Varieties of FAE Approaches

A of various Fate Accelerated Edition (FAE) approaches, along with their web sources. Limited to only sets of approaches that are exactly 6 like standard FAE.

Comments on this Google Doc are enabled if you wish to point to additional sources.

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Fate Accelerated Edition (FAE) SRD

http://www.faterpg.com/wp-content/uploads/2013/06/Fate-Accelerated-SRD-CC.html
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Careful: A Careful action is when you pay close attention to detail and take your time to do the job right. Lining up a long-range arrow shot. Attentively standing watch. Disarming a bank's alarm system.

Clever: A Clever action requires that you think fast, solve problems, or account for complex variables. Finding the weakness in an enemy swordsman's style. Finding the weak point in a fortress wall. Fixing a computer.

Flashy: A Flashy action draws attention to you; it's full of style and panache. Delivering an inspiring speech to your army. Embarrassing your opponent in a duel. Producing a magical fireworks display.

Forceful: A Forceful action isn't subtle—it's brute strength. Wrestling a bear. Staring down a thug. Casting a big, powerful magic spell.

Quick: A Quick action requires that you move quickly and with dexterity. Dodging an arrow. Getting in the first punch. Disarming a bomb as it ticks 3… 2… 1…

Sneaky: A Sneaky action is done with an emphasis on misdirection, stealth, or deceit. Talking your way out of getting arrested. Picking a pocket. Feinting in a sword fight.

Fate Freeport Companion

http://greenroninstore.com/products/fate-freeport-companion-pdf
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Open Game License, as declared in PDF.

Strength rates your raw muscle power. Athletic endeavors like climbing, jumping, and sprinting are usually governed by strength. Attacks made with melee weapons are often resolved with the Strength skill. Hired muscle, soldiers, athletes, laborers, and guards usually have high Strength.

Dexterity describes how quick, agile, and graceful you are. Sneaking through a quiet street in the dead of night, quick-drawing your sword and keeping your balance while on a rain-slick fourth story ledge are related to Dexterity. Shooting ranged weapons and dodging physical attacks are usually done using Dexterity. Pickpockets, sailors, acrobats, and many thieves have high Dexterity.

Constitution is all about your toughness and endurance. Swimming in rough seas, running a long distance, or fighting off the effects of a night spent in your cups are actions you'd resolve with Constitution. Your Constitution score determines the size of your Physical stress track. Soldiers, sailors, thugs, and explorers often have high Constitution.

Intelligence reflects your reasoning, logical ability, memory, and academic knowledge. Deciphering a secret code, scouring a library for information, and detecting a forged document are governed by Intelligence. Intelligence is usually the basis of defending against mental and social attacks. Scholars, mages, merchants, and skilled thieves frequently have high intelligence.

Wisdom is a measurement of your willpower, awareness, and basic common sense. Noticing an ambush before it springs, being able to tell when someone's lying to you, finding shelter in the wilderness are all tasks Wisdom will help you accomplish. Wisdom determines your mental stress. Ship navigators, priests, wilderness scouts, and trade masters often have high Wisdom.

Charisma measures your force of personality, your ability to impose your will upon the people and environment around you. Fast talking a merchant, rallying a frightened crew, and casting a spell are things Charisma will help you with; mental attacks, magical or mundane, are generally based on Charisma. Con artists, elected officials, powerful wizards, and ship captains often have high Charisma.

Fate of Saturday Comics

https://docs.google.com/document/d/1FbuF6CFg_Iv8BLkNhNtGMGEMmxPyC8maYzRT6N1kyy0/edit#heading=h.oc3jsdd3wwm0

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The Approaches for toons changes to (extremely based on SJG's TOON):

Muscle: Like Forceful - used when toons tries to resolve things by force, like breaking doors and the super-favorite pie-throwing;

Zip: Like Quick - used when toons tries to resolve things using dexterity, agility, and speed, as running and avoiding being the steamroller that came;

Smarts: Like Clever - used when toons needs to resolve things via cleverness and intelligence, like avoinding misread a board and tracking the big gorilla to bring it back to the zoo;

Cheek: Somewhat like Sneaky - this is used to do things mischievously and with nerves, like trying to convince the dog to jump on the hill or pass for the coyote some shoddy explosives that will blast in his face;

Charm: Charm is used to do things using appearance, beauty and/or cuteness, like making a cute face to convince the granma to give you a lollipop or fake being sick to not go to school;

The Character Creation is as FAE, except you have one less Fair (+2) Approach (total: 1 Good, 1 Fair, 2 Average, 1 Mediocre).

Fate of the Kobayashi Maru

http://hexgeneration.com/?p=260
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Command: The Command Branch is the corps of officers within Starfleet who specialize in command and control functions on starbases, aboard starships, and at Starfleet Command.

Operations: The Operations branch is responsible for oversight of Starfleet's operational, logistical, and mission planning needs. Flight deck control, communications, and logistics are all in the realm of Operations officers.

Sciences: The sciences division is the corps of officers within Starfleet who specialize in both scientific and medical research and control functions on starbases, aboard starships, and at Starfleet Command. Members of the sciences division specialize in sensors, research, theoretical and physical laboratory work, biological studies, and also act as technicians, medics, and surgeons.

Nature: These are the things that define the character before attending Starfleet Academy. Connections to the world/universe that are brought about by upbringing, culture, or philosophy.

Military: Military skills define the martial prowess of the character. Can represent the character's time at Starfleet Academy learning to use weapons, personal development with martial arts, or the knack of combat (ranged or hand to hand)

Academy: These skills represent the time spent in the classroom or instruction of world. These are examples of academic skills that are required during your character's development at Starfleet Academy.

Pathfinder Fate Accellerated

http://www.killershrike.com/Fate/Fae/Pathfinder/PathfinderFateAccelerated.aspx
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(Note: Pathfinder Fate Accelerated uses standard FAE approaches, but adds 6 more called ‘capabilities’ that are added to approaches. Listed here because there are six.)

Taking Actions With Approaches And Capabilities

When taking actions, you get to add 1 Approach and up to 1 Capability if one applies to the situation; thus a character with Forceful +2 and Combative +2 would gain +4 when being Forcefully Combative.

Capabilities can be applied to all four actions (Create Advantage, Overcome, Attack, Defend).

Combative: You have some skill in the warrior arts of winning stand up toe-to-toe armed conflict. This capability is strongly associated with conflict, battle, and martial concerns.

Roguish: You are a competent, skilled individual of varied talents. This capability is strongly associated with urban 'civilized' concerns, social rules and expectations, and how to bend or break them.

Focused: You are innately good at concentrating your inner power and physical potential into potent expressions of your will. This capability is strongly associated with athletics, contests of merit, creative expression, and innate ability.

Arcane: You are skilled in the mystic arts, whether wizardly, sorcerous, bardic, or some other style. This capability is strongly associated with esoteric knowledge, otherworldly things, and manipulation of "magical principles".

Divine: You are attuned to deific entities, theology, and things of cosmological significance. This capability is strongly associated with spiritual concerns, temples, the afterlife, and faith.

Primal: You are skilled in the ways of the wildlands. This capability is strongly associated with rural and unsettled areas, the circle of life, animistic beliefs, and the fundamental principles of physical existence.

Approaches & Abilities

http://tabletopexplorer.wordpress.com/2013/10/16/next-iteration-of-approaches-abilities/
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(These are not proposed as Approaches, but alternative approach+skill hybrid. Listed here because there are six)

These aren't alternate Approaches, but rather combined with the standard Approaches for a hybrid Approach+Skill result.

Athletic - Your ability to control your body. This includes acts of strength, agility, and endurance, any sort of movement actions, but also includes more niche applications, like stealth. Approaches heavily alter the style of these actions. A high score reflects broad physical prowess, while stunts define specific areas of virtuosity, such as raw strength, acrobatics, speed, stealth, wrestling, etc.

Combative - Your ability to fight, whether hand to hand, or with melee or ranged weapons. Approaches alter the style of your action. A high score reflects a broad ability to hurt others in any situation, while stunts define areas of training or talent, such as kung-fu, brawling, weapon styles, shooting, etc.

Competent - Your ability at what are often viewed as commonplace skills and knowledges for your setting, such as crafts, mechanics (relative to the settings technology level), common sense, education, driving, piloting, or riding. A high score in this Ability reflects being skillful in many broad areas. Even without a bonus in this ability, stunts can be used to reflect less commonplace areas of specialty, such as burglary, academia, occult lore, computer hacking, stunt driving, tracking, etc.

Investigative - Your ability to find out information, about things, people, scenes, or anything. The Approach establishes the style of your discovery. A high score reflects a broad ability to discover information in any situation, while stunts reflect a specific talent for a type of investigation, such as passive awareness, forensics, research, empathy, etc.

Social - Your ability to influence and interact with people, and generally get them to do what you want. Different Approaches alter the style of the influence or manipulation. A high score reflects a broad ability to influence others in any situation, while stunts reflect specific areas of talent, such as intimidation, deception, fast talk, diplomatic arguments, etc.

Willful - Your ability to withstand mental punishment, and your force of will. Also a measure of your personal discipline or conviction. Because this stat is more “narrow” than the others, it can be empowered for Extra’s like Magic, Psionics, etc, with nothing more than an aspect for

permission. Without such an aspect, this Ability generally can't be used to Attack, but it can be used for the other action types when appropriate. Stunts designate specialties within that area, or an exceptional mental fortitude.

Worldly - Your ability to leverage your influence, connections and resources to make things happen in the world. This can take the form of favors, wealth, investments, contacts, street savvy. Stunts reflect specific areas of advantage, while a high score reflects a broad network of various resources one can leverage.

FAE+ Traits

https://docs.google.com/document/d/1_TUx1zgR045ewkkd7I8QkhxSq7BLRToWST3U3MsBluA/

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(Another approach plus ability type system. Approaches begin 1 fair (+2), 2 average (+1), 3 mediocre (+0), Traits begin 4 points to distribute among the 6 Traits; maximum for any starting Trait is +2))

Traits give a broad indication of what you can accomplish; the use of different Approaches alter the style of the action applicable with each trait. A high score reflects ability within the confines of the Trait, while stunts reflect specific areas of talent or focus.

Strong: This is your raw muscle power; athletic endeavors like climbing, jumping, and sprinting and attacks in hand-to-hand combat are often governed by Strong. Hired muscle, soldiers, athletes, laborers, and guards tend to be Strong.

Dextrous: This is an indicator of how quick, nimble, and graceful you are; using ranged weapons, attacking with finesse and dodging physical attacks fall with its realm. Pickpockets, sailors, acrobats, thieves and the like tend to be Dextrous.

Robust: Being Robust is all about toughness and endurance; you are vigorous, have fortitude and resilience and have the drive to persevere through the face of adversity. Swimming in rough seas, running a long distance, or fighting off the effects of a night spent in the pub are resolved with Robust. Soldiers, sailors, thugs, and explorers are typically very Robust.

Intelligent: This reflects your reasoning, logical ability, memory, and academic knowledge. Deciphering a secret code, scouring a library for information, and detecting a forged document are governed by being Intelligent. With the appropriate Aspect you may become skilled in arcane arts. Scholars, mages, merchants, and skilled thieves frequently have high intelligence.

Spirited: This is a measure of willpower, courage, awareness, focus and common sense. Noticing an ambush before it springs, being able to tell when someone's lying to you, and finding shelter in the wilderness are all tasks being Spirited help with. With the appropriate Aspect you may be able to focus powers bestowed by a divine being. Ship navigators, priests, wilderness scouts, and trade masters are highly Spirited.

Charismatic: Charm, savvy, force of personality, and the ability to interact in social situations and influence others are a part of being Charismatic. Fast talking a merchant, intimidating a foe, and rallying people to your cause are things being Charismatic helps with. Con artists, elected officials, and ship captains are often very Charismatic.

Incomplete Ideas or Not Sourced

These are various incomplete ideas posted online about other alternatives to FAE approaches. When possible I've tried to attribute authorship.

John Rogers in https://plus.google.com/116948490555602883045/posts/iCTQmXn9YNw

"Working on porting over Reality Blurs' TREMULUS (Cthulhu with Haiku engine, a variant on AW)"

Reason/Passion

Flashy/Sneaky

Brutal/Careful

David Bowers in https://plus.google.com/106455599485158736833/posts/XZCeH1aQ3PA

"For example, In a Wicked Age's attributes could work really really well with a certain kind of FAE game:

- Directly
- Covertly
- For Myself
- For Others
- With Love
- With Violence

David Maple in https://plus.google.com/111804602031020294603/posts/RcREdkfFNqV

I'm currently converting a Duty & Honour game (sort of Sharpe's Rifles the RPG) to FAE and was thinking of changing Careful for Disciplined, and perhaps Clever for Tactical for example, to suit the military nature of the campaign.

Ash Walter Mar 30, 2013 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

Something like Jade Empire:

Awareness
Ki (Anything magical/spiritual)
Kung Fu (Offence and Defence)
Mobility
Meditation (Mental Defence included)
Speech (Making Fortune Cookies, persuasion)

Adam Schwaninger Mar 30, 2013 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

Gears of War:
Guts (toughness, will, inspiration)
Stomp (melee, strength, intimidation)
Shoot (ranged attack/defense)
Use (technology, vehicles)
Talk (this is a trap in Gears - nobody talks)
WOOOO!!! (you can roll Wooo!!! for any action as long as you get up, shout "Wooooo!!!!" and then tackle the GM)

Chase Rude Mar 30, 2013 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

I really like the way Leverage breaks things down into Grifter, Hacker, Hitter, Mastermind, Thief.

If you were doing something high school themed you could go with cliques like: Preppy, Jock, Nerd, Delinquent, Scenester, Weirdo

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Wil Hutton Mar 30, 2013 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

Call of Cthulhu (1920s):
Flee (Athletics, Stealth)
Mythos (Lore): Includes spellcasting. Higher Mythos lowers mental stress
Mettle (Will and Physique)
Investigate (Investigate, Notice):
Attack (Shooting, Fighting)
Everyman : Any task that a person of the time period could reasonably know: driving, riding, common knowledge, etc.

Robert Hanz Mar 31, 2013 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

I'm gonna cheat.

Brütal Legend:
Rock (Magic, Lore)
Roadie (Fix stuff)
Tour (Drive, navigate, etc.)
Mosh (Fight!)
Front (Lead/rapport)
Score (Resources/contacts/etc)

Treiral Tasarte Mar 31, 20131 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

I got a Shadowrun hack with

Ego (will, contacts, rapport),
Adrenaline (combat, physique, athletics),
Shadows (stealth, burglary, investigate, notice),
Cyberwarfare (hacking, networking) ,
Supernatural (magic, resonance) and
Rigging (driving, pilot, mechanics).

I'm tempted to call Ego "Face", but at the same time I don't see it as a good idea either.

James Barlow Mar 31, 20131 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

In a similar vein as School Daze's rhyming skills...
Talk - social interaction
Grok - understanding and awareness
Glock - fighting
Spock - intelligence and nerdiness
Walk - physical ability
Knock - covertcy and sneakiness

Not sure of the setting, just ran with the rhyming theme. Possibly a university-style game?

Christopher Allen Mar 31, 2013 in
https://plus.google.com/110434538393561345672/posts/93rjmCZvn5A

I'm not saying we'll do this for Steampunk OZ, but for the sake of the exercise:

gumption — spirit and mental initiative
grit — guts, courage and physical reactions
moxie — common sense and intelligence
fixin' — resourcefulness, ability to fix things
propers — propriety, principle, class
teched — touched, magic abilities

Or for Wizard of OZ

heart — tin man
courage — lion
brains — scarecrow
loyalty — toto
pluck — dorothy
patience — good witch of the south

Stacey Montgomery Oct 25, 2013 in
https://plus.google.com/108093265589034436308/posts/ZAbWv792xGD

flashy might be replaced with bold - when you charge a shoggoth, it is more than mere courage

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Robert Calfee Oct 25, 2013 in
https://plus.google.com/108093265589034436308/posts/ZAbWv792xGD

For CoC? :

Intellectual, Frantic, Tenebrous, Insane, Mysterious, Terrified

Or you could go all non-Euclidean:
Alien, Immoral, Illogical, Debased, Hateful, Antediluvian

And for the record... I have no idea how that would play out.

Michael Moceri Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

Totally swipe the traits from Houses of the Blooded. Those being Beauty, Courage, Cunning, Prowess, Strength, and Wisdom.

Fred Hicks Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

Here's another one: Strength, Dexterity, Constitution, Wisdom, Intelligence, Charisma. :)

Sean Dunstan Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

How about Fighter, Wizard, Cleric, Thief, Scout, and Warlord?

David Wood Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

This one may be obscure:
Daring, Ingenuity, Craft, Charm, Might, Magic

Fred Hicks Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

I'd go more Ranger, Barbarian, Magician, Thief, Cavalier and Acrobat, m'self. ;)

Adam Schwaninger Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

I still like Kill, Terror, Dig, Con, Take, and Cool.

Josh Leavitt Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

There's always Grifter, Hacker, Hitter, Thief, Mastermind—as I believe Fred suggested elsewhere—if you're looking for a CrimeWorld-focused story. :)

Marc Plourde Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

Charge, Feint, Recon, Maneuver, Dig-In, and Strategy ... FAE for large scale combat!

F. Andrés Domene Cáliz Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

What about Just, Valorous, Honest, Chaste, Generous, Pious for a chivarly themed game?

Fred Hicks Mar 13, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

Air, Earth, Fire, Water, Wood, Metal work as a Furies of Calderon sort of thing. Of course, you'd need some different ones for the Marat and the Canim ... now that's interesting; different sets of approaches dependent on character type.

James Rouse Mar 14, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

I like acronyms, so I present FAE WTFBBQ. The traits are Wizard, Thief, Fighter, Bard, Believer (Cleric), and Quarrel (Ranger). In this case, a player gets three points total to spend on traits as they like.

Elsidar Amhransidhe Mar 26, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

How has nobody mentioned Honesty, Loyalty, Kindness, Laughter, Generosity and Magic yet?

Christopher Allen Mar 15, 2013 in
https://plus.google.com/110434538393561345672/posts/HFURD6UMqJv

My list in Fate for LARPs http://www.markofdestiny.com/2011/03/fate-for-larps.html was loosely asked on SoL and some conversations with +Ryan Macklin:

"There are only four base skills in FATE for LARPs, and a fifth optional background/genre specific skill. Every risk or skill challenge uses one of these skills. Any additional abilities will use specialty aspects that add to the base skill.

The skills are:

Vigor - the character's physical strength and reserves of health. The equivalent in tabletop FATE of the skills athletics, close combat, endurance, might, and strength.

Instinct - the character's agility, dexterity, instinctive abilities, and reserves of reflexes. The equivalent in tabletop FATE of the skills of alertness, burglary, craftsmanship, driving, gambling, pilot, perception, sleight of hand, stealth, and weapon combat.

Reason - the character's intelligence and reserves of mental power. The equivalent in tabletop FATE of the skills of academics, discipline, engineering, investigation, resolve, lore, scholarship, survival, and willpower.

Social - the character's social aptitude and reserves of social capital. The equivalent in tabletop FATE of the skills of assets, contacts, conviction, composure, deceit, empathy, intimidation, leadership, presence, performance, persuasion, rapport, resources, wealth.

Power - the characters background or genre specific magical, psychic, or superhero skills and reserves of that power. The equivalent in tabletop FATE of mysteries or sanity.

Christopher Allen (in progress)

Vigor - the character's physical strength and reserves of health. The rough equivalent in Fate Core of the skills athletics, fight, physique, or the FAE approach of forceful.

Instinct - the character's agility, dexterity, instinctive abilities, and reserves of reflexes. The rough equivalent in fate core of the skills of burglary, drive, notice, shoot, stealth, or the FAE approaches of quick or sneaky.

Reason - the character's intelligence and reserves of mental power. The rough equivalent in Fate Core of the skills of crafts, investigate, lore, will, or the FAE approach of careful or clever.

Social - the character's social aptitude and reserves of social capital. The rough equivalent in Fate Core of the skills of contacts, deceive, empathy, provoke, rapport, resources, or the FAE approach of flashy.

Power - the characters background or genre specific magical, psychic, or superhero skills and reserves of that power. The equivalent in some FATE variants of lore, mysteries or sanity.

I would like to find a 6th — I'm not sure how, but for inspiration I note that that I've doubled the FAE quick and sneaky approaches into instinct, and careful and clever into reason, and the Fate Core provoke and resources into Social.

Or maybe these should be more capabilities/abilities like some people are playing with?

If only 5 approaches, Fred Hicks recommends in Sep 12, 2013
https://plus.google.com/112236017611575207167/posts/4cRgZysk5RZ

+3/+2/+1/+1/+0 is how I'd go. I wouldn't do double-Fair: give them room to grow.

Jack Gulick May 31, 2013 in
https://plus.google.com/117432417897461847475/posts/L74HRFFaUYn

A shorthand of definitions I'll use for discussion...

Sneaky - My goal is that I not be noticed.
Clever - My goal is to do this by being smarter than the other guy.
Careful - My goal is to not cause undesired incidental harm.
Flashy - My goal is to be noticed.
Forceful - My goal is to go straight at the problem.
Quick - My goal is to be done as quickly as possible.

All of these overlap. Forceful and Quick do, for example, in many cases.

But yeah, being sneaky is often clever. But not always. The skulky pickpocket is Sneaky but not especially clever.

Being Sneaky is certainly overlapped with Careful. Careful is any incidental overflows. Sneaky is specifically not being noticed. But one can be careful and accept being noticed if that's not something you're worried about. So they don't 100% overlap.

So I can be Careful without being Sneaky... what about Sneaky without Careful?

Well, I could be sneaking across a slippery tightrope in the rain to avoid being seen by the guards... that's Sneaky but really far from Careful because all sorts of other risks are introduced!

So Careful is avoiding all unwanted risks. Sneaky is avoiding just the risk of being noticed, possibly taking other risks because of it.

Ryan Macklin in http://ryanmacklin.com/2013/09/a-take-on-fae-approaches/

How you approach something can have unintended consequences. Being Forceful when you're trying to get someone to spill a name might scare others around you, for example. (Just as shooting someone can have the consequence of alerting nearby people.) This can happen whether you're successful in the action or not.

If you're Forceful, you may unintentionally break or harm something, or alarm or otherwise draw unwanted attention.
If you're Clever, you may miss something important while your mind is focusing the current problem and solution.
If you're Quick, you may miss something crucial in your haste to get something done.
If you're Sneaky, you may pass over something important as you focus on being unnoticed.

If you're Flashy, you may draw unwanted attention or miss something that requires a delicate touch.
If you're Careful, you may not be able to react to something new in time.
These are clear to use in failure and in succeeding with cost. However, also look at using these in successes in order to introduce new moments and show that the world will respond to how characters approach things will impact the wider fictional world. By explicitly stating these potential results, even with success (though, perhaps not as likely in a success with style), everyone knows they're always on the table, not just with failures.

GMs, use these are opportunities to create amazing moments of dynamic and fun stories.

Paul Stefko in http://ryanmacklin.com/2013/09/a-take-on-fae-approaches/

You can also use the nature of the approaches as guidelines for creating boosts when you succeed with style.

Just as a Forceful action could cause unintended damage, there could be collateral effects on an opponent's equipment or the environment. Example Boosts: I Put a Chink in Your Armor; Broken Windows Let in a Draft.

A Careful action strives to cover every angle and use every bit of energy put into it. This will often include setting up your next action. Example Boosts: Calculated Attack; Overwhelming Logic.

A Sneaky action, by definition, is about misdirection, so it will easily put an opponent off-balance, looking the wrong way. Example Boosts: Look, Over There!; Silver Tongue.

A Flashy action is impressive or moving. It makes onlookers feel good about you or fear you. Example Boosts: Whoa!; They're Not Paying Me Enough.

A Clever action seeks to get the most effect out of the least effort. It uses tricks and loopholes to create temporary advantages. Example Boosts: Bewildering Wit; Backdoor Access.

A Quick action is all about speed. If you spend half the time someone else would take, that leaves you that much more time to start on the next task. Example Boosts: On Three, 1, 2 –; Too Slow!

David Goodwin. Aug 18, 2013 in
https://plus.google.com/u/0/117644069449598139980/posts/Mdw9oLUEhej

Approaching Approaches

I was thinking about Approaches in FAE today, and wanted to write out a philosophy I developed

a little while back in a comment on another post. One of the issues I've seen and had with Approaches is how to make the differences between them meaningful without making them inflexible; here's what I came up with.

Basically, an Approach dictates what you want to happen on a success. It's not just a style; it means that your approach to solving the problem is to apply X. So:

If I Cleverly bypass a lock, I pick it with my lockpick, and I now understand the lock.

If I forcefully bypass a lock, I break it open, and it is now broken.

This provides a distinction! If you Forcefully convince somebody, they are convinced - and scared of you. If you Flashily convince somebody, they are convinced - and they might be attracted to you. BIG difference, even with the same result.

Furthermore, when you succeed at a cost using X, you still accomplish X, but you fail to accomplish Y. In this case, Y is one of the other Approaches. So:

If you try to Sneakily get into the Latvarian embassy, you go over the wall at night. If you succeed at a cost, you are still in, and you're still Sneaky, but maybe you aren't Careful, and somebody finds your footprints outside the wall. Or maybe you're not Clever, and you get lost.

If you try to enter Flashily, you might pretend to be a VIP and walk past the guards. Succeed at cost, and you're still Flashy - but maybe you aren't Sneaky, and suddenly you're surrounded by officials vying for your attention.

Finally, if you fail at X, you're not X.

This is the big one. If you try to Sneakily enter the embassy, you not only fail - but you are not Sneaky, so you're spotted. If you Flashily try to enter, you fail to impress anyone - you are brushed aside and ignored. Totally different results.

If you fail to Cleverly bypass a lock, you not only don't get through, but you also don't understand it - maybe you leap to the wrong conclusion. You have failed both at opening it and at being clever.

So the Approach you choose determines not only how things play out if you succeed, but also if you fail. You can still use multiple approaches to the same problem. but that choice has consequences that are, if not predictable, at least available to be weighed.

Robert Hanz Sep 26, 2013 in
https://plus.google.com/115238641855986579653/posts/BRDrYi1ZnXB

Yeah, I think they go together nicely. And again, I think it applies to skills as well as approaches.

I think my kind of synthesized understanding is:

1) The approach you use determines what benefits you get from a success

2) On a success, if you use a given approach, then you're not the other approaches - and don't get their benefits

3) On a failure, if you used a given approach, you're either
  a) not <approach> enough
  b) too <approach> for your own good

A quick example:

You want to get past a guard and into an installation. You might do this Cleverly (by getting him to think you belong there), Sneaky (by hiding and moving past him where he can't see), or Forcefully (by beating him over the head with a stick)

If you're Clever, the installation won't think you're a threat, but the guard will still be there, and the installation will know of your presence. A failure could either mean that you're found out (not Clever enough) or you might find yourself deeper in the installation than you want to be, with people expecting you to do things you don't know how to do (too Clever for your own good)

If you're Sneaky, the installation won't know of your presence, but they'll still think of you as a threat, and the guard will still be there. If you fail, you either get found (not Sneaky enough), or get stuck in a spot that's not where you want to be - in a locked room with no way out, on a transport, in a small closet in a busy room (too Sneaky for your own good).

If you're Forceful, the guard won't be a further issue, but the installation will know of your presence and will know you're a threat. If you fail, either you don't take out the guard (not Forceful enough), or you may break something important in the process, or make enough noise to utterly broadcast your presence (too Forceful for your own good)

The first two are kind of what +Ryan Macklin said, except from a slightly different angle - figure out what benefit the success will give you, and then you don't get the benefit associated with Approaches you don't use. I kind of like this because it focuses on the positives of Approaches rather than the negatives - it's kind of a carrot vs. a stick.

That seems like it might be kind of artificial at first, but I think it'd smooth over in play, much like coming up with interesting failure consequences feels a bit foreign at first but quickly becomes second nature.

Fred Hicks Apr 30, 2013 in
https://plus.google.com/113318808179322132254/posts/bgbMpBySQGa

The trick is comprehensiveness. The 6 approaches for FAE are meant to cover 100% of the actions the player might undertake (with some inter-overlap).

So I might suggest more of a "Set A, Set B, Set C" approach, where each set is a group of interrelated, 100%-covering approaches.

Set A: Careful, Clever, Flashy, Forceful, Quick, Sneaky

Set B: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma

Set C: Mastermind, Hitter, Hacker, Thief, Grifter, Spy

Bruce Baugh May 5, 2013 in
https://plus.google.com/115186617680220003623/posts/PuWBM1aqMBC

OK, bias hat here: I love approaches, as part of my general delight with personality-oriented, simple sets of mechanics.

Skills focus play on your character's expertise, and on the parts of their background that play into it. "I know how to do this, and I know that because of having done that, lived there, etc." They play well with aspects that deal with the character's legacy to date, both personal and inherited, whether from family, mystic order, or whatever.

Approaches focus play on your character's identity, in a present and perhaps timeless way. "I am this way, this is the way I do the things I do. Whatever I know is expressed in this manner of action." They play well that legacy-related aspects in a different kind of way - where skills give you "my knowledge of this is reinforced by that way I got it", approaches are more like "this aspect provides things I know, and now I show you how I do it".

I won't go out on a limb here, but approaches feel more emotional to me than skills do. That works great for me.

Scott Acker May 23, 2013
https://plus.google.com/107657261121740797726/posts/hZTjHeAU1rC

I'm considering adding Tenacious / Relentless / Indomitable as an approach to our FAE game to represent gutting things out and pushing through when maybe most people would fold. I'd really like something that deals with this quality. Is it too passive? Is there a better word to describe this?

Mert Torun Nov 5, 2013
https://plus.google.com/113059510043663667610/posts/1kfz8b8erht

I appropriated the Apocalypse World stats for cyberpunk approaches.

Hard: roughing things up
Hot: impressing people
Smart: understanding and exploiting
Smooth: avoiding friction
Weird: doing the unexpected
Dirty: breaking the rules

Dirty and smooth are my contributions. Smooth could well be called cool, but I used that word for a stress track in my game.

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mcellis 09-03-2013
http://forum.rpg.net/showthread.php?701092-Alternate-Aproaches-for-FAE

This weekend at a con I ran a FAE Star Trek game and I changed the approaches, I made them into ways that the players split infinitives since it seemed appropriate to Star Trek. The approaches I came up with for the game were Boldly, Logically, Passionately, Methodically, Cleverly, and Deceptively.

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kid entropy 09-03-2013
http://forum.rpg.net/showthread.php?701092-Alternate-Aproaches-for-FAE

I kind of want to do a stupid low-level occultists game with Cold, Mean, Fucked-Up and Relentless as the Approaches.

CarpeGuitarrem 09-03-2103
http://forum.rpg.net/showthread.php?701092-Alternate-Aproaches-for-FAE

In the Leverage RPG, you have five Roles, which could be used as FAE approaches: Hacker, Hitter, Grifter, Thief, and Mastermind. They characterize actions by their practical content, by the parts of a problem that they interact with. Hacker interacts with tech problems, Hitter interacts with fighty problems.

The Unshaven 09-03-2103
http://forum.rpg.net/showthread.php?701092-Alternate-Aproaches-for-FAE

The folks from the podcast I'm part of came up with a Questionable Content hack using:

Aggressive
Passive-Aggressive
Depravity
Obsessive
Over Confidence
Insecurity

Eldritch Fire 09-03-2103
http://forum.rpg.net/showthread.php?701092-Alternate-Aproaches-for-FAE

In White Picket Witches, a supernatural sopa opera setting, you have Brilliant, Classy, Dangerous, Savvy, Treacherous, Powerful, and Sensitive.

Princess Stacy 09-03-2103
http://forum.rpg.net/showthread.php?701092-Alternate-Aproaches-for-FAE&p=17146705#post17146705

You could do FAE Atomic Robo with Action, Intrigue, Banter, and Science. Those work pretty well for Dr Who, Star Trek, and Archer.

Sovem 06-22-2013
http://forum.rpg.net/showthread.php?693331-FAE-Different-Approaches-for-different-folkses

I have this crazy idea to run a DC-spin off White Lantern Corps game. Like Kyle Rayner, these White Lanterns would be masters of the emotional spectrum, but would come from all the myriad corps. Their Approaches would map to the emotional spectrum:
Rage, Avarice, Fear, Will, Hope, Compassion, and Love.

Reverend Keith 06-22-2013
http://forum.rpg.net/showthread.php?693331-FAE-Different-Approaches-for-different-folkses

I think I'm leaning towards using Hillfolk's Action Types for FAE Approaches: Enduring, Fighting, Knowing, Making, Moving, Talking, and Sneaking.

Bruce Redux 06-26-2013
http://forum.rpg.net/showthread.php?693331-FAE-Different-Approaches-for-different-folkses

The D20 Modern categories of hero - strong, smart, tough, fast, dedicated, and charismatic - would make excellent approaches, because those are ways you'd go about dealing with the world.

Amy Millar Nov 10, 2013
https://plus.google.com/111341515196790838433/posts/LaSphd586po

Adding a Seventh Approach for Horror FAE

I've been planning some tweaks to Fate Accelerated for a while now in order to closer fit the sort of mood I want for a horror game.

One particular thought bubble is adding Resolute as an Approach.

A Resolute action is where you act purposefully, determined and unwavering.

One of my main reasonings was to allow for some sort of 'Will' Approach for horror gaming. How do you react in the face of something horrible or terrifying? Especially if you were to 'overcome' or 'defend' against a horrible sight rather than a monster you can fight.

My concern is whether or not Resolute is too passive for an Approach? I can think of other uses (standing up against someone, keeping watch, etc), but is it broad enough to be an effective

Approach?

Any thoughts would be appreciated!

Avram Grumer Nov 10, 2013+6
https://plus.google.com/111341515196790838433/posts/LaSphd586po

Why not change the whole list? Cautious, Caring, Curious, Deceptive, Resolute, Zealous.

Adam Goldberg Nov 11, 20131
https://plus.google.com/111341515196790838433/posts/LaSphd586po

For my Scooby Doo hack (which is a very specific class of horror), I used Educated, Cosmopolitan, Mystic, Brave, Cowardly, and Bumbling.

Kurt Rauscher Nov 6, 2013

https://plus.google.com/111341515196790838433/posts/LaSphd586po

It popped into my head that Greg Stolze's A Dirty World could be an interesting adaptation for FAE. It has six Identities which could be used as approaches:

Patience
Cunning
Vigor
Grace
Understanding
Persuasion

Or you could go deeper/more detailed with the 12 related Qualities. Check out the character sheet from the link below for descriptions of the Identities, etc.

As with A Dirty World, you could limit the max total rating between a pair of Identities/Approaches and potentially have them shift around as an alternate form of consequences... that part would require more thought for how to best adapt it.

Shea Kauffman Nov 14, 20131

https://plus.google.com/113059510043663667610/posts/6ovgtxXAGTS

I just came up with two today.

It struck me at first that most of the skills can be more or less broken down into:
Moving
Fighting
Sneaking
Knowing
Relating
Sensing

This list created approaches that felt more "traditional".
Might = Fight + Physique
Agility = Athletics + Shoot + Sneak
Knowledge = Lore + Craft + Resource
Sense = Investigate + Notice + Will
Esteem = Provoke + Contacts
Charisma = Deceive + Rapport + Empathy

And finally for those that like alliteration:
Might - Moving and Strength
Fight - Fighting and Shooting
Delight - Relating to people and provoking
Right - Knowing Things
Sight - Sensing Things
Night - Stealthy Things

Apocalypse World

• Cool, meaning cool under fire, rational, clear thinking, calm, calculating, unfazed.
• Hard, meaning hard-hearted, violent, aggressive, strong-willed, mean, physically and emotionally strong.
• Hot, meaning fucking hot, attractive, subtle, gracious, sexy, beautiful, inspiring, exciting.
• Sharp, meaning sharp-witted, clever, alert, smart, perceptive, educated, skilled, trained.￼• Weird, meaning a weirdo,
psychic, genius, uncanny, lucky, strange, prophetic, touched.

Monsterhearts

• Hot means fucking gorgeous, alluring, exciting, smokin', someone you can't stop thinking about, magnetic.
• Cold means stone-cold, calculating, collected, unwavering, frigid, able to be cruel and merciless, able to keep their wits about them, obstinate.
• Volatile means impulsive, wild, feral, quick-tempered, quick to fight or flight, aggressive, unpredictable, a basket-case, sudden.
• Dark means weird, mysterious, sinister, dabbling in the occult, comfortable in darkness, able to liaise with otherworldly forces, powerful.

Tremulus

reason: Knowledge, education, rational thinking, calmness.

passion: Instinct, empathy, intuition, emotional strength.

MighT: Aggression, physical strength, force, muscle. Luck: Fate, fortune, destiny, kismet.

affiniTy: Charm, attraction, looks, general affability.

Urban Shadows

 Blood: Blood means being tough, fast, hard-hearted, emotionally and physically durable, quick to run.
 Heart: Heart means being charming, hot, sexy, lucky as fuck, cool under pressure.
 Mind: Mind means being smart, observant, clever, sharp, a quick judge of people.
 Spirit: Spirit means mentally tough, weird, dedicated, brave, psychic.

World of Secrets

Action Fighting, leaping from rooftops, car chases, anything with adrenaline and explosions.

Analysis Figuring out what someone is doing, based on the evidence available.

Craft The basics of espionage. Stealth, surveillance, operational security, etc.

Influence Lying, manipulating and otherwise getting other people to do as you wish.

Technical Planting bugs, hot wiring a car, disarming nuclear devices, hacking, etc.

Monster of the Week

• Cool is how calm and collected you are. It is added to your die roll for the act under pressure and help out basic moves.
• Tough is how strong and mean you are in a fight. It is added to your die roll for the kick some ass and protect someone basic moves.
• Charm is how pleasant and persuasive you are. It is added to your die roll for the manipulate someone basic move.
• Sharp is how observant you are. It is added to your die roll for the investigate a mystery and read a bad situation basic moves.
• Weird is how attuned to the supernatural you are. It is added to your die roll for the use magic basic move.

The Regiment

Battle
Guts
Leadership
Lucky
Tactics

Cthulhu World

Awareness
Brain
Bravery
Brawn
Charm
Co-Ordination

The Operation

Area of Expertise	Role Titles	Brief Description
Command	Leader, Mastermind	organize and coordinate others
Manipulation	Face man, Grifter	lying to and manipulating people
Violence	Hit man, Assassin, —Muscle‖	
Stealth	Spook, Thief, Greaseman	
Technology	Fixer, Hacker	

hard men, killers and masters of violence
excel at the arts of paranoia, investigation, stealth, and Breaking and Entering
tech experts and gearheads
Codenames
Saturn, King Mercury, Queen Mars, Knight Pluto, Bishop
Vulcan, Rook