

Fate of the Known Worlds - A Fate Core Fading Suns Hack

There's rather a lot going on Fading Suns. This Hack attempts to address the vast number of things a player might want to do in the setting, while adding a few rules and extras to enforce the default sort of character the setting seems to expect. Most notably, there is a section on Status skills and Domains, and an extensive section on Psi, Theurgy, and the cost that using these powers can incur.

Special Rules

Knowledge is scarce

Knowledge is rare, powerful and protected in Fading Suns. To reflect this, some skills have been split into smaller skills, while others have been narrowed using internal skill columns. If you have a skill that uses internal skill columns, it works something like this:

Lore +3 (History +3, Heraldry +2, Law +1).

That is, this character has a Lore of +3. Normally, this would allow a roll at +3 for anything the character might reasonably know about. Instead, this character can always roll History at +3, but Heraldry Rolls are only +2 and Law rolls are only +1. Further, they can't roll for other fields. So this character would not be able to make Lore rolls for Religion. This reinforces limited knowledge in the universe better (IMO) than simply creating a lot of skills.

You are a member of the Elite

This comes with rights and responsibilities.

Domains

A domain is an organization or political entity that your character rules or owns. Your character can call upon your domain's resources, and have the domain act on their behalf. The scale of the domain acts as a guide for what the domain might accomplish. A +0 domain acts at a personal level, but a +4 Domain (A County) could easily alter the conditions on a planetary scale. All characters in Fading Suns have a Domain with a scale determined by the Rank of their ruler i.e. a character with +4 Rank would have a domain of scale +4. Domains are "characters." They have a Name, Scale, +3 skill column, Physical and Emotional stress tracks, and a High Concept that describes the nature of the domain. You may add more skills, Aspects or stunts to your domain by spending refresh. Here are a few examples:

Barony of Dunwall

High Concept: Last Outpost Against The Horde

Skills: Fight +3, Artisan +2, Science +1 (Metallurgy)

Scale: (+2 Barony)

Diocese of Northern Ravenna

High Concept: Peaceful Flock Beset By Heresy

Skills: Lore +3 (+3 Religion, +2 Sathra Heresy, +1 History), Artisan +2, Faith +1

Scale: (+4 Diocese)

The Jade Serpent

High Concept: Battered Starship with a Motley Crew

Skills: +3 Artillery, +2 Tech Redemption (+2 Starship, +1 Golem), +1 Pilot

Scale: (+3 Starship)

Status Stress

All characters have a new Stress Track: Status. Characters in Fading Suns might find their status under attack. Maybe your cousin questions the legitimacy of the marriage that granted you the Barony of Dunwall. Perhaps that dreadful spymaster from the Barony to the south has forged documents granting your title to another. Still worse, maybe your sister has whispered poisonous things against you to the prince. These could all cause you to lose status or be barred from parts of society to which you would otherwise have access. You might feel the need to fight back, and make sure your sister is never again allowed to visit the palace.

Status Skills

All of these things require some new skills. The Rank skill determines the length of your Status stress track, and can act as a defence. The Intrigue Skill allows you to attack and defend in the Social arena.

Rank determines your legitimate station in society. Rank determines the Scale of your Domain. Rank also increases the size of your Status stress track.

- Overcome: Overcome challenges that are purely about your position in society. Contact a member of your dominion that has something you need.
- Create Advantage: Create story details relating to your dominion. Create aspects that could be imposed by your station, e.g., **There's a Warrant for His Arrest, Has a Royal Charter**.
- Attack: None.
- Defend: Rank can be used to defend against people trying to create social advantages against you, but not against attacks on your social stress track.

Intrigue is the skill of maneuvering tangled social webs, managing spies, and generally

doing shady things at a distance. Where deceit is up close and personal, Intrigue works through intermediaries and assets.

- Overcome: A character can overcome any obstacles related to discovering what is happening inside a domain.
- Create Advantage: Create social advantages on individuals and domains through background maneuvering and plots. You might create the aspect **Infiltrated by Spies** on an enemy's domain, or by planting evidence to give a target **Suspected of Heresy**.
- Attack: In addition to creating advantages, Intrigue can be used to attack the status track of an individual or domain.
- Defend: Intrigue can be used to defend against attacks on status.

Social Consequences:

Like all other consequences, Social Consequences take up space in the limited Consequence slots.

- **Minor Social Consequences** should reflect scandals that will fade away quickly, or groups of relatively low status who no longer recognise your station.
- **Moderate Social Consequences** should reflect more significant scandals that will take some significant spin or renewed oaths to clear up, or fairly important groups that no longer recognise your status.
- **Severe Social Consequences** reflect scandals that will take public acts of contrition, or the complete exoneration of your actions by the most powerful people in your society to recover from. Entire Houses may no longer recognise your claim.
- **Extreme Social consequences** should represent a significant alteration of your title. You had to take a very significant, and permanent alteration to your public status to avoid being Taken Out altogether. Rewrite your Social Aspect to reflect your new status.

Taken Out

What happens if a character is Taken Out by a status attack? Like in other conflicts in Fate Core, the attacker determines what happens to the character's title. Here are some things that could happen:

- the title is granted to another character
- the character keeps their title, but owes fealty to someone new
- the title is destroyed, and his domain is divided amongst claimants
- the title is lessened
- the character is excommunicated (if the nature of the attack damages their public piety)
- the character keeps their title, but loses their domain.

Restoring Titles

How do you get back into the status game? The most straightforward way is to use Intrigue to Take Out a rival, and usurp their title. You might also convince a character to grant you a new title, maybe in a different faction or pillar of society entirely. The ranks of the League

and the Universal Church are filled with Nobles who lost at the game of thrones.

Skills

The Skill List

Combat:

- Close Combat (Fate Core — Fight)
- Shoot (Fate Core)
- Artillery (as Shoot, but for Vehicle and Ship Mounted Weapons)
- Physique (Fate Core)
- Demolitions (Crafts, as applied to Demolitions only)

Knavery:

- Athletics (as Fate Core)
- Stealth (Fate Core)
- Burglary (Fate Core)
- Contacts: (Fate Core):
- Deceive (Fate Core):
- Notice: (Fate Core):

Noble:

- Rank (Determines your title, lets you make actions on behalf of the fief you command):
- Resources (Fate Core):
- Intrigue (Determines your ability to manage spies, defend and attack status, etc...):
- Intimidate/Provoke (Fate Core):
- Investigate (Fate Core):
- Ride (Drive, for animals):

Pious:

- Lore (Lore uses internal Skill Columns): Xenoarchaeology, History, Religion, Heraldry, Law, Annunaki, Metaphysics, Jumproads, Wilderness Survival, Beast Lore, etc...
- Artisan: (Craft Skill for up to 1950's era technology):
- Empathy (Fate Core):
- Rapport (Fate Core):
- Will (Fate Core): For Fading Suns flavour, this should be written as either Faith or Ego on the character sheet.

Tech:

- Drive (Covers Cars, Trucks, Civilian Boats):
- Pilot (Starships and atmospheric vehicles):
- Operate (Tanks, Hovetanks, Naval Vehicles):
- Tech Redemption: (Craft for high tech devices) (Uses internal column): Cybernetics, Golems, Xenotechnology, Volt, Mech, Biotech, Think Machine, etc...
- Science (Science uses internal Skill Columns, is separate from Lore, allowing characters to have both.): Biology, Chemistry, Physics, Geology, Astrophysics, etc...

Supernatural:

- Theurgy (determines the effect of Theurgy rites)
- Psi: One skill per path. See the Psychic Powers, Urge and You section.

Stunt Examples

- Subtle Strike (Close Combat): You've practiced the art of slowing your attacks just enough to avoid triggering energy shields. When unarmed or using a small bladed weapon you may inflict 1 more stress without triggering an energy shield.
- Inquisitorial Seal (Intrigue): Must be a member of the Clergy. You and those who serve you are permitted unrestricted access to church records, and your word carries great weight among the faithful. Gain a +2 when using Intrigue against Clergy.
- Ear of the Emperor (Intrigue): Must be a Noble. Alexius himself attends to your advice. Gain a +2 when using Intrigue against Nobles.
- Auditor (Intrigue): Must be a member of the Merchant League. The League has entrusted you with the responsibility of ensuring compliance with guild regulations. Gain a +2 with using Intrigue against members of the Merchant League.
- Archaeologist (Investigate): Gain a +2 when searching ruins and relics of past civilizations.
- Unassailable Reputation (Rank): You may use your Rank to defend against Intrigue, so long as your actions are public.
- Reclaimer (Tech Redemption): Gain +2 when analyzing or restoring lost technology.
- Drive Anything (Any Drive Related Skill) : Your drive skill is not limited to a single type of craft.
- Soft-Style Martial Arts (Close Combat): When you Succeed with Style on a defense, you may create an Aspect, instead of a Boost. (for example, you might create the Aspect "In an Elbow Lock" on an opponent after defending against an opponent's haymaker)
- Hard-Style Martial Arts (Close Combat): Your unarmed strikes are Weapon: 1, or 2 at your discretion.

Character Creation

Character Creation in Fading Suns adds two steps:

- After choosing your Skills, Choose a Rank Aspect.

- After choosing your Rank Aspect, create your Domain.

The rest of this chapter provides guidance for creating the many types of characters you might want to play in the Fading Suns universe.

Rank Aspect

While the title you can claim is limited by your Rank skill, this is where you should declare the social position your character occupies in the universe. Think of it as a second, lesser High Concept that only reflects your social position. Feel free to throw in a little extra flavour here — it will make the aspect more useful. It can only be invoked during social and status challenges. Examples:

- * Depraved Baron of Elysium Fields.
- * Ruthless Canon of the Temple Avesti.

Aliens & Changed

Playing aliens is certainly part of Fading Suns, but it's unusual enough that it must be part of your High Concept. Consider taking stunts, skills and aspects to reflect your alien abilities. For example, Ur'Obun and Ur'Ukari should almost always purchase a psychic path, and a Vorox would likely have plenty of close combat skill, physique skill and combat stunts. Changed characters should also follow these rules, though they may wish to take Extras to represent extraordinary mutations, e.g., Wings.

Speaking of Psychic Powers

Psychic Powers and Theurgy can be acquired for 1 Refresh (and dedicating an Aspect + Skill).

Very High Tech Equipment

High Tech gear is best purchased as an Extra, although there are some exceptions. Energy Shields and Weapons are common enough that characters can generally be assumed to have access to them. Cybernetics, Holy Armour of the Brother Battle, Flux Swords, Starships, and that sort of thing should be created as Extras, using the guidelines in Fate Core. Some examples are in the Equipment chapter.

Psychic Powers, Urge and You.

Psi in Fading Suns is a dangerous, but potentially powerful, discipline. Taking a psychic path requires reducing refresh by one, and dedicating an aspect ('Path of X'), as well as taking a skill. Whenever you use a psychic skill, you take on a stigma - a visible change that can, to those who look carefully, reveal your nature. Unless the power has a physical effect, Psi effects

are defended by Will (Faith or Ego). In most cases, Psi powers are assumed to be able to affect a single target the Psychic can see. If a Psychic wants to affect something farther away or a larger area of effect, increase the difficulty by +2 per scale step.

Your Psychic path can be compelled to awaken your Urge, the dark mind that lurks within all Psychics. Normally, this results in minor mischief, slips of the tongue, changing the target of a psychic action, or voices in your head. If you have any Urge Consequences, your Urge can take additional actions, as defined by the consequence.

Whenever you fail when using a psychic skill, you may take an Urge Consequence. This increases your roll by a bonus equal to the amount of stress it would have prevented. If you elect not to take an Urge Consequence, you still gain 1 Urge point. Urge points are another means of activating and growing your Urge. You gain them anytime a character uses a psychic power to commit a significant breach of their social laws, or in the presence of true evil (once a scene). The GM may spend urge points on your character to activate your Urge — three to inflict an Urge Consequence. Urge points may be reduced by not using psi for a scene (lose 1 urge) or through prolonged (a month or so) penance/meditation (lose all Urge).

Urge Pool Summary

- * Fail a roll when using a psychic skill : Gain 1 Urge
- * Commit a significant breach of social laws or taboos : Gain 1 Urge
- * Use Psi in the presence of true evil: Gain 1 Urge (once a scene only)
- * Do not use Psi in a scene: Lose 1 Urge
- * Perform penance for 1 month: Lose All Urge
- * The GM may spend one of your Urge to compel your urge or urge consequences.
- * The GM may spend three of your Urge to inflict an Urge Consequence (at the lowest consequence slot available).

Urge Consequences

- **Minor Urge Consequences:** represent the appearance of the malevolent will of the Urge. They increase the ways it can communicate with or corrupt the perceptions of the psychic to cause her to act against her best interests. Perhaps it causes hallucinations or corrupts dreams.
- **Moderate Urge Consequences:** represent the empowerment of the Urge, which gains ways to interact with the environment. It might be able to use powers independently of the psychic or create problematic scene aspects. It may even gain the ability to project a ghostlike version of itself while the psychic sleeps.
- **Severe Urge Consequences:** represent the corruption of the psychic's will. The Urge might be able to create aspects on the psychic or use Urge points to compel the psychic (fate points paid to resist these compels become urge points). It might even be able to possess the psychic for a short time (replacing aspects with dark mirrors of the original).
- **Extreme Urge Consequences** represent the victory of the Urge. Perhaps it uses the

psychic's latent power to create a body for itself. Perhaps it has corrupted the will of the psychic, rewriting the character's high consequence to serve it.

General Psi Stunts

- Create Sympathy Bond: You may create a Bond Aspect on a character, place or object. (Resisted Psi path vs Will). You get +2 when using Psi powers on that target, and may use powers on that target regardless of range. You may have as many Bonds active as your highest Psi Path. If you bond with a place, it gains the aspect **Attuned**, which can be invoked when using Psi powers there.
- Create Sympathy Link: (Requires *Create Sympathy Bond*) Create a Bond with another Psi user, who does not need to have this stunt. You may freely transfer Urge, Urge consequences, Emotional Stress, and Fate points between each other, but each party must agree to the exchange.
- Create Sympathy Brand: (Requires *Create Sympathy Bond*) You may brand another Psi user. (Resisted Psi path vs Will). This has the effects of Bond, and it gives you +2 to defend against Psi powers used by that Psi user. You may have as many Brands active as your highest Psi path.
- Powerful Urge: Once per scene, you may elect to gain an Urge Point. This grants a Fate Point that must be spent immediately. Your Urge points no longer fade if you refrain from using Psi powers.

Far Hand:

- Passive: You can lift small objects in arms reach without a roll or risking Urge.
- Overcome: Far hand can be used to overcome any obstacle that brute force can take care of; lifting, crushing, and smashing things are fair game.
- Create Advantage: Create any advantage that could be created through remote manipulation of objects. Create Telekinetic Barriers which drop as soon as Far Hand is used to do something else.
- Attack: Attack with telekinetic or crushing force. When not using tools, Far Hand is effective against energy shields and may inflict 2 stress before activating a shield. You can use a weapon with far hand, gaining its weapon rating for damage. When not using a weapon, a psychic may increase their urge points by 1 to make attacks at Weapon: 1.
- Defend: May be used to defend against physical attacks (ineffective against energy weapons).

Stunts

- Fine Control. You can use any skill you possess (that is physical in nature) at a distance, provided you can see what you are doing. You might attempt to disarm a bomb from a safe distance, or pick a lock while tied to a chair.
- Many Arms. You can maintain many telekinetic effects at once. This doesn't give you multiple actions, but would let you maintain a barrier while attacking, for example, or create Scene Aspects relating to active telekinetic effects.

Omen

- Passive: None.
- Overcome: Omen users can sense the past and future. Omen can be used to gain knowledge about a person, place or thing's past. The difficulty for sensing the past should depend on how far back the psychic wants to look. Success should provide a cryptic answer. Success with style should provide a straightforward response. Omen can act in place of investigate when piecing together a scene.
- Create Advantage: Create Game Knowledge by sensing the past or future. Sense hidden aspects on scenes or characters. Create Advantages on yourself or a target, based on knowing the immediate future, e.g., **Forewarned is Forearmed, Doomed to Fail**.
- Special: To represent their ability to see possible futures, Omen users can create one placeholder aspect. A placeholder aspect is an advantage that is created (along with any free invocations) but not named. At any point, they may name the aspect. The aspect becomes active, and its free invocations are available for the scene.
- Attack: Omen does not provide an attack.
- Defend: Omen does not provide a defend action (but see stunts).

Stunt

- Many Futures: Gain 1 Urge point and re-roll any failed skill roll using your Omen skill instead of the original skill.
- Omen Defence: Use Omen to defend against any form of attack at the cost of gaining 1 Urge point per scene.

Psyche

- Passive: Users of Psyche may speak telepathically with any target they have a Bond with or can see, although you must share a language to convey anything more complex than emotions.
- Overcome: Use in place of empathy to read the motivations and actions of another character.
- Create Advantage: Discover any of a thinking target's aspects. Create advantages by manipulating emotions of others, e.g., **Great Sorrow, Furious**. If a Psyche user succeeds with style when creating advantages, they may create a more complex aspect representing a more subtle manipulation of the conscious state, e.g., **Desires Peace, Wants to Protect Sarah**. These are not commands and should not be used that way, but by invoking them the psychic can make certain actions easier or harder.
- Attack: Psyche does not provide an attack.
- Defend: Psyche may be used to defend against any Mind Effecting occult powers (including, but not limited to, Psyche and Visioning).

Stunts

- Brain Blast: Attack the target's emotional stress track (resisted by Will). The Psychic may gain 1 Urge Point to inflict 1 additional stress. Consequences inflicted by Brain Blast may be mental or physical in nature.
- Puppetry: Requires *Brain Blast*. If a target is Taken Out by a brain blast attack, the psychic may gain 1 Urge Point and take complete control of the target's body and mind for the scene, but their own body becomes inactive while controlling the puppet.

Sixth Sense

- Overcome: Sixth sense can be used to sense distant things, In practice this can be used to create game knowledge, act in place of an investigate roll, (to discern evidence), or learn things from the GM. The difficulty for remote viewing should range from 0 (the Psychic's home), to 4 (a famous place or a place they've studied), to 7 (an unknown location that contains something for which they are looking). Add a +1 for each additional sense with which they wish to view.
- Create Advantage: Practitioners of Sixth Sense may create advantages on themselves relating to heightened sensory ability, e.g., **Keen Sight, Danger Sense, Itchy Neck Hairs**. These are usually useful for making notice or investigate checks and can justify making a roll when it might otherwise not be allowed.
- Attack: Sixth sense cannot be used to attack.
- Defend: Sixth sense cannot be used to defend.

Stunts

- View Auras: You can see the emotional state of others as an Aura. Sixth Sense may now be used in place of Empathy when sensing the motives and emotional states of others. Targets may not use Deceit or Rapport to defend against Sixth Sense.
- Sense Shock: Sixth Sense may also be used to create aspects on others that relate to overloading or manipulating their senses, e.g., **Blinded, Seeing Things That Aren't There**.

Soma

- Passive: You are immune to most common maladies, and gain a +1 to resist all forms of disease.
- Overcome: May be used in place of Deceit to create disguises. Soma disguises are physical changes and are +2 shifts more difficult to overcome. Soma can be used in place of Physique for overcoming challenges of raw strength or physical ability.
- Create Advantage: Create advantages on the psychic relating to a physical change, e.g., **Incredible Strength, Nimble, Prehensile Tail**. Soma practitioners can also harden their skin to create armour (Light Armour at +2, Medium at +4, Heavy at +6, declared before roll).
- Attack: Not used to attack.
- Defend: Not used for defence.

Stunts

- Soma Healing: you can attempt to heal your own physical consequences, replacing them with an Emotional or Urge consequence of the same degree. The difficulty is equal to the stress that the consequence would prevent.
- Body Weaponry: you can now create weapons and simple physical tools with your body. Creating weapons is similar to creating armour (1 at +2, 2 at +4, 3 at +6).

Vis Craft

- Overcome: Sense energy flows. Move energy from one place to another, e.g., charge a device with a normally incompatible power cell, absorb lightning strikes to start a vehicle. The difficulty of moving power depends on the amount to be moved. A handheld battery would be +0, while a reactor that powers a world would be +7 or more. Vis Craft can sometimes be used in place of Tech Redemption to repair or operate high tech devices, at the GM's discretion.
- Create Advantage: Create advantages based on manipulating electricity or high tech power equivalents. Create barriers of energy (-1 to create barriers).
- Attack: Attack with bolts of energy. Vis attacks are weapon 1, but can be weapon 2 if the psychic takes an Urge Point when attacking.
- Defend: Vis does not normally provide a defence (but see stunts).

Stunts

- Vis Shield: Vis users may now protect themselves with an energy shield. However, if this shield is overwhelmed, the character takes an Urge consequence.
- Vis Storm: Attack everyone in a zone (except yourself). Roll at -1, you do not need to split shifts amongst targets.

Bedlam

- Passive: You have an instinctive knowledge of how to break things. Gain a +1 to all skill rolls (including Bedlam rolls) to destroy objects, or to Create Advantage rolls to help others destroy objects.
- Overcome: Bedlam can be used in place of Physique or Demolitions to destroy physical obstacles. Bedlam is a combat discipline, and can be used to demonstrate superior ability over another on the Path of Bedlam.
- Create Advantage: Create advantages by creating chaos on the Battlefield. Create aspects on defenders that represent confusion or physical debilitation. Create aspects on yourself that represent speed or supernatural agility.
- Attack: Attack in close combat. Bedlam attacks are Weapon 1 or 2, and ignore physical armour. Armour created by occult powers and energy shields apply. By taking 1 Urge point the Psychic may make an attack at Weapon 3.
- Defend: Bedlam is not normally used to defend.

Stunts

- Prana burst: Attack everyone in a zone (except yourself), Roll at -1, you do not need to split shifts amongst targets.
- Inner Vibrations: Your Bedlam attacks may inflict 2 stress without activating energy shields.

Visioning

Visions are generally only seen by a number of targets equal to your visioning skill. Gain 1 Urge or increase the difficulty by 2 for each additional (Visioning Skill) targets you want to affect.

- Passive: You are not easily fooled by holograms or illusions (+1 to skill rolls to identify if something is a hologram or illusion)
- Overcome: You can use Visioning to get through any situation that depends on not being seen or being seen as something other than you are.
- Create Advantage: Create advantages by creating complex illusions seen only by selected targets. Create illusory barriers that can only be seen by selected targets. Create advantages on yourself or others that relate to appearance.
- Attack: Visioning cannot be used to attack.
- Defend: Visioning cannot be used to defend.

Stunts

- Persistence of Vision: You can maintain illusions for a long period of time. Up to your Visioning skill bonus in illusions remain until dismissed instead of dissipating at the end of the scene.
- Belief is Reality: You can gain 1 Urge to make an illusion nearly real—seen by all onlookers, cameras and machines, and can take on limited solidity (an illusory carpet could break a fall, for example).

Cloaking

Cloaking is a psychic version of the Stealth skill. It allows the user to hide both from normal and psychic scrutiny.

- Passive: Characters who do not have a reason to notice you will overlook your presence.
- Overcome: You may use Cloaking in place of Stealth.
- Create Advantage: Create advantages that relate to keeping yourself, others, or items hidden, e.g., **No one can see my face, Why, my scabbard is empty officer, No Scent.**
- Attack: Cloaking is not used to attack.
- Defend: Cloaking can be used to defend against Notice and Investigate rolls. Cloaking can be used to defend against any occult power that could reveal the user or their actions. This includes, but is not limited to, Omen, Psyche, and Sixth Sense.

Stunts

- Invisibility: Succeed on all rolls to avoid being seen using normal vision. Gain +2 to avoid being seen by unusual vision modes.
- Veiled Mind: Cloaking may be used to defend against any attempts to control, damage or delude your mind. e.g.) Visioning, Psyche

Turning

The turning path is followed by those who hunt other psychics, turning their powers and Urge against them.

- Passive: You know what food looks like. Gain a +1 to notice stigmata.
- Overcome: You may use Turning in place of Notice or Investigate when dealing with occult phenomenon. You may use Turning to discover Urge or Hubris consequences and aspects.
- Create Advantage: Create advantages that represent your ability to disrupt or absorb psi and theurgy powers. Create advantages on other psi/theurgy users that represent disruptions in their ability to use psi.
- Attack: Turning may be used to attack psi or theurgy users (they defend with Faith/Ego). Damage is done to the emotional stress track.
- Defend: Can be used to defend against any psi power. If you defend with style, you may immediately use that power against any valid target (use your Turning as the attack roll).

Stunts

- Stir the Will: If you succeed with style with attacking a Psi user, they gain 1 Urge point in addition to taking stress. If they take a consequence from a Turning attack, you may gain 1 Urge point to force them to take an Urge Consequence.
- Harvest (Requires Stir the Will): If a target is Taken Out by a Turning attack, you may heal all of your emotional stress, and convert a consequence into recovering consequence.

Sathra's Path

- Passive: You do not suffer penalties for zero gravity.
- Overcome: You may use Sathra to overcome any challenge related to navigating or understanding your environment in space. You can also use Sathra to speed or slow the recovery time of jumpgates (difficulty usually +2, each shift moves the recovery time one level on the recovery chart). Sathra may be used to whisper in the ears of anyone in deep space.
- Create Advantage: Create advantages on others that represent the temptation or enlightenment of Sathra, create advantages on yourself or a space-going vessel, that represent understanding of the vastness of space.
- Attack: Sathra's path may be used to tempt others to the sathra heresy by attacking their emotional stress track. Gain 1 Urge each time you make an attack.

- Defend: Sathra may be used to defend against attempts to detect the presence of your psi powers.

Stunts

- Vast Mind: The Sathra user can now remote view, as Sixth Sense, so long as the target is not in the gravity well of a planet.

Theurgy, Prayer and Hubris

Theurgy is the art of using Rituals to perform holy miracles. To become a Theurge, reduce your Refresh by 1 and dedicate one of your Aspects to your permanent Stigma.

Ritual Aspects

Theurgists have three ritual aspects. These determine the areas to which their rituals apply and which rituals might be reasonable to invoke. For example, a typical Theurgist of the Eskatonic Order would have the ritual aspects of Mysteries, Navigation, and Light. A typical Theurgist of the Temple Avesti would have the ritual aspects of Flame, Inquisition and Exorcism.

Common Aspects: **Fertility, Faith, Inspiration, Inquisition, Shelter, Healing, Navigation, Meditation, Mysteries, Flame, Light, Exorcism, Protection and Wrath.**

Less Common Aspects:

- From the Gjarta Faith: **Nature, Dream, Purity, Compassion**
- From the Manja Faith: **Death, Strife, Ancestry**
- From the Etryi Death Gaze: **Hunting, Song, Death**

Ritual Abilities

All Theurgists can create Scene aspects based on Rituals Aspects (difficulty +2).

In addition, each theurgist can choose two more invocations:

- **Blessings**: Create personal aspects based on your Rituals Aspects: Difficulty +2 for an individual, +4 for a small group, and + 6 for an army.
- **Divination**: Pray for answers relating to one of your Ritual Aspects: Difficulty 2 for cryptic answers, 4 for incomplete answers, 6 for a vision, and 8 for a straightforward answer.
- **Revelation**: See Truths relating to one of your Ritual Aspects (reveals Aspects).
- **Consecrate**: Bless tools related to one of your aspects. Adds a blessing aspect that the user may freely invoke once, twice if the blessing succeeds with style: Difficulty 2.

- **Smite:** Attack (if an Aspect applies).
- **Shield:** Defend yourself or others (if an Aspect Applies).
- **Creation:** Create a holy effect (protect a city, create a holy shield, heal the wounded, summon an angel to battle). Difficulty set by GM.

Theurgy modifiers

- Theurgy is draining. For each ongoing effect add +1 to Theurgy difficulties.
- Theurgy is obvious. Each ritual must be accompanied by a Spoken Liturgy, Gestures, and a lengthy Prayer. Increase the difficulty of a ritual by +1 for each element omitted. A theurgist may not eliminate all elements. ((*Note to self:* Consider replacing this with Channeling. That is, a Create Advantage vs Fair must be made to create the Aspect **Connected to the Empyrean** before Theurgy can be used)).

Theurgy stunts

- Ritual Scholar: Gain an additional Ritual Aspect (may be purchased more than once).
- Ritual Practitioner: Gain an addition Ritual Invocation (may be purchased more than once).
- Battle Theurgist: May ignore the requirement for Prayer and Gestures when using Theurgy by shouting the Liturgy, and taking one emotional stress.
- Witch Hunter: Gain +2 when using Theurgy against psychics, aliens, or creatures from the Dark.
- Article of Faith: You have a sacred relic that assists with a particular rite. Gain a +2 when invoking that rite.
- Saint's Lore: You have a relic that allows you to perform a single rite (even if you do not possess Theurgy). Use an appropriate Lore concentration to perform the rite, at the usual difficulty. The character can suffer Hubris consequences as a result of using the Relic, but only for actions taken using it.
- Wyrd Tabernacle: A holy relic that contains the essence of the Wyrd. You may have 2 theurgy effects ongoing without increasing the difficulty of theurgy rolls.

Hubris

Hubris is the consequence of using this holy power for anything other than pious reasons. People who possess Theurgy become cursed for straying from the path of the righteous. At each milestone, the GM will fill the character's lowest available consequence slot that does not have a Hubris consequence with a Hubris consequence (replacing any existing consequence) if they:

- a) Have used Theurgy frivolously. If a mundane solution was simple, obvious and presented no added risk, increase Hubris.
- b) Have used Theurgy for direct personal gain.

c) Have, with or without Theurgy, broken a major cultural taboo, e.g., harming the innocent, refused to participate in religious rituals, broke an oath, used proscribed technology, spoke heresy.

d) Were tempted or intimidated by a dark or alien power.

e) Were excommunicated or broke from their faith.

Hubris can be healed through acts of great piety (proportional to the Consequence being dealt with) and by avoiding the use of theurgy entirely.

Hubris Consequences

- **Minor Hubris Consequences** are nuisance curses that mark you as one who has strayed, so that you may recognise your sin and repent before it is too late. Animals may fear you, you may find yourself letting slip clues about your sin against your will, or you may be marked with minor blemishes.
- **Moderate Hubris Consequences** represent deeper corruption of the soul and the war between dark and light. You might become mad, driven to fits or dangerous acts, or your body may become deeply and visibly twisted.
- **Severe Hubris Consequences** represent a thoroughly corrupt soul that, through the power of Theurgy, has begun to corrupt the world around it. Your words, no matter how well constructed, may fill all who hear them with despair. The ground where you walk may shrivel and die with each step. Plagues may appear wherever you go. Whatever curse you bear, it is no longer an issue of your soul alone.
- **Extreme Hubris Consequences** represent the Judgement of the Empyrean. The whole world you walk on may die to prevent you from corrupting any more souls. A Sun might simply wink out, destroying an entire system. The Dark might spill open, unleashing uncounted horrors. You might be permanently cursed to serve as an example for all faithful souls and must take on a new High Concept to reflect the nature of the curse that will never leave you.

Theurgy Example

(Theurgy Aspects: Mysteries, Flame, Inquisition. Invocations: Divination, Revelation.)

Tacitus is investigating a murder in a backwater starport on Planet Severus. Several bodies were found, burnt beyond recognition, by a low ranking Scraver who had been scavenging the starport waste bins for useful Think Machine components. An Avesti forensic team is already on site and has informed Tacitus that they can only determine that the bodies are human, male and all in their late twenties. He decides to look deeper, and begins an extended ritual that he calls "Revelation of the Hungering Flame" to show him what the bodies looked like before they were burned.

Tacitus is using Theurgy. He has the Revelation invocation, which lets him see Truths

relating to one of his Theurgy aspects, in this case, Flame. The GM rules that this is a reasonable use of Theurgy and, since there is no active resistance and the bodies were burned recently, assigns this a difficulty of Average(1). Tacitus rolls his Theurgy of 3, and gets a total of 1. This is enough to succeed, but with a minor cost. The GM suggests that Tacitus' stigma (burn scarred hands) is causing him pain, so he'll need to take off his gloves, revealing the mark. Tacitus' player agrees.

Tacitus' vision is rimmed with smoke and he sees what flame was brought forth to conceal. He works quickly, dictating descriptions of the victims to a sketch artist, but he is more disturbed by the nature of the wounds he sees. Parts of their flesh have been eaten away. It's a type of wound he recognises, the kind delivered by proscribed nanotechnology.

Tacitus notices the Scraver looking nervously at his burned hands out of the corner of his eye. It doesn't mean the scraver is guilty, but the time has come to question him. He begins another prayer, "Assumption of the Mantle of Authority."

Tacitus' player wants to Create an Advantage before he questions the Scraver. In this case, he wants to use his Inquisition aspect to alter his appearance, voice and manners to strike the fear of the Pancreator into all who interact with him. This is normally a Fair(2) difficulty, but Tacitus already has his revelation effect in play, so the difficulty is Good(3) instead. He rolls a +2 (for a total of Superb(5)), and gains the aspect, **Voice of God**, which he will need in his follow up intimidation roll.

*"Now, " he intones, "it is time to find out what **you** know..."*

Later, at the end of the session, the GM reviews Tacitus' use of Theurgy. None of his actions were morally questionable, nor taken in the presence of shadowy forces. However, the GM isn't sure that the **Voice of God** was necessary for questioning the scraver. Tacitus' player points out that none of the PC's who actually had the Intimidate skill were present, and it was a much softer use of Theurgy than simply using Inquisition to reveal the Scraver's involvement. The GM agrees that the use was non-frivolous, and Tacitus does not gain a Hubris consequence.

Weapons, Armour, and Equipment

This Hack is using modified weapon and armour rules. Access to high tech equipment leading to the Elite seeming almost godlike is a core trope of the setting.

Weapon rating is the minimum stress a weapon does. With weapon: 2, an attack inflicts two stress on a tie, one shift, and two shifts. At three shifts the attack would deal three stress.

Armour doesn't reduce incoming stress. Instead, armour increases the stress which can

be reduced by consequences and provides additional consequence slots that represent the damage taken by the armour.

Scaling

Particularly High Tech gear may have a Tech Scale. Particularly big things may have a size scale. In either case, combine size and tech and use the difference in total scale of the weapon and armour when determining the effect of armour on an attack.

- Armour is 2 greater: Weapon can't hurt it, directly. Find a more creative way.
- Armour is 1 greater: Limit damage to 1 stress (unless an advantage is used to bypass)
- Even: Use the ratings as written.
- Weapon is 1 greater: Armour does not increase stress that a consequence can absorb.
- Weapon is 2 greater: Ignore armour, it's completely ineffective.

Energy Shields

Another core trope of the setting is that the elite have access to energy shields that make most physical threats ignorable. Only careful attacks can slip past an energy shield.

Energy Shields only allow through attacks that would inflict one stress. If an attack would do more stress, the energy shield reduces damage to 0. Attacks that are reduced in this way get a free boost on their next roll (like any attack that does no damage). Energy shields have the **Limited Battery** Aspect, which can be compelled to make things more interesting. Common Energy Shields cannot be worn with armour. Energy shields exist that may be worn with armour, but possessing one requires an Extra.

Overwhelming Energy Shields: Energy shields provide excellent protection, but their powers are limited. An attack that would inflict 6 or more stress will overwhelm an energy shield, damaging it and rendering it useless until repaired. Stress in excess of 6 carries over to the wearer.

Avoiding energy shields: You may always discard extra shifts (if you punch someone with an energy shield and score 2 shifts, you may opt to deliver 1 shift instead). You may reduce the minimum stress delivered by an attack by spending two shifts. This is how you slip a heavier weapon past a shield. For example, In order to deliver one stress to someone wearing an energy shield when using a weapon 3, you need to score 4 shifts on the attack. You can also create an advantage that justifies an attack that avoids the energy shield.

Elixir:

An elixir is an incredibly rare alchemical solution that can heal grievous wounds and cure any disease. Elixir replaces any physical consequence with the (Minor/Moderate/Severe) Elixir Side-Effects consequence, which recovers at the usual rate for a consequence of that level. It

can be compelled or invoked for a variety of mental + physical side effects, but is not obvious to onlookers.

Weapons:

I'm not going to create an exhaustive weapon list. Just use the guidelines below, and give your weapon an Aspect to reflect its physical properties. An Avesti Flamegun might be a Rifle (Weapon 2) with the Aspect: **Sticky Flame**. A laser pistol might be a Pistol (Weapon 1) with the aspect: **Precise**. Players should feel free to create a vast array of exotic high tech weapons this way.

Melee Weapons:

0: Martial Arts, etc...

1 :Daggers, Stiletos, light one handed weapons

2: Sizable one handed weapons (Longswords, Maces, etc...)

3: Huge weapons (Halberds, Greatswords, etc...)

Ranged Weapons:

0: Slings, small throwing weapons

1: Pistols, Bows, Javelins, etc...

2: Rifles

Armour:

Light Armour is generally concealable. Anything else is the province of soldiers armed for battle.

- **Light:** consequences absorb +1 stress
- **Medium:** consequences absorb +1 stress, and gain another minor consequence slot. Obvious and bulky.
- **Heavy:** consequences absorb +1 stress, and gain two minor consequence slots. Huge and unmistakable.

Example High Tech Extras

Flux Sword (Melee Weapon: 2) (Cost 2 Refresh)

- Aspect: Plasma Blade
- Stunt: Forged in the Golden Age - Tech Level 2
- Stunt: Leaks through Shields - May inflict one more stress without activating energy shields.

Mist Sword (Melee Weapon: 2) (Cost 3 Refresh)

- Aspect: Wyrd Blade
- Stunt: Forged in the Golden Age - Tech Level 2
- Stunt: Leaks through Shields - May inflict one more stress without activating energy shields.
- Stunt: Extension of Your Will - Must use a Psi skill instead of Close Combat to Attack and Will skill to Defend when wielding a Mist Sword.

Adept Robes (cost: 2 Refresh)

- Heavy Armour: +1 Stress per consequence, 2 additional minor consequence slots
- Stunt: Enhanced Strength - Hand to Hand attacks are Weapon 2. +2 Physique for Overcome rolls
- Stunt: Forged in the Golden Age - Armour Tech Scale 2
- Note: All Adept Robes are Unique. This is just one example. What all robes have in common is that they are Heavy Armour and are Tech Scale 2.

Conqueror's Energy Shield (cost: 1 Refresh)

- Energy Shield: Reduces stress from incoming attacks to 0 if they would do > 1 Stress)
- Aspect: Limited Battery
- Stunt: Carefully Tuned Energy Array - May be worn with Medium Armour

Psi Cloak (cost: 2 Refresh)

- Energy Shield: Reduces stress from incoming attacks to 0 if they would do > 1 Stress)
- Aspect: Limited Battery
- Stunt: Psi-Barrier - Grants +4 to defense against Psi effects;

Scales:

Size:

- 0: Man sized
- 1: Vehicles, Great Beasts
- 2: Battleships, Starships, Cities
- 3: Moon/Continent
- 4: World
- 5: System
- 6: Known Worlds

Social:

- 0: Knight/Associate/Novitiate
- 1: Baronet/Chief/Canon
- 2: Baron/Manager/Deacon
- 3: Earl/Director/Priest
- 4: Count/Consul/Bishop
- 5: Duke/Dean/Archbishop
- 6: Prince/Magister/Cardinal
- 7: Emperor/Patriarch

Tech:

- 1: Bronze Age
- 0: 1950's Equivalent (Most peasant tech is 0)
- 1: Reclaimed + Obun/Ukari Tech (Most tech used by the elite)
- 2: Golden Age (Rare relics)
- 3: Lost/Vau Tech (One of a kind items, usually)

Example Characters

An assortment of characters that covers most of the special rules introduced in this hack, and that can hopefully provide some inspiration when creating characters of your own.

Earl Migueles de Fereyrra de Hazat

High Concept: Confident Warlord

Rank: House Hazat Earl

Trouble: Arrogant

Aspects: Royal Blood, Chivalrous, Weapon Master

Skills:

+4 Close Combat

+3 Rank, Intimidate

+2 Intrigue, Rapport, Resources

+1 Athletics, Ego, Ride, Physique

Stunts: Subtle Strike, Provoke Violence

Refresh: 2

Dominion: Earldom of Fereyrra (on Hira)

High Concept: Wartorn Jungle City

Skills: +3 Shoot, +2 Resources, +1 Lore (Annanauki)

Canon Tacitus

High Concept: Cunning Inquisitor Searching for Redemption

Rank: Deacon of the Temple Avesti

Trouble: Criminal Past

Aspects: “I Never Lose my Quarry,” Survivor of the Crucible, Stigma: Burnt Hands

Skills:

+4 Investigate

+3 Theurgy, Shoot

+2 Intrigue, Lore (+2 Heresy, +1 Religion), Burglary

+1 Rank, Empathy, Athletics, Faith

Stunts: Inquisitorial Seal

Extras: Theurgy (Aspects: Mysteries, Flame, Inquisition. Invocations: Divination, Revelation)

Refresh: 2

Dominion: Chapel of the Raven and Ember (on Severus)

High Concept: Haven for damaged souls

Skills: +3 Rapport, +2 Artisan, +1 Close Combat

Associate Artemis N'Shar

High Concept: Crusading Ur'Obun Advocate

Rank: Associate of the Reeves

Trouble: Reckless Curiosity

Aspects: “I never give up on a case,” “If you want it done right...”, Path of Psyche

Skills:

+4 Lore: (+4 Law, +3 Xeno-archeology, +2 History, +1 Criminal Syndicates)

+3 Psyche, Rapport

+2 Investigate, Athletics, Notice

+1 Athletics, Ego, Tech Redemption (Volt), Deceit

Stunts: Sympathy Bond, Brain Blast

Extras: Psi: Path of Psyche

Refresh: 1

Dominion: Artemis and Sons

High Concept: Legal Representatives to the Downtrodden

Skills: +3 Investigate, +2 Resources, +1 Lore (Law)

Associate Shirix Khan

High Concept: Vorox Mechanic

Rank: Associate of the Scravers Guild

Trouble: Hair-Trigger Temper

Aspects: Strong as a Golem, Always Tinkering, Family Man

Skills:

+4 Artisan

+3 Physique, Drive
+2 Close Combat, Tech Redemption (+2 Mech, +1 Volt), Athletics
+1 Science (Chemistry), Intimidate, Deceit, Demolitions
Stunts: Heavy Hitter, Always Making Useful Things
Refresh: 2

Dominion: Shirix's Garage
High Concept: Struggling Family Business
Skills: +3 Artisan, +2 Empathy, +1 Resources

Captain Xiao Yu

High Concept: Intrepid Starship Captain
Rank: Captain in the Guild of Charioteers
Trouble: Man in every port
Aspects: Legendary Beauty, Daredevil, Big Damn Hero
Skills:
+4 Pilot
+3 Rank, Rapport
+2 Shoot, Athletics, Drive
+1 Lore (Jumproads), Science (Physics), Empathy, Intimidate
Stunts: Evasive Maneuvers! (+2 to Pilot when escaping pursuit, or dodging attacks)
Refresh: 2

Dominion: The Jade Serpent
High Concept: Battered Starship with a Motley Crew
Skills: +3 Artillery, +2 Tech Redemption (+2 Starship, +1 Golem), +1 Pilot

Sister Truth

High Concept: Zealous Holy Warrior
Rank: Oblate of the Brother Battle
Trouble: Naïve
Aspects: Mournhelm's Heir, Mantok Style Martial Artist, Just Wants To Be Loved
Skills:
+4 Close Combat
+3 Physique, Notice
+2 Lore (+2 Survival, +1 Religion), Athletics, Intimidate
+1 Rank, Tech Redemption (Armour), Demolitions, Shoot
Stunts: Killing Stroke
Extras: Mournhelm's Adept Robes (cost: 2 Refresh, permission: Mournhelm's heir)
Heavy Armour (+1 Stress per consequence, 2 additional minor consequences)
Stunt: Enhanced Strength: Hand to Hand attacks are Weapon 2. +2 Physique for

Overcome rolls

Stunt: Forged in the Golden Age. Armour Tech Scale 2

Refresh: 1

Dominion: Mournhelm's Company

High Concept: Scarred Veterans with a Novice Commander

Skills: +3 Close Combat, +2 Shoot, +1 Physique

Vladimir Decados

High Concept: Sinister Manipulator

Rank: Baron of House Decados

Trouble: Unbound Ambition

Aspects: "I have puppets in every household," Plans within Plans, Upgraded

Skills:

+4 Intrigue

+3 Deceit, Empathy

+2 Rank, Shoot, Lore: (+ 2 Poisons, +1 Heraldry)

+1 Stealth, Close Combat, Ride, Investigate

Stunts: Ear of the Emperor, Mind Games

Extras: Cybernetic Upgrades: (Cost 1 Refresh. Permission: Upgraded)

Aspect: So Many Useful Gadgets

Refresh: 1

Dominion: Barony of New Moldavia

High Concept: Wealthy Populace Ruled By Fear

Skills: +3 Resources, +2 Artisan, +1 Lore (History)