. Whenever you take this ability, you gain 1 Armour Box as though you are wearing armour. This does not stack with any armour which you are wearing.
Giant's Constitution	Iron Body	You can take 1 more minor and moderate physical consequences.
On Last Breath	Second Wind	When you are taken out in a physical conflict, you can have one last action before you go down in as described as your victor.
Superior Stamina	Second Wind	You may use Toughness to augment your Athletics roll, if you able to find justification.

Weapon Use

Name	Prerequisite	Description
Weapon Specialisation	Weapon Use 1+	You are extremely well-trained with a weapon of your choice. You gain an Aspect pertaining to that weapon, which you may invoke using Fate Points for special manoeuvres.

Combat Technique	Weapon Specialisation	This ability can be taken multiple times. Each time you take this ability, you gain a “Free Invoke” for the aspect you gain in Weapon Specialisation. The Invoke can be used only once per scene, but recharges between scenes.
Quick Draw	Weapon Use 1+ Weapon Specialisation	You can ready your weapon and attack immediately.
Feint	Weapon Specialisation	When attacking, you may choose to feint instead of really striking. Any shift you incur will be added to your next defensive roll.
Lure	Weapon Specialisation	By taking a -1 penalty to your attack or defend roll, you attempt to find an opening in your enemy’s pattern. If you succeed, you may place a fragile aspect on him.
Improvised Weapon	Weapon Use 1+	You may use a suitable, handy object as a weapon without any penalty.
Firm Grip	Weapon Specialisation	Any attempts to disarm you suffer a -1 penalty.
Disarm	Weapon Use 1+	When attacking, instead of inflicting damage, you find ways to make your opponent lose his weapon. On a Shift of 2 or better, you manage to send his weapon flying away.
Riposte	Weapon Specialisation	When you successfully defend against attack and generate more than 2 Spins, you may immediately counterattack with 1 less Spin. You may not use this if you are using Full Defence.
Dual Wield	Weapon Use 2+ Weapon Specialisation	You are able to use two light weapons, each in one hand. You have the aspect “Dual Wield” and may invoke it with Fate Points or Combat Techniques.
Torrents	Weapon Specialisation 2 other Weapon Use abilities	By spending a Fate Point, you unleash two attacks at a group or a target, making a different roll for each attack.
Precise Strike	Weapon Specialisation 2 other Weapon use abilities	By spending a Fate Point, your attack ignores all form of armour. Usable once per scene.
Arc	Weapon Specialisation 2 other Weapon Use abilities	By spending a Fate Point, your attack affects all named foes and groups in your current zone. Usable once per scene.

Unarmed

Name	Prerequisite	Description
Close the Gap	Unarmed +1	Pick a target in the same zone. Negate any penalty for fighting unarmed if you make a successful Unarmed roll as long as you keep on attacking him. You do no damage for the roll if you succeed.

Evasion	Unarmed +1	Pick a target in the same zone. Whenever you are attacked by that target, you may roll Unarmed as defence.
Hamper	Unarmed +1	Roll attack against a target but does no damage. Your opponent suffers a penalty to his next roll equal to your shifts.
Lightning Fist	Unarmed +1	When attacking against an armed opponent, you always win ties on interrupt rolls.
Disabling Grapple	Unarmed +1	Spend a Fate Point to add +2 Spin generated with an unarmed attack
Force of the Wave	Unarmed +1 Evasion	Spend one Fate Point to use Unarmed to dodge a melee attack. If you succeed, you inflict as much damage as your spin as you evade the blow and quickly deliver a solid hit at your opponent
Break Grapple	Unarmed +1	Any attempt to pin you down suffer a -1 penalty automatically.
Human Weapon	Unarmed +2 2 other Unarmed abilities	When you happen to use Unarmed to defend against a melee attack for any reasons, and you succeed. You may spend an additional Fate Point for an immediate counter-attack.
Giant's Hurl	Unarmed +2 2 other Unarmed abilities	If you succeed in an Unarmed attack, you may spend a Fate Point to throw your opponent up to as many zones as your Might skill (minimum 1 zone, maximum 3 zones), and doing damage as usual.
Pain Strike	Unarmed +2 2 other Unarmed abilities	If you succeed with an Unarmed attack, you may spend a Fate point to immediately inflict a mild consequence but without inflicting any stress damage.
Weapon Deflection	Unarmed +3 3 other Unarmed abilities	Spend a Fate Point if you are hit in combat and are unarmed. You may roll Unarmed in attempt to parry the attack.
Stranglehold	Unarmed +3 Disabling Grapple	If you succeed with an Unarmed Attack, you may spend a Fate Point to disable the target. Each round, the target suffers 1 point of Physical Stress. He will match Might rolls with you in order to throw off you (and still retains his action). You may not perform other action while performing the stranglehold.