

# Spirits of Chrome & Cyberspace

These rules are built on my Spirits of Steam and Sorcery expansion of FATE3, but where SoS&S allowed you to play in a magical steampulp Victorian era, Spirits of Chrome and Cyberspace (hereafter referred to as SoC&C) moves into the near future, to a world where the corps have great control over the world, chromed street samurai run in the shadows, and magic has returned to the world, bringing with it goblinization of a significant percentage of the world's population, the awakening of dragons and deadly insect spirits, and street mages for sale to anyone with the nu-yen.

**Character Creation:** Characters in SoC&C are created in a similar manner to SotC. They choose 10 Aspects over 5 phases: Background, Adult life, 1<sup>st</sup> Shadowrun, Co-starring in..., and finally a Miscellaneous final phase. This 5<sup>th</sup> phase may be a 2<sup>nd</sup> Shadowrun or a 2<sup>nd</sup> Co-starring role in another character's novel, or anything else the GM approves. Landon's alternate creation phases that feature connections, catch-phrases, etc would also work well.

Up to 3 of your Aspects may be left undeclared at the start of play. If Aspects are saved to be declared during play, the character still gets his usual number of Fate points, he just has fewer Aspects to use them on until at first.

There is a change from SotC with regards to the Fate Point refresh rate, however. Similar to the Dresden Files game, characters get 10 Fate points -1 per Stunt they take. They may select between 0 to 6 stunts, giving them a final total of 4-10 Fate points, with 5 Stunts and 5 Fate being typical.

Next, the character gets to select skills (1 at Superb, 2 at Great, 3 at Good, 4 at Fair, and 5 at Average, as usual). However, characters may also choose to extend their pyramid into the negative range, taking 2 skills at Poor and 1 at Terrible in order to gain an additional stunt.

Finally, the character's Stunts are chosen. The exact number of stunts varies between 0 and 7, depending upon the number of Fate points sacrificed and whether negative skills were selected. Then figure out any secondary numbers, such as the Stress track, and you're ready to begin playing! (As described below, use 1 Stress track with a starting value of 3, modified by both Endurance and Resolve, and the 2/4/6 Consequences rule.)

**Races:** Unlike SotC, there are some non-human races in the setting that players may choose. This is done by taking the race as an Aspect during the Background phase of character creation. Additional abilities may be gained by taking race-specific Stunts. There are 4 non-human races generally available in the setting: Elf, Dwarf, Ork, and Troll. Other common fantasy races, such as Fair Folk, Dragons, and Goblins, are detailed in SoS&S and may be added to the setting if the GM wishes.

**Dwarves:** Short, stocky, with long beards, a love of tinkering with metal, hearty constitutions and gruff attitudes.

**A player might invoke this to:** Aid in crafting or repairing a metal item or gadget, sniff out metal, resisting poison or magical spells, see in the dark.

**A GM might compel this to:** cause the dwarf's dour and grumpy attitude or obsession with metal and gadgets to get him into trouble, or accentuate his stubby legs or proud beard as a hindrance or complication.

**Elves:** Elves are thin, athletic beings with pointed ears and long lives. They have a special connection with nature, and most are vegetarians. They have created elven nations of Tir Tairngire and Tir Na Nog.

**A player might invoke this to:** enhance eyesight and hearing, hide in forests/nature, capitalize on elf's beauty or grace

**A GM might compel this to:** Cause the elf some trouble from elf-haters, fanciers, or conspiracy theorists, play up the elves' insular and secretive nature

**Orks:** Orks are the result of Goblinization that swept the world decades ago, turning people into hardy, tusked beings with shorter lifespans and a temper. They're often bodyguards, bounty hunters, or mercenaries-for-hire.

**A player might invoke this to:** Aid Weapons and Survival tests, see in low light, use his savage brutal nature for combat or intimidation

**A GM might compel this to:** Orks respect strength and follow only a strong leader, they may have poor manners for polite company, they have bad reputations, they are not usually seen as beautiful

**Trolls:** Trolls are very large, strong creatures and often have horns, fangs, and a lot of hair. They can be extremely intimidating, through their sheer size, strength, and bestial appearance, though they don't usually have the nasty tempers that Orks are known for.

**A player might invoke this to:** Aid Might, Endurance, or Intimidation tests, use their large size or thick skin to their advantage, to help see in the dark.

**A GM might compel this to:** Cause the troll trouble due to his large size or fear/prejudice of people against trolls, many trolls are not very well educated and relegated to manual labor, people believe them to be dumb or illiterate brutes, etc.

**Magical Tradition:** From the Druids to Toxic Shamans, Native American traditions to new age Wiccans, Christian Theurgy to Voodoo, Aztec sun magic to Chinese Wuxing mysticism, there are a variety of magical traditions in the world. Taking one as an Aspect means you are a member of the group or have studied that tradition enough to learn how to do real magic with it, now that mana has returned to the world. This allows you to increase your Sorcery skill beyond Mediocre. Racial traditions, such as Dragon Magic, Elven Nature Magic, or Dwarven Rune Magic, or more specific information such as the Master that you apprenticed under also are acceptable. This Aspect allows you to learn Lores, chosen from those appropriate to your order. Learning additional lores requires stunts.

**A player might invoke this to:** call upon his Order or teacher for help, aid in preventing Harmonics or casting a spell appropriate to his Tradition, recognize sorcery effects related to his Tradition.

**A GM might compel this to:** have his Order or teachers require his services, have a rival Tradition's Order come after him, follow the teachings/goals/requirements of his Tradition.

**Skills:** Combine the Drive and Pilot skill into one that encompasses the stunts and abilities of both (as well as water craft), and call it Pilot. There are also 2 new skills, Computers and Sorcery. However, to take Sorcery at anything other than Mediocre (+0) requires a Magical Tradition Aspect to explain why. Since Sorcery of Mediocre level or lower has no effect, it may not be lowered to Poor or Terrible if that character creation option is used.

**Academics:** It should be noted that there is an Elven language (Sperethiel) and an Ork language (Oz'ret), supposedly taken from ancient times, but often "filled in" with new words for modern things. There's an ancient Dwarven runic language that has also been discovered, but dwarves have not taken to speaking it in daily use or updating it the same way.

**Computers:** This skill governs the use of computers for a variety of purposes, including building and repairing hardware, writing/bypassing software, hacking into secure data, etc. Most people need a computer or access to a terminal, and if accessing a remote computer, some sort of connection (wireless uplinks are quite common by this time). A character's skill is modified by his equipment... his computer's quality or his access point to some data may modify his skill level. Computers can be used for a variety of tasks, such as Investigation and Driving. Those skills restrict the Computer skill when it is being used to perform the task. There are also a new generation of hackers called Technomancers that are able to access computers by thought. Their brain acts as a computer equal to their skill level, and they are able to compile Sprites to do their bidding in the web.

**Mysteries:** This skill, combined with Sorcery, determines how many Lore points you receive.

**Resolve:** This skill is used by sorcerers to avoid Harmonics.

**Sorcery:** This is the skill used for gathering mana and determines the maximum level of your Lores. You may not increase your Sorcery skill without first taking an Aspect to explain which tradition of magic you belong to, or how you learned your magic. Also, you may not decrease your Sorcery skill if you choose to lower 3 skills to get an additional stunt. The character gets one Lore point for each rank in Sorcery + Mysteries. Lore points may be divided among the Lores (1 point per rank, no Lore may exceed your Sorcery rank) available to you and determine your maximum spell rank when casting spells from that Lore. Additional Lore points may be bought with stunts. Example: You have Great Sorcery and Good Mysteries, giving you 7 Lore points. You decide to buy Great Mind Lore, Fair Gateways Lore, and Average Reveal Lore. Although you have 7 points total, you could not buy Superb Mind Lore because your Sorcery is only Great.

### **Stunts: Revised Stunts:**

**Endurance: One Hit to the Body** – The description of this stunt doesn't match the name at all, and it is made obsolete by Man of Iron anyway. So replace the book's stated effect with the following: Once per scene, the player may spend a Fate point to reduce the damage of any attack to 1 hit. If the 1 point slot is already filled, it rolls up normally.

**Engineering: Universal Gadget** – If a Fate point is spent, the character may exchange his item for another one and reallocate his points, as though he'd not yet used this Stunt.

**Fists: Flow Like Water & Weapons: Flawless Parry** – In addition to the full defense bonus, these stunts may also be used when attacking. By taking a -1 on his attack rolls, he increases his Fists or Weapons defense by 1 until his next turn.

### **New stunts:**

**Computers: Body Awareness** - Normally, a hacker in VR has no idea what is going on with his body. This stunt allows him to maintain some awareness while in VR: he knows if his body is damaged, knows if it's being roughly handled or moved, and may even be aware of very loud noises such as gunshots or sirens. A GM may call for Awareness checks and choose an appropriate difficulty if the actions are anything less than suffering damage.

**Computers: Compile Sprites (requires Technomancer stunt)** – Some Technomancers have the ability to compile Sprites, virtual reality spirits that can aid them in various actions. This is treated as the Spirit Companion stunt, it gets the Summonable advancement and 3 other advancements, chosen when the stunt is taken. If he permanently selects the Variable Summons advancement, he may select the other 2 each time it's summoned. Compiling a Sprite requires either 10 minutes, or 1 round and a Fate point. Once called, it remains until destroyed or until the end of the scene. This stunt may be taken a 2<sup>nd</sup> time to summon more powerful Sprites, giving them 3 additional Advancements. Sprites are only visible in Augmented Reality or Virtual Reality, and they may only affect and interact with AR and VR. They are often used to give the Technomancer a group size bonus on Computer tests, and like any Minions, they provide a small amount of protection from damage if attached to the Technomancer. Sprites may also be sent on a mission, or left in a system after a Technomancer guided them to the core, with instructions to manipulate or crash the system, observe and report on system activity or other hackers, etc.

**Computers: Firewalls (not available to Technomancers)** – The hacker has built-in firewalls in his datajack or computer that limit his risk while jacked in. Normally, Black IC and cyberspace combat can affect and even kill a hacker's physical body, or destroy his mind. Normally, any stress or consequences suffered while jacked in are still suffered when he unplugs. The firewalls offer some protection from those effects. The Firewalls reduce the severity of any Consequences suffered from Hacking. Once the character jacks out, a Mild Consequence becomes a point of Stress

(healing in 5 minutes and may not be tagged), a Moderate becomes Mild, and a Severe becomes Moderate. Also, the character cannot die in VR. Taken Out results only in his being ejected from the system with a Severe Consequence.

**Computers: Rigger** – This stunt represents a focus and expertise in remotely controlling drones and piloting vehicles with your computer skill. This stunt duplicates the One Hand on the Wheel stunt, but only while Rigging: Your Driving skill no longer restricts your Computer skill while Rigging, and you may perform another task while Driving without a -1 Supplemental Action penalty.

**Computers: Resonance Reserve** (Requires Technomancer stunt) – Similar to a sorcerer's Essence Reserve, this stunt provides a Technomancer 3 Resonance points that refresh when his FATE points refresh, and each one allows him to set 1 die to "+" without having to sacrifice Stress or Consequences. He may use more than 1 point on a single roll if desired, and the reserve points may be combined with points from Stress or Consequences. If the game uses 1d6-1d6 instead of 4dF, each counts as +1 instead.

**Computers: Secret Avatar** – You've managed to keep your online avatar completely separate from your real identity. Very few people, if anyone, who know you online can connect you to a real life name and address, and while people in your real life may know you spend time on computers, they don't know about your online persona. And you take steps to keep it that way. Any attempts to trace your online persona back to you suffer a -2 penalty.

**Computer: Stealth Mode** (Requires Technomancer stunt) - This stunt allows the Technomancer to excel at Ghosting, giving +1 to all Ghosting In tests, and he will not suffer a -2 penalty the 1<sup>st</sup> time he fails.

**Computers: Technomancer** – The character has the rare gift of being able to interface with and control machines with his mind. For open and secure systems, the range for this ability is 1 Zone per rank in Computers, and he must be able to see the computer, or a terminal connected to it. For a Closed system, he must physically touch it. Technomancers are naturals, never needing a datajack or computer with which to hack into other computers, which allows them to sacrifice their physical and mental health to boost their Computer skill. Similar to a Sorcerer's Unraveling the Essence stunt, a Technomancer can damage himself with either Stress or Consequences in order to augment the power of his computer manipulation abilities through an ability called Decompiling the Resonance. The exact description of the Consequence suffered is sometimes related to the effect being sought, and at other times may be unrelated. Common consequences include static electricity, seizures or twitching, talking in binary, becoming withdrawn and emotionless, and other temporary physical or mental problems. Using Decompiling allows the Technomancer to set a number of dice on the skill roll as automatic +': 1 die for a Stress point, 2 dice for a Mild Consequence, 3 for a Moderate, and all 4 for Severe. That number of dice are set aside with a + showing, and any remaining dice are rolled and added to them to find the total casting roll. If the game uses 1d6-1d6 instead of 4dF, the negative die indicates the damage the Technomancer suffers rather than being subtracted from the positive die. Unraveling is declared before the dice are rolled.

**Computers: Widget Crafting** (Requires Technomancer stunt) – This stunt allows the Technomancer to create weapons and armor in virtual reality. This gives him +1 on all ICEbreaking tests, and an extra Minor Consequence (-2 Stress) that may only be used in VR combat.

**Connections: Black Market Fence** – This stunt gives the character a contact who deals in black market goods, whether they are stolen, illegal, or super-high tech. Any penalty to buy or sell such goods through this contact is reduced by 2, making most ordinary black market goods (typical drugs, full auto weapons, hot goods that are not extremely well known) no more difficult than ordinary items. Occasionally, even some very high end stuff may be had or sold, such as shoulder-fired missiles, the Colonel's exact 11 herbs and spices, or Alphaware cybernetics.

**Dwarf: Dwarven Craftsmanship** (requires Dwarf racial Aspect) – When working on gadgets or constructions made of either metal or stone with the Engineering skill, this Dwarf is naturally talented. The Item Quality of such things he makes is increased by +2 for free, which effectively reduces the time and minimum Workshop Quality required to build it (see pg 213).

**Dwarf: Resist Magic** (requires Dwarf racial Aspect) – When a Dwarf with this stunt is affected by magic, the spell's Effect is always reduced by 2. If he goes to a Full Defense, it is reduced by 3. Combined with the ability to invoke his Aspect for still more protection, someone with this stunt is exceptionally hard to affect with magic. However, the downside is that this Stunt is always in effect, and hinders beneficial magic as well as harmful.

**Dwarf/Troll: Thermographic vision** (requires Dwarf or Troll racial Aspect) –This stunt has 2 effects: first, it negates all vision penalties for darkness without the need to invoke his Dwarf or Troll aspect. In the case of contested rolls (like Stealth), it eliminates any bonus the other party receives for darkness. Second, he has a limited ability to spot heat sources, including warm-blooded creatures that are invisible to normal sight or are hiding in the fog, etc. If they are simply shrouded in fog or such, he gains +2 on his Alertness check to spot them. If they would normally be invisible, he gets a normal Alertness check vs their Stealth to try and find them. If the target is room temperature, this ability will not work. Thermographic Vision extends 2 zones.

**Elf: Elven Beauty** (requires Elf Aspect) – This stunt gives a +1 on Rapport and Leadership checks toward any attempts to influence someone who would appreciate the type of beauty that an elf epitomizes (usually thin, athletic, slightly androgynous, with delicate features).

**Elf: Elven Grace** (requires Elf Aspect) – Many Elves are naturally graceful and elegant. This stunt gives a +1 bonus in situations where that is useful, such as when dancing, trying to maintain balance, or moving silently or without a trace.

**Elf: Nature Bond** (Sorcery, requires Elf Aspect and Gather Mana stunt) – Some Elves have a special affinity for nature, and find magic easier to use in natural settings. Any location of unspoiled nature allows them a +1 on Gather Mana checks, they gather 1 additional point of mana there, and get a +1 to resist Harmonics on Plant and Beast spells cast there.

**Fists: Fighting Style** (Kung Fu, requires Martial Arts) – This stunt allows the Martial Artist to select a single Fighting Style from these choices:

<b>Defensive Style</b>	Gets +2 defense while in a Defensive Stance instead of +1, and gains +1 defense in a Balanced Stance
<b>Offensive Style</b>	Gets +2 damage while in an Offensive stance instead of +1, and gains +1 damage in a Balanced Stance
<b>Balanced Style</b>	Does not suffer -1 damage in a Defensive Stance, or -1 defense in an Offensive Stance

**Might: Armor Proficiency** – This stunt reduces the skill penalty for wearing armor by 1 point. Light Armor may be worn without penalty, Medium becomes -1, and Heavy -2.

**Mysteries: Body Control** – This stunt allows the character to use Mysteries in place of Endurance tests in cases where mind over body or breathing or blood flow is concerned. It would be useful for holding your breath under water, feigning death, resisting extreme heat or cold, or slowing the flow of poison. It doesn't count for additional Stress boxes, though.

**Mysteries: The Awakened World** – This stunt gives the character a specialization in the mysteries and creatures of the Awakened World. He gains a +2 bonus when trying to research or recall info about Goblinization, dragons, sasquatch, and other Awakened critters.

**Ork: First into the Fray** (Requires the Ork Aspect) – Orks love to get into fights, and this stunt helps make sure they land the first blow. It gives a +2 on Initiative tests if combat is imminent (not if initiative is being called for some other reason), and it also gives +1 on the Ork's 1<sup>st</sup> attack roll made in the 1<sup>st</sup> round of combat.

**Ork: Nasty Reputation** (Requires Ork Aspect) – Orks have a rather nasty reputation, and this stunt means the character is able to look and act the right way to fully capitalize on that. He gets a +1 Intimidation against anyone who would be affected by it, and also gains a +1 for any Deceit checks if he's trying to pass himself off as a criminal, thug, or killer.

**Sleight of Hand: Escape Artist** (Requires Legerdemain) – The character is skilled at escaping from rope, chains, hand-cuffs, traps, and other confinement. He may use Sleight of Hand in place of Burglary to open locks and in place of Athletics to escape from bonds, and he suffers no penalty on his roll for being bound, unable to see the lock, etc. He still needs something to pick a lock though, unless he's also a Hatpin Maestro.

**Sorcery: Area Effects** - The character is adept at affecting larger areas rather than individual targets. The caster may choose to make his Base Target 1 Zone instead of 1 individual for free, instead of -2 Effect.

**Sorcery: Astral Sight** - This stunt allows a character to use his Alertness skill (modified by Sorcery) to notice magic spells and spirits. A successful check means he can tell there is magic or a spirit present, and the general direction of it, but he can't exactly pinpoint it or determine any info about it. If he achieves Spin, he can pinpoint it and perhaps get some basic information on the strength and type of spell or spirit.

**Sorcery: Eldritch Skill** (Req: Mystical Theory in Practice) - The character has become very used to substituting Sorcery for 1 specific skill, such that it has become almost second nature. This provides him with 2 benefits: First, he may substitute Sorcery for that skill as many times in a scene as he wants, it doesn't count for the Mystical Theory in Practice limit. Second, so long as he does not try to Gather Mana or use Unraveling, he does not risk Harmonics either. Note that it still counts as casting a spell and can be detected as magic, it requires the words and gestures, suffers a penalty in a Mana Void, etc. Common choices include Guns, Weapons, Stealth, Rapport, Mysteries, Alertness, and Sleight of Hand.

**Sorcery: Essence Reserve** – Either instead of or in addition to Unraveling his health points (if he has the Unraveling stunt as well), this sorcerer has a pool of 3 Essence points that refresh at the same time FATE points do. Each one may be used to set a single die to "+", the same as Unraveling a stress box. If the game uses 1d6-1d6 instead of 4dF, each counts as +1 to the roll. All of the Essence may be spent on a single spell, or divided between multiple spells.

**Sorcery: Gather Mana:** The caster has learned how to gather the ambient mana in an area to power his spells. If you decide to Gather Mana before casting a spell, make a Sorcery roll against a difficulty determined by the background mana level. If the roll is successful, roll 1dF (or 1d3) to see how much mana you got: minus = 1 point, 0 = 2 points, and plus = 3 points. Achieving Spin on the Gathering roll adds +1 to these amounts. You may divide the mana between the casting roll and the Harmonics roll, aiding one or both. The spell must be cast within the next round or else the gathered mana is lost. Casting a spell with Gathered Mana can be dangerous though, because whatever Mana you spend to aid in the casting of the spell increases its effective level for the purpose of Harmonics as well. For this reason, many sorcerers choose to allocate at least some of the mana they gather to the Harmonics roll, to offset that increase. Also, you may not increase a spell's level to more than double by gathering mana. So if you are casting a level 1 Cantrip, gathered mana can increase the Effect only 1 point, to 2. All the rest must go toward resisting any Harmonics. Finally, Gathering Mana can be risky. A roll of -4 means that you suffer a mana drain. You gather no mana and may not try gathering again the rest of this scene, and you suffer a hit equal in damage to the amount of mana you would have gathered (this can be reduced by taking Consequences, but not by armor or spells). If you roll +4, you experience a mana surge. Add 2 to the amount of mana gathered this round, but if the Harmonics roll for this spell fails, both Backlash and a Wild Spell result will occur.

<b>Mana Warp</b>	DC Average (+1), Mana Surge on +3	<b>Low Mana</b>	DC Great (+4)
<b>High Mana</b>	DC Fair (+2)	<b>Very Low Mana</b>	DC Superb (+5)
<b>Normal Mana</b>	DC Good (+3)	<b>Mana Void</b>	DC Fantastic, (+6), Mana Drain on -3
<b>Aspected Domain</b>	A region that has a higher or lower mana level when used for a specific Lore or Tradition		
<b>Mana Storm</b>	A temporary increase in a region's mana level, raising it 1-3 levels, accompanied by fierce storms and random magic. Add +1 to the amount of mana gathered on a successful check.		

**Sorcery: Greater Summoning** – You may give the creatures you summon another 3 advances.

**Sorcery: Harmonic Convergence** – The Sorcerer has learned how to somewhat mitigate the Harmonics of spellcasting. If the spellcasting roll is only a +1 or -1, there is no need to check for Harmonics, the imbalance is slight enough that he can overcome it.

**Sorcery: Mystical Lore** – The Sorcerer gains 3 additional Lore points.

**Sorcery: Mystical Theory in Practice** - Similar to the Science stunt “Theory in Practice”, once per scene, this stunt allows you to spend a Fate point to substitute your Sorcery skill for any other skill you can justify with your known Lores. The skill check is counted as casting a spell, so it may also be modified by Unraveling or Gathering Mana, as usual, and it's subject to Harmonics, as any other spell.

**Sorcery Specialist:** A character may only have 1 specialization. Note that this is a stronger, innate version of the Empower Spell Talismans, and it does not stack with those Advancements.

- **Adept:** You are a specialist at using magic to enhance your own abilities or those of others. You gain a +2 bonus on spellcasting rolls to place Aspects upon yourself or other living beings.
- **Arcane Controller:** You specialize in controlling the scene. You gain a +2 bonus when creating Blocks and when using spells to place Aspects on places and non-living things.
- **Combat Mage:** You are a specialist at using magic to directly attack and defend, gaining a +2 on your spellcasting rolls to perform those actions.
- **Occult Investigator:** You specialize in Assessment and Declaration spells, gaining +2 on your spellcasting rolls to perform those actions.
- **Shaman:** You specialize in summoning, controlling, and banishing spirits, gaining a +2 on your spellcasting rolls to perform those actions.

**Sorcery: Subtle Caster** – This stunt reduces the Effect penalty for subtle castings. You may cast either Still or Silent or pretend to cast a different spell for free, or increase the difficulty of Astral Sight or Reveal to find and analyze the spell.

**Sorcery: Talisman** - This Stunt provides a mystical talisman that aids your spellcasting. It may be a holy symbol, a wizard's staff, voodoo potions and powders, etc. The Talisman is a mystical Gadget, and is built the same way. You may select 3 Improvements from the list below, or from the standard Gadget Improvement list.

- **Mana Battery:** The item contains 3 points of Mana which recharge daily. While holding the object, a Sorcerer able to gather mana may draw 1 or more of these mana points to fuel his spell casting as a free action. Using this mana still increases the difficulty of the Harmonics check, as usual.
- **Mana Amplifier:** While holding the object, a Sorcerer gains a +1 on all attempts to Gather Mana.
- **Essence Knot:** While holding this Talisman, once per day a Sorcerer with the Unraveling stunt may unravel the Essence Knot in the item instead of himself. This is a free action, as usual for Unraveling, but he does not suffer the damage for doing this. The Essence Knot counts as a Mild Consequence, allowing the alteration of 2 dice.
- **Extend Spell:** While holding this Talisman, the range for all of your spells may be increased to 1 mile for free.

- **Expand Spell:** While holding the Talisman, you may affect 1 additional target, or a Technological target, for free, or reduce the cost of affecting a whole Zone to -1.
- **Enduring Spell:** While holding the Talisman, you may increase the duration of your spells by 2 steps on the time chart for free.
- **Empower Alteration Spell:** While holding the Talisman, all spells to create or suppress Aspects get +1 Effect bonus.
- **Empower Combat Spell:** While holding the Talisman, any Eldritch Combat attack spell the sorcerer casts does +1 damage.
- **Empower Defensive Spells:** While holding the Talisman, all Block spells cast have +1 Effect.
- **Empower Divination Spells:** While holding the Talisman, all Assessment/Declaration spells cast have +1 Effect.
- **Empower Summoning Spells:** While holding the Talisman, any creatures summoned get +1 Advance.
- **Lore Amplifier (costs 2 Improvements):** While holding the Talisman, the Sorcerer gets a +1 Effect bonus to all spells cast from a specific Lore.
- **Harmonics Shield:** You get a +1 on Harmonics checks with this Talisman.
- **Subtle Casting:** While holding or wearing the Talisman, all your spells may be cast subtly for 1 less point of penalty than usual

**Sorcery: Unraveling the Essence**— The Sorcerer has learned how to tap into his inner reserves of magical energy, damaging himself with either Stress or Consequences in order to augment the power of his spells. The exact description of the Consequence suffered is usually related to the spell being cast, somehow. Using Unraveling allows the caster to set a number of dice on the casting roll as automatic +’s: 1 die for a Stress point, 2 dice for a Mild Consequence, 3 for a Moderate, and all 4 for Severe. That number of dice are set aside with a + showing, and any remaining dice are rolled and added to them to find the total casting roll. If the game uses 1d6-1d6 instead of 4dF, the negative die indicates the damage the caster suffers rather than being subtracted from the positive die. Unraveling is declared before the dice are rolled.

**Stealth: SINless** – A character who is SINless has no System Identification Number. His identity and all evidence of it have been erased from the world’s databases. His fingerprints aren’t on record, he has no credit rating, and he doesn’t pay income taxes. He uses cash or credsticks, no bank accounts because they’ll want to see ID. He lives under the corp and government radar, and while it may be a nuisance at times, it can be very handy if you don’t want to be found.

**Troll: Massive** – Approaching 8’ or more in height, this troll is truly massive! He gains all the benefits and penalties for being size Large: +1 Stress box, +1 on Might, -1 on Stealth, and the penalty to hit Small targets (instead of Tiny).

**Troll: Thick Hide** (Requires the Troll aspect) – This troll has an extra-thick skin and that give 1 point of Armor.

**Cyberware:** Cyberware is simply created using the Personal Gadget stunt and gadget rules from SotC. First, determine which part of the body is receiving the upgrade, and what advancements it will have. Note that if the cyber replacement is no better than a real body part (such as a cyber eye that only gives normal vision and no other features), it costs no advancement points.

For the purposes of hacking, most cyberware is considered a Closed system with Superb security. An implanted computer that includes wireless uplink is a Secure system instead of Closed.

Cyberware comes in 3 varieties, which are incompatible with each other in the same body, and each has its own quirks:

- **Alphaware:** This is top of the line cyberware, not the usual streetdoc stuff. Alphaware tends to be unobvious and concealable (Good Alertness check to notice it at a distance, automatic on close examination), and is highly resistant to hackers (Superb Quality). However, it’s very hard to repair or modify (requires Superb Engineering rolls) and it causes the character to count as a Technological Target (-1 Effect from all spells)



- **Bioware:** Created from living tissue rather than metal, bioware has several advantages over cyberware: There are no computers for enemies to hack in to, making you immune to such attempts. It heals on its own and needs no Engineering rolls. Also, it's very hard to tell at a glance that you have Bioware (Superb Alertness check). However, bioware is unable to interface with computers, and Advancements that require such an interface, such as a datajack or smartgun link, are prohibited.
- **Omegaware:** The opposite of Alphaware, Omegaware is designed to look as obvious and intimidating as possible. It's hard to conceal, and it gives a +1 on Intimidation checks but a -1 Rapport penalty. While it's easier to repair and modify (only a Good success needed), it's also less resistant to hackers (Good Quality security), and the character counts as a Technological Target (-1 Effect from all spells).

All cybernetics are built with the standard Gadget Advancement rules, such as +1 to a broad use, +2 to a narrow use, Armed, or Alternate usages. Here are some examples and ideas to get you started:

**Cybernetic Arm/Hand:** Could give +1 Might or +1 damage with Fists with the arm, +2 to gripping/crushing with a cyberhand, contain retractable claws (Armed: Weapons), a mounted gun (Armed: Guns), or a grappling hook (+2 Athletics good only on Climbing checks).

**Cybernetic Legs:** Could give +1 Athletics when using the legs, or hydraulic jacks that give +2 to jumping tests.

**Headware:** Could contain a datajack and implanted computer (Alternate Usage: Computers), Skillware (+1 to any mental skill, such as Science or Academics, or +2 to a more specific area, such as American History or Biology)

**Cybernetic Eyes or Ears:** Could give a +1 bonus to Alertness tests against that specific sense, or +2 in a specific circumstance, such as thermographic vision in the dark, or Additional Capability (recording device or an audio or visual camera feed or a 2-way radio), or have an auto-targeting smartgun reticle (+1 Guns when used with a weapon that has a smartgun link, which costs an Advancement for the gun as well).

**Bodyware:** Could give +1 Endurance or several minutes worth of an internal compressed oxygen supply for breathing underwater with cyberlungs, +1 stealth with Chameleon Skin, +2 to a specific use such as Wired Reflexes (+2 initiative), Additional Capability (light armor 1), or Additional Capability (smuggling compartment).

**New Advancement: Retractable:** With this advancement, the cybernetic device is able to retract within the character's body, which is especially useful for weapons. Never worry about being stopped at the door for carrying a gun or knives, it's tucked away safely in your forearm! It takes a supplemental action to extend or retract a device. Large devices may require the Miniaturization advancement before they can be made Retractable.

**Damaging Cyberware:** A character may choose to describe his Consequences as damaged Cyberware. There are several possibilities. It may stop functioning until it can be repaired (an Engineering roll and time; see Engineering repairs, pg 248 of SotC). Or it could go haywire and act unpredictably. It may even cause temporary cyberpsychosis if the consequence is due to mental stress, resulting in anything from extreme paranoia to homicidal rage.

## Aspect Compels:

Because characters typically start with half as many Fate points as SotC, there is a greatly increased incentive to accept compels from the GM, and requiring characters to pay a Fate point to resist a compel is twice as harsh. Therefore, a standard compel rewards a Fate point if it is accepted, but does not cost a Fate point to resist. Instead, it only causes a bit of a distraction for the character, giving him a -1 supplemental action penalty on his next round.

## Stress Track:

The Stress Track is handled a little differently than SotC. There is only 1 track, not 2, but both Endurance and Resolve add to the base of 5 points. At the end of the track is 1 additional box, “Taken Out”. The Consequences are not part of the track. Instead, taking a consequence reduces the damage of an attack. A Mild one reduces it by 2, a Moderate by 4, and a Severe by 6. Each may only be taken once unless you have a stunt that grants more. If the reduction is enough to completely eliminate the attack’s damage, only the Consequence is suffered. If there is still additional damage left over, the appropriate box is also checked off.

**Consequences:** Moderate and Severe Consequences carry an additional penalty. A foe may only tag your Consequences once per round, usually the highest level Consequence. See the chart below for the details:

<b>Mild</b>	It may be tagged by a foe with a Fate point for +2 or a reroll, as per the normal rules.
<b>Moderate</b>	Not only may a foe tag it for +2 or a reroll, you must take a supplemental action the next round to recover from the shock/pain of the wound being targeted. Like any supplemental action, this causes a -1 penalty on any dice actions that round.
<b>Severe</b>	A foe may tag it for either +3 or a reroll +1, and the character must take a supplemental action (-1) next round to recover from the shock/pain of the wound being hit.

**Healing:** Stress heals at a rate of about 10 minutes of rest per box. A **Mild** consequence takes about 1 hour to recover from. **Moderate** consequences need at least a night of rest or similar relaxation to remove. **Severe** consequences might take days or even a week to heal, and then it is reduced to a Moderate consequence for a day after that. At the GM discretion, some consequences may not be removed until proper treatment is administered or conditions are met. For instance, if you took “Out of Bullets!” as a Mild consequence, it may take more than an hour to find more bullets.

## Sizes:

Creatures of various sizes have a variety of inherent bonuses and penalties. Characters may still tag their race (or a size-related Aspect) for additional bonuses and effects. In addition, an attacker suffers a -1 Scale Penalty to attack rolls per 2 size categories smaller the target is. (A Medium sized attacker would suffer -1 vs. a Tiny Target, for example).

Size	Definition	Modifiers
Miniscule	up to 1’	0 Stress box, -3 Might, +3 Stealth tests
Tiny	1’ - 2’	1 Stress box, -2 Might, +2 Stealth tests
Small	2’ - 4’	2 Stress boxes, -1 Might, +1 Stealth tests
Medium	4’ - 8’	3 Stress boxes, no adjustments
Large	8’ - 16’	4 Stress boxes, +1 Might, -1 Stealth tests
Huge	16’ - 32’	6 Stress boxes, +2 Might, -2 Stealth tests
Gigantic	32’ - 64’	8 Stress boxes, +3 Might, -3 Stealth tests
Colossal	64’ +	10 Stress boxes, +4 Might, -4 Stealth tests

## Weaker and Stronger weapons:

Different weapons may have different damage capabilities. Weapons, like all Gadgets, may use the Gadget Improvement rules on pg 213. Extrapolating from the Craftsmanship and Upgrade improvements, a single Improvement can either increase all damage by +1, or increase it against a specific common target type by +2 (such as opponents wearing metal for an electrical charge, or against the effects of cover or wearing armor for AP rounds.) 2 points can give either +2 damage or +1 attack bonus (which makes it easier to hit as well as increasing the damage). Similarly, 1 point of Armor costs 1 Improvement, while 2 points can give either 2 points of Armor or 1 point of Defense. Weaker weapons, such as a pocket knife, may take a Flaw, such as a -1 decrease in damage in exchange for another improvement (such as “Additional Capability: Swiss Army knife – a dozen tools in one!” or a whip’s ability to grab things at range and intimidate animals or a poisoned dart that does little physical damage but requires an Endurance check to resist the toxin).

Improvements	Weapons	Armor
1	+1 Damage or +2 damage vs specific targets	+1 Armor or +2 Armor vs specific attacks
2	+2 Damage or +1 Attack	+2 Armor or +1 Defense

A successful hit always does a minimum of 1 point of damage, the penalty simply makes it less likely you'll do 2 or more Stress in a single attack. Bonus damage from more deadly weapons, however, can never do more than double the Margin of Success achieved on the attack. So if you barely hit someone with a 2-handed sword (1 MoS), you can't apply the full +2 bonus, you are limited to doubling the MoS for a total damage of 2 points. While the 1<sup>st</sup> damage Improvement may be taken without penalty, each additional one requires a flaw to be taken as well. Magical bonuses are an exception, they don't require offsetting penalties.

#### Sample weapon values:

Damage	Sample attacks
-1	Defensive Stance, Blowgun, dart, knife, dagger, holdout pistol, whip, improvised weapon
0	Balanced Stance, hand weapons, swordcane, arrows, staff, handaxe, standard pistol
+1	Offensive Stance, battle axe, large pistol, light rifle, heavy flail or warhammer, bastard sword
+2	2-handed sword, hammer, or axe, large rifle, machine gun, polearm
+3 or more	Bombs, heavy weapons, death rays, infernal devices

- **Shotgun:** A shotgun slug does +2 damage with a range of 2 zones. Buckshot does +3 damage up to 1 zone away, and +1 2 zones away (its maximum range).
- **Stances:** A person trained in Fists can choose to use a Balanced stance (no changes), a Defensive Stance (-1 damage, +1 defense using Fists), or an Offensive stance (+1 damage, -1 Fists defense).

#### Other weapon modifiers:

<b>Lethal</b>	Any consequences taken to reduce this weapon's damage are only half as effective (-1/-2/-3)
<b>Stunning</b>	Any targets hurt by this weapon suffers a -1 supplemental action recovering on their next round
<b>Penetration</b>	This weapon ignores 2 points of armor
<b>Area Effect</b>	All targets in the zone must defend against this weapon
<b>Accurate</b>	You may tag this as an Aspect to gain +2 on your attack
<b>Fast</b>	You get a +2 on Initiative while using this weapon
<b>Entangling</b>	A target hit by this weapon can't move unless it escapes from the tangle with a Fair Athletics check

#### Weapon Flaws:

<b>Large Size 1</b>	Requires both hands
<b>Large Size 2</b>	Must be mounted on a vehicle or wheels, such as a cannon
<b>Large Size 3</b>	Mounted in a massive vehicle or train car, or immobile
<b>Preparation 1</b>	Requires a supplemental action to ready before each attack
<b>Preparation 2</b>	Requires a full round action to ready before each attack
<b>Preparation 3</b>	Requires several minutes or more to ready between each attack
<b>Inaccurate</b>	Targets may tag this as an Aspect to gain a +2 on their defense
<b>Unwieldy</b>	(melee weapons only) This weapon is too heavy to parry well, you suffer -1 on Weapons defense

#### Armor and Resistances:

Armor and Resistances subtract from the amount of damage suffered, if the armor affects that type of damage. Artificial armor comes in 3 main types: Light (leather, chain shirt), Medium (scale, chainmail), and Heavy (platemail). Although they provide protection from damage, they also penalize most Athletics (not defense rolls though) and Stealth rolls by an equal amount to their armor value, and any other tests that the GM feels the armor may restrict. Some creatures may have specific resistances to certain attack types, such as fire or piercing attacks, which work the same way but cause no penalty.

## Casting Spells:

To cast a spell, choose the base power of the spell you wish to cast (up to your Lore level for most lores, or 1 for Cantrips) and roll the dice. If you declare Aspects after your roll when playing SotC and SoS&S, then spend the resulting Effect levels on any Augmentations you want after the casting roll. If you declare Aspects before you roll in the rest of the game, select your Augmentations before rolling to cast the spell. Either way, in order to successfully affect a target, the remaining Effect result after Augmentations are chosen must meet or exceed the defenses of the target. Physical spells are usually resisted by an Endurance test, Mental and Social by a Resolve test. If a target chooses not to resist the difficulty is Mediocre (unless it's already lower than that, in which case there is no change). The DC to affect an object is either its Quality or the Sleight of Hand of its wielder, if that's higher. The DC to make an Assessment or Declaration is decided by the GM based upon how significant it is, how appropriate to the lore, etc. DCs are typically between Mediocre (fairly minor Declaration) to Great or more (for major changes using a non-optimal lore).

### Augmentations:

<b>Range</b>	<b>Base:</b> Unaided sight or up to 3 Zones, whichever is less <b>-1 Effect per step:</b> up to 500'; up to 1 mile; up to 10 miles; up to 100 miles; up to 1000 miles; Anywhere on the planet or to another dimension
<b>Duration</b>	<b>Base:</b> Instant or a Few Moments (up to 1 rd per 2 levels of Sorcery) <b>-1 Effect per 2 time steps</b>
<b>Targets</b>	<b>Base:</b> 1 Medium sized target. <b>-1 Effect per doubling of number of targets or larger size category.</b> <b>-1 Effect:</b> if target is Technological, or has a lot of technological objects. <b>-2 Effect:</b> Change from individual targets to numbers of Zones.
<b>Subject</b>	<b>Base:</b> Either extremely well known to the caster, or within unaided sight. <b>-1 Effect:</b> Acquainted with subject, or possesses an object intimately tied to the subject (hair, nail clipping, favorite coat worn daily for years, etc) <b>-2 Effect:</b> Don't know the subject, but has been thoroughly described or seen picture of them, or have a casually worn or carried possession belonging to them <b>-3 Effect:</b> Subjects are completely unknown to caster.
<b>Subtlety</b>	<b>Base:</b> It is obvious that the caster is casting a spell, both visually and audibly. He must have his hands free and be able to speak in order to cast the spell. <b>-2 Effect:</b> Choose 1: silent spell, still spell, or pretend to cast a different spell <b>-4 Effect:</b> Spell is both still and silent <b>-1 Effect:</b> Each point increases the difficulty for Astral Sight and Reveal spells to sense the spell.
<b>Ritual</b>	<b>Base:</b> It takes a round to cast a spell, "a few moments" on the time chart <b>+1 Effect:</b> For every 2 steps longer that you take to cast the spell, you get +1 Effect. A minute = +1, 15 minutes = +2, a few hours = +3, a day = +4, etc.
<b>Cooperative Casting</b>	<b>Base:</b> Only the caster is involved in casting the spell <b>+X Effect:</b> Spellcasting gets the bonuses for group size if the assistants have the Sorcery skill.

### Harmonics:

Harmonics can occur when the mana is out of balance. If the net result on a casting roll was positive (+1, +2, etc), the caster must make a Harmonics roll to prevent the spell from going Wild. If the net result of the casting roll was negative, he must roll to prevent Backlash. If the net result was 0, the mana was in balance and no Harmonics roll is needed.

To make a Harmonics test, roll your Resolve against the power level of the spell that was cast (plus any Gathered Mana allocated toward the casting roll, minus any allocated to the Harmonics roll.) The base power level is the level of the spell you attempted to cast, not the result of the casting roll. So if you attempted a Superb (5) spell, but got a +2 result to make the actual spell Epic, you still only roll against a Superb difficulty. Similarly, if you got a -2 result lowering the actual

spell cast to only Good, you must still roll against Superb. You can choose to cast a lower level spell than you are capable of in order to make the Harmonics roll easier.

### **Wild Spells:**

If the caster succeeds on the Harmonics test, the spell goes off as normal. If he fails, however, it means that while the spell functions as intended, either the caster and/or some other targets near the caster, or the scene itself, also gains a new Aspect of some kind. The GM is able to declare just what the Aspect is, though if the player succeeds on his Harmonics roll and the casting roll was 4 +’s, the player may choose an Aspect instead. Almost anything is possible, but the Aspect is usually related in some way to the spell that was cast. A spell to create water may also create a “Dense Fog” aspect, a spell to summon a wolf may also cause the caster to gain the “Howls at the Moon” aspect, and a spell to hurl lightning at a foe may also give him the “Filled with Static Electricity” aspect. The effects usually last for as long as the spell’s duration was to be, though there have been cases that last much longer or shorter times, sometimes even permanently... If the Sorcerer wishes, he may choose not to resist a Wild Spell with a Harmonics roll, instead just allowing it to occur and hoping that it may be useful in some way.

### **Backlash:**

If he succeeds on the Harmonics test, the caster is unharmed. If he fails, he’ll suffer some damage or psychic trauma from the spell’s imbalance of negative energy. He’ll be hit for a number of points of damage equal to the difference between the Spell Level and the Harmonics roll. For instance, if he casts a spell that was Superb level (5), and his Resolve roll was only a 3, he’ll suffer a 2 point hit of damage.) If the casting roll was 4 –’s and the caster failed his Harmonics check, it will create an explosion centered on the caster and affecting everyone in the zone with that damage! While he can choose to automatically fail his Harmonics test (taking a Mediocre result), he will seldom have a reason to do so, except perhaps if he’s surrounded by enemies and rolls 4 –’s...

### **Mystic Lore:**

**Effects of spellcasting:** The caster may choose to perform any of the following, so long as he can justify it with his Lore. Not every lore is well suited for every effect, and some may not be able to perform a given effect at all. The GM has the final say, and he should increase the difficulty of somewhat improbable effects or forbid them entirely.

- **Assessment or Declaration:** The caster can divine information concerning his Lore, using the rules for Assessment and Declaration (see pg 83-84).
- **Attack/Defend:** Spells can be used to cause damage or defend against attacks, with the Effect counting as the damage or armor level (see pg 58).
- **Block:** A caster may establish a Block appropriate to his Lore. One common use is to create a barrier that has a Border rating equal to the Effect of the spell (see pg 60-61.)
- **Controlling a Target:** Compare the spell’s Effect level to the target’s Quality or Resolve. If the spell achieves success, you may request 1 service of the target (answer my questions, guard me, leave here and don’t come back, etc). The control ends when the Duration is up, even if the service has not been completed. If the spell achieves Spin, the caster may issue as many commands as he wishes during the duration of the spell. If the target is asked to do something which would likely kill it, or is strongly against its moral code, beliefs, fears, etc, it gets a Resolve/Quality test against the spell’s Effect level to try and break the control, and it can tag any relevant aspects if it has Fate pts.
- **Creating/Summoning a Companion:** The effect level is the number of Advances you get, and it automatically receives “Summonable” and “Variable Summons” for free (see pg 77-78 and the Companions section below). This also includes the ability to banish summoned beings of the type you can control. If the banish Effect matches or exceeds the summoned creature’s Quality, it’s sent back to where it came from.
- **Maneuver:** A success creates a Fragile Aspect that only be tagged or compelled once during the duration before it vanishes, while Spin creates a Sticky Aspect that maintains itself unless significant measures are taken to remove it, and may be tagged or compelled multiple times until the duration runs out (see pg 71-74). Remember, like all maneuvers, the 1<sup>st</sup> tag is free, later ones cost a Fate point. Examples include “Speed of the Gazelle”, “Cold as the Grave”, “Strong as an Oak”, “Hands of Stone”, “Fear of Death”, etc.

- **Other Effects:** The caster may also create other minor effects that pertain to his lore not covered by the above, with the GM's permission.

## Spell List:

These are the 20 most common lores that sorcerers are able to learn, though it is not an exhaustive list of all possible lores. Players and GMs may create new lores using these as a guideline.

<b>Air</b>	<b>Earth</b>	<b>Glamour</b>	<b>Mind</b>	<b>Telekinesis</b>
<b>Beasts</b>	<b>Fate</b>	<b>Heart</b>	<b>Plants</b>	<b>Time</b>
<b>Cantrips</b>	<b>Fire</b>	<b>Life</b>	<b>Reveal</b>	<b>Ward</b>
<b>Death</b>	<b>Gateways</b>	<b>Matter</b>	<b>Shapeshift</b>	<b>Water</b>

**Air** – This lore allows the Sorcerer to control and shape the air, causing strong winds or calming them, making it difficult for someone to breathe, summoning or controlling an air elemental, or taking a bubble of air with you underwater, among other uses. It is great for Blocking or creating Aspects such as “Massive headwind/tailwind”. For damaging opponents, Air lore also allows him to create bolts of lightning. Finally, this lore allows communication with air spirits.

**Beasts** – This lore allows the caster to converse with animals and animal spirits, and have them perform tasks for him. This lore covers both living animals and many types of nature spirits (Use Death Lore to communicate with spirits of the dead). The caster can attempt to command existing animals or animal spirits, or summon an animal Companion. The Beasts lore also covers the creation of animalistic Aspects such as “Heart of a Lion”, “Claws of a Badger”, “Track by Scent”, or “Blind as a Bat”.

**Cantrips** – This is not actually a lore of its own, but rather a collection of minor spells from various other lores. If Cantrips is chosen as a Lore, the sorcerer is able to cast 0 level spells from all the Lores he does not have ranks in. In effect, he may default all other Lores to Mediocre, which is normally not allowed. In order to have any real Effect, he'll need to roll well, use Augmentations such as Ritual and Cooperative Casting, and possibly spend some Fate points. Cantrips may only be used once per day per Lore rank put into it.

**Death** – This Lore, also known as Necromancy, allows you to communicate with the spirits of the dead and animate corpses. When creating an undead servant, the Effect level is the number of Advancements the Companion has, and it gets “Summonable” and “Variable Summons” for free. Many animated dead are mere soldiers or laborers, only able to use physical skills that don't require much thought, such as Fists, Might, and Stealth. However, if the right body is found, a person who was highly intelligent or socially adept in life may retain some measure of those skills after death. Death lore also allows the caster to astral project his own spirit by bringing his body to the threshold of death's door. While astral projecting, your body falls into a coma, but your spirit is freed to fly around and observe. It's invisible and intangible, however spells or abilities that sense or affect spirits will work on the astral form. Death lore also allows the caster to control already existing undead, as well as the power to create Aspects related to death, blood, corpses, etc, such as “Stench of death” or “Chill of the Grave”. Finally, it can be used to attack living beings with rot or decay.

**Earth** - Another of the 4 basic elements, this lore allows the shaping and control of earth and stone. It can be used to attack with flying rocks, to create a sand or dust storm to blind people, to encase them in stone, to erect stone walls, create or control an earth elemental, or open passages through solid rock. You may only command existing earth and rock, not create stones from thin air (See the Create power for that). Unnatural shapes created by this spell fall apart after the duration expires. This lore also covers communication with earth spirits, typically related to a location.

**Fate** - This lore senses and manipulates luck and fate, and can be used to assess or declare a person's destiny and bless or curse individuals, objects, or places. This can take the form of Aspects laid upon the target, such as “This bullet has your name on it” or “This is your lucky day!”, but it can also be used in a unique way to affect Fate directly. A Blessing of Fate allows the target to add either +3 for each Fate point spent while this Blessing is in effect, or it may be used to ignore the -1 Action penalty from refusing a Compel. A Blessing or Curse expires when it has been used on a number of Fate points equal to the spell's Effect, or when the duration expires, whichever comes first. A Curse of Fate has the opposite effect: Fate points that are spent on Tags give only +1 each, and if you refuse a Compel, you must either pay a Fate point or take a -2 penalty to your next action, your choice. A Blessing of Luck doubles each + rolled on a die, counting as +2 instead of +1 each. A Curse of Luck doubles each -, counting as -2 instead of -1. Fate can also be used

to share luck, by transferring up to Effect number of Fate points between willing participants. Finally, altering a person's destiny can be used to create a Geas. If the Geas is successful (Effect vs Resolve test), each round for the duration of the spell the target is subject to a Compel to accept the Geas. If he accepts, he must then perform the action until the duration expires, and he gets a Fate point for accepting the Geas which may only be used to tag the Geas' Aspect. If he refuses, he suffers a -1 penalty on all actions that rd, as usual for a Compel (which may be doubled with a Curse). The Geas must be something that is physically possible for the target to accomplish. This is not mind control, the target can perform the Geas however he sees fit, or deny it each round until it expires.

**Fire** – Another of the 4 Elements, this lore allows the control of heat and fire. Unlike the other elemental lores, you can actually create fire with these spells, igniting flammable material or hurling balls of fire. You can also create or control fire elementals, create smoke, increase or decrease the intensity of a fire, create walls of flame that damage anyone stepping through them, etc.

**Gateways** - This spell allows the caster to create temporary portals between locations or dimensions, and to detect, open, or close a portal that already exists. The most common use of the spell is to teleport from one place to another, or to summon a person or object. The Range is the maximum distance between the ends of the gates, and the duration is how long the gateway stays open. Targets limits the size of the objects to be teleported or the size of the gate. Creating a gateway to another dimension can be very difficult, but certain times and places can weaken the borders between dimensions and allow an easier passage, and opening an existing gate is much easier than creating one yourself. For instance, the Faerie Realm can most easily be reached from natural settings on a solstice or equinox. This spell also allows you to create small dimensional "pockets" for storing goods, for making a house seem much bigger inside than out, and other spacial manipulation.

**Glamour** – This lore is most common among the Fair Folk or sorcerers with some fey blood. It allows the caster to create illusions, and he has 2 main types he can create: Images and Mirages. Images are illusions created from lights and sound, while Mirages cause a target to see illusions that are entirely within their mind. Images are limited by size, but they are not limited by the number of viewers as they are actually created from real light and sound. Images uses the Targets augmentation to determine the size of the image or sound, not how many can see it. The base size is equal to (or smaller than) 1 medium sized figure (or the sound 1 person can make), and it can be increased from there to create larger sounds and images. It can create areas of darkness or light as well. Images can be destroyed with the touch of meteoric Cold Iron. With Mirages, there is no limit to the size of the illusion... it can be as small or as large as the caster wants since it's all in the mind of the target. However, the Targets augmentation is the number of people that can see it, because each mind must be fooled separately. Unaffected targets don't see the Glammers at all. The Effect can act as a Deceit total, against which a viewer can make Awareness checks if he decides something doesn't seem right. It costs 1 Effect per sense you wish to affect. Glamour can disguise a person or object, but it can't make it invisible, use the concealment ability of the Wards lore for that.

**Heart** – This lore deals with sensing and creating emotions. You can make someone love you, forget their fear of spiders, or manifest an overwhelming fear of kittens by implanting, erasing, or altering emotional Aspects, and you can read the deepest desires or fears of a target. It can also send an empathic message, consisting of emotions and feelings about someone or something rather than specific words. Note that you can't actually control how the target will react to the emotions... in the case of fear, they may flee in terror, attack wildly, or simply cower. Use the Mind lore to actually control minds.

**Life** – This lore covers the healing of any sort of wounds and afflictions. The caster may allocate his Effect total as follows: It costs 1 Effect to heal 1 Stress box, 2 Effect to heal a Minor Consequence, 3 to heal a Moderate consequence, and 4 to heal a Severe consequence. He may mix and match these as he likes... for instance, if he gets a Superb (5) Effect, he might heal 1 Minor and 3 Stress, or 1 Severe and 1 Stress. Any previous healing within 24 hours is subtracted from the Effect total of another Healing spell. So, if a second Heal were attempted on the above subject within 24 hours, they'd need to subtract the previous Effect of 5 from the result. This lore may also be used to impart Aspects such as "Healthy as a Horse" or "Vigorous Constitution", or to counteract Aspects relating to poor health, poison, etc. Finally, this Lore may be used to attack undead and spirits of Death (but not nature spirits).

**Matter** – This lore lets the caster create, destroy, or transform matter. He can create simple tools, weapons, a barrier, etc from thin air, or disintegrate non-living objects and matter. Created objects only lasts for the duration of the spell, and the more complex or intricate the object, the harder the difficulty to create it. A simple solid object of up to Medium



size with no moving parts (like a sword or shield) costs 1 Effect to create. Each size category larger costs +1 Effect to create, and an item with moving but non-mechanical parts (like a bicycle or dresser with drawers) costs +1 Effect, and an item with mechanical parts (like an autogyro or gun) costs +2 Effect. The GM makes the final call on how difficult any particular object is, and exactly duplicating another object (as opposed to creating something in a general category) is at least +1 Effect. Extra Effect points can go toward improving the quality of the item, which starts at Average Quality (1 Improvement per point).

This spell will also destroy non-living materials, disintegrating stone, rotting dead wood, and rusting metal in a matter of seconds. The difficulty is identical to creating it, with the object's size, complexity, and item Quality. It can also place Aspects such as "This place is gonna collapse!", "Watch out for the potholes", or "Weakened by Rust". It can destroy barriers and borders, reducing their level by the spell's Effect.

Matter can also transform the shape of inanimate objects and alter one material into another. It cannot affect thin air, there must be something physically there to manipulate (solid or liquid). It requires 1 Effect to make minor changes (one metal into another kind of metal), 2 Effect for moderate changes (stone to metal), and 3 Effect for major changes (stone to water). A wide array of Aspects can be created with this power, such as "Cloths made of Stone", "Walls of paper", and "Floors covered in spikes". Matter also allows the caster to alter the shape of inanimate objects, erect barriers, repair damaged items, etc. Any unsupported shape or amalgamated creation will fall to pieces when the spell ends, and matter can't be created or destroyed with this Lore.

Note that the Matter lore has 2 restrictions: It cannot create meteoric Cold Iron, and if Cold Iron touches a created or transformed object, it vanishes or returns to its previous state. Some places use this fact to check for created money, transformed IDs, etc.

**Mind** – This is a powerful and feared lore, the ability to read and control Minds. It can probe someone's thoughts and memories, make them believe your stories, send them a telepathic message or dream, or cause them to forget you were ever there. You can plant suggestions and temporarily create, erase, or alter someone's mental Aspects. Note that you cannot detect, create, or alter the target's emotions, as those are controlled by the Heart lore, and you can't alter their perceptions, as that is the Glamour lore. Mind mages sometimes forget this limitation and direct a mind controlled subject to attack someone they love, or act in a way this is diametrically opposed to their morals, and such a command gives the subject a chance to break free (and tag the relevant emotional Aspect to help him).

**Plants** – This lore allows you to move and control wood and plants, as well as speak with the spirits of plants and trees. It can be used to cause plants and trees to attack foes, to block movement by rapidly growing plants that grab at intruders, to warp and destroy wooden objects and structures, to make flowers bloom out of season, control or create a plant creature, etc. While it can cause seeds and plants to quickly grow, it cannot create plant life from nothing. Many Plant Mages therefore like to carry a variety of seeds with them. This spell also allows the caster to bestow Aspects such as "Strong as an oak", "Covered in leaves", or "Only needs water and sunshine."

**Reveal** – As the name implies, it will reveal all manner of information. This lore can pierce illusions, show the invisible or shapeshifted, find lost objects or people within range, clairvoyantly scry on a subject, translate an unknown language, divine the powers of a magical artifact, etc. It can't reveal thoughts or emotions, though, as that is the domain of Mind and Heart respectively, and it can't show the past or future, which requires the Time lore.

**Shapeshift** – This lore allows the caster to alter his or another living target's form. It takes 1 point of Effect per Size category shifted, plus 1 Effect for minor cosmetic changes such as 1 young human male to another young human male, 2 Effect for moderate changes that significantly alter the form, such as a man to a woman, or a man to an ogre, 3 Effect for major changes in appearance such as a man to a bird or a fish, and 4 Effect to transform a living being into a statue or a tree. Changing a man to a miniscule size costs 3 points, as would enlarging him to the Gigantic size of 50' tall. The target gets any inherent non-magical abilities of the form. He may fly as a bird, swim as a fish, gains a point of Armor as an armadillo, etc. He may also allocate any additional Effect points to imitate a specific individual, with the points acting as a bonus to Deceit for impersonating them.

**Telekinesis** – This lore allows the sorcerer to move and manipulate things with his mind. The Effect is the amount of Weight Factors that can be lifted or moved (see SotC pg 258). Any additional Effect points allow the object to be carried or thrown, with a cost of 1 Effect per Zone moved per round. Once cast, objects can be simply moved as a



supplemental action, but taking other actions with it (manipulating it, grappling with it, etc) will require a normal action. The caster (and others) can fly with this power... it takes 2 Effect to levitate a normal man, 3 Effect to fly 1 zone per round, 4 Effect to fly 2 zones per round, 5 Effect to fly 3 zones per round, etc. If the caster attempts to grapple with an opponent telekinetically, he has an effective Might equal to the Effect level.

**Time** – The manipulation of Time is a rare and powerful lore. It can be used to seize the initiative (Effect of spell is added or subtracted from target's initiative), slow time to enter suspended animation, glimpse the past or future, attack someone by withering part of their body, cause someone to repeat an action they just took, and create Aspects such as "the world appears to be in slow motion!", "the ravages of old age", or "déjà vu!" Actually travelling through time is extremely difficult, and so far no one has perfected it, or will admit it...

**Ward** – The purpose of this lore is protecting against the supernatural, and dispelling magical effects. Wards can be created against any specific lore, such as a Ward Against Time, Ward Against Gateways, Ward Against Shapeshifting, etc. In these cases, the Effect of the ward reduces the Effect of any spell from the named lore that targets the protected people, place, or things for the duration of the ward. If it affects an area, it acts as a border against creatures created or controlled by that lore from entering or leaving the warded area. A Ward against Mana can also be created, in which case the ward's Effect is a penalty on Gathering Mana. A more general Ward against Spells can be created, and it will affect only the 1<sup>st</sup> spell cast at the target within the duration and then vanish.

Ward also allows the dispelling of spells already in effect. The caster must name the lore he wishes to try to dispel (such as Dispel Fire Lore or Dispel Glamour). If he is wrong, the Dispel will have no effect (but let him roll anyway and don't say why it failed to work). The Effect of the Dispel is compared to the Effect of the existing spell. If the Dispel is higher, the existing spell is dispelled. If the Dispel achieves Spin, it keeps going and tries to remove the next spell of that lore if multiple spells are on the target, checking each in order from the newest to the oldest. If the existing spell wins, it is still reduced by 1 Effect level, unless it achieves Spin, in which case it is not affected at all. A caster is instantly alerted when one of his wards is activated.

Finally, Ward can also be used for concealment, by creating a Ward against Sight or Sound, for example. If you want to hide or protect against something, this is the lore for you. From concealing your thoughts or feelings to becoming invisible, Wards can act as a Block against all attempts to sense that which you are concealing. It can also be used to create Aspects, such as "Blends in" or "Inscrutable", and as a defense against attacks in combat.

**Water** – The last of the 4 elemental lores, Water allows the caster to control water in all its forms, from steam to liquid to solid ice. You can condense water from the air to cause rain, cause a massive wave to pound your foes, create slick ice on the ground, hurl icicles, animate or control water or ice elementals, and cause standing water to quickly evaporate. You can also cause Aspects such as "Dehydrated", "Icy ground", and "Soaking wet". This lore also covers communication with water spirits of all kinds, such as river, sea, or lake spirits.

### **Magical Traditions and their Lore:**

The GM may decide which Lores are appropriate for a given Tradition. For instance, a character with the Druidic Tradition would have no problem learning about the elements, plants, and beasts, but the GM may rule that only Cantrips of Wards or Mind are reasonable, and Death or Time are not available to that Tradition at all. It is up to the GM and player to work out just which Lores fit a given Tradition

### **Hacking:**

The rules for Hackers and Technomancers are related to the rules for Sorcery. Hackers can use Assessments/Declarations, Attack/Defend, Block, Control, Maneuver, and other effects only against machines and computers or within the augmented or virtual worlds, and they often need to bypass the computer's security (either by sneaking in or smashing through) in order to affect it. In addition, Technomancers are able to Compile (Summon) a Companion, a Sprite.

**Augmented Reality vs. Virtual Reality:** Augmented Reality is a computer-generated overlay on the real world, visible to those with a wireless connection (often through AR shades or goggles, though cybereyes or other means are also possible.) AR is used to beautify a city, such as Seattle's AR sim of the Emerald City of Oz, or for advertisements,

additional info, etc. When viewing AR, a person is fully able to move and act. By contrast, when a person enters VR, they leave the real world completely and their body usually becomes comatose until they jack out. Their mind is within the computer, experiencing a completely virtual world comprised of data nodes.

**Systems:** There are 3 types of systems: **Open**, **Secure**, and **Closed**. A system has a number of Stress boxes equal to its Quality +1. A system's Security Rating is equal to its Quality. Hackers can break into a system in 1 of 2 ways: stealthily (the slang for it is "ghosting", as in a "ghost in the machine") or attacking (called "ICEbreaking").

**Open systems** are either made to be accessed by the public, or all of its security (if it ever had any) has been disabled. An information kiosk computer, commercial cellphones, and many bulletin boards, chatrooms, or websites on the net qualify as open systems. Open systems rarely contain personal, private data, and it's even rarer for an open system to grant access to controls to automated subsystems, but a lot of information can be gleaned about topics (Assessment/Declaration), security is light or non-existent (though some open systems are monitored to see who is saying or looking for what...), and it can provide a route into more secure systems attached to the open system. There is no need to roll in order to gain access to an open system, simply go ahead and start making the Ghosting or ICEbreaking rolls.

**Secure systems** still have remote access, but they are protected against hackers, and not open to the general public use. The wireless security cameras in a store, a remotely accessible business computer, another hacker's cyberdeck, and the password protected files deep in a corp's system hidden far beyond their online website are examples of secure systems. Secure systems require a Computer roll to gain access to the system, either through Ghosting or ICEbreaking, before you are able to penetrate the security to do what you want.

**Closed systems** are the most secure, and they have no connection to the net or outside systems. The isolated Defense Department system, a cyber arm or leg, a prison security system, and other disconnected, ultra-secure systems are closed systems. There is no route to access them from outside, and they can't be accessed wirelessly or remotely. A hacker needs to access a terminal directly, onsite, while a Technomancer needs to touch the system (it can't be hacked at range). Like the secure systems, a Computer roll is needed just to gain access to the system and bypass or fool the protections.

**Making Ghosting checks:** When making a Ghosting check, the difficulty of all checks is equal to the Quality of the system. It may be anywhere from Average (hacking someone's account on a forum) to Legendary (DoD nuclear missile launch system). Use the chart below to determine the results of a Ghosting Computer check.

Roll	Result
Success by 3+	Great success! You find/do more than you bargained for, and/or you covered your tracks well. +1 on your next Ghosting roll due to the Spin.
Success	You accomplished what you were trying to do.
Failure	Failure, and the system knows someone is attempting to hack it. System defenses go on alert, but you may try a stealthy approach again. Further Ghosting checks suffer a -2 penalty. A 2 <sup>nd</sup> failure has the same result as below, the system has pinpointed you and sends in the IC.
Failed by 3+	Failure, and the system defenses have pinpointed you. IC responds immediately, and no further Ghosting is possible. You suffer damage from the MoF same as if you were ICEbreaking, and next round you may either jack out or switch to ICEbreaking.

### **Ghosting Actions:**

- **Ghosting in:** Sometimes you just want to sneak in rather than crash the system or manipulate it. Using this technique, a hacker can stealthily bypass the defenses, make his way to the heart of the system, get the info he needs, and then hopefully leave without alerting anyone. The Hacker must roll a Computer check vs the Quality of the system. Like a Run check, each net success allows him to move 1 node deeper into the system, represented by moving along the system's Stress track. If the Hacker can get to the Taken Out box without being noticed, from there he can steal data and scan or manipulate the system with further Ghosting rolls.

- **System Scan:** This allows the hacker a general picture of what the system contains, what it's connected to, etc. It allows the hacker to make 1 Assessment/Declaration about the system per net success on the roll.
- **Steal data:** Once you are inside, this allows the hacker to copy (or take) a large amount of data, generally 1 file, or topic per success. Make an Investigation roll limited by Computers to find a specific piece of data.
- **Manipulate the system:** This is performed just like a maneuver, and success allows the hacker to create a Block, create an Aspect, or perform another action. You could plant a virus as an Aspect or Block, turn off all the lights or security cameras, shut down an intruder alarm, turn on the fire extinguishers, create a backdoor to regain access at a later time, change passwords or security codes, or dozens of other possibilities. If the Ghosting was successful, it may be some time until administrators discover a manipulation, depending upon the effects.

**Making ICEbreaking checks:** Like Ghosting, the difficulty of ICEbreaking checks is equal to the Quality of the system.

Roll	Result
Success by 3+	Great success! You devastated the countermeasure programs, reducing the system's Stress track by your net successes. +1 on your next ICEbreaking roll due to the Spin.
Success	You hit, reducing the system's Stress track by your net successes.
Failure	You are hit, and the IC cause you damage equal to their net successes
Failed by 3+	You are hit, the IC cause you damage equal to their net successes, and they may inflict an additional condition as well (see below).

#### ICEbreaking Actions:

- **ICEbreaker:** This allows the hacker to directly attack the system's defenses. Each round, make an opposed Computers vs system Quality test. The winner applies his margin of success to the loser's Stress track. If the system's defenses fail first, the hacker may manipulate or crash the system. A hacker may jack out at any time to avoid further damage unless he's been trapped, but determined hackers have been known to die because they pushed their luck too long inside a system...
- **ICemen Cometh:** Some systems are patrolled by human or AI security as well as automatic programs. If a system has one or more of these, called an ICeman, they will sound an alarm as soon as they encounter an intruder, though if they are immediately crashed out, that alarm will only take place in the real world, not the system. ICemen have their own Quality rating and stress track, and are independent of the system IC.
- **Crash the system:** This is an attempt to attack the system directly. On a success, the Quality of the system is lowered by 1 point per Stress inflicted. However, this is usually only attempted once any IC have been dealt with, because any attack against the system immediately alerts the whole system and all IC to your presence. All IC respond immediately and counter attack to protect the system, and no further rolls besides ICEbreaking are allowed until they are dealt with. If the system's Quality is reduced to +0 Mediocre, it crashes and the hacker is automatically jacked out, unless he was trapped.
- **Manipulate the System/Steal Data:** As for Ghosting above, except anyone looking at the system afterwards can tell it was hacked, and system administrators will take measures to correct anything done after ICEbreaking.

**Countermeasures:** Each Countermeasure is programmed to respond to intruders differently. Some will simply attempt to destroy the intruder. Others will first trap and trace a hacker before attacking, while some will simply try to eject the intruder. Some of the most common Countermeasures are listed below, and more are possible. All countermeasures deal the MoS in damage, but if they succeed with Spin, each has a different special ability:

- **Trace and Trap:** This IC has 2 effects when it achieves Spin: First, it will track down the physical location of the hacker and send that info to a predetermined location (such as a security team). Second, it traps the hacker, and he won't be able to jack out. He'll need to fight his way back out the Stress Track again, and if he crashes the system while trapped inside, he'll die.
- **Black IC:** Each time the program's attack succeeds with Spin, any Consequences used to reduce this attack count for only ½ their usual value (so -1/-2/-3 instead of -2/-4/-6).

- **Eject:** If this program achieves Spin, the hacker is immediately jacked out of the system. Any data that was being stolen is corrupted in the hasty eject, and at best only partially recoverable. The hacker is locked out and unable to re-enter the system until an Admin resets it.

### **Hacking Example:**

**Round 1:** Sam is a hacker and wants to hack the buildings computers. The GM determines that it is a Secure system of Great Quality (+4, 5 point Stress track). Sam has a Superb computer skill and a wireless cyberdeck implanted in his head. His first step is to see if he can access the system, since it's Secure. He rolls and beats the system's Quality, so he is able to gain access.

**Round 2:** Sam decides to try Ghosting first, hoping to make it through without alerting anyone. He rolls a +1 for a total of Fantastic +6, and the computer rolls -1, for Good +3. Sam got beat it by 3, so he moves 3 spaces along the stress track, and gets +1 on his next roll because he got Spin.

**Round 3:** Sam makes another Ghosting roll, but rolls -2, +1 from last round, for a total of Great +4. The Computer rolls +2, for a total of Fantastic +6. Sam decides to spend a Fate point for +2, tagging his "L33T Computer Skillz" Aspect, making them equal in score. That's a success, but he moves nowhere because the MoS is 0.

**Round 4:** Sam gets a +2, for Epic +7, and the Computer rolls a 0. That's enough for Sam to move off the end of the Stress track and into the core of the system (the Taken Out box). The Spin will also give him +1 next round.

**Round 5:** Now that's he's bypassed all the security layers, he's able to manipulate the system. This round, he decides to Manipulate the computer to create the "Strobing Lights" Aspect on the scene. He rolls +1, the computer rolls +1, and he creates a fragile aspect. (The strobing lasts until it's tagged once, then the system notices the error and corrects it).

**Round 6:** Sam now decides to set off the fire extinguishers. He rolls -2, and the Computer rolls +4! He again spends a Fate point to tag his "L33T" Aspect, but it's not enough. The system has pinpointed him as an intruder, and he suffers 3 points of Stress. That stress will remain even after he jacks out of the system, it affects his mind.

**Round 7:** Sam really needs those fire extinguishers to go off, so he tries again, this time as an ICEbreaking action since the system is on alert. That means that if his Manipulation roll fails, he suffers damage from the system, same as for all ICEbreaking rolls. Luckily, he rolls +2, the system rolls 0, and the sticky "It's raining in here!" Aspect is created. His work done, Sam decides it's time to jack out rather than risk facing some nasty Countermeasures after another bad roll.

### **Minions and Companions:**

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. Although I have released these rules separately, the rules for summoning creatures with sorcery rely upon these companion rules, so I'm including them here.

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

- 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 “Summonable” and “Variable Summons” plus 1 other advance, or an officer in the conspiracy who gets “Summonable”, “Variable Summons”, “Independent”, and 2 other advances of your choice. However, the variable advance combines with the Independent in such a way 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!)
- The **Headquarters** stunt gives you an opportunity to select **Expert Staff**. They effectively are 3 separate companions. Two of them get no advances and the head of the staff gets only the "Fair Quality" advance. You may pay a Fate point to allow them to leave the Headquarters and perform a mission for you. If you wish to promote them to full Companions, take the Trusted Employees stunt.
- **Stately Pleasure Dome** gives you one set of 3 Average minions with the “Strength in Numbers” advance and no other free advances. It also gives your previous Expert Staff one "Quality" advance each, as listed under that stunt, but they do not get any other advances for free. Take Trusted Employee to promote them to full companions.

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: 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.

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 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, the Independent advance 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.