

New Companion Rules: <http://evilhat.wikidot.com/companions-and-minions-reloaded>

Chapter 1

Races

Characters are generally advised to take at least one aspect in their first stage that relates to their race or culture of origin. This will not be the same for every character from the same race: dwarves may tend to be miners, but two dwarves from the same area could end up with “Expert Miner” and “Sick to Death of Caves” because of their different reactions to it. Players are encouraged to pick aspects that relate as specifically as reasonable to a clan, village, kingdom, subrace, etc.

Most racial abilities can be represented by tagging aspects. An Elf could tag their “Child of the Stars” aspect to get a bonus when aiming by starlight, for example. This works well for abilities that aren’t beyond the realm of human possibility (i.e., there are probably a few humans who see better than your average elf). Some races might have inherent abilities that are too powerful to be represented by an aspect. In this case, generally one or more racial stunts are in order. Stunts are powerful, and thus racial stunts take up normal stunt slots.

Chapter 2

Equipment and Artifacts

2.1 Example Equipment

Flask of Holy Water +2 to Weapons when used against undead; counts as a Blessed weapon. One use only. Cost: Fair (2).

Light Armor -1 to stress of any physical injury; -1 to athletics and sneak. Cost: Average (1).

Chapter 3

Skills

3.1 Skill List

3.1.1 Mundane Skills

Alertness Notice things before they notice you.

Art Produce works of impressive beauty.

Athletics Jump chasms or dodge attacks.

Burglary Pick locks and case joints.

Contacting Find a friend when you're in a tight spot.

Craftsmanship Build a better mousetrap, or a suit of armor.

Deceit Lie with a straight face.

Empathy

Endurance Run a marathon or resist poison.

Fists Uppercut to the face.

Gambling

Intimidation

Investigation

Leadership

Lore Be a repository of useful facts and legends.

Might Break chains and throw people around.

Poisoning

Rapport

Resolve

Resources

Ride

Sleight of Hand

Stealth

Weapons

3.1.2 Extraordinary Skills

Nature Ken Get along in the wilderness and receive its bounty.

3.1.3 Mystical Skills

Conjuring Invoke names for fun and profit.

Sorcery See and control the raw forces of the universe.

3.2 Poisoning

A character with access to appropriate raw materials may use poisoning to concoct poisons. A poisoning roll is used to set the potency of a poison created by a character. The base poison has Mediocre (0) subtlety; a character can take a penalty on the potency roll to add the same amount to subtlety, though this amount may never be greater than their poisoning skill. In general, the Fatespinner may delay the roll for a poison until the poison is ingested or otherwise activated as opposed to created, since the actual potency isn't obvious to the character until the poison is used.

3.2.1 Poisoned Weapons

Some poisons can be applied to a weapon ahead of time and take effect when the weapon injures someone. Applying poison to a weapon is a full action; any supplemental action penalty reduces the effective potency of the poison. Poison may be applied to a weapon before a fight breaks out, but after an hour or two exposure to the air renders it ineffective; thus, in most cases a character cannot effectively keep their weapon constantly poisoned.

If you cause stress with an attack with that weapon, the victim rolls Endurance against the potency. If they are successful, they resist the poison and the dose is wasted. Otherwise, they take an effect. An exotic poison gives them a temporary aspect such as 'In Pain' or 'Lightheaded'. A toxic poison causes continual stress based on the amount the potency beat the Endurance roll (the 'effect'); each round before the victim's action, they roll Endurance against the effect. If they fail, they take a physical¹ stress based on the amount they failed. If they get spin, they overcome the poison and no longer roll on subsequent rounds. In no case do the effects of the poison outlast the scene.

Each application of poison is only good for one hit; the poison must be re-applied to have a chance of working again.

¹in most cases

Chapter 4

Stunts

4.1 Racial Stunts

4.1.1 Spider Body

This character has the legs and lower body of a rather large spider. This creates a variety of situation and cultural inconveniences and advantages left to the players and Fatespinner to work out; for example, the character cannot ride a horse, but additional legs may provide an advantage running on unstable gravel.

The character also has spinnerets which allow her to produce a sticky or non-sticky rope-like cord. This can be used to tie up foes, climb surfaces, or even cast at enemies to entangle them. Its strength and variable stickiness generally allow it to provide a +2 bonus when used for climbing a sheer surface or against someone breaking free or slipping out of bonds.

Note that this stunt does not provide all the cool abilities a half-spider character might want; the character should also take skills and stunts as appropriate to reflect athletic abilities like climbing or fast movement, venomous physical attacks, or an ability to communicate with or control spiders, for example, if the player wants these abilities. Any situational advantages should generally be minor and relevant only in special situations.

4.1.2 Venomous Claws/Bite

Your character has a naturally venomous natural weapon. He may take a Claws or Bite skill that works similarly to Fists to allow him to use his claws or teeth in combat. Moreover, strikes with this weapon count as strikes from a Poisoned Weapon (see Poisoned Weapons, page 5). However, while the poison glands refill quickly, they are not instantaneous. For one round after using poison, no poison is available (thus preventing you from using poison more than once in a round). For one round after that, the potency of the poison is reduced by 1.

The potency of poison generated by this stunt is 2. Its subtlety is 0. The poison may be exotic or toxic, and works as described under Poisoned Weapons.

4.2 Conjuring

4.2.1 Conjurer

You know up to three minor true names. You can use Conjuring to invoke one of these names and emulate use of another skill; you can invoke hailstones to emulate Archery or briefly call an updraft to help you leap over chasms. Names can also be used to make a type of maneuver that isn't covered by an existing skill, such calling mist to block attempts to find a hiding friend. Each name should be fairly specific, though; the minor name for rocks that fall on people and hurt is different for the minor name for rocks that form a wall

to block invaders. Similarly, names that are used to make attacks must pick one attack skill they work like; you can't have one minor name that works like both Archery and Fists. This doesn't prevent you from using names to do creative maneuvers, such as dropping a rock on a lamp to break it and plunge the room into darkness; it just prevents you from having one name that does everything in the 'normal' case.

Invoking a name temporarily creates entangling connections between it and your own name, effectively causing a small change in your very being. Each time you invoke a name, you must roll Resolve against the total on your Conjuring roll, not including circumstance bonuses. If you fail to match this total, you gain a temporary aspect appropriate to the name you invoked; this must be different from any aspect you already have, even one created by another invocation of the same name. Invoking a name of water might make you Prone to Slipping, Thirsty, Water in Ears, or, if elements in your campaign have personality traits, something like Uncertain.¹ Furthermore, the first time this aspect is compelled against you or invoked to your disadvantage, the compel or invoke is free. These aspects may also be invoked to your advantage, for the normal cost. These temporary aspects normally last a scene, but sometimes end early when used against you. Pick aspects that are interesting and not ones that are irrelevant to the situation or 'purely beneficial'²; work with the Fatespinner if necessary.

You may take this stunt multiple times; each time, you know three additional names. If your character has time and opportunity to study a true name, you may replace one of your known names with that name, but you can't increase the total number of names you know without taking a stunt.

4.2.2 Major Name

Through dedicated study and practice, you have learned a major true name. Choose the name; it could be something like ice or wind or even something like blades or indecision. While major names are too powerful to invoke directly without additional stunts (see Major Invocation on page 7), you can channel them into a +1 bonus to Conjuring rolls connected to the name, including name analysis and minor name invocation. When in the presence of a significant mundane object or objects connected to the name, this bonus increases to +2. (A snow cone wouldn't help you channel the major name of ice, but a frozen pond or a glacier would; a single confused dude wouldn't help you channel indecision, but a crowd of people who were all unsure of what to do could.)

Major names are slippery and difficult to keep perfectly in mind. A conjurer who knows a minor name that conflicts with your major name³ may invoke that name to attempt to disrupt your hold on your major name. You each roll Conjuring, and you get no bonus from the major name in question. If your opponent is successful, he places a temporary Divorced from Ice (or whatever) aspect on you which removes all benefits of this major name for the remainder of the scene.

You may spend a fate point to channel the name into mundane rolls for a scene, allowing the name for wind to help you race a sailboat or the name for blades to help you forge a longsword, for example.

4.2.3 Major Invocation

Requires Major Name.

You have developed force of will sufficient to compel even a major true name to turn to your purpose. Once per scene, you can spend a fate point to invoke a major name that you know. You may roll your Conjuring to replace any other skill in a way that derives from a true name you know, subject to the Fatespinner's approval, or to make an appropriate maneuver that would not be possible without magic. If successful, you do not need to roll Resolve: you have succeeded through brute force of will, not the normal gentle pull that leads to entwining. If the roll fails, however, the major name proves stronger, causing you to take a consequence appropriate to the name you were trying to invoke.

¹In Haernamë, a water name connected to Zale the Fluent might give you Constantly Changing and one connected to Zale the Provident might give you Generous.

²Regardless of your opinions, fire cannot usually give you the aspect Totally Awesome.

³A name for fire would conflict with ice, or a name for shields could conflict with blades.

Major invocations do benefit from the bonus the major name provides. Being divorced from a major name does not prevent you from invoking it, but only removes the bonus.

You only need to take this stunt once to be able to invoke any major name you have learned.

4.3 Nature Ken

4.3.1 Healing

Herbalist

The character has a singular ability to concoct effective salves and potions. Whenever rolling Nature Ken to provide first aid or long-term attention (see page ??), the roll is made at +2.

Apothecary

Requires Herbalist.

The character is skilled and prepared enough to always have the perfect treatment ready on a moment's notice. Normally, someone providing first aid can remove a checkmark for every two shifts gained on the roll (see page ??). With this stunt, every shift past the first one improves the level of stress that may be removed (so three shifts will remove a checkmark up to the three-stress mark, rather than the two-stress mark). If the character rolls well enough to remove a stress mark that is higher than the subjects physical stress capacity (e.g., 6 or more shifts for a character who has Mediocre (0) Endurance), he may even remove a minor, physical consequence.

Healer

Requires Herbalist.

The character is renowned far and wide for her miraculous healing, especially in the long-term treatment of a particular type of injury. Her reputation draws travellers from far lands who have been failed by ordinary herbalist.

In the elite circles of healers, the character is recognized for his expertise. Even if her skill level is low, it merely means he is towards the bottom of that particular elite group.

When the character makes a Nature Ken roll to perform long-term treatment, she acts at +1. In addition, when the roll involves her specific area of specialization, she gets an additional +1 and may remove the difficulty increase of any one factor affecting the operation (such as poor facilities, or a lack of a particular herb, etc).

This stunt combines with the Herbalist stunt for a large bonus, which helps counteract the difficulty of major surgery. Thus, surgeons start with the +2 bonus from Herbalist, and add at least one, for a total of +3. And better yet, they operate with a +4 in their area of utmost expertise.

4.4 Lore

4.4.1 Languages

Linguist

Normally, someone may only speak a number of additional languages equivalent to the value of his Lore skill. With this stunt, your character may speak five additional languages.

Gift of Tongues

Requires Linguist.

You can read and speak every non-secret, modern language spoken by humanoids on any continent you have been to—no need to pick your languages. In addition, you may use your usual language “slots” to read and speak languages you have no business having learned, such as lost ancient languages, languages spoken by creatures thought to be mystical, or languages from other dimensions.

Your slots remain increased by the Linguist stunt, so someone with Average Lore and these two stunts can speak every normal language in the land, plus six (1+5) very unusual ones. The Linguist stunt may be taken multiple times in order to increase this number.

4.4.2 Other Academics Stunts...

4.5 Poisoning

4.5.1 Blade of the Viper

+2 to Poisoning when poisoning a weapon.

4.6 Sorcery

4.6.1 Spellcaster

You know up to three spells. Each spell allows you to use Sorcery to emulate use of another skill; you can cast bolts of force to emulate Archery or briefly grow gliding wings to leap over chasms. It can also be used to make a type of maneuver that isn’t covered by an existing skill, such as an eldrich shield you can use to block attacks against a friend. Each spell should be fairly specific, though; using tendrils of darkness to block attacks is a different spell from using them to trip people or from using them to move remote objects as a maneuver. Similarly, a long-range fireball spell that emulates Archery is separate from a fiery sword that emulates Weapons or flaming hands that emulate Fists. This doesn’t prevent you from using spells to do creative maneuvers, such as lighting something on fire; it just prevents you from having one spell that does everything in the ‘normal’ case.

Casting spells taxes your inner fire and force of will. Each time you roll Sorcery for one of your spells, you take stress on your social stress track equal to your result. This stress track is based on Resolve. This is the same stress track affected by things like intimidation or diplomacy, which makes sorcerers more vulnerable to these types of attacks. Consequences caused by sorcery can represent the caster being drained or tired out or can represent miscasts or other consequences specific to the spell being cast.

You may spend one of your successes to reduce the amount of stress you take by two.

You may take this stunt multiple times; each time, you know three additional spells.

4.6.2 Elemental Affinity

You have a deep connection with one of the elements of nature, reflecting either an inborn affiliation or the result of many years of meditation and study. Choose a general element, such as lightning, fire, water, or even things like roads or bones. You get a +1 bonus to Sorcery rolls based on the appropriate element, including elemental knowledge and magic use. When in the presence of large mundane quantities of your element, this bonus increases to +2. (A torch or a campfire wouldn’t count for a fire mage, but a large bonfire or a burning building would; a starlight mage would get the extra bonus under the open night sky but not indoors, under dense foliage, or on an overcast night.)

Each element has an opposing element that can be brought into play to temporarily negate this bonus. For example, if a maneuver gives a fire mage the aspect “Drenched”, she loses this bonus as long as she still has the aspect.

You may spend a fate point to allow your affinity to apply even to mundane rolls for a scene, giving a fire mage an advantage for escaping a burning building or a water mage navigating a ship, for example.

4.6.3 Essential Power

Requires Elemental Affinity.

You have an inborn magical talent that manifests erratically, not always under your own control. Once per scene, you can spend a fate point to have your magical talent manifest itself dramatically in a way appropriate to the situation. You may roll your Sorcery to replace any other skill, subject to the Fatespinner's approval, or to make a maneuver that would not be possible without magic. If the roll fails, however, your talent misfires, causing you to take a consequence appropriate to what you were trying to do. This power is a natural expression of your nature, not something caused by control your character imposes on external energy, and thus using this power does not cause stress like casting a spell.

Uses of this stunt must have some connection to your element, even a slight one. If it makes sense for the setting's idea of the element and for the character, you could use this stunt to heal with fire or pull a boat with serpents sculpted from lightning. The Fatespinner may deny the Elemental Affinity bonus to uses of this stunt that are a bit of a stretch.⁴

This stunt is specific to a particular element you have an affinity with; if you want to have Essential Power with more than one element, you must take this stunt multiple times.

4.6.4 Familiar

Like Animal Companion, except the animal gets only 2 advances and must be a small animal like a hawk or a rabbit. You share a bond with your familiar that allows you to communicate with them as if using speech. When attached, your familiar gives no bonus to physical efforts but gives the +1 to Sorcery.

⁴Being sculpted from particularly potent lightning doesn't necessarily make you better at pulling boats.

Chapter 5

Spells

5.0.5 Effects

Use your magic skill to emulate a specific skill.

5.0.6 Maneuver

Place an aspect supernaturally or have an indirect effect.

5.0.7 Block

Use your magic skill to protect an ally from a later roll.

5.0.8 Transformation

Roll magic against a fixed difficulty; you may use magic to replace specific skills this scene, at most times equal to the number of shifts.

5.0.9 Enhancement

Roll magic against a fixed difficulty; give yourself or another a bonus equal to the number of shifts on one roll.

Chapter 6

Advancement