

FAE: The Secret World

v1.0

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Fate Core System and Fate Accelerated Edition © 2013 by Evil Hat Productions, LLC. Developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue

Introduction

The purpose of this document is to provide some rules for playing in the universe of Funcom's *The Secret World* using the [Fate Accelerated rule kit](#). This work primarily calls out differences and additions to the the [FAE Standard Reference Document](#), which can be found [here](#). It is recommended that the reader refer to that document for the 'core' of the rules and refer to this document as an addendum onto that Rule Set.

Approaches

Secret worlders are usually pretty dang awesome, so they start at an increased power level than normal FAE characters.

Choose one approach at Great (+4), two at Good (+3), two at Fair (+2), and one at Average (+1).

Aspects

The first two aspects of a Secret World character should be the same as defined in the SRD, a High Concept and a Trouble.

Next, you should have an aspect that defines what kind of Secret Worlder your character is. Usually, this would be a combination of your faction and your 'status'. For example:

- Mortal Illuminati
- Templar Bee
- Unaffiliated Demon

Next, if your High Concept is what you are *now*, your next aspect should be what you were before you joined the secret world. Some examples might include:

- High-Powered Lawyer
- Ruthless Mercenary
- Nerdy Tech Geek

Your final aspect should describe your reputation within your faction, cabal, or the secret world at large. Some examples might include:

- Black Sheep
- The Rake of Ealdwic
- Up-And-Comer

As always, if you feel that any of these three aren't as important an aspect of your character as something else you come up with, feel free to use something different.

Damage, Stress, and Consequences

For Mortals, use the standard rules for Damage, Stress, and Consequences.

For Supernaturals (Including Bees), you gain an additional box on your stress track, which can be used to absorb 4 points of damage. However, there is no such thing as a "Mild" consequence for you.

Also, if you are immortal, you are not allowed to take "Physical" consequences, as it is assumed you can quickly shrug off that sort of harm. Instead, focus on mental or psychological consequences. For example, a Bee might shrug off getting a sword through their chest, but it would sure be "Humiliating." Fire might not burn a vampire, but it could "Enrage" them.

Getting Taken Out

If you get Taken Out, you're out of the game until the next scene. For a Bee, this usually means that they were killed and need to respawn at an Anima Portal. For mortals, this probably just means getting knocked unconscious.

Getting Better

For the purposes of play-by-post:

Minor Consequences clear at the end of a Scene, provided you get a chance to rest.

Moderate Consequences clear after (4) scenes have passed, provided it makes sense within the story.

Severe Consequences clear at the end of the scenario, provided it makes sense within the story.

How to FAE By Post

Playing a game by post necessitates some adjustments to the standard rules of FAE, as well as some guidelines around how to actually logistically 'play' the game.

Creating a Post

As in most play-by-post games, the post is the core unit of gameplay. In a post, players describe the actions of their characters and advance the game forward. It is important to note that the **player** narrates the **actions of their character** while the GM narrates the **outcome of those actions**. For example.

Player

Alric kneels down and starts picking the lock on the door, feeling carefully for each individual pin.

GM

The lock turns open with a satisfying "click."

Note that a player can only have their character perform one **action** per post. You can fill in plenty of incidental fluff, offer compelling dialogue, etc, but you may only **act** once.

It is important to note that players do not control other player characters, or the outcome of actions. Doing so is considered **godmodding**.

Fate Points and Godmodding

After reading the FAE SRD, you'll probably notice that using a Fate point allows you to introduce new facts into the game. This would normally be considered **godmodding**, but is acceptable when playing Fate.

Note that while you may use Fate points to introduce facts into the game world, these facts may not supercede another player's creative authority. You **cannot** use a fate point to dictate the actions, intentions, or feelings of another player's character, though you may use them to modify NPC's (non-player characters). For example:

Not Allowed

Because he's **So Damn Sexy [Invoke Aspect]**, Alric has no choice but to fall madly in love with Zade.

Allowed

Because he's **So Damn Sexy [Invoke Aspect]**, Random Orochi Guard #3 feels like spending some time getting to know Zade better.

Syntax

Using an established syntax helps keep the game moving and posts understandable. While you are free to write anything you want free-form, when you actually want to perform mechanical actions in the game, you should try and use the appropriate syntax as outline below.

In general, the rule for Syntax is bold game terms, and enclose terms that don't 'flow' with the free text in brackets.

Creating an Advantage

Include the advantage you are trying to create, the approach you are using, your final roll, and how many invocations are created.

Alric **quickly [Roll: +2]** knocks over some boxes **[Advantage: Rough Terrain (1)]** into the path of the rapidly approaching Orochi guards.

Overcome

Include the approach you are using and your final roll. If you fail your roll but want to succeed anyway, indicate that in your text. For example:

Player: Alric **carefully [Roll: +0]** hops over a fence.

GM: ...But there is a rather angry-looking german shepherd waiting for him on the other side.

vs.

Player: Alric **carefully [Roll: +0]** tries to hope over the fence, but can't quite vault himself over. He calls over to Zade, "Yo, little help here?"

Helping Out

Helping out is as simple as describing an action and adding a **[+1]** to the description. For example:

Zade sighs and, with a grunt, boosts Alric over the fence **[+1]**. "You need to lose some weight, man."

Invoking an Aspect

Include the aspect, your remaining FATE points, and what you're using it to do. For example:

Alric **cleverly [Roll: -1]** tries to disable the alarm, and nearly sets the damn thing off. Thankfully, his history as a **Professional Thief [Invoke +2 (2 points remaining)]** lets him cut the green wire just in the nick of time.

Quick Combat

Combat can be the bane of a play-by-post game. Figuring out initiative order, exchanging blows, and grinding down HP can really stall out a game. So, for **FAE: The Secret World**, we propose an alternative. Rather than being a slog to the death between two opposing sides, **Quick Combat** cuts straight to the outcome and consequences of a given fight.

Sizing Up

Before a fight begins, any player can take an **overcome** action to try and size up their opposition. If this action succeeds, the GM will tell the player what the **difficulty** of the fight would be, were the player to engage the opponent.

The Difficulty Ladder

The GM sets the **difficulty** for each given fight. Fighting works similarly to an **overcome** action, except that the **difficulty** of a fight is added to the player's roll.

- +2 Easy
- +1 Simple
- +0 Fair
- -2 Average
- -4 Tricky
- -6 Difficult
- -8 Legendary
- -10 Nightmare

If the player's adjusted roll ends up being negative, they still win the fight, but they must take **damage** equal to the adjusted roll. Note that players never "lose" a fight, unless they are **Taken Out**.

Furthermore, if a player does not want to take the damage from losing the fight, he can **concede** the fight.

Multiple Fighters

If more than one player is involved in a fight (and on the same side!) then we use **individual difficulty**. The **individual difficulty** is simply the **original difficulty** divided by the number of players involved, rounded up.

Each player rolls against the **individual difficulty** and takes damage based on that modifier. This roll also informs how well (or poorly) that particular character did in the fight.

Next, all player's final rolls are added together to determine, overall, how well they did in the fight.

For example:

Zade kicks some serious ass [**Forceful, +2**] and lays out several Orochi Guards.

Alric isn't as lucky, he tries to be **sneaky [-2]** in dispatching the mooks that come after him, but the guards notice him. [**marks off 2 stress box**]

Overall, it's a **mediocre (+0)** showing for Alric and Zade during this particular fight.

Resting

Stress does not reset immediately after a fight. Instead, the player must take a **rest action** in order to remove their stress. For example:

Alric catches a breather [**rest**] after the fight. [**clears stress**]