DEFINING SKILLS

A skill is a word that describes a broad family of competency at something - such as Athletics, Fight, or Deceive - which your character might have gained through innate talent, training, or years of trial and error. Skills are the basis for everything your character actually does in the game that involves challenge and chance (and dice).

Skills are rated on the adjective ladder. The higher the rating, the better your character is at the skill. Taken together, your list of skills gives you a picture of that character's potential for action at a glance - what you're best at, what you're okay at, and what you're not so good at.

We define skills in two ways in Fate - in terms of the game actions that you can do with them, and the context in which you can use them. There are only a handful of basic game actions, but the number of potential contexts is infinite.

THE BASIC GAME ACTIONS

We cover these in more detail in Actions and Outcomes, but here's a quick reference so that you don't have to flip all the way over there right now.

Overcome: True to its name, you tackle some kind of challenge, engaging task, or hindrance related to your skill.

Discover: Whether you're learning something more about the situation or trying to introduce a new detail into the story, discover reveals more about the world around you.

Create an Advantage: When you're exploiting an opponent's weakness or creating a situation that helps you succeed, creating advantages allows you and create aspects and get free invocations.

Attack: You try to harm someone in a conflict. That harm may be physical, mental, emotional, or social in nature.

Defend: You try to keep someone from harming you, getting past you, or creating an advantage to use against you.

Oppose: While not technically an action, you can frequently use skills to oppose the actions of your opponents or otherwise prevent something from happening.

There are also some special effects that some skills perform, such as giving you additional stress boxes for a conflict. See Physique and Will in the default skill list below for examples.

Even though there are only four actions that all skills adhere to, the skill in question lends context to the action. For example, both Burglary and Crafts allow you to create an advantage, but only under very different contexts - Burglary allows you to do it when you're casing a place you're about to break into, and Crafts allows you to do it when you're examining a piece of machinery. The different skills let you differentiate the PCs' abilities from one another a bit, allowing each person to have a unique contribution to the game.

SPECIALIZATIONS

Some skills cover a lot of ground, so much so that experts in a particular field might only be knowledgeable in a small portion of what's included in the skill. These skills allow characters to have **specializations** representing advanced education, specialized training, or extensive experience related to a subset of that skill. Skills which allow for specializations list sample specializations in their descriptions.

Specializations are only involved with overcome, discover, and create an advantage actions based on having specialized knowledge. Precisely how the specialization affects skill use depends on the situation - a specialization can be either **required** or **beneficial**, as determined by the GM.

Required Specializations

If the specialization is deemed necessary to the situation and you have the required specialization, then you may use the skill as normal. If you do not have the required specialization but have the skill at a rank of Fair (+2) or higher, you may still use the skill, but you must treat it as though it was two ranks lower. If you have the skill ranked at Average (+1) or lower, you may not attempt to use the skill in any action that requires the necessary specialization.

John is analyzing samples taken from the site of a reported attack. He has Science at Good (+3) and a specialization in Geology. The GM says that identifying the samples requires a specialization in Botany, so John's attempt to learn what he's looking at will be at Average (+1). If John had specialized in Botany instead of Geology, he'd be able to use his skill at Good (+3).

In rare circumstances the GM may rule that a specialization is so unusual or obscure that a character absolutely must possess the specialization in order to use it. This can be a fun way to show of a character's specializations, assuming that one of characters actually has the specialization. If none of them do, the GM should have a good reason for requiring such an unusual specialization in the story. It would also be a good idea to have another way for the characters to acquire any necessary information - such as an NPC with the necessary specialization.

A specialization is essentially a free stunt that's available under multiple skills - assuming the character has the skill at rank of Fair (+2) or better.

Beneficial Specializations

In many circumstances specializations are not required, but having the right one could still help you out. If a you have a specialization which the GM deems beneficial to a particular action, you may treat the skill as though it was one rank higher when using the skill.

Only one bonus from specializations can be used on a single action, regardless of how many relevant specializations you may have. If you have a specialization that may be beneficial to an action that also requires a specialization, you may only receive a bonus if you also possess the required specialization.

> *Sam is looking through historical records trying to determine where the Madrigal family settled after Planetfall. She has Academics at Fair (+2) and a specialization in Post-Colonization Human History. The GM says the specialization should definitely make things easier, so Sam attempts her action at Good (+3).*

Limits of Specializations

Specializations cannot be used for attack or defend actions, nor can they be used for actions when the information provided by the specialization is only tangentially connected to the action. The specialization should be clearly related to the action being attempted in order to provide any bonus.

Gaining Specializations

Characters must possess a rank of at least Fair (+2) or higher in a skill in order to select a specialization within that skill, and specializations can only be gained for those skills which list sample specializations in their description. Characters are not limited to the sample specializations listed with the skill, and players can come up with any specialization they find interesting, subject to the following conditions.

The specialization must...

• be appropriate to the skill.

• be appropriate to the setting.

• be related to one of the character's aspects.

Any questions regarding the appropriateness of the specialization to the skill or setting are handled by the GM. The relevant character aspect should provide a logical explanation of how the character acquired their expertise in the area of their specializtion.

When creating a character, you may select up to two specializations at no cost - provided you possess one or more appropriate skills at the required rank. Stunts may allow additional free specializations to be taken during character creation. Characters may also be able to develop specializations through character advancement.

Defining Stunts

A stunt is a special trait your character has that changes the way a skill works for you. Stunts indicate some special, privileged way a character uses a skill that is unique to whoever has that stunt, which is a pretty common trope in a lot of settings - special or elite training, exceptional talents, the mark of destiny, genetic alteration, innate coolness, and a myriad of other reasons all explain why some people get more out of their skills than others do.

Unlike skills, which are about the sort of things anyone can do in your campaign, stunts are about individual characters. For that reason, the next several pages are about how to make your own stunts, but we'll also have example stunts listed under each skill in the Default Skill List.

Having stunts in your game allows you to differentiate characters that have the same skills as one another.

> *Landon and Cynere both have a high Fight skill, but Cynere also has the Warmaster stunt, which makes her better at creating advantages with the skill. This differentiates the two characters a great deal - Cynere has a unique capability to analyze and understand her enemies' weaknesses in a way Landon doesn't.*
>
> *One might imagine Cynere starting a fight by testing an enemy with moves and jabs, carefully assessing her opponent's limits before moving in for a decisive strike, whereas Landon is happy to wade in and chop away.*

You can also use this to set apart a certain set of abilities as belonging to a dedicated few, if that's something your setting needs. For example, in a contemporary setting, you might feel that there shouldn't be a base skill that allows just anyone to have medical training. (Unless, of course, it's a game about doctors.) However, as a stunt for another, more general knowledge skill (like Lore), you can have one character be "the doctor" if that's what the player wants.

GMs, if you have some particular set of abilities you want to reinforce as being important or unique to your game, you're going to want to create a list of stunts that the players can reference during character creation. Usually, you'll do this as part of creating extras; see the Extras chapter starting on page 269 for more details.

Stunts and Refresh

Characters may choose a number of free stunts during character creation, normally three. Taking a new stunt beyond the first three reduces your character's refresh rate by one.

Building Stunts

In Fate, we allow players to take stunts during character creation, or leave open the option to take stunts during play. There are a number of example stunts listed under each skill entry below. These are not a hard and fast list; rather, they're there to show you how to create your own (though you can certainly lift directly from the book if you'd like to).

We also have a list of all the things that stunts can potentially do, to help you when you're coming up with them for your game. When in doubt, look at the listed stunts for guidance, as well as those the example characters have.

Adding a New Action to a Skill

The most basic option for a stunt is to allow a skill to do something that it normally can't do. It adds a new action onto the base skill in certain situations, for those with this stunt. This new action can be one that's available to another skill (allowing one skill to swap for another under certain circumstances), or one that's not available to any skill.

Here are some new action stunts:

• Backstab. You can use Stealth to make physical attacks, provided your target isn't already aware of your presence.

• The Fight in the Dog. You can use Provoke to enter the kinds of contests that you'd normally need Physique for, whenever your ability to psych your opponent out with the force of your presence alone would be a factor.

• You're Never Safe. You can use Burglary to make mental attacks and create advantages against a target, by staging a heist in such a way as to shatter their confidence in their security.

Adding a Bonus to an Action

Another use for a stunt is to give a skill an automatic bonus under a particular, very narrow circumstance, effectively letting a character specialize in something. The circumstance should be narrower than what the normal action allows, and only apply to one particular action or pair of actions.

The usual bonus is +2 to the skill total. However, if you want, you can also express the bonus as two shifts of additional effect after the roll succeeds, if

> Just because you have a stunt doesn't mean you always have to use it when it becomes relevant. Using a stunt is always a choice, and you can opt not to use a stunt if you don't think it would be appropriate or you just don't want to.
>
> For example, you could have a stunt that allows you to use Fight in place of Athletics when defending against arrows and other missile attacks. Whenever you're attacked by an archer, you can choose to use Fight - or simply use Athletics as anyone else would. It's entirely your choice.

that makes more sense. Remember, higher shifts on a roll allow your action to be more effective in certain ways.

You can also use this to establish any effect worth two shifts as an additional benefit of succeeding at the skill roll. This might be Fair (+2) passive opposition, the equivalent of a 2-point hit, a mild consequence, or an advantage that takes Fair (+2) opposition to remove.

Here are some examples of adding a bonus to an action:

• Arcane Expert. Gain a +2 bonus to create an advantage using Lore, whenever the situation has specifically to do with the supernatural or occult.

• Lead in the Air. You really like emptying magazines. Any time you're using a fully automatic weapon and you succeed at a Shoot attack, you automatically create a Fair (+2) opposition against movement in that zone until your next turn, because of all the lead in the air. (Normally, you'd need to take a separate action to set up this kind of interference, but with the stunt, it's free.)

> Players, when you're building stunts that give an action bonus, look out for situations that seem like they'd only come up rarely in play. Like, the Arcane Expert stunt above would be inappropriate if your game doesn't deal with the supernatural a lot, and Child of the Court will be useless if your campaign doesn't deal with the nobility on a fairly regular basis. If you don't think you'll use the stunt at least twice in most of your game sessions, change the condition associated with the bonus.
>
> GMs, it's on you to help the players make sure their stunts see use—look at the conditions they choose here as a "laundry list" of stuff that you want to trend toward in your sessions.

- Child of the Court. Gain a +2 bonus to any attempt to overcome obstacles with Rapport when you're at an aristocratic function, such as a royal ball.

CREATING A RULES EXCEPTION

Finally, a stunt can allow a skill to make a single exception, in a narrow circumstance, for any other game rule that doesn't precisely fit into the category of an action. The Challenges, Contests, and Conflicts chapter is full of different little rules about the circumstances under which a skill can be used and what happens when you use them. Stunts can break those, allowing your character to stretch the boundaries of the possible.

The only limit to this is that a stunt can't change any of the basic rules for aspects in terms of invoking, compelling, and the fate point economy. Those always remain the same.

Here are some stunts that create rules exceptions:

- Ritualist. Use Lore in place of another skill during a challenge, allowing you to use Lore twice in the same challenge.

- Hogtie. When you use Crafts to create a Hogtied (or similar) advantage on someone, you can always actively oppose any overcome rolls to escape the hogtie (also using Crafts), even if you're not there. (Normally, if you weren't there, the escaping character would roll against passive opposition, making it a lot easier to escape.)

- Riposte. If you succeed with style on a Fight defense, you can choose to inflict a 2-shift hit rather than take a boost.

BALANCING STUNT UTILITY

If you look at most of the example stunts, you'll notice that the circumstances under which you can use them are pretty narrow compared to the base skills they modify. That's the sweet spot you want to shoot for with your own stunts - you want them to be limited enough in scope that it feels special when you use them, but not so narrow that you never see them come up after you take them.

If the stunt effectively takes over all of the skill's base actions, it's not limited enough. You don't want a stunt replacing the skill it modifies.

The two main ways to limit a stunt are by keeping its effects to a specific action or pair of actions (only creating an advantage or only attack and defend rolls), or by limiting the situations in which you can use it (only when you're among nobles, only when it deals with the supernatural, and so on).

For the best results, use both - have the stunt restricted to a specific action, which can only be used in a very specific in-game situation. If you're worried about the situation being too narrow, back

Fate Point-Powered Stunts

Another way to restrict how often a stunt comes into play is to have it cost a fate point to use. This is a good option if the desired stunt effect is very powerful, or there doesn't seem to be a good way for you to change the wording of the stunt to make it come up less often in play.

Our best advice for determining what really powerful means is that it either goes beyond the specified limits we gave above (so, if it adds a new action to a skill and a bonus), or significantly affects conflicts. Specifically, almost any stunt that allows you to do extra stress in a conflict should cost a fate point to use.

up and think of the ways the skill might be used in play. If you can see the stunt being relevant to one of those uses, you're probably on the right track. If you can't, you may need to adjust the stunt a little to make sure it'll come up.

You can also restrict a stunt by only allowing it to be used once in a certain period of game time, such as once per conflict, once per scene, or once per session.

Lenny's considering a stunt for Landon called "My Blade Strikes True." He wants it to add two shifts to any successful Fight attack when he wields his personal, custom-forged family sword.

Amanda thinks it over. It fulfills all the criteria for limitations, but there's one problem—neither Amanda nor Lenny can envision very many situations where Landon wouldn't be using his heirloom sword. So he'd basically be able to use that stunt every time he attacked someone, which would replace the normal use of the Fight skill. She decides that's too much, and asks him to modify the stunt.

Lenny thinks about it, and says, "Well, how about if it lets me do that whenever I'm fighting a member of a rival family with my heirloom sword?"

Amanda asks, "Were we going to establish rival families to the Darkwoods in this game? I thought the point was for you guys to travel all over the place and get a bit lost in the world."

Lenny agrees that it probably wouldn't come up often enough, and thinks some more.

Then it comes to him. "How about this—what if, when someone uses their 2-point stress box to absorb one of my Fight attacks with the sword, I can make them use their mild consequence instead?"

Amanda likes this, because it'll come up in nearly every conflict Landon gets into, but it won't be something he can take advantage of every exchange. She asks for a further restriction of one use per conflict, and they call it done.

On Landon's sheet, Lenny writes:

- *My Blade Strikes True. Once per conflict, you can force the opponent to use a mild consequence instead of a 2-point stress box on a successful Fight attack with your heirloom sword.*

STUNT FAMILIES

If you want to get detailed about a particular kind of training or talent, you can create a stunt family for it. This is a group of stunts that are related to and chain off of each other somehow.

This allows you to create things like fighting styles or elite schools in your setting and represents the benefits of belonging to them. It also helps you get specific about what types of specialized competencies are available, if you want to give your game a sense of having distinct "character classes" - so there might be an "Ace Pilot" or a "Cat Burglar" family of stunts.

Creating a stunt family is easy. You make one stunt that serves as a prerequisite for all the others in the family, qualifying you to take further stunts up the chain. Then, you need to create a handful of stunts that are all related somehow to the prerequisite, either stacking the effects or branching out into another set of effects.

STACKING EFFECTS

Perhaps the simplest way of handling a related stunt is just making the original stunt more effective in the same situation:

- If the stunt added an action, narrow it further and give the new action a bonus. Follow the same rules for adding a bonus - the circumstances in which it applies should be narrower than that of the base action.

- If the stunt gave a bonus to an action, give an additional +2 bonus to the same action or add an additional two-shift effect to that action.

- If the stunt made a rules exception, make it even more of an exception. (This might be difficult depending on what the original exception is. Don't worry, you have other options.)

Keep in mind that the upgraded stunt effectively replaces the original. You can look at it as a single super-stunt that costs two slots (and two refresh) for the price of being more powerful than other stunts.

Here are some stunts that stack:

- Advanced Warmaster. (requires Warmaster, p. 299.) When you're fighting anyone who is armed with a sword, you get a further +2 bonus to creating an advantage using Warmaster.

- Scion of the Court. (requires Child of the Court, p. 90.) When you overcome an obstacle with Child of the Court, you may additionally create a situation aspect that describes how the general attitude turns in your favor. If anyone wants to try and get rid of this aspect, they must overcome Fair (+2) opposition.

- Advanced Ritualist. (requires Ritualist, p. 91.) You gain a +2 bonus when you use Lore in place of another skill during a challenge. This allows you to use Lore twice in the same challenge.

BRANCHING EFFECTS

When you branch, you create a new stunt that relates to the original in terms of theme or subject matter, but provides a wholly new effect. If you look at stacking effects as expanding a stunt or skill vertically, you can look at branching effects as expanding them laterally.

If your original stunt added an action to a skill, a branching stunt might add a different action to that skill, or it might provide a bonus to a different action the skill already has, or create a rules exception, etc. The mechanical effect isn't connected to the prerequisite stunt at all, but provides a complementary bit of awesome.

This allows you to provide a few different paths to being awesome that follow from a single stunt. You can use this to highlight different elements of a certain skill and help characters who are highly ranked in the same skill differentiate from each other by following different stunt families.

As an example of how this works, let's take a look at the Deceive skill. If you look at the skill description, there are several avenues that we might enhance with stunts: lying, sleight of hand and misdirection, disguise, creating cover stories, or social conflict.

So let's make our first stunt something like this:

- Fast Talk. You get a +2 to overcome obstacles with Deceive, provided you don't have to talk to the person you're trying to deceive for more than a few sentences before blowing past them.

Here are some potential options for branching off of that stunt:

- Quick Disguise. (requires Fast Talk.) You're able to put together a convincing disguise in a heartbeat, using items from your surroundings. You can roll Deceive to create a disguise without any time to prepare, in nearly any situation.

- Instant Cover. (requires Fast Talk.) You can whip up a cover story like no one's business, even if you haven't made an effort to establish it beforehand. Any time you overcome an obstacle in public using Deceive, automatically add a situation aspect representing your cover story, and stick a free invocation on it.

- Hey, What's That? (requires Fast Talk.) Gain a +2 bonus whenever you're using Deceive to momentarily distract someone, as long as part of the distraction involves saying something.

Every one of those stunts thematically relates to very quick, spontaneous uses of Deceive, but they each have a different flavor of awesome.

The Skill List

Here is a basic list of example skills for you to use in your Fate games along with example stunts tied to each. They're the ones we're using for all the examples in this book, and should give you a good foundation from which to tweak your own lists, adding and subtracting skills as best fits your setting. For more on creating your own skills, see the Extras chapter.

Each skill description contains a list of game actions that you can use the skill for. This list is not necessarily exhaustive - see our guidelines for what to do with edge cases on page 202.

Animal Handling

Animal Handling focuses on how characters interact with animals, both wild and domesticated. This includes the care, feeding, and training of domesticated animals, understanding or interpreting the behavior of wild animals, and controlling or directing an animal while riding.

Overcome: Animal Handling allows you to maintain control of a mount under stressful conditions, force it to leap a chasm...

Discover: Use Animal Handling to assess animal behavior...

Skills and Gear

Some of the skills, like Shoot and Crafts, imply the need for gear. We presume by default that if you have a skill, you also have the tools you need to use it, and that the effectiveness of those tools is built into the skill result. If you want to make gear special, you'll want to look at the Extras chapter.

Create an Advantage: Creating an advantange with Animal Handling...

Attack: Animal Handling is not meant as an attack skill.

Defend: Use Animal Handling to control your mount in response to an attack...

Oppose: Opposing with Animal Handling...

Animal Handling Stunts

- **Trick Rider:** You automatically succeed at any overcome action that involves movements in the saddle, standing up on your mount, or other riding tricks.

Artisan

The Artisan skill focuses on the creation, production, or preparation of common goods and equipment. It is often used in the game to earn money or create simple gear. This includes everything from making clothing or arrows to crafting armor and smithing spears and swords. Artisan can also be used to repair or customize equipment and generally handles the crafting of any simple items. More complex items are typically handled with Engineering.

Overcome: The Artisan skill allows you to make, break, or fix things related to your specialization...

Discover: Use Artisan to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Artisan...

Attack: Artisan is not meant as an attack skill.

Defend: Artisan is similarly not normally used to defend.

Oppose: Artisan is rarely used to oppose the actions of others.

Artisan Specializations

- Bowyer
- Engraver
- Fletcher
- Gunsmith

Artisan Stunts

- **Always Making Useful Things**
  You never have to spend a fate point to declare you have the proper tools for a job, even in extreme situations (like being imprisoned and separated from all your stuff).

Athletics

The Athletics skill represents your character's general level of physical fitness, dexterity, and speed. Whereas physical power and endurance are covered by Physique, Athletics covers running, jumping, climbing, and other broadly physical activities that depend on how good you are at moving your body with speed, grace, or precision. It is often used to navigate obstacles, evade danger, or in competition with other characters. Athletic ability can be the result of experience, training, and natural talent, as well as all manner of enhancements or augmentations.

Overcome: Athletics allows you to overcome any obstacle that requires physical movement - jumping, running, climbing, swimming, etc. If it resembles something you'd do in the decathlon, you roll Athletics. You use overcome actions with Athletics to move between zones in a conflict if there's a situation aspect or other obstacle in your way. You also roll Athletics to chase or race in any contests or challenges that rely on these types of activities.

Discover: Athletics is not meant as a discover skill.

Create an Advantage: When you're creating an advantage with Athletics, you're jumping to high ground, running faster than the opponent can keep up with, or performing dazzling acrobatic maneuvers in order to confound your foes.

Attack: Athletics is not meant as an attack skill.

Defend: Athletics is a catchall skill to roll for defense in a physical conflict, against closequarters and ranged attacks. You can also use it to defend against characters trying to move past you, if you're in a position to physically interfere with whoever's making the attempt.

Oppose: As with defend, Athletics is the go-to skill for moving to interfere with someone elses's action.

Athletics Stunts

- **Sprinter**
  You move two zones for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement.

- **Hardcore Parkour**
  Gain +2 to overcome actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

- **Dazing Counter**
  When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the Dazed situation aspect to your opponent with a free invoke, instead of just a boost.

- **Acrobat**
  Gain a +2 bonus to creating an advantage with Athletics when making impressive acrobatic manoeuvres like leaps, rope swings, balancing on tightropes or narrow ledges.

Bureaucracy

Bureaucracy covers the ability effectively operate within and accomplish tasks involving governments and other large organizations. This includes everything from getting permits, setting appointments, identifying officials, and navigating laws and regulations to finances, organizational management, logistics, government custom and tradition, bribery, and assorted means unraveling red tape.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Bureaucracy Stunts

- **Cog in the Machine**
  You're expert at operating in a greater organisational structure, whether a Core Worlds bureaucracy, Pansectorate or instrumentality command structure, or corporacy hierarchy. Use your Bureaucracy skill to take organisation actions.

Composition

Composition is all about inspiring change and influencing people through creative works and is commonly used to influence characters with the written word. It operates similarly to Rapport, Manipulate, and Deceive but represents trying to influence others without being able to see or hear them. This skill also covers the creation or perfor-

mance of other artistic works, such as dance, graphic design, music, painting, poetry, sculpture, and other forms of art.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Arts Specializations

- Painting
- Poetry
- Play Instrument
- Sculpting

Arts Stunts

- Trick Rider: You...

Conceal

Conceal is the art of hiding things from detection. It includes hiding objects on your person, making objects appear to be something else, camouflaging larger objects, creating or identifying hiding places within structures, and other similar activities. Conceal differs from Stealth primarily in that the character is trying to hide objects or other people.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Conceal Stunts

- Trick Rider: You...

Contacts

Contacts is the skill of knowing and making connections with people and covers all manner of social networking. It is a measure of your character's reputation, social clout, and connections with people who can help out when you need it. Contacts covers locating people and tracking down other information using your social connections.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Contacts Stunts

- **Ear to the Ground**
  Whenever someone initiates a conflict against you in an area where you've built a network of contacts, you use Contacts instead of Notice to determine turn order, because you got tipped off in time.

- **Rumormonger**
  +2 to create an advantage when you plant vicious rumors about someone else.

- **The Weight of Reputation**
  You can use Contacts instead of Provoke to create advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate aspect to pair with this stunt.

Cover

The Cover skill involves convincing others you are someone else, preparing and maintaining a false identity, and going unnoticed in a crowd. This includes the ability create or recognize false identification, mimic others, forge official documents, and remain inconspicuous in plain sight.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Cover Stunts

• Trick Rider: You...

Deceive

The Deceive skill represents the ability to to deceive others through lies, falsehoods, and half-truths.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Deceive Stunts

• **Lies upon Lies**
+2 to create a Deceive advantage against someone who has believed one of your lies already during this session.

• **Mind Games**
You can use Deceive in place of Provoke to make mental attacks, as long as you can make up a clever lie as part of the attack.

• **One Person, Many Faces**
Whenever you meet someone new, you can spend a fate point to declare that you've met that person before, but under a different name and identity. Create a situation aspect to represent your cover story, and you can use Deceive in place of Rapport whenever interacting with that person.

Drive (Operate, Pilot)

Drive and its related skills (Operate and Pilot) cover directly operating vehicles. Each is a separate skill, and one does not convey aptitude over another. The default description uses Drive, but the skill works essentially the same for the other versions. Drive refers to primarily to driving automobiles, but includes any vehicle operated of roughly the same size that is operated in more or less the same way - motorcycles, boats, hovercraft, etc. If it's got a steering wheel and a throttle, you probably use Drive. Operate covers vehicles and equipment with more complex or unusual controls - typically heavy machinery and tracked vehicles. Pilot refers to vehicles operated in three dimensions - aircraft and spacecraft being the prime examples. Riding animal mounts is covered with the Animal Handling skill.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Driving Stunts

• **Hard to Shake**
+2 to Drive whenever you're pursuing another vehicle in a chase scene.

• **Pedal to the Metal**
You can coax more speed out of your vehicle than seems possible. Whenever you're engaged in any contest where speed is the primary factor (such as a chase or race of some kind) and you tie with your Drive roll, it's considered a success.

• **Ramming Speed!**
When ramming another vehicle, you ignore two shifts of damage. So if you ram and hit for four shifts, you only take two yourself.

Insight

Insight involves being able to spot differences in speech and body language to recognize changes in a person's mood or bearing. This is normally used in social situations and only applies to evaluating the behavior of intelligent creatures; assessing the behavior of animals is the purvue of Animal Handling. While it can be used with virtually any sentient being, Insight tends to be less effective when dealing with species with which you are unfamiliar. The more alien or enigmatic the being, the more difficult it is to gain insight into its behavior.

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Discover: Use Arts to appraise items related to your specialization...

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Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

INSIGHT STUNTS

- **Lie Whisperer**
  Gain a +2 Empathy bonus to detect lies, whether aimed at you or someone else.

- **Nose for Trouble**
  Use Empathy instead of Notice to determine initiative in a conflict, as long as you've observed or spoken to those involved for a few minutes during the same scene.

ENGINEERING

Engineering is the understanding of large-scale or complex machinery, buildings and other load-bearing structures, mechanical craftsmanship, fabrication, and manufacturing processes. While an in-depth understanding of how pieces of technology function is covered by Science and the use of complicated equipment or computers is handled with Technical, Engineering can still be useful in gaining a basic understanding of how different components of complex technology interact with one another. This allows for basic operation, quick repairs, and figuring out how to break things quickly and efficently. This skill also covers munitions and the use of explosives, including safe handling and proper placement.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

ENGINEERING STUNTS

- **Better than New!**
  Whenever you succeed with style on an overcome action to repair a piece of machinery, you can immediately give it a new situation aspect (with a free invoke) reflecting the improvements you've made, instead of just a boost.

HAND-TO-HAND

Hand-to-Hand represents the ability to engage close quarters combat (within the same zone) without the use of weapons, though simple weapons like brass knuckles might be included. This skill includes the use of martial arts as well as attacks made by animals using natural weapons like claws and teeth. The use of weapons like knives, swords, and spears is handled with Melee Weapons.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

HAND-TO-HAND STUNTS

- **Martial Arts Specialist**
  You specialise in martial arts, possibly a specific school or style. Gain a +2 bonus to create an advantage actions when using your martial arts moves.

HEAVY WEAPONS

The Heavy Weapons skill refers to the use of advanced weapons too large to be handled with Small Arms. This includes heavy blazer weapons, assorted launchers, flamethrowers, and other heavy assault weapons, as well as indirect-fire weapons like mortars. This skill can also be used for large vehicle-mounted weapons, though such weapons are exceedingly rare.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantage with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Heavy Weapons Stunts

• **Covering Fire**
Pin down opponents with a withering hail of gunfire. On a successful Ranged Combat attack action with a fully automatic weapon, you also create Fair (+2) opposition against movement actions in the affected zone until your next turn. Usually this kind of interference would require a separate create an advantage action, but this stunt provides it in addition to the normal result of your attack.

Investigate

Investigate is the art of searching for clues, analyzing evidence, piecing together evidence, solving mysteries, and making logical deductions from facts. It's the skill you use to find things out and represents the ability to find things out using planned effort and examination. Whereas Notice revolves around situational alertness and surface observation, Investigate revolves around concentrated effort and in-depth scrutiny. As with Academics and many other skills, Investigate covers a wide variety of related disciplines: searching an area for anything out of the ordinary, canvassing witnesses, using libraries or other information repositories for research, and other assorted means of gathering evidence. Actions like removing evidence, staging the scene of a crime, or planting physical evidence also use this skill.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantage with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Investigate Stunts

• **Attention to Detail**
You can use Investigate instead of Empathy to defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.

• **Eavesdropper**
On a successful Investigate roll to create an advantage by eavesdropping on a conversation, you can discover or create one additional aspect (though this doesn't give you an extra free invocation).

• **The Power of Deduction**
Once per scene you can spend a fate point (and a few minutes of observation) to make a special Investigate roll representing your potent deductive faculties. For each shift you make on this roll you discover or create an aspect, on either the scene or the target of your observations, though you may only invoke one of them for free.

Lore

The Lore skill is about unusual collections of knowledge. Lore is about the breadth of what people believe is true about the world, not necessarily what is true. Whereas Scholarship revolves around formal classroom education and Science covers in-depth study and understanding of reality, Lore involves folklore, mysticism and occultism, mythology, theology, conspiracy theories, and fringe science. This skill can also be used to represent knowledge gathered through first-hand experience that doesn't necessarily convey true understanding - things like herbology and folk medicine. By default, Lore only covers the religious beliefs, mythology, folklore, etc. of the culture described in your backgrounds. Information from other cultures is handled through specializations.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantage with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Lore Specializations
- Bowyer
- Engraver
- Fletcher
- Jeweler

Lore Stunts
- Trick Rider: You...

Manipulate

Manipulating others in social situations - often through furtive, dishonest, or underhanded means - is the purview of the Manipulate skill. This includes exploiting feelings of guilt, fear, anger, shame, sorrow, grief, love, lust, etc. If you're trying to get someone to act against their best interests, intimidate them, or influence them without their realizing it, you're probably using Manipulate. More positive, forthright, or cooperative social interactions are handled with Rapport.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Manipulate Stunts
- **Armor of Fear**
  You can use Provoke to defend against Fight attacks, but only until the first time you're dealt stress in a conflict. You can make your opponents hesitate to attack, but when someone shows them that you're only human your advantage disappears.

- **Provoke Violence**
  When you create an advantage on an opponent using Provoke, you can use your free invocation to become the target of that character's next relevant action, drawing their attention away from another target.

- **Okay, Fine!**
  You can use Provoke in place of Empathy to learn a target's aspects, by bullying them until they reveal one to you. The target defends against this with Will. (If the GM thinks the aspect is particularly vulnerable to your hostile approach, you get a +2 bonus.).

Medicine

Medicine includes study and practice of healing and medical care, including the ability to conduct related studies and experiements (some of which may also be covered by Science). Medicine is used to diagnose and treat living beings and organisms, be that providing first aid, identifying the cause of a plague, or performing emergency surgeree on a trauma victim.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Medicine Stunts
- Trick Rider: You...

Melee Weapons

The Melee Weapons skill represents your ability to fight in close quarters (within the same zone) using weapons like knives, swords, spears, clubs, shields, and any other melee weapon you might encounter.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Melee Weapons Stunts
- **Backup Weapon**
  Whenever someone's about to hit you with a Disarmed situation aspect or something similar, spend a fate point to declare you have a backup

weapon. Instead of a situation aspect, your opponent gets a boost, representing the momentary distraction you suffer having to switch.

- **Heavy Hitter**
  When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.

- **Killing Stroke**
  Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence and a second consequence or be taken out.

NOTICE

The Notice skill covers the use of your senses and awareness of the world around you. It involves situational awareness and noticing things by chance. Compared to Investigate, Notice represents a character's overall perception, ability to pick out details at a glance, and other general powers of observation. Use of Notice tends to be quick and generally unfocused, so the kinds of details you get from it are more superficial, but it also doesn't require much time or effort.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization…

Discover: Use Arts to appraise items related to your specialization…

Create an Advantage: Creating an advantange with Arts…

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

NOTICE STUNTS

- **Danger Sense**
  You have an almost preternatural capacity for detecting danger. Your Notice skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

- **Body Language Reader**
  You can use Notice in place of Empathy to learn the aspects of a target through observation.

- **Keen Hearing**
  Gain a +2 on Notice rolls to detect sounds.

- **Reactive Shot**
  You can use Notice instead of Shoot to make quick, reactive shots that don't involve a lot of aiming. However, because you're having a knee-jerk reaction, you're not allowed to concretely identify your target before using this stunt. So, for example, you might be able to shoot at someone you see moving in the bushes with this stunt, but you won't be able to tell if it's friend or foe before you pull the trigger. Choose carefully!

PHYSIQUE

Physique represents raw strength, physical durability, and endurance. Whereas Athletics covers broad fitness, precision, and speed, Physique is all about brute strength, power, and endurance.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization…

Discover: Use Arts to appraise items related to your specialization…

Create an Advantage: Creating an advantange with Arts…

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

PHYSIQUE STUNTS

- **Grappler**
  +2 to Physique rolls made to create advantages on an enemy by wrestling or grappling with them.

- **Take the Blow**
  You can use Physique to defend against Fight attacks made with fists or blunt instruments, though you always take 1 shift of stress on a tie.

- **Tough as Nails**
  Once per session, at the cost of a fate point, you can reduce the severity of a moderate consequence that's physical in nature to a mild consequence (if your mild consequence slot is free), or erase a mild consequence altogether.

RANGED WEAPONS

Simple projectile weapons - bows, crossbows, and the like - are handled with the Ranged Weapons skill. More complex weapons, like firearms and blazer weapons, are covered by Small Arms.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Ranged Weapons Stunts

- **Called Shot**
  During a Shoot attack, spend a fate point and declare a specific condition you want to inflict on a target, like Shot in the Hand. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

- **Quick on the Draw**
  You can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

- **Uncanny Accuracy**
  Once per conflict, stack an additional free invoke on an advantage you've created to represent the time you take to aim or line up a shot (like In My Sights).

Rapport

Rapport represents making positive connections and relationships with people. It's the ability to talk with people in a friendly fashion, make a good impression, engender trust, persuade them to see your side of things, and generally be likeable. It can also involve the protocol of social etiquette among cultures and groups suggested by a characters aspects and backgrounds. This does not include persuasion through threats or manipulation (that is covered by Manipulate) or by lying (covered by Deceive).

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Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

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Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Rapport Stunts

- **Best Foot Forward**
  Twice per session, you may upgrade a boost you receive with Rapport into a full situation aspect with a free invocation.

- **Demagogue**
  +2 to Rapport when you're delivering an inspiring speech in front of a crowd. (If there are named NPCs or PCs in the scene, you may target them all simultaneously with one roll rather than dividing up your shifts.)

- **Popular**
  If you're in an area where you're popular and well-liked, you can use Rapport in place of Contacts. You may be able to establish your popularity by spending a fate point to declare a story detail, or because of prior justification.

- **Broker**
  Use Rapport to undertake commercial construct negotiations, including selling starship cargoes.

- **Born Commander**
  You're a natural leader, capable of commanding thousands. Use Rapport for organisation actions relating to armies, fleets, and unit and mass combat actions.

- **Drinks for All My Friends!**
  Requires Streetwise. On a successful overcome action with Streetwise, create an advantage describing how the general attitude turns in your favour, usable for the rest of the scene. Anyone trying to remove this aspect faces a Fair (+2) opposition.

- **Haggle**
  If your Resources skill is no lower than 2 points below the opposition, use Rapport instead of Resources to acquire things from outlets and individual merchants.

- **Negotiator**
  You're skilled in trade and management negotiations; use Rapport for organisation actions.

- **Performance**
  Gain a +2 bonus to overcome and create an advantage actions for artistic performances, speeches, and so on, where influencing the audience is key.

- **Streetwise**
  Gain a +2 bonus to overcome actions when mixing with subcultures "on the street".

Resolve

Resolve represents your character's general level of mental fortitude, self-control, and resist the influence of others. It's a measure of a character's self-control, courage, and willpower. It can be used to resist fear, panic, torture, manipulation, or other forms of mental attack. Use of the skill generally assumes you are aware someone is trying to influence you. If not, the use of Insight to recognize the attempt to influence may be necessary before Resolve can be used to resist it.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Resolve Stunts

- **Strength From Determination**
  Use Will instead of Physique on any overcome rolls representing feats of strength.

- **Hard Boiled**
  You can choose to ignore a mild or moderate consequence for the duration of the scene. It can't be compelled against you or invoked by your enemies. At the end of the scene it comes back worse, though; if it was a mild consequence it becomes a moderate consequence, and if it was already moderate, it becomes severe.

- **Indomitable**
  +2 to defend against Provoke attacks specifically related to intimidation and fear.

- **Sleep When You're Dead**
  Use Will instead of Physique to resist fatigue, exhaustion, or sleep deprivation.

Resources

Resources describes your general level of financial wealth, access to material resources, and the ability to apply it. This is more than just a measure of the money you have in your pocket, it also represents your lines of credit, possessions, assets, and property. Resources also covers your ability to wield financial influence, commandeer material resources, and call in favors to gain access to additional sources of credit. This skill gives you a basic, easy way to handle wealth as an abstraction without getting into minutiae or bookkeeping.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Resources Stunts

- **Money Talks**
  You can use Resources instead of Rapport in any situation where ostentatious displays of material wealth might aid your cause.

- **Savvy Investor**
  You get an additional free invoke when you create advantages with Resources, provided that they describe a monetary return on an investment you made in a previous session. (In other words, you can't retroactively declare that you did it, but if it happened in the course of play, you get higher returns.)

- **Trust Fund Baby**
  Twice per session, you may take a boost representing a windfall or influx of cash.

Scholarship

The Scholarship skill is all about knowledge gained from a classroom education and other academic training. It includes the ability to search for and synthesize information (including library use) and a basic understanding of a variety of subjects: art, history, geography, mathematics, literature, etc. More esoteric areas of knowledge are covered by Lore, and understanding of the hard sciences is handled with Science. Foreign (or alien) languages in written form are normally handled with Scholarship, though Lore may also be useful in some circumstances.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Scholarship Stunts

- **I've Read about That!**
  You've read hundreds—if not thousands—of books on a wide variety of topics. You can spend a fate point to use Lore in place of any other skill for one roll or exchange, provided you can justify having read about the action you're attempting.

- **Shield of Reason**
  You can use Lore as a defense against Provoke attempts, provided you can justify your ability to overcome your fear through rational thought and reason.

Science

The Sciences skill focuses on and understanding of the physical world gained through a determined application of the scientific method. It includes an understanding of a variety of subjects: biology, chemistry, physics, and other "hard sciences". Science covers your ability to conduct experiments and develop a testable understanding of the world around you.

In many ways, Science lies between Scholarship and Engineering. It is more hands-on than Scholarship and tends to involve greater experience, but is more narrowly focused in terms of subject matter. It can represent a greater and more detailed understanding of advanced technology, but may lack the practicality needed for real world application that usually accompanies Engineering. It also overlaps with the Investigate skill, and though Investigate is more broadly applicable, Science may be capable of providing more detailed information. While Science can provide a distinct advantage in many situations, it also tends to be time consuming, dependent on proper equipment or facilities, and is not applicable to every situation.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization…

Discover: Use Arts to appraise items related to your specialization…

Create an Advantage: Creating an advantange with Arts…

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Science Specializations

- Astronomy
- Bartec Physics
- Biochemistry
- Botany
- Cryonics
- Geology
- Microbiology
- Zoology

Science Stunts

- **Ratiocinate**
  You may spout bewildering scientific gobbledi-gook at the drop of a hat. Use Science instead of Provoke when talking to an opponent about science.

- **Shield of Science**
  Use Science for defend actions against Provoke, as long as you can justify your ability to overcome your emotional response through scientific refutation.

Small Arms

The use of complex or advanced projectile weapons like firearms or blazer weapons is handled with the Small Arms skill. This includes both the actual firing of such weapons and routine maintenance, as well as general knowledge of the various weapons covered by this skill. Larger, heavier complex weapons are used with the Heavy Weapons, and simple projectile weapons are covered by Ranged Weapons.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization…

Discover: Use Arts to appraise items related to your specialization…

Create an Advantage: Creating an advantange with Arts…

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Small Arms Stunts

- **Called Shot**
  During a Shoot attack, spend a fate point and declare a specific condition you want to inflict on a target, like Shot in the Hand. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

- **Quick on the Draw**
  You can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

- **Uncanny Accuracy**
  Once per conflict, stack an additional free invoke on an advantage you've created to represent the time you take to aim or line up a shot (like In My Sights).

- **Coolness Under Fire**
  Your character keeps his cool in firefights, remaining aware of his defensive situation. Use Ranged Combat to defend against ranged physical attacks.

STEALTH

Stealth is the ability to remain unseen and unheard, both when hiding in place and when trying to move about undetected. This skill covers everything from skulking in the shadows to hiding in a basement - anything that requires you to avoid being detected. Note that this focuses on not being seen or heard at all. The ability to go unnoticed in plain sight is handled with the Cover skill.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

STEALTH STUNTS

- **Face in the Crowd**
  +2 to any Stealth roll to blend into a crowd. What a "crowd" means will depend on the environment—a subway station requires more people to be crowded than a small bar.

- **Ninja Vanish**
  Once per scene, you can vanish while in plain sight by spending a fate point, using a smoke pellet or other mysterious technique. This places the Vanished boost on you. While you're vanished, no one can attack or create an advantage on you until after they've succeeded at an overcome roll with Notice to suss out where you went (basically meaning they have to give up an

exchange to try). This aspect goes away as soon as you invoke it, or someone makes that overcome roll.

- **Slippery Target**
  Provided you're in darkness or shadow, you can use Stealth to defend against Shoot attacks from enemies that are at least one zone away.

SURVIVAL

The Survival skill represents the knowledge and experience needed to recognize possible threats and survive in a myriad of environments. It allows you to assess your surroundings to determine likely routes of approach, evaluate threats, and identify defensible positions. Survival is the skill used for hunting, trapping, tracking, navigation, locating sources of water, food, and other essentials. It can also be useful when trying to scrounge for supplies or recognize more unusual environmental dangers, such as radiation or toxic gases.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

SURVIVAL STUNTS

- **Miner**
  Gain a +2 Technical bonus when mining ore; you have access to mining equipment.

TECH

The Tech skill covers your ability to effectively utilize advanced technology and systems. This includes the use of computers, communications equipment, electronics, bartec generators, and whatever other advanced technology you may find as you explore Ortellum. This skill can be used to troubleshoot such technology, identify problems, and even affect minor corrections, but more in-depth repairs are typically the purview of Engineering or Science.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Tech Stunts

- **Surgical Strikes**
  When using Technical in a conflict involving large devices, machinery, etc, you can filter out unwanted targets from wholezone area effect attacks without having to divide up your shifts (normally you'd need to divide your roll between your targets).

Thrown Weapons

Throwing an object is normally handled with Athletics, but the use of weapons that are required to maintain a specific orientation in flight - darts, throwing knives, etc. - is handled with the Thrown Weapons skill. This skill may also be useful for using more thrown weapons that are mechanically or electronically complex (such as grenades), where a greater understanding of the weapon and its function may be beneficial.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Thrown Weapons Stunts

- Trick Rider: You...

Tradecraft

Tradecraft covers your character's aptitude for sleight of hand and other covert actions of both professional and "ethically questionable" natures. This includes pickpocketing, lockpicking, safe cracking, escaping restraints, and dealing with security systems. Tradecraft can also be used for covert communication, such as cryptography and signaling.

Overcome: The Arts skill allows you to make, break, or fix things related to your specialization...

Discover: Use Arts to appraise items related to your specialization...

Create an Advantage: Creating an advantange with Arts...

Attack: Arts is not meant as an attack skill.

Defend: Arts is similarly not normally used to defend.

Oppose: Arts is rarely used to oppose the actions of others.

Tradecraft Stunts

- Trick Rider: You...