

Spirits of Steam & Sorcery

These rules began as an adaptation of the Fate 3.0 rules, as seen in *Spirit of the Century*, to the Castle Falkenstein setting. It eventually evolved into a slightly more generic set of rules for any Steam and Sorcery setting, taking some liberties with the Falkenstein setting in the process and adding elements from *Changling*, *The Lost* and other sources. This is version 1.1, and includes some changes to character creation, some of the Lores, and other small alterations and additions.

Quick Setting Overview: Castle Falkenstein is an alternate history setting of Victorian high adventure mixed with sorcery, dragons, faeries, and fantastic creations of mad science powered by Steam engines. It is 1870. The Prussians, backed by the Unseelie Court, are threatening war. The British Empire is unmatched in the world. The American West is full of Spellslingers and Aero-pirates, and the 20 Nation Indian Federation have, for now at least, created a massive territory in the Midwest which they defend with their magic. Dragons actually rule China, Faeries live in the forest, and Dwarves have an underground kingdom beneath Europe. Fictional characters, from Sherlock Holmes to Frankenstein's Monster, all exist here, along with the writers who wrote their true biographies! Numerous Sorcerous Orders guard their mystical lore while waging shadowy battles with rival Orders, including the Freemasons, the Knights Templar, the Druids, and the Illuminati! Steam automatons and vehicles are becoming a common sight, and giant steam-powered war machines have changed the face of the battlefield. The World Crime League, led by Moriarty, is constantly unleashing one dastardly new scheme after another.

To learn more about the setting, I recommend picking up either the original Castle Falkenstein books, or GURPS Castle Falkenstein. The original books include much more flavor text, information, and artwork that bring the setting to life, but the GURPS book summarizes all of the original books into one, and even adds some additional new information. However, you do not need to know the Castle Falkenstein setting to use these rules to create a Victorian era game with both steam-powered gadgets and sorcery!

Character Creation: Characters in *Spirits of Steam & Sorcery* (SoS&S hereafter) are created in a similar manner to SotC. They choose 10 Aspects over 5 phases: Background, Adult life, 1st Dime Novel/ Penny Dreadful, Co-starring in..., and finally a Miscellaneous final phase. This 5th phase may be a 2nd Dime Novel or a 2nd 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. Also, 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 he fills the open Aspect slots.

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, taking a cue from Castle Falkenstein, 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 powers may be gained by taking race-specific Stunts. There are 3 non-human races available in the official Castle Falkenstein setting: Dragons, Dwarves, and Fey Folk. Other common fantasy races are listed after that, in case you want to add them to your SoS&S game, and I've included some thoughts on how each might fit in to the Falkenstein setting.

Dragons: An ancient race of magical winged reptiles, dragons are all obsessive collectors of something, whether music, stories, art, weapons, or just wealth. They can glide or fly, breathe fire, and change shape into a specific humanoid form (not just any form, it is the same every time unless they know the Shapeshift lore).

A player might invoke this to: Change to his humanoid shape (changing back to his natural dragon shape is free), breathe fire (doing Might or Sorcery damage to 1 target up to 2 Zones away), improve his claws or bite, perform feats of strength, fly while in dragon shape (they can glide for free, but actually taking off is difficult for them), or remember something through racial memory.

A GM might compel this to: enflame the dragon's hording impulse, cause a racial memory flashback, draconic pride to get in the way, or to have the dragon's large size and poor manual dexterity (in dragon form) create problems.

Dwarves: Once part of the Faerie races, Dwarves long ago gave up their immortality and powers in order to work with the metal they love. They work in large, underground Dwarfholds, and they are not allowed to select a last name until they have completed a major achievement of some kind, at which point they choose their last name to reflect that accomplishment. There are no female Dwarves, and most Dwarves have little time for love or marriage, but usually select Fey Folk women when they do.

A player might invoke this to: Aid in crafting or repairing a metal item or gadget, sniff out metal, resisting fire or magical spells, see in the dark, or recall knowledge about Dwarfholds, mining, or underground tunnels and caves.

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 to protect or perform a duty for his Dwarfhold, or accentuate his stubby legs or proud beard as a hindrance or complication, inflame the animosity and jealousy between the Wized Fey Folk and their Dwarven cousins.

Fey Folk: Alien beings that have taken living form, the Fey Folk come in a nearly endless variety. The Fey categories listed are the most common ones, and most should be fairly self-explanatory. Each one encompasses a variety of specific Fey, some of whom may be extremely rare or even unique. Select one when this Aspect is chosen.

A player might invoke this to: Resist poison, open or close a fairy portal, aid the Glamour lore, resist certain spells from the Time lore due to their immortality, plus see specific race below.

A GM might compel this to: affect the faerie with one of the Fey Repulsions, require the fey to keep a promise, or play upon their alien beliefs and attitudes, plus see specific race below. All Fey have an Iron vulnerability (tagged by attackers to do +2 on their attack with iron weapons) and players may also select between 0 to 3 additional Fey Repulsions.

Sample Fey Repulsions: Clothes turned inside out, holy symbols and prayers, iron, bells, salt, horseshoes over a doorway, cannot accept gifts without giving something equal in return, unable to cross running water, unable to enter holy ground, 4 leaf clovers, a chain of daisies, St. John's Wort, a circle of stones or mushrooms, Ash trees/wood, holly berries, a stone with a natural-bored hole in it, etc.

Fey Folk categories:

Beast	Invoke: Use animal senses or abilities (including claw or bite which aid Fists attacks), communicate with animals, change into their animal form (changing back is free), aid Beasts lore
	Compel: Behave as a beast of that type would, crave nature and animal friends, not understand or use complex items or gadgets
Changeling	Invoke: Blend into a crowd or group, convincingly imitate a form, aid Shapeshift lore
	Compel: Hide his fey nature from all but true friends, begin to get "lost in the role" and take on the personality of what he appears to be.
Darkling	Invoke: Hide in shadows, deception, see in darkness, aid Wards lore
	Compel: Cower from very bright light, mustn't reveal whole truth when lies or half-truths can be used
Djinn	Invoke: Aid in any task if it is directly related to fulfilling a wish from someone holding his lamp, aid in Gateways lore
	Compel: Grant a request in the form of a wish to the one holding his lamp
Elemental	Invoke: Aid Sorcery with their chosen element, resist own element
	Compel: Avoid or suffer more damage from opposing element, personalities that match their element (fire is quick tempered, air is air-headed, etc).
Fairest	Invoke: Use Rapport or Leadership, high class social situations, beautiful, aid Heart lore
	Compel: Express superiority over and distaste of lower classes, dislike "roughing it" or hardships
Green	Invoke: Hide in nature, take root to improve stability, knowledge of herbs and plants, aid Plant lore
	Compel: Prevent destruction of trees/plants, enjoy sun and water
Haunt	Invoke: Scare or intimidate others, become intangible (not vs iron, return to solid for free, lasts 1 scene)
	Compel: Often disliked and feared by mortals, many legends about them, mistaken for ghosts.

Ogre	Invoke: Might and Endurance tests, melee combat, large size, thick skinned
	Compel: Nasty tempers, impulsiveness, gullible/easily tricked, feared, resort to brute force
Wee Folk	Invoke: Hide, avoid attacks, fly faster, use tiny size to their advantage, aid Fate lore
	Compel: Use tiny size to their disadvantage, such as lifting something or being taken seriously, very playful and flighty nature
Wizened	Invoke: Build or craft things, possess rare knowledge, do the work of many (reduces the time to complete a task), aid Matter lore
	Compel: Animosity, jealousy, and competition with Dwarves (who were once part of the Wizened), not refuse a contract or offer of payment for work, tinker with something, curiosity

Other Races (Optional):

Automatons: These are steam-powered robots with a calculation engine for a mind (or, in some cases, a human brain...) While they are most often Companions, a player may decide to play the Automaton as his character instead.

A player might invoke this to: Use his hydraulic strength, avoid injury, follow programming, resist magic (plus you are already harder to affect because you're a "technological device")

A GM might compel this to: Follow programming, malfunctions, lack of creativity, very heavy metallic body.

Beastmen: While Castle Falkenstein included the Beastmen with the Fey Folk, OGL Steampunk and Victoriana made them a separate species. If you would prefer to have Beastmen in the setting that are not Fey Folk, just use the Beasts category of Fey as listed, but they don't get any of the Fey Folk's common abilities or limitations.

Elves: Elves are another offshoot of the Fey Folk, like Dwarves, but they did not choose to leave. A princess of the Fairest once fell in love with a Green of relatively low birth. The girl's parents worked a spell to punish the Green, and stripped him of his immortality. In just a few hundred years he would be dead, and their daughter would forget about him. But she loved him deeply and wished more than anything to be with him, even for just a few hundred years, so she used the same spell and became mortal herself (though still extremely long-lived). Thus was the Elven race created from their offspring. Unlike the animosity between Dwarves and Fey, Elves are still on fairly good terms with the Fey, especially the Fairest and Greens, though some Fey see them as unfortunate, flawed, and pale "imitations" of Fey.

A player might invoke this to: enhance eyesight and hearing, hide in forests/nature, employ elven beauty and grace, aid relations with Fairest and Green Fey

A GM might compel this to: Accentuate either the haughty nature of his Fairest heritage or the devotion to forests and nature from his Green heritage

Goblins (Gnomes/Gremlins): Goblins are a race of small, schizophrenic creatures that love to tinker with machines. It is not sure where they came from... some scholars say they are related to Orks. Others claim that not all of the Wizened who gave up their Fey nature became Dwarves, and that some botched the transformation and became Goblins instead. If the Goblins know the truth, none will say... Goblins can switch forms at will (no Fate point needed), because while they look and think quite differently, their abilities are identical in all forms, unlike a Dragon. In his Gnome form, he looks like a friendly old man about 3' tall with a large nose and a twinkle in his eye. As a Goblin, their skin takes on a greenish tint, their ears grow longer, and the teeth and claws are a bit sharper. In Gremlin form, they are ugly little creatures with exaggerated features, spindly limbs, and a nasty, tooth-filled grin.

A player might invoke this to: Build gadgets and technological items (Gnome form only), destroy or cause a malfunction in a gadget or item (Gremlin form only), smell metal, resist Mind spells, talk with burrowing mammals

A GM might compel this to: Involuntarily switch forms when presented with an opportunity to either build/repair or destroy a gadget and give in to the compulsion, act on his shy and cowardly nature or love of playing tricks on people.

Halflings: The Halflings tend to wander a great deal in their younger years, as they are filled with a desire and a curiosity to see and explore the world. When they become older, they tend to settle down into a rural community of burrows and hovels, living a simple life with good food, wine, and lots of festivals and celebrations.

A player might invoke this to: use his small size to his advantage, resist fear or intimidation, climb things, sneaking and hiding, look innocent or childlike

A GM might compel this to: suffer wanderlust, invoke a halfling's intensely curious nature, show little respect for personal property and privacy, use small size to his disadvantage.

Orks: Savage green-skinned hordes that destroy and pillage all in their way, Orks are feared by most civilized people, and that's just the way most Orks like it. Individual Orks that are not part of a horde are often bodyguards, bounty hunters, mountain men, or mercenaries-for-hire.

A player might invoke this to: Aid Weapons and Survival tests, 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 have poor manners for polite company, they have bad reputations, not very deep thinkers

Sorcerous Order: From the Illuminati to the Templar Knights, the Spellslingers to the Order of Ra, there are a variety of Sorcerous Orders in the Falkenstein setting. Taking one as an Aspect means you are a member of the group, with all attendant rights and responsibilities, including access to that Order's Lorebooks. This allows you to increase your Sorcery skill. More generic traditions, such as Dragon Magic, Voodoo 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 available to your order. Learning additional lores requires stunts.

A player might invoke this to: call upon his Order or teacher for help, remember the location of a chapter house nearby, aid in preventing Harmonics or casting a spell appropriate to his Order.

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

Skills: Driving and piloting are not as common in Falkenstein as they are in 1920's pulp. 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 is also a new skill, Sorcery, which allows the casting of magic spells and the gathering of Mana. However, to take the skill at anything other than Mediocre (+0) requires an Aspect to explain why. Certain racial Aspects are a valid reason for increasing the skill, as is a Mystical Order Aspect.

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 Order Lore may exceed your Sorcery rank, a non-Order Lore may not exceed ½ your Sorcery rank) available to you and they 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. As a Member of the Illuminati, 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.

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:

Automaton: Armor plating – The Automaton has 1 point of Armor. This stunt may be taken up to 3 times, and each point of Armor reduces all damage by 1.

Automaton: Built-in Gadgetry – It has some weapons or gadgets built into it. This is pretty much identical to the Personal Gadget stunt; you get 3 improvements on a device. However, this device is actually a part of the automaton. It may not be given to another character, disarmed, etc. You also have 1 additional Improvement you can select:

Retractable. Without this, the device is always visible. With it, it may be withdrawn into the body and hidden when not in use.

Dragon: Armored Scales – While in dragon form, you have 1 point of Armor. This stunt may be taken up to 3 times, and each point of Armor reduces all hits by 1, but if taken more than once, you may not also take the Powerful Wings stunt as you'll be too heavy.

Dragon: Dragon Magic (requires Sorcery Fair or higher) – Many Dragons have an innate magic passed down through racial memory. By taking this stunt, the dragon is able to meditate for a moment in order to recall a small bit of Lore that he otherwise does not know. This requires a full round action, and the use of 1 Fate point. The dragon then gains the equivalent of 1 Lore point in any Lore he does not already know, similar to a Cantrip. This memory fades after the casting of 1 spell, whether successful or not, and vanishes at the end of the scene if not used by then.

Dragon: Firecast – This Dragon can breathe fire with less difficulty. It can do Might damage to a single target up to 2 Zones away for free (no Fate point), or it can augment this by paying a Fate point to do one of the following: Add 2 zones to the maximum range, add +2 to the damage (not more than double MoS, as usual), or affect 1 whole zone.

Dragon: Second Nature – This Dragon is very comfortable in his human form, and changing to it is easy for him. It requires no Fate point to change to human form. Also, he is able to combine his 2 shapes and pay a Fate point to become a draconic humanoid, with the claws, bite, wings, and breath weapon of his dragon form, but the size and dexterity of his human form. He can only maintain this form a short while, changing to either his human or dragon shape at the end of the scene.

Dragon: Powerful Wings – With this stunt, the dragon can take off and fly with relative ease, requiring no Fate point. Their powerful wings are also able to whip up a “Battering Wind” aspect, which affects all creatures in the same zone as the dragon, friend and foe. This is a Might-based maneuver, and if Spin is achieved, the target is knocked down.

Dwarf/Goblin: Darkvision – Dwarves and Goblins are used to living underground and working in poor light, and some have developed the ability to sense heat and very low light in order to see in the dark. This stunt has 2 effects: first, it negates all vision penalties for darkness without the need to invoke his Dwarf 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. Darkvision extends 2 zones.

Dwarf: Dwarven Craftsmanship – 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: Fireproof – Instead of having to invoke his Dwarf aspect to provide limited protection against heat and fire, a dwarf with this Stunt is completely immune to all ordinary heat and flame, and gains 2 points of Armor against magical fire. Note that any clothes and gear he is carrying does not benefit from this protection.

Dwarf/ Automaton: Resist Magic – When a Dwarf or Automaton 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.

Elf: Elven Beauty – 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 – 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 (requires 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.

Fey Folk: Amplified Nature – A Fey with this stunt is more locked into his fey nature than most. He finds it very difficult to go against the behavior dictated by his race, but on the other hand, he is more powerful than others when he does go along with his nature. Any Compels against his Fey Folk aspect require a Fate point to resist, not just a -1 supplemental action penalty. However, when he invokes his Fey Folk Aspect, it's stronger than usual: he gets either a +3 bonus, or a reroll +1.

Fey Folk: Fey Magic – With this stunt, the Fey never suffers from Backlash for negative Harmonics when using one of the Fey Folk Lores (If he knows other Lores from a Sorcerous Order, those are still subject to Backlash). He is instead subject to Wild Magic from both positive and negative Harmonics.

Fey Folk: Incorporeal – Haunts already have this ability as they have fewer qualities to tag or compel than most Fey. But other Fey can learn this stunt as well, allowing them to spend a Fate point to become incorporeal to all except iron and magic. Shifting back is free, and the effect ends after the scene. A Haunt who takes this stunt is able to become incorporeal for free, and remain that way indefinitely.

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

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

Goblin: Makeshift tools – With this stunt, a Goblin's Engineering skill is never penalized for not having proper tools or a workroom. If he does have the proper tools, he adds +1 to his Engineering rolls.

Halfling/Goblin: Missed me, you big oaf! – Small and fast, Halflings and Goblins can be annoyingly difficult to hit. Once per scene, this stunt lets them spend a Fate point to completely avoid an attack from a foe larger than themselves.

Halfling: Nothing to fear! – Halflings can summon incredible bravery when it's required of them. This stunt gives them a constant +2 Resolve bonus against fear and intimidation effects.

Halfling: Sticky Fingers – Once per scene, this stunt allows a Halfling to spend a Fate point and simply declare that they have a specific item belonging to another person in their possession, so long as they aren't currently using it and the Halfling had a reasonable chance to acquire it sometime in the past. It must be something small enough to be carried around (so no pulling out a gyrocopter). This stunt also gives a +1 on Sleight of Hand tests to palm objects.

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.

Ork: First into the Fray – Orks love to get into fights, and this stunts 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 1st attack roll made in the 1st round of combat.

Ork: Nasty Reputation – 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, handcuffs, 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 vs. the target's Stealth if he's hiding, or for spells a base of Mediocre modified by Subtlety, 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 as 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 Dead Magic zone, etc. Common choices include Weapons, Stealth, Rapport, Mysteries, Alertness, and Sleight of Hand. For Guns, see the Spellslinger stunt below.

Sorcery: Essence – 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 it's 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.

Mana Warp	DC Average (+1), Mana Surge on +3	Low Mana	DC Great (+4)
High Mana	DC Fair (+2)	Very Low Mana	DC Superb (+5)
Normal Mana	DC Good (+3)	Mana Void	DC Fantastic, (+6), Mana Drain on -3
Aspected Domain	A region that has a higher or lower mana level when used for a specific Lore or Tradition		
Mana Storm	A temporary increase in a region's mana level, raising it 1-3 levels, often 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. It should be chosen from those available to his Sorcerous Order or race, unless he has had access to another source of Lore.

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: Spellslinger – The character has a specially prepared Spell Gun that allows him to use his Sorcery in place of his Guns skill. This works the same as Eldritch Skill, except it has no prerequisite, it is always subject to Harmonics, and it requires the use of the Spell Gun as a focus. One benefit of the Spell Gun is that it fires pure magical energy, so it never runs out of bullets and it can affect even ghosts or other intangible creatures. Another benefit is that a Wild Spell nearly always affects the target of the attack, not the Spellslinger, and if the attack achieves Spin, the Aspect lasts for the rest of the scene instead of just 1 round. The Spellslinger typically chooses not to resist a Wild Spell with a Harmonics roll, though he can if he wishes. However, each of the 6 Magic Bullets in a Spellgun has a specific Aspect that it creates, so the choices are not as wild and freeform as typical spellcasting. The exact bullet that hit is chosen at random (roll 1d6). Common examples include “Fear!”, “Nasty burns”, and “Glimpse the spirit of Death!”

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 Base range for all of your spells is “unaided sight” for free.
- **Expand Spell:** While holding this Talisman, you may affect an additional target, or a Large target, or a Technological target, for free.
- **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:** All Harmonics checks gain a +1 bonus.
- **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 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.

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 rd.

Stress Track: The Stress Track is handled a little differently than SotC. There is only 1 track, not 2, and characters get a base of only 3 points instead of 5, but both Endurance and Resolve add to it. 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:

Mild	It may be tagged by a foe with a Fate point for +2 or a reroll, as per the normal rules.
Moderate	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.
Severe	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 if you are in the Sahara.

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 boxes, -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 1st 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:

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

Weapon Flaws:

Non-Lethal	-1 damage, or -2 damage against a specific common target type or circumstance
Inaccurate	Targets may tag this as an Aspect to gain a +2 on their defense
Large Size 1	Requires both hands
Large Size 2	Must be mounted on a vehicle or wheels, such as a cannon
Large Size 3	Mounted in a massive vehicle or train car, or immobile
Preparation 1	Requires a supplemental action to ready before each attack
Preparation 2	Requires a full round action to ready before each attack
Preparation 3	Requires several minutes or more to ready between each attack
Unwieldy	(melee weapons only) This weapon is too heavy to parry well, you suffer -1 on Weapons defense
Unreliable	(technological weapons only) A Malfunction roll is needed on rolls of -2 or worse, not just -4 (-3 or worse with 1d6-1d6)

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 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.

Malfunctioning Gadgets: While the anachronistic Steam-tech of the Falkenstein setting is highly advanced, with automaton servants, calculation engines, and Aerocruisers, it is prone to malfunction at the most inopportune times. Whenever a user rolls -4 on his 4dF roll (or -5 on 1d6-1d6) while using a gadget, or whenever the GM feels it's appropriate and decides to Compel a Malfunction check, or when the gadget has lost all of its Stress boxes and someone still tries to use it, roll 4dF on the chart below. The 5's are on the table in case you are using 1d6-1d6.

4dF	Result
-4 (&-5)	Disaster! Roll twice and apply both results, if possible.
-3	The device goes up in a spectacular explosion! The Force is equal to the quality of the gadget, and the Area is twice the size of the gadget. (See Explosions, pg 272) Characters can try to reduce the damage with an Athletics roll. Success means they suffer only a consequence (lowest one available), while failure means they are taken out. The gadget is completely destroyed.
-2	The device begins working in reverse! A weapon does it's normal damage to its user instead of the target, a vehicle only drives backwards, etc. It remains this way until fixed, with a difficulty equal to the Quality of the gadget, and a few hours time.
-1	The gadget catches on fire! It does 1 point of damage per round to anyone holding it, or within a vehicle. If the fire is put out quickly (within a number of rounds equal to the gadget's stress boxes), the device is usable again. If allowed to burn longer than this, it is destroyed.
0	The gadget makes a weird noise, belches steam or smoke, and fails to operate for 1 round. After that, it operates normally again.
1	Failure is imminent! It works normally for 1 more round and then sputters and dies. It will require a few hours time and a repair roll equal to the Quality of the gadget to get it working again.
2	Out of control, the gadget goes wild! A weapon uncontrollably attacks anyone around it each round, a vehicle takes off at top speed with no way to control the direction, etc. A repair roll equal to the Quality of the item is needed to get it back under control, taking a minute (or whatever the GM feels is dramatic).
3	The item starts shaking and giving off smoke or steam as it tears itself apart from the inside. Users/passengers are blackened with smoke and blinded while they are in the same zone as the gadget, but otherwise unhurt. The gadget is destroyed.
4 (and 5)	Lucky Break! It hiccups for a second, coughs some steam, but does not malfunction in any serious way.

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).

Sample Spell construction: Say you want to cast a classic Fireball spell, and you have Superb Fire Lore. You decide to spend 2 points to increase the Area to 1 Zone, and leave the rest in Effect, which gives you a base of Good (+3) damage. You then roll your dice, alter the damage by the result (a roll of +1 increases the damage to +4), and the targets in the Zone each roll Athletics to try and dodge, reducing the 4 points of damage by their skill rolls.

Another example might be a Glamour spell to disguise your appearance. Since you want all viewers to be affected, you choose to create an Image instead of a Mirage. You want it to last a few hours (+3 Duration), and you spend 1 minute casting the spell as a Ritual (+1 Effect). You decide to cast the spell at Great +4, but you roll very well, getting another +3! After subtracting for 3 Duration and adding 1 for the Ritual, your Effect total is Superb, +5. That will be a difficult total for viewers to beat with their Awareness checks.

After you've cast the spell, you need to check for Harmonics. If you rolled +1 or higher, you need to check to see if the spell goes Wild. (The fireball might set the room "On Fire!", while the disguise may be so good that you begin to take on some of the personality of the role you are playing). If you rolled poorly, check for Backlash. In both cases, the difficulty is the level of the spell you originally cast (Superb for the Fireball, Great for the Disguise).

Augmentations:

Range	Base: Unaided sight or up to 3 Zones, whichever is less -1 Effect per step: 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
Duration	Base: Instant or a Few Moments (up to 1 rd per 2 levels of Sorcery) -1 Effect per 2 time steps
Targets	Base: 1 Medium sized target. -1 Effect per doubling of number of targets or larger size category. -1 Effect: if target is Technological, or has a lot of technological objects. -2 Effect: Change from individual targets to numbers of Zones.
Subject	Base: Either extremely well known to the caster, or within unaided sight. -1 Effect: Acquainted with subject, or possesses an object intimately tied to the subject (hair, nail clipping, favorite coat worn daily for years, etc) -2 Effect: 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 -3 Effect: Subjects are completely unknown to caster.
Subtlety	Base: 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. -2 Effect: Choose 1: silent spell, still spell, or pretend to cast a different spell -4 Effect: Spell is both still and silent. -1 Effect: Each point increases the difficulty for Astral Sight and Reveal spells to sense the spell.
Ritual	Base: It normally takes a round to cast a spell, "a few moments" on the time chart +1 Effect: 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.
Cooperative Casting	Base: Only the caster is involved in casting the spell +X Effect: Spellcasting can get 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 may 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 the maximum 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 cause the caster to be "Filled with Static Electricity". 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, including the caster! 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 1st 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.

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

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.

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 "dèjà 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 1st 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.

Sorcerous Orders and their Lore:

Although based on the lores given in the original Castle Falkenstein game, some Orders have had their lores changed or added to for the sake of balance. Sorcerous Orders from the supplements are included as well, and players and GMs are free to make up their own Orders. A character may choose 2 minor orders instead of 1 major order. A character may only tag his Sorcerous Order Aspect to aid in the casting of the spells listed for that order. A sorcerer may learn Lores within his Order at up to his rank in Sorcery. He may learn other Lores, but they are limited to only ½ his Sorcery rank.

Illuminati	Mind, Gateways, Reveal, Cantrips
Golden Dawn	Death, Gateways, Wards, Cantrips
Freemasons	Glamour, Matter, Fate, Cantrips
Knights Templar	Shapeshift, Telekinesis, Heart, Life
Temple of Ra	Time, Fate, Wards, Cantrips
White Lodge	Mind, Reveal, Heart, Fate
Order of St. Boniface	Life, Wards, Mind, Fate
Druids	Air, Earth, Fire, Water
Indian Magic	Beasts, Air, Life, Plants
Cabinet of Cups & Wands	Glamour, Telekinesis, Gateways, Cantrips
Order of Cthonian Time	Time, Wards, Reveal, Shapeshift
Chamber of El. Mysteries	Reveal, Matter, Ward, Cantrips
League of Isis	Shapeshift, Life, Heart, Cantrips
Order of Prospero	Reveal, Beasts, Plants, Air
Path of the Spirit World	Death, Life, Ward, Heart
Jester's Guild	Ward, Glamour, Heart, Cantrips
Foursquare of Harlech	Plants, Beasts, Water, Earth
Great Pipestone Lodge	Shapeshift, Death, Beasts, Reveal
Foursquare of the Red Tower	Death, Fate, Fire, Reveal
Steps of the Sun	Air, Earth, Beasts, Shapeshift
Order of the Golden Mean	Earth, Water, Matter, Wards
Way of the Liquid Breath	Fate, Matter, Ward, Cantrips
Garden of Fragrant Consciousness	Mind, Glamour, Reveal, Cantrips
Way of Rock (minor order)	Earth, Ward
Path of Water (minor order)	Water, Reveal
Bamboo Grove (minor order)	Plants, Telekinesis
Wind Flutes (minor order)	Air, Glamour
Students of the Worms (minor order)	Life, Shapeshift
Fey Folk Lores	Gateways, Glamour, Shapeshift, +1 other (usually determined by type)
Dragon Lores	Choose any 4, including at least 1 from: Fire, Heart, Shapeshift, Ward

Spell Memorization (Optional)

Not all GMs like freeform spellcasting. It can slow the game down with the need to allocate Effect to range, duration, and all the other variables. It can also allow characters to do all kinds of unexpected things that may derail the plot. Finally,

some GMs may prefer to limit Sorcery a bit more in order to keep it better balanced with other skills. So, I will now present several optional rules to require Spell Memorization and either eliminate or reduce freeform casting.

Option 1: Sorcerers must memorize all their spells while at their Order's chapterhouse. They may memorize 1 spell per level of Sorcery per Lore they know. So a Superb Sorcerer who knows the Plant and Earth lores may memorize 5 Plant spells and 5 Earth spells. Cantrips allow just 1 spell per each of the cantrip lores known. To memorize a spell, describe its effects and set up all the spells' variables using the augmentation list above (range, duration, targets, ritual, cooperation, etc). Each time the spell is cast, it will use these same variables. The Sorcerer does not forget the spell when it's cast, but he may only change his memorized spells by studying the lores again back at the chapterhouse (they almost never allow the lore, or copies of it, to leave the chapterhouse, and any member caught taking such information may be punished.) It takes "*a few hours*" of study per spell that is to be changed, and that is reduced by 1 time step per level of Mysteries. (So Great Mysteries would reduce that to just "*a minute*" per spell!) Under this option, spells cannot be cast freeform at all, one must study the lore and memorize any spell before it can be cast.

Option 2: Same as Option 1 above, but Sorcerers may still cast freeform magic with difficulty. Any freeform spell requires either a Fate point or additional time to cast (+1 Time step from "*a few moments*" per base spell level, so a Superb spell would take either a half hour or a Fate pt).

Option 3: Same as either Option 1 or 2 above, except some stunts may allow more flexibility and some freeform casting.

Flexible Spells (Sorcery) – This stunt allows the Sorcerer to leave 1 Augmentation in each spell open, to be determined each time it's cast. The open variable is determined when it's memorized. By shifting this 1 variable, the sorcerer may cast a weaker or stronger version of the spell.

Minor Lore Mastery (Sorcery) – This stunt allows the sorcerer to cast minor freeform spells (either instead of a Fate pt or extra time, or at all, depending upon the option used). The freeform spells are either limited to ½ your Lore level (rd down), or spells up to ½ your level may be cast with no additional time or Fate point, and any higher level spell's additional time is reduced by ½ your Lore level. So, a Superb Fire Lore sorcerer can cast up to Fair spells without memorizing them, and spells of a higher level reduce their additional time required by 2 steps if that option is used.

Spell Weaving (Sorcery, Req: Gather Mana) – Using this stunt, the sorcerer is able to weave freeform spells using only the mana that he gathers, not his own Sorcery skill level. All freeform spells therefore start at a base effect of 0, and can only be increased by weaving gathered mana into the spell. If he gathers 3 points of mana, then that's what he has to work with to create the spell, unless he wants to release it and try again next round rather than weaving the spell.

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 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.

Hand of FATE – Using Playing Cards instead of dice in SoS&S

This is a way to play FATE3e with a deck of cards instead of dice. Castle Falkenstein made a point of saying that gentlemen prefer cards, and would not be seen playing with dice! Now you can use the FATE rules and still be a gentleman!

Hands of FATE: Instead of FATE points, every player starts the session by drawing a number of cards equal to their FATE point refresh value from a standard deck of playing cards, including the jokers. Leave the remaining cards in a stack to draw from randomly during the game. The Hand of FATE replaces the FATE points in all ways in the game.

Task Resolution: Whenever a standard 4dF roll is called for, draw 1 random card from the deck. If the player accepts the draw, then it stands. If he wants to play a card from his Hand of FATE, then he may invoke or tag an Aspect and perform one of these 3 choices (If you cannot tag an appropriate Aspect, the card may only be played face down for a +1 bonus) After a card has been played in any of the 3 ways, it is put in the discard pile. :

He can **play the card face up**, in which case the card from his hand replaces the random card.

He can **play the card face down**, giving a flat +2 bonus to the total.

He can **discard the card** from his hand, which cancels the random card and a new random card is drawn from the deck.

Value of the cards: In general, black cards are positive numbers and red cards are negative numbers. If it helps, you can remember that being "in the black" is a common phrase that means you are in the positive or making a profit, and being "in the red" means you are in the negative or taking a loss. Some cards will also have special abilities.

Cards	Black	Red	Notes
A, 2, 3, 4	+1	-1	
5, 6, 7	+2	-2	
8, 9	+3	-3	
10	+4	-4	
2 Aces	+5	-5	When a 2 nd Ace is played on top of another face up Ace, its value becomes 5. The 2 nd Ace's color determines whether it's positive or negative.
Jack	0	0	
Queen	0	0	Also, draw a random card to add to your Hand of FATE
King	+Skill	-Skill	The King is worth the same as the skill being used, either doubling it or canceling it
Joker	-	-	Reverse the color/value of another card, or draw 2 random cards and add them together.

Gaining more cards: Additional FATE cards are gained by drawing or playing a Queen, as well as GM compels, which are the typical method for gaining more FATE.

What to do with Negative cards?: A player may play cards on another character's tests that directly involve him (the character is attacking him, for instance) by tagging that character's Aspects, scene Aspects, etc. When you tag, you may choose to affect their test rather than yours, and that is the best time to use that red 10. You may also use negative cards by discarding them for the +2 or playing them face down for another random draw.

End Note: This is not an official work, and is not intended for sale or to infringe in any way on the Castle Falkenstein copyright. It is not endorsed by R Talsorian Games, SJ Games, or Evil Hat Productions. It is simply an attempt to translate a setting I love to a system I love, and I think the 2 go together well. Readers are encouraged to buy the Castle Falkenstein books to learn more about this incredible setting. The purpose of this work is not to reproduce the entire setting, only provide suggestions on how to adapt it to FATE v3 / SotC rules.