

# SPIRIT OF VIMARY

## INTRODUCTION

It's been a decade since Dream Pod 9's post-apocalyptic fantasy game *Tribe 8* was first released. While not revolutionary in the system used or the tropes presented, the unique combination of elements in the setting caught my imagination and reinvigorated my enthusiasm for gaming. The running character narratives that made up the setting information helped Vimary come alive for me in a way that few settings (roleplaying or not) have before, even if the presentation was not without its issues – some practical, others a matter of preference.

*Spirit of Vimary* is a project aimed at adapting *Tribe 8* to the FATE system used in Evil Hat Production's *Spirit of the Century*. It was born out of a desire to find a system that was a better fit for *Tribe 8*'s perspective and style. SilCore is a great system and one of my favorites. Its gritty, low-powered focus would seem to be a match for the tone of *Tribe 8*, but it contrasts with the Synthesis rules and in some ways detracts from the fantastic feel. There is little emphasis on how the characters and social groups relate to one another, and although that can certainly be roleplayed through it is nice to have some mechanical support in the game for. FATE's Aspect rules are a natural fit for Synthesis, and using aspects many other things fall into place. I also feel that the stress rules bring a lot to the table; in some ways, they may even make *Tribe 8* all the more brutal because of how they can reflect not just physical injury but emotional, social and spiritual wounds.

Hopefully others will find this adaptation a good fit for *Tribe 8* as well. Vimary is a fantastic setting and the story of the Fallen and their struggle against pretty much everything is a compelling one. The niche that the game fills a very small one, so by showing how a system like FATE can really make *Tribe 8* shine, I hope to maybe draw new people into the fold. Always remember, "The past is dead. Your future is now."

Wil

## THE SETTING

*Spirit of Vimary* is deliberately set in Vimary, the setting of the original *Tribe 8* rpg. *Tribe 8 2e* moved that setting and timeline forward to Capal, but Vimary is my favorite of the two. Since this is a fan work, no setting information is presented here that isn't directly related to playing in Vimary using FATE – the *Tribe 8 1e* rulebook is a necessity if only for the non-rules content, and the Vimary Sourcebook is considered essential. In addition, many things referenced in this adaptation are drawn from later books in the *Tribe 8* line, such as *Adrift on the River of Dream* or *The Tribe 8 Companion*.

For the curious who are not familiar with *Tribe 8*, a very brief overview of the game might be helpful. *Tribe 8* is set in the remains of Montreal, Canada an indeterminate

amount of time after a supernatural apocalypse. Demonic monsters known as the Z'bri caused this collapse, imprisoning humankind as their playthings, until humankind freed themselves with the assistance of semi-divine beings called the Fatimas. After several generations of living under the Fatimas, the new society called the Seven Tribes began to find undesirables in their midst – people who questioned the order of things, radical thinkers, sometimes simply criminals – and began to cast them out to protect their society. This group is called The Fallen, or the Eighth Tribe after a prophecy uttered by the Fatima Joshua at his death. The PCs are assumed to play one of the Fallen in their struggle to survive in Vimary, although I am giving support to play other character types as well.

## CHARACTER CREATION

Character creation follows roughly the same pattern as *Spirit of the Century*. The players and GM should get together beforehand and discuss the kind of game that they want to run in Vimary, whether or not they want to follow the metaplot and, if so, how closely. From there, the players should go through the character creation process more or less together, one phase at a time.

The character creation process for *Spirit of Vimary* has been modified somewhat from *Spirit of the Century*, borrowing some elements from FATE 2 and introducing some elements of its own. The basic procedure for creating a *Spirit of Vimary* character is as follows:

1. Come up with a character concept.
2. Choose an Origin aspect
3. Go through the Paths for that Origin, allocating skill points and choosing aspects and Stunts.

## ASPECTS

One of the differences between FATE/*Spirit of the Century* and *Spirit of Vimary* are multiple types of Aspects. Each Aspect has some special characteristics that differentiate it from other Aspects. These aspects are:

- ❖ Atmosphere Aspects
- ❖ Character Aspects
- ❖ Eminence Aspects
- ❖ Origin Aspects
- ❖ Outlook Aspects
- ❖ Tribal Aspects

## ATMOSPHERES

Atmospheres embody both the nature of the Z'bri and the aura that they constantly emit. They are similar to Eminences, but cannot be chosen or changed. There is one Atmosphere for each Z'bri House. Only actual Z'bri have Atmospheres; Serfs instead

have Taint.

While Eminences are somewhat introspective in nature, Atmospheres are very external. They reach out from Z'bri – as such, everyone who comes into contact with a Z'bri will be very aware of the Z'bri's Atmosphere (i.e., no need to try to discover the Aspect, it's obvious). The fundamental difference between Atmospheres and regular Aspects is that Atmosphere is compelled *onto* other non-Z'bri characters. This happens automatically to all non-Z'bri once per scene within a number of zones equal to the Z'bri's rank in Sundering. If a character decides to accept the compel, they gain a Fate point as if one of their own Aspects had been compelled; if they resist, they pay a Fate point. At the GM's discretion, he can automatically escalate the compel for particularly powerful Z'bri.

Once a character resists a particular Z'bri's Atmosphere, the automatic compel onto them will never happen again. Succumbing to a particular Z'bri's Atmosphere opens the character to having Spiritual Stress inflicted on them by the Z'bri. The Spiritual Stress always reflects the nature of the Atmosphere (and thus the Z'bri). Consequences gained from this Spiritual Attack are called Taint, and represent the long-lasting effect the Z'bri Atmosphere has on the character's spirit.

More information on Atmospheres and their use can be found in the section on Sundering.

### CHARACTER ASPECTS

Character Aspects are the typical Aspects that FATE characters choose, defining some element about the character and helping to differentiate them from other characters. If it is not specifically covered by one of the other Aspect types, it is a Character Aspect.

### EMINENCE ASPECTS

Each Tribal or Outlook Aspect has a pair of Eminence Aspects associated with it. They can be chosen at any time that the character has the Tribal or Outlook Aspect.

Eminences are low level, subconscious applications of Synthesis but the Synthesis skill is not required to use them. They operate exactly like regular Aspects and can be invoked, tagged and compelled normally. The difference is that Eminences are broader than most other Aspects and can be more useful because of it. In general, if the player can find a way to work invoking the Aspect into the description of what they are attempting, they can invoke the Eminence. For example, a Tera Sheban has the Eminence of Truth. She is attempting to convince an Evan NPC that a group of Fallen are planning on raiding her family's homestead – the Tera Sheban can invoke Truth in order to get a bonus. The tradeoff is that Eminence Aspects, being so broad, also create more opportunities for tags and compels and there are ways to counter them through the use of specific Skills, Stunts and even other Aspects.

Characters may only have two Eminences at one time (save Guides – they are explained later). They can, however, be changed by the player if the change is justified. Once an Eminence has been replaced with new one, it is forever lost to the character. By default, Fallen are assumed to have replaced one Tribal Eminence with an Outlook Eminence. This is built into the Fallen Paths, as Fallen choose only one Tribal Eminence at the

beginning, and can choose an Outlook Eminence near the end. Tribals start with both Eminences associated with their Tribe, and generally those Eminences never change. An example of a Tribal changing Eminence would be discovering they are a Marian, and replacing one or both Eminences with Marian Eminences. Fallen characters can likewise choose to not keep their remaining Tribal Eminence and instead take both Eminences for their Outlook – at the cost of never being able to regain the Tribal Eminence. Finally, a character may decide to keep only one Eminence. Characters with only one Eminence are known as “partial Dreamers”.

It is possible for Serfs or even Squats to gain Eminences. This is done first by taking the Character Aspect “Partial Dreamer”, which allows the character to choose one Eminence. The character may then replace “Partial Dreamer” with the Character Aspect “Awakened Dreamer” and choose one more Eminence. Note that Tribals and Fallen are assumed to be Awakened Dreamers (although some Fallen are only Partial Dreamers). For non-Tribals/Fallen, taking Eminences also requires using Aspect slots during character creation. In play, characters need to develop Eminences in the same way that they would any new Aspect. This holds true for Dreamers that already have two Eminences. It is possible that there are more Eminences than those associated with the Tribes or Fallen Outlooks; if a new Eminence is introduced to the game, the GM and players should agree on what it is and how it can be used.

## ORIGIN ASPECTS

Origin Aspects describe the broad racial or cultural category that the character belongs to within Vimary. The Origin Aspect has to be chosen before any other Aspects and is the foundation of the character’s concept. It determines which Path the character takes and guides the Aspects, Skills and Stunts available to the character.

Characters may only ever have one Origin Aspect, and the base Aspect cannot change without a very good explanation and approval from the GM and possibly the other players. The best example is a Tribal who is Banished (outside of choosing the Fallen path) – they lose their Tribal Origin and replace it with Fallen. When a character changes Origin Aspect, the character may lose some Aspects while others remain available. In general, whenever Tribals are Banished they lose one of their existing Eminences and gain a new one appropriate for their Outlook Aspect. However, if they had the Aspect “Captain of the Watch” they would lose it – it might be replaced with “Former Captain of the Watch”. The Origin Aspects available are:

Origin	PC/NPC
Fallen	PC
Fatima	NPC
Guide	NPC
Keeper	PC
Squat	PC

Serf	Normally NPC
Tribal	PC
Z'bri	NPC

## OUTLOOK ASPECTS

Any character with the Fallen Origin Aspect may choose an Outlook Aspect. This can be done at any time – there is no requirement to choose an Outlook Aspect. Unlike Origin Aspects, Outlook Aspects can be changed pretty easily as long as the change is justified. Doing so allows the character to take an Eminence tied to the new Outlook. The rule about replacing Eminences still applies.

The basic Outlook Aspects in Vimary are:

- ❖ Herite
- ❖ Yagan
- ❖ Doomsayer
- ❖ Lightbringer

Depending on the timeframe of the campaign, the additional Outlook Aspect *Child of Lilith* may also be available.

## TRIBAL ASPECTS

Tribal Aspects represent the specific Tribe that a character with the Tribal Origin Aspect belongs to (or in the case of Fallen, the Tribe they belonged to). Not even the Fallen can escape their Tribal origins; such is the nature of the Fatimas' impact on their human followers. Some Stunts and Aspects may require specific Tribal Origins.

In Vimary there are seven basic Tribal Aspects that can be chosen:

- ❖ Agnite
- ❖ Dahlian
- ❖ Evan
- ❖ Joanite
- ❖ Magdalite
- ❖ Tera Sheban
- ❖ Yagan

In addition, two more Tribal Aspects may be available if the GM wishes them to be a part of his campaign:

- ❖ Joshuan
- ❖ Marian

## PATHS

The humans of Vimary live wildly disparate lives, and as such they have different Paths

that they take through life. Growing up amongst the Tribes is a completely different experience than that of a Squat tribe living in the Outlands.

Only Paths for Fallen, Keepers, Squats and Tribals are given here; Guides, Fatimas and Z'bri are not meant to be PCs and only loose guidelines for building characters with those Origins are given.

#### Available Paths

Path/Origin	Aspects	Skill Points
<b>Fallen</b>		
A Seed is Planted	1 Origin 1 Tribal 1 Tribal Eminence 1 Character	4
Crisis of Faith	1 Character	4
The Crossing	Any combination of Outlook, Fallen Eminence or Character Aspects totaling 3.*	4
Trial By Fire	1 of any**	4
<b>Tribal</b>		
A Child of the Goddess	1 Origin 1 Tribal 2 Tribal Eminence 1 Character	4
Rites of Passage	2 Character	4
The Mantle of Faith	1 Character	4
Chosen	1 Character	4
<b>Keeper</b>		
A Child of the Past	1 Origin 1 Character	6
The Apprentice	2 Character	4
The Inventor	2 Character	4
Into the Wastes	2 Character	4
<b>Squat</b>		

A World of Hurt	1 Origin 2 Character	8
Out of the Pit	2 Character	6
Holding On	2 Character	6

*\* MAXIMUM OF 2 FALLEN EMINENCE ASPECTS AND 1 OUTLOOK ASPECT*

*\*\* IF THE PLAYER HAS ALREADY CHOSEN 2 FALLEN EMINENCE ASPECTS OR CHOSEN AN OUTLOOK ASPECT, THE PLAYER MUST CHOOSE A CHARACTER ASPECT.*

## FALLEN

*“To your family, you were never born. You are your Tribe’s shame. You are nothing. You cannot fail in the eyes of The One Goddess – there is no lower than you can go.” – Jorren, Sheban Herite*

The default campaign deals with PCs that are Fallen. While Fallen come from a wide variety of backgrounds and can have very different circumstances surrounding their Banishment, they do tend to follow very similar patterns in their lives. It’s important to realize that Fallen Paths do not follow strictly defined time periods – Agnite Fallen are rarely over the age of 18 and many are pre-teens, while Veruka the Wraith was quite old when she was Banished.

The Paths for Fallen are:

1. A Seed is Planted
2. Crisis of Faith
3. The Arch
4. Trial By Fire

### A SEED IS PLANTED

All Fallen begin as a member of one of the Seven Tribes. The player should write a few sentences describing the character’s life before it began to diverge from the Tribal norm. This could represent just a handful of years (especially true for Agnites) or almost an entire lifetime.

**Aspects Chosen:** 1 Origin Aspect, 1 Tribal Aspect, 1 Tribal Eminence Aspect, and 1 Character Aspect

**Skill Points Gained:** 4

### CRISIS OF FAITH

Just as a character’s normal Tribal life could span years or decades, the circumstances that lead up to her Banishment could be long and drawn out or very sudden. During this path the character starts down the path to disillusion, insubordination, or victimization by others – a path that ultimately ends in Banishment. The player should write a few sentences about the character’s fall from grace and circumstances for being Banished.

**Aspects Chosen:** 1 Character Aspect

**Skill Points Gained:** 4

### THE CROSSING

This Path begins when the character is formally Banished and ends when they reach the Gate of the Fallen on Hom. Banishment is a highly traumatic experience, and all Fallen bear scars – physical, emotional, and spiritual – of the ordeal. Cut loose without any belongings, supplies, weapons, and sometimes even clothing, most Fallen naturally migrate towards Hom (if only because they have nowhere else to go). The few that do not immediately seek out Hom have a high chance of dying in the Outlands, and nearly all of those survivors wind up on Hom anyway. The journey to Hom seldom takes more than a few weeks, depending on where on Vimary the character was Banished and their experiences during this time. In some instances, newly Fallen are practically pushed towards Hom or literally left on its doorstep after Banishment. For many this time is a vivid, highly spiritual experience of self-reflection and discovery, and many reconnect with the River of Dream. Arrival at the Gate and taking the first step through it is a defining moment, a point of no return into the life of an outcast. All but the most hopelessly optimistic realize there is no turning back. Even Fallen that never make it to Hom and miraculously survive in the Outlands have some kind of experience that is a metaphor for reaching and stepping through the Gate.

**Aspects Chosen:** 1 Outlook Aspect, 1 Fallen Eminence Aspect and 1 Character Aspect *or* 1 Outlook Aspect and 2 Character Aspects *or* 2 Fallen Eminence Aspects and 1 Character Aspect *or* 3 Character Aspects

**Skill Points Gained:** 4

### TRIAL BY FIRE

The final Path covers the character's initial experiences on Hom. Many Fallen who don't immediately find an Outlook do so now, but once again there is no requirement to do so. It is even possible to change Outlook Aspects at this time. Most Fallen also gravitate towards joining or forming Cells of likeminded Fallen. During this Phase, the player should write a few sentences describing the Cell that her character is a part of. Also, each player should let another player describe a detail about their character related to how their characters know one another, as well as a pivotal event during their relationship.

**Aspects Chosen:** 1 Outlook Aspect (if one has not been chosen) *or* 1 Eminence Aspect (if the character did not choose 2 during the previous Path) *or* 1 Character Aspect

**Skill Points Gained:** 4

### TRIBALS

*"We are the Chosen of the One Goddess. By the grace of the Fatimas, we execute the will of the One Goddess. All others are chattel for the Z'bri, whether they realize it or not." – Shariah, Yagan Witch*



While the lives of Tribals can be difficult, brutal and short, they still live in luxury compared to nearly everyone else on Vimary. The Fatimas have introduced some amount of stability and all Tribals – even Agnites to some degree - follow the same basic pattern of birth, induction into the tribe, passage into adulthood, adulthood and eventual death. By default PCs are assumed to be prominent Tribals, so the later Paths of their lives reflect the greater responsibilities that they take on in the name of their Tribe.

The Paths for Tribals are:

1. A Child of the Goddess
2. Rites of Passage
3. The Mantle of Faith
4. Chosen

### CHILDHOOD

When a character is born into a Tribe, the Fatima blesses the newborn. Her mind is opened to the River of Dream and she is named. Childhood and adolescence varies from Tribe to Tribe, but in general it involves education about the ways of the Tribe and the Seven Tribes in general as well as preparation for the character's role and position. A few sentences describing these early experiences should be written. In addition, the ties the character has to future Circle mates are often made during childhood. Each player should choose one other player and describe how their character was introduced to them.

**Aspects Chosen:** 1 Origin Aspect, 1 Tribal Aspect, 2 Tribal Eminence Aspects, 1 Character Aspect.

**Skill Points Gained:** 4

### rites of Passage

Like childhood, the age and manner that Tribals pass into adulthood is dependent on the Tribe. It is often a pivotal period for Tribals, involving vision quests, tests of endurance, knowledge, skill or even all three and elaborate rituals. This warrants a few sentences to describe this time period and a new Aspect. Characters are often inducted into a Sisterhood, Clan or other secret society at this time.

**Aspects Chosen:** 2 Character Aspects

**Skill Points Gained:** 4

### THE MANTLE OF FAITH

By this time, the character has fully moved into her role within the Tribe. This is a time of accomplishment for the character and the timeframe tends to be the longest, lasting anywhere from a few years to decades. The player should write a few sentences describing her experiences during this time. In addition, each player should choose at least two other player's characters and describe how they have come to know those characters.

**Aspects Chosen:** 1 Character Aspect

**Skill Points Gained:** 4

### CHOSEN

The final Path involves the characters being chosen to form a Circle, accomplishing some task set forth by the Fatimas or the leaders of the Tribes. This task is normally lengthy and may take months or years to accomplish – more than likely, once this Path is finished and gameplay begins, the character will still be pursuing the task that has been set before them. All of the players should agree on the Circle's purpose and their character's part in it. Tasks can vary from uncovering corruption within the Tribes to recovering an important Fatimal artifact to neutralizing a threat to the Tribes. Each player should describe how another character was involved with their character in working towards the Circle's goals.

**Aspects Chosen:** 1 Character Aspect

**Skill Points Gained:** 4

### KEEPERS

*"Everything in this world, even the River of Dream, is measurable. I will find a way to harness its power and bend it to man's will." – Hannah, Zetetic Keeper*

Keepers are the least understood group inhabiting Vimary. The Tribes see them as hopelessly and dangerously obsessed with the World Before, all too willing to bring about another age of technological ruin and betrayal of the principles of the One Goddess. Although kindred spirits with the Fallen because of conflict with the Tribes, many Fallen see Keepers as nothing more than merchants of technological contrivances or even travelling arms dealers. Squats tend to not know what to think of them, viewing them with a mixture of fear, suspicion and wonder.

In truth, Keepers do not represent a unified whole and all views of them can be both right and wrong. Even so, they still have to live and survive just like anybody else – they just tend to use different techniques and tools to do so.

Keepers also have one of the highest standards of living among all of Vimary. They are among the best educated, and have access to skills and knowledge that no one else in Vimary has. This is not to say that their lives are easy. There are many dangers in the Rust Wastes, and even within the confines of Olympus there are a myriad of risks.

Keeper PCs are assumed to be adventurer-scholars, fitting the stereotype of the Keeper poking through the ruins of The World Before for artifacts and knowledge. Because of this they are the most likely to have had contact with the Tribes, Fallen, Squats and even Z'bri. Ingenious inventors, they are capable of crafting working devices from what appears to be random junk.

Keeper Paths are:

1. Child of the Past

2. The Apprentice
3. The Inventor
4. Into the Wastes

### **A CHILD OF THE PAST**

Individual Keeper families have different methods for raising their children, but in general they spend much of their early childhood in crèches. Every adult contributes to rearing and teaching the children various aspects of history, math, science and language. Only in some outposts, such as the Junkyard Keepers, is education an informal affair (which is not to say that their education is subpar, only not as disciplined). During this time, Keepers are often introduced to companions that they will likely know their entire lives. If the game is focusing exclusively on Keepers, each player should choose one other character that their character knows and describe an experience with that character.

**Aspects Chosen:** 1 Origin Aspect, 2 Character Aspects

**Skill Points Gained:** 6

### **THE APPRENTICE**

Almost universally, adolescence for Keepers means that they are apprenticed to one or more mentors. Depending on the student's aptitudes and interests they may be actively involved in research, scavenging activities, or repairing and maintaining the bewildering variety of machinery within their community. The player should write a sentence or two describing their relationship with their mentor(s) and the nature of the work the character was doing.

**Aspects Chosen:** 2 Character Aspects

**Skill Points Gained:** 4

### **THE INVENTOR**

The pinnacle of every Keeper's life is the development of a thesis project, which showcases all of the Keeper's knowledge to date. During this period of intense research and experimentation the character's technosmithing ability often comes to the fore. This usually makes these projects one-of-a-kind wonders of Technosmithing and pushes the envelope of Keeper knowledge. Many of them will remain with the Keeper in the years to come as useful tools and resources. The player should write a few sentences describing the masterpiece the character develops

**Aspects Chosen:** 2 Character Aspects

**Skill Points Gained:** 4

### **INTO THE WASTES**

Now fully a member of Keeper society, the character is free to begin his travels, research and adventures. Often like-minded Keepers will form small crews that venture into the Rust Wastes and surrounding Outlands to conduct research and exploration. They often

encounter Tribals, Fallen, Squats and even Z'bri and this is a good time for them to become acquainted with non-Keeper PCs in the campaign. The player should write a few sentences describing this period and describe how they encountered one or two other player characters.

**Aspects Chosen:** 2 Character Aspects

**Skill Points Gained:** 4

### SQUATS

*"The Tribes spit on us. The Fallen exploit us. The Z'bri enslave us. None of them own us."*  
– Ulric, Boarhead Squat

Squats have the shortest, most brutal lives among all the humans of Vimary. They are constantly at risk of sickness, starvation, and depredations at the hands of Tribals, Fallen, Z'bri, wildlife, and even other Squats. Because playing a member of the lowest rung of survivors in a post-apocalypse society is not most people's idea of fun, Squat PCs are assumed to be exceptional: leaders, explorers, adventurers, shaman, etc. Even then Squats only have three Paths:

1. A World of Hurt
2. Out of The Pit
3. Holding On

### A WORLD OF HURT

Squats are born into the absolute worst conditions humanity has known since the dawn of civilization. Their lives are hard, but those that survive can rise above their beginnings and even thrive. This Path could easily be the shortest timewise out of any other Origin path save the Agnites – many Squats are considered adults before they are ten summers old, or when they show the first signs of puberty at the latest. Write a few sentences describing the tribe or clan the character is from and her early experiences surviving in the Outlands. Because of the extreme harshness of Squat life, just for surviving through childhood grants a Squat character 8 skill points.

**Aspects Chosen:** 1 Origin Aspect, 1 Character Aspect

**Skill Points Gained:** 8

### OUT OF THE PIT

Adolescence and early adulthood are the times that potential leaders and survivors among the Squats are tested the most. Young warlords challenge and defeat rivals; shaman undertake spiritual quests in search of knowledge and power over their tribesmen; adventurers brave the Outlands looking for whatever will help them survive. This Path rarely lasts a few seasons. However, no one does these things completely on their own – the character will have connected with others for cooperation and support. Each player should choose at least one other character that their character encounters during this time. Write a few sentences about what the character has accomplished and

how the other character was involved.

**Aspects Chosen:** 2 Character Aspects

**Skill Points Gained:** 6

### HOLDING ON

Having made their mark on the world, the character needs to keep their position at the top. Whatever their accomplishments are, there are many others who are willing to take it away – even if it means killing the character. The character's friends, companions and allies are important here. The player should write a few sentences detailing the trials the character faces during this time. It is probably a good idea to iron out with the other players how all of the characters relate to one another as well.

### SKILLS

Skills operate the same way as in *Spirit of the Century*. Many skills have been modified, and a few ones have been introduced. Below is a table summarizing the Skills available in *Spirit of Vimary*. Skills in bold denote a new or changed Skill.

Skill	Use	Prerequisites
Alertness	Perception	
<b>Archery</b>	Combat	
Art	Craft/Knowledge	
Burglary	Subterfuge	
Athletics	Physical	
Contacting	Social	
Craft	Craft	
Deceit	Social	
Empathy	Mundane	
Endurance	Physical	
Fists	Combat	
Gambling	Mundane	
Intimidation	Social	
Investigation	Perception	
Leadership	Social	
<b>Lore</b>	Knowledge	
Might	Physical	
Rapport	Social	
Resolve	Social	
<b>Resources</b>	Mundane	
Sleight of Hand	Subterfuge	
Stealth	Subterfuge	
<b>Sundering</b>	Supernatural	Z'bri Origin or other appropriate Aspect
Survival	Mundane	
<b>Synthesis</b>	Supernatural	Tribal Origin, Fallen Origin or other appropriate Aspect
<b>Technosmithing</b>	Supernatural/Craft	Keeper Origin or other appropriate Aspect
Weapons	Combat	

The World Before	Knowledge	Keeper Origin or other appropriate Aspect
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## STUNTS

Stunts work the same as they do in *Spirit of the Century*. Many of the same Stunts are available, although some have been modified. There are also a number of new Stunts, including Stunts usable only by those with the Synthesis, Sundering or Technosmithing skills.

Starting characters choose 3 Stunts.

## SKILLS

### ACADEMICS, ENGINEERING AND SCIENCE

Some will note the lack of the Academics, Engineering and Science skills. That is because knowledge in *Spirit of Vimary* is a fragmented thing. Not everyone holds all of the pieces and the pieces don't always fit together correctly. Unlike *Spirit of the Century*, science and knowledge are not the answer to all of mankind's ills – in fact, it's pretty much accepted that they caused the current state of affairs. This also means that there is some overlap between the three skills that have taken their place: Lore, Technosmithing and The World Before. This is intentional – it's perfectly plausible for the characters to figure out how to neutralize a toxic substance from The World Before using knowledge gained from the local spirits (Lore supplemented by Synthesis), research in old books (The World Before) or a jury-rigged Keeper medical device (Technosmithing).

### ARCHERY

Archery is the skill of hitting things at a distance with a ranged weapon. It does not matter if it is a bow and arrow, sling, spear, boomerang or some other exotic weapon. Archery does *not* natively include firearms, although a Stunt is available to allow for firearm use. Otherwise, Archery functions much the same as the Guns skill.

### CRAFT

Craft is the ability to create things, including tools, weapons, clothing, simple engineering projects such as fortifications and dwellings, and simple mechanical devices. It is similar to Engineering, but does not include the creation of complex mechanical devices.

### LORE

Lore is used to answer questions – covering history, legends, customs, and other pieces of knowledge. It is used in the same manner as Academics from *Spirit of the Century*, but it represents more naturalistic knowledge of the World. Any knowledge not covered explicitly by Art or The World Before falls under this skill (though some overlap may exist). Characters with high Lore include Tera Sheban Lorekeepers, Yagan Fleshers, Evan Nurses and even Melanis Z'bri. Although Keepers rely heavily on the World Before skill,

they can certainly have some Lore skill as well to represent more naturalistic knowledge.

Trappings for the Lore Skill are listed below. Except where noted they are identical to Academics trappings from *Spirit of the Century*.

- ❖ Declaring Minor Details
- ❖ Exposition and Knowledge Dumping
- ❖ Languages
- ❖ Medicine
- ❖ Research
- ❖ The Truth

### LANGUAGES [LORE]

Vimary doesn't feature a large selection of languages that can be spoken or read by a scholar, and the splintered nature of society prevents languages from spreading very far. In general, all characters know how to speak one language. Characters with Lore of Mediocre or higher can read and write this language as well. For each step above Mediocre the character may choose one additional language. Some languages, such as Secret Languages, require an Aspect related to the guild or sisterhood the language belongs to. Others, such as Z'bri, may only be understood by humans and cannot be spoken.

- ❖ *Tribal*. Covers most tribal dialects, but not Secret Languages of Guilds or Sisterhoods.
- ❖ *Keepspeak*. Covers dialects ranging from Olympian Keeper to Sanjon.
- ❖ *World Before*. Covers Fanzay (French) and Gaelish (English). Normally only known by Keepers, learned Tribals and some of the more sophisticated Squat tribes.
- ❖ *Squat*: A pidgin language spoken by most Squats. Does not cover specific languages that might be spoken regionally. Squat has no written component; Squats with no other language that has writing instead write in World Before at two steps below their Academics skill.
- ❖ *Serf*: Bastardized Z'bri spoken by human Serfs. Includes its own set of pictograms for writing. Speakers of Serf can understand some Z'bri and vice-versa.
- ❖ *Z'bri*: Cannot be spoken by humans, but humans with the Gift of Tongues stunt can understand it.

### MEDICINE [LORE]

Medicine works like the Science trapping from *Spirit of the Century*. This is because Lore includes the knowledge to be able to heal people, and elders with a lot of knowledge are often healers, shaman and medicine men.

### RESEARCH [LORE]

This is, for the most part, identical to Research for Academics. The difference is that libraries are mostly non-existent. The Tera Shebans and Yagans have stores of recorded knowledge although Tera Sheban records are closer to being a real library. Yagan

knowledge tends to be recorded in tattoo form, both on living people and the collected skins of important Tribals. Even Tera Sheban writings are not organized as well as a formal library and are often dependent on a Lorekeeper to locate specific texts. Excepting the Tera Shebans and the Yagans, the remainder of Tribal knowledge tends to be oral (or in the case of the Sisterhoods coded in some fashion), making access to elders and other knowledgeable individuals vital when doing research. For this reason in many cases Lore will be supplemented by Contacting..

Tribal knowledge tends to be very subjective, particularly with regards to anything relating to non-Tribal matters. Research may involve spirits and the River of Dream, so it can be supplemented or limited by Synthesis. The quality of the character's information is rated exactly like a library, with the caveat that Good libraries are not common, while only Great ones are very rare – only the best kept Yagan, Sheban and Keeper archives typically qualify. Superb sources are once in a lifetime finds – the oldest, wisest spirits or entities in the River of Dream are the most likely sources and finding them should be a quest by itself.

## RESOURCES

Resources are very similar to those in *Spirit of the Century*, with the exception that there is no Spending Money trapping. No monetary systems exist in Vimary, even among the Keepers, so the trapping Barter replaces it.

### BARTER [RESOURCES]

Barter is the equivalent of Spending Money. It is always limited by the character's Contacting skill. Like Spending Money, characters are assumed to have the tools and equipment they need to survive or pursue their profession on a day to day basis.

### WORKSPACES [RESOURCES]

Workspaces are near identical – except anything “Arcane” is replaced with Synthesis/Technosmithing/Sundering. Note that many Keeper Workshops will serve dual purposes as regular Engineering as well as Technosmithing Workshops.

## SYNTHESIS

Synthesis is, literally, the synthesis of Dream and reality. It also belies knowledge of the River of Dream and the realm of the spirit. All Tribals have at least a minimal understanding of Synthesis as it permeates their everyday lives.

Available Mysteries trappings for Synthesis include Sixth Sense, Arcane Lore, Fortune Telling and Artificing. In addition, Synthesis has a couple trappings of its own.

### DREAMING [SYNTHESIS]

Understanding your own Dreams is crucial to understanding The River. Synthesis users are able to take control of their Dreams (i.e., lucid dreaming). This allows the Dreamer to interact with elements of their Dreams, which may include other Dreamers or spirits. They cannot leave their own Dreams however; the Dream Walker Stunt is required to do that. Dreaming also allows for divination or information seeking, acting like an Arcane



Lore roll with a Mediocre library.

### RITUAL [SYNTHESIS]

While performing rituals that call on spirits requires individual Stunts, merely knowing Synthesis allows characters to participate in them. The character is comfortable with the trappings of rituals, is possessed of the right frame of mind and ability to concentrate, and is able to carry out instructions while participating. Note that participants in rituals that do not have Synthesis do help, but their contribution is basically limited to spiritual and emotional support.

### SPIRITUAL COMBAT [SYNTHESIS]

Synthesis is the skill used for Spiritual Combat. It is also used to determine the character's spiritual stress track.

### SUNDERING

Sundering is the skill used by the Z'bri and those schooled in the Old Arts. It includes three trappings from Mysteries: Sixth Sense, Arcane Lore and Artificing. Plus it has one trapping of its own, available only to Z'bri.

### ATMOSPHERE [SUNDERING]

Z'bri have the ability to actively project their Atmosphere onto others as a spiritual attack. First, the character in question must have succumbed to the Z'bri's Atmosphere Aspect. The Z'bri can then make a spiritual attack, resisted by the character's Synthesis skill. Stress represents the spiritual effects of the Z'bri's attack; consequences manifest as Taint. In addition, the Z'bri's Atmosphere allows the Z'bri to automatically suppress Synthesis use within a number of zones equal to the Z'bri's Sundering skill. Any use of Synthesis within this area – including invoking an Eminence - requires an opposed Synthesis roll versus the Z'bri's Sundering.

### TECHNOSMITHING

Technosmithing takes the place of Engineering. It is as much skill at physically building things as it is channeling the spirit of The Engineer through the Keeper's connection to the River of Dream. Some Technosmithing rolls may be limited by the character's World Before skill – this a symptom of “knowing too much” interfering with the Keeper's connection to the River of Dream.

All existing Engineering trappings and Stunts are available to a Keeper with Technosmithing. In addition, Drive is available as a trapping of Technosmithing. Piloting is virtually unknown, although it can be taken as a Stunt.

### THE WORLD BEFORE

The World Before represents knowledge of the World Before – history, customs, science, and even operating everyday devices (for example, a Keeper might know how to turn a TV or a light on). It is similar to Lore and there may be some overlap. Any knowledge that is not explicitly covered by Lore or Arts is covered under this skill. The World Before has all of the same trappings as Lore. Some Technosmithing applications may be

supplemented or limited by the World Before skill.

## STUNTS

Many of the stunts in *Spirit of the Century* are available in *Spirit of Vimary*. Some of the Stunt trees have been rearranged, some stunts have been removed, and others have been added. Only Stunts that have been changed or added have detailed listings – see the Stunt list for the complete list of Stunts available. Note that some stunts have been subsumed by Synthesis Stunts; these Stunts have been removed from the Stunt trees to avoid undermining the impact of the Synthesis skill.

## ARCHERY

All Guns stunts, with the exception of “Two Gun Joe”, are available for those with the Archery skill. The following new stunts are available as well:

### FIREPOWER

#### FIREARMS [GUNS]

You have been trained in how to use firearms from the World Before, specifically the types of firearms that Keepers tend to manufacture. These tend to be cobbled together hybrids of black powder and gunpowder weapons and include pistols, shotguns and rifles. Taking this stunt allows for the character to use Archery stunts with firearms, and also opens up the “Two Gun Joe” stunt.

## LORE

### LANGUAGES

#### LINGUIST [ACADEMICS]

With this Stunt your character may speak five additional languages, in addition to those granted by a high Lore skill.

#### GIFT OF TONGUES [ACADEMICS]

Requires Linguist

You can speak all of the known languages listed under the Languages trapping of the Lore skill (except Z’bri, which you understand). You may use your usual language slots (including the increases from the Linguist stunt) to choose read and speak languages you have no business having learned – including specific languages from the World Before, Secret Languages of various groups within Vimary, specific Z’bri House languages, even languages of spirits and other entities. The Linguist stunt may be taken multiple times in order to increase the number of languages the character knows.

### MEMORY

### ??? [LORE]

The character's voracious appetite for learning allows her to recall minute details of the most obscure texts or oral teachings. The character is always considered to have a library on hand of a quality equal to her Lore or World Before skill. She can answer questions with a base difficulty less than or equal to her Lore or World Before skill, relying solely on memory and given a little bit of time to recall the details. Any research performed by this character in a *real* library automatically takes one unit less time, and any libraries with a quality less than her Lore or World Before Academics skill.

### SCHOLARSHIP

#### SAGE [LORE]

Your character is known as being wise and exceptionally well learned in one particular area. Possibilities can Tribal history, the Z'bri, squat tribes, hunting grounds, specific locales such as the Rust Wastes, etc. Note that specific subjects that are more fitting for the World Before – mathematics, science, history of the World Before, etc. – is reserved for stunts under the World Before skill.

When you make a Lore roll pertaining to your general area of expertise, you automatically receive a +1 bonus. Beyond this, you should pick a specific specialization within that area (like ancient Sumerian history, or cryptography). When an Academics roll involves that specialization, you gain an additional +1 bonus (for a total +2 to the value of the research effort).

Any research efforts involving the specialization take one unit less time; this may be combined with Walking Library, in the Memory group of stunts, for lightning-fast research. When taking part in an academic conference or otherwise interacting with others in the field, you may use Academics to complement your social skills (Rapport, Empathy, Deceit, *etc*). Your skill is considered elevated by these bonuses, so someone with Good Academics, acting in his area of specialization, would complement skills as if his Academics were Superb (Good+2).

This stunt may be taken more than once, each time for an additional field. The bonuses may *not* overlap, however.

#### SAVANT [LORE]

*REQUIRES SAGE*

If you've read it or heard it, you remember it. If the answer lies in something you've read before or heard before (this must be reasonable), then any research effort takes an additional two units less time – stacked on top of the benefit of Walking Library, this means that a half hour's worth of research in texts you've already encountered can be resolved in a matter of seconds, and a day's worth covered in a mere hour.

### SYNTHESIS

Synthesis stunts, with the exception of Conjunction, represent specialized applications of

Synthesis. Synthesis users refer to them as aspects (not to be confused with character Aspects). Synthesis aspects are the result of ritualization of Synthesis to provide predictable, reliable effects similar to spells in other fantasy games and literature. Conjunction is not required to learn any Synthesis aspect. In general, Synthesis aspects will require a Tribal Aspect to learn and are grouped by Tribe; in reality, anyone who can find a willing teacher can learn nearly any Synthesis aspect.

## GENERAL

### CONJUNCTION

#### *1 FATE POINT*

Conjunction is the ability to consciously draw on the River of Dream, causing dreamlike effects to manifest in the real world. The player spends a Fate point, makes a declaration that is relevant to one of the character's Eminences, and makes a Synthesis roll. If the roll succeeds, the declaration becomes true. GM veto power in terms of these declarations is solely limited to whether or not the Eminence applies to the situation. Like most declarations, if the GM has doubt the invocation of another Aspect to help things make more sense always helps.

When formulating a Synthesis effect, the player must declare:

1. Whether the resulting Aspect will be Fragile or Sticky.
2. How far away the target is, if there is a target, in zones.
3. How many zones the effect covers.
4. If it affects the character personally, another character, a group, location, scene or the story.

The default difficulty for Synthesis rolls is Mediocre. This is for the character to give herself a Fragile Aspect; it's really not much different than tagging an Eminence aspect. A Sticky aspect adds +2 to the difficulty. Each of the following adds +1 to the difficulty:

- ❖ Each individual or group directly affected by the Synthesis.
- ❖ Each zone of difference between the character and the target.
- ❖ Each location or scene directly affected by the Synthesis.

Any combination of the following adds +2 to the difficulty:

- ❖ Each zone affected by the Synthesis.
- ❖ Each major story element affected by the Synthesis.

Thus, a character trying to declare that another character in the same zone actually catches fire (Sticky, affects an individual) requires a Good roll. Declaring that a zone which contains two locations *seems* to be on fire (Fragile aspect, affects an entire zone) requires a Superb roll.

Shift generated from the roll can be used to increase the effect per above – 1 shift can be used to increase the number of groups or individuals, zones away, or location or

scenes affected. Each two shifts can increase the number of zones or the story elements affected. Three shifts can be used to make the effect Sticky. Each point of spin generated allows for another aspect to be declared.

## AGNITE

### HIDE 'N SEEK

The character may use Synthesis instead of Stealth, gaining the ability to hide in plain sight. The character may make a Synthesis roll to hide even when hiding would not normally be an option, and may move one zone per exchange without being discovered. If the character has an environment that would give a bonus to Stealth, the character may pay a Fate Point and make a full sprint action. Any bonuses for discovering do not apply if the character is not moving, and are cut in half if the character moves.

### LUCK

*1 FATE POINT*

*REQUIRES CHARACTER ASPECT "TAUGHT BY THE HARE SPIRIT"*

By spending a fate point, the character gains the ability to turn any minuses into pluses on any roll for the remainder of the scene.

### NAIVETE

*1 FATE POINT*

The Agnite's innocent nature allows her to Inflict 2 Stress to the target's Spirit track. If the target chooses to take a consequence instead of the stress, the consequence is always "Naïve"

## ARTISANS OF SPIRIT

### BINDING

This allows the character to use Synthesis instead of Craft to add improvements to an item, using the rules for artifacts. Note the artifact must be well crafted and may need to be made of an unusual material. The improvements are the result of binding a spirit to the item; if the spirit is unwilling, the Dreamer initiates a spiritual attack against the spirit. If the spirit concedes or is taken out it is bound to the object.

## CHILD OF LILITH, JACKER, JOANITE, JOSHUAN

### RIGHTEOUSNESS

*1 FATE POINT*

The Dreamer spends a Fate Point and for the remainder of the scene all rolls made by a character with the Z'bri Origin Aspect, Serf Origin Aspect, or any Taint or other Sundering-originated aspects to from lose one shift. This includes attack and parry rolls, as well as Sundering rolls or Atmosphere effects. No other Synthesis stunts may be performed while this aspect is in effect (if they are the effect is broken), and all Synthesis

effects the character is under cease when the Stunt is invoked.

## CHILD OF LILITH, JOSHUAN

### RAGE

*1 FATE POINT*

*2 STUNT SLOTS*

The character can spend a Fate Point to turn a wound he has taken into pure motivation. The character can add the value of the wound (the original value, not the box it was recorded in) to an action in the next exchange taken against the person who inflicted the stress. When invoking this stunt the character makes a Synthesis roll vs. Mediocre; if the roll generates no shifts, the Stunt still works but the character gains the Aspect "Berserk Rage."

## DAHLIAN

### DAHLIA'S DOORWAY

*1 FATE POINT*

This Stunt opens a hole through any non-mystically protected material, effectively allowing the Dahlian to ignore border penalties for movement. The difficulty depends on the material:

- ❖ **Fair:** Thin wood.
- ❖ **Good:** Door or thing wall.
- ❖ **Great:** Heavy door, average wall.
- ❖ **Superb:** Thick wall.
- ❖ **Fantastic:** An entire zone's worth of any material.
- ❖ **Legendary:** Two zone's worth of any material.

These difficulties assume an opening large enough to crawl through that lasts a few moments. Each shift doubles either the size or the duration. Spin allows both duration and size to be increased. When the hole closes, anything inside is placed outside on the side it started on.

## DANCE OF MASKS

*1 FATE POINT*

The character gains the likeness of one person that the target trusts. The character does not gain the mannerisms or skills of the character in question, and if something tips off the target, they may roll Investigate vs. the character's Synthesis to realize the character is not who they seem. This Stunt may be used in conjunction with regular Disguise Stunts; if this Stunt is in effect all rolls by the character when using other Disguise Stunts have a +2 bonus.

## PUPPETSHOW

1 FATE POINT

The character can use Synthesis instead of Intimidation to create frightening images and sounds that will terrify anyone within a zone. Minions whose quality is below the initial Synthesis roll automatically flee unless there is a leader nearby, who must use their next action to make a Leadership test against the Synthesis roll to prevent them from routing. All other characters must make a Resolve roll vs. the Synthesis roll or suffer a -2 to all actions for the remainder of the scene due to fear.

#### METAMORPHOSIS

1 FATE POINT

2 STUNT SLOTS

REQUIRES PUPPETSHOW

The player makes a Synthesis roll vs. Good difficulty to either create a convincing illusion or actually transform an object. If creating an illusion, the number of shifts on the roll over Mediocre represents the number of Stress boxes the illusion has. Characters may make “attacks” against the object using Investigation, Resolve, Synthesis, Sundering or Technosmithing. As long as the Dreamer is concentrating on the effect the illusion or transformation stays; otherwise it fades in a number of time increments equal to the shifts generated.

The number of shifts generated on the Synthesis roll creates a pool from which the size of the object, scope of the changes and duration can be purchased. Object size always deducts from the available shifts first. The following table determines the cost for size and scope; duration is purchased according to the Time table.

MoS	Size	Scope
0	Tiny (Knife)	Tiny
1	Small (Sword)	Minor
2	Medium (Human)	Moderate
3	Large (Horse)	Major
4	Giant (Building)	Complete
5	Gigantic (Village)	

For example, a Metamorphosis roll that generates no shifts is an easily uncovered illusion, or can transform a tiny object a tiny amount for an instant (for example, giving a new or well kept utensil one small nick or blemish). A roll that generates three shifts could transform a Medium object a Minor amount for an instant (change someone’s eye color from green to blue) or a Tiny object a Moderate amount for a few moments, or a tiny object a moderate amount for a few moments (for example, make a knife a few centimeters longer).

Spin generated during Metamorphosis rolls lets the Dreamer give the illusion or transformation an aspect as well.

## DOOMSAYER

### SHADOWSTEPPING

*1 FATE POINT*

The character spends a Fate Point and steps into the nearest shadow, re-emerging from any other shadow within 1 zone. This effectively allows the character to move undetected, substituting Synthesis for Stealth. Discovery attempts to find the character get no bonuses. Any size shadow will do, meaning that an area has to be strongly lit with no objects that can cast shadows to be rendered unusable.

### CELTIC CROSS

This stunt allows for the character to use Synthesis in place of Empathy for the purposes of Reading People.

## EVAN

### ANIMA

*1 FATE POINT*

This stunt allows the character to use Synthesis instead of Lore to treat injured characters. The character has no need of instruments, remedies or other aids.

### PIGGYBACK

Once the Dreamer is asleep, she may substitute a Synthesis for a Contacting roll to contact a spirit and observe the River of Dream through that spirit. If the Dreamer is separated from spirit, voluntarily or involuntary, she may move about the River of Dream but will have to Contact another spirit in order to return to her body. When the Dreamer awakens, her spirit returns automatically.

### SMOTHERING

*REQUIRES ANIMA*

Allows the Dreamer to use Synthesis to inflict physical stress when merely touching the target (i.e., not just hitting the target - the Dreamer must be able to maintain contact).

### EUTHANIZE

*REQUIRES THE ASPECT "TAUGHT BY THE WHITE VIPER"*

*REQUIRES ANIMA*

The same as Smothering, but can be used on spirits.

## JOANITE

### BATTLE

*1 FATE POINT*

This Stunt must be used prior to a scene that will involve a Battle. The Dreamer rolls



Synthesis vs. Mediocre. The shifts generated represent a pool of dice that may be added to any roll during the battle, or they can be converted to additional stress boxes on a 1 for 1 basis. If the roll generates no shifts, the character suffers a - 1 to all rolls during the combat.

### **SACRIFICE**

*1 FATE POINT*

By spending a Fate Point, the Dreamer can take on stress inflicted on another character, reducing the stress by the number of shifts the Dreamer's Synthesis roll generates over Mediocre. The Dreamer must be able to see the victim of the attack. The Dreamer may also take on all consequences another character has suffered as her own. If the Dreamer takes a consequence as a result of using this Stunt, a number of companions up to the number of shifts generated plus the character's Synthesis skill receive a +1 bonus to all actions in the next exchange.

### **WINTER'S CLOAK**

*REQUIRES THE ASPECT "CLAN OF THE WINTER WOLF"*

The Dreamer is immune to all environmental effects due to cold. All borders that are the result of snow, ice, cold weather, etc. are treated as zero.

### **JOSHUAN**

### **MAGNUM**

*1 FATE POINT*

By spending a Fate Point, the character can increase the effects of any existing physical force. This means fires that are already burning can be made hotter, blows can be made to impact harder, falling things fall faster, or ranged weapons hit further away. Thus a fire hazard inflicts one extra stress, an Athletics roll to soften a fall is one adjective higher, ranged weapons have +1 zone range, and blows get +1 stress if they connect (thanks to Rene Lopez on the FATE Yahoo group for this suggestion).

### **MAGDALITE**

### **MANIFESTATION**

*2 STUNT SLOTS*

This Stunt is functionally identical to Master of Disguise, except it uses Synthesis instead of Deceit.

### **TREASON**

The Magdalite is able to find out what is most important to someone. The character may substitute Synthesis for Empathy; when she gets a successful read on someone, the GM must choose from the target's most important Aspects unless you explicitly instruct her otherwise.

### NITROUS

This is the same as the A Peek Inside stunt, substituting Synthesis for Empathy. In addition, this Stunt allows the Dreamer to enter the River of Dream through a sleeping target. The Dreamer must use the dreams of the same target to her body even if that means waiting until the target is dreaming again.

### PASSION

This Stunt works the same as the Mysteries Stunt Enthrall, except for two differences: the Dreamer must be in close intimate contact with the target (at the very least passionate kissing) and the feelings it instills are throes of passion.

### MARIAN

### BLESSING

*1 FATE POINT*

The Dreamer spends a Fate point and cancels the effects of any Binding, Calling, Chaining, curses or Taint. Synthesis is rolled against either the original roll (if known). If it is not known, the following table can be used as a guideline for the difficulty of the roll:

Effect to Cancel	Difficulty
Old atmosphere, minor curse, binding	Mediocre
Fresh atmosphere, significant curse, Calling	Fair
Major curse, Chaining	Great

Each shift generated allows the character to remove one additional aspect or improvement.

### CLAIRVOYANCE

*1 FATE POINT*

By spending a Fate Point, the character can use Synthesis in place of Investigation - even if the character is not physically present. The character needs to be aware of the location, either by having physically been there, having it described, or looking at a map or photograph. This can be stacked with other investigation Stunts. Note that if the character makes a Synthesis roll and generates no shifts, other Dreamers, Sunderers and spirits can detect the presence of the clairvoyant by rolling the appropriate skill (or using a Stunt) against that Synthesis roll. Once the character is detected, Spirit combat can be entered with her if the alerted parties are capable and wish to do so.

### TERA SHEBAN

### AKASHIC RECALL [LORE OR WORLD BEFORE]

*1 FATE POINT*

You have learned how to tap into the Akashic record to retrieve details about a target, memorizing them using your already formidable powers of recall. Once per scene you

may spend a Fate Point and roll Synthesis against a difficulty of Mediocre. Each shift you generate may be used to specify a target that you wish to memorize as you might a book – later, you can return to the Akashic record to assess further details using a perception skill (most likely Investigation) as if you were there.

### HABEUS CORPUS

*THIS STUNT REQUIRES THE ASPECT "THE BLIND EYE"*

Once per scene, the character may make a guess about a particular character, location, object or a situation. The player writes the hunch guess down on a piece of paper and gives it to the GM. The guess is valid as long it is something that would be somewhat of a revelation if true. If the hunch proves to be correct, the character may substitute Synthesis for any other skill where the target is concerned for one exchange.

### TRADITION

*1 FATE POINT*

*REQUIRES HABEUS CORPUS*

By spending a Fate Point, the Dreamer can automatically assess an Aspect possessed by a person, object, or location.

### TRUTHSAYING

This Stunt allows the Dreamer to inflict Composure Stress using Synthesis. Consequences inflicted compel the target to tell the truth. Each minor consequence inflicted means the target must answer one question truthfully. Each moderate consequence inflicted means the target must answer all questions truthfully for an entire scene

### YAGAN

### CURSE OF DREAM

*1 FATE POINT*

By spending a Fate Point and making a Synthesis roll, the Dreamer can place a negative aspect on the target. The difficulty of the roll depends on the nature of the aspect inflicted.

Severity of Curse	Difficulty
Minor (slight change of appearance, odor, or cause discomfort)	Mediocre
Typical (major appearance or physical change, such as white hair, baldness; stroke of bad luck; -2 penalty to a skill, tag an existing aspect from a distance)	Fair
Major (inflict a consequence, apply two aspects, tag two aspects)	Great

### DREAM TRAVEL

This Stunt allows the Dreamer to make a Synthesis roll and leave her body and travel unseen as a spirit. The Dreamer may also possess animals and enter the River of Dream

at will. Leaving her body is a Mediocre task; possessing an animal is a Average task; entering the River of Dream is a Fair task. The Dreamer's is completely disconnected from her physical body, with no awareness of what is going on nearby or to it. If the Dreamer's physical body is killed, the Dreamer is stranded in the River of Dream – she can still possess animals in order to get access to the physical world.

### **CELTIC CROSS**

This stunt allows for the character to use Synthesis in place of Empathy for the purposes of Reading People.

## **SUNDERING**

### **FLEMIS**

#### **CURSE OF FREEDOM**

*1 FATE POINT*

This Aspect removes any form of mind control (including the effects of One Thought, Transmigration, Body Severing, Holding, Bottle of the Jinn, Calling, Perspective and Soul Stealing) and grants the target a +2 against all Composure stress for one day. Unwilling targets resist with Resolve, Synthesis or Sundering.

#### **ONE THOUGHT**

*1 FATE POINT*

*REQUIRES CURSE OF FREEDOM*

This aspect allows the Sunderer to communicate telepathically to a target he is aware of (does not need line of sight). Targets can willingly accept the communication, or resist it through Resolve, Synthesis or Sundering. Once the link is created, the Flemis may inflict Composure or Spiritual Stress on the target. Consequences as a result of these attacks represent lingering effects of the target's contact with the Flemis hivemind. If the character is taken out, the Flemis can choose to sever their connection to the River of Dream (this can be restored through the use of the Blessing Stunt).

#### **TRANSMIGRATION**

*REQUIRES THE ONE THOUGHT*

The Flemis can freely swap the souls of any characters that it has taken out using One Thought. The targets know that they have been swapped, but have all of the skills, aspects, etc. of the body they were swapped into. Transmigration can be undone through the Blessing Stunt.

#### **BODY SEVERING**

*1 FATE POINT*

*REQUIRES TRANSMIGRATION*

The Flemis can force the minds of a number of individuals to form one collective, spread

between all of the bodies. Any character that the Flemis has taken out through One Thought can be added to the collective, up to a number of minds equal to 2 + the Flemis' Sundering skill.

Unlike Transmigration, it is possible for a mind to find its own body and try to regain control. Each character in the collective may make a Resolve, Synthesis or Sundering roll vs. the Flemis' Sundering skill to regain control of her body and free herself of the collective. The character must be free of any Consequences to do so. It is typical of Flemis to routinely make attacks against characters in the collective to insure they carry Consequences and hence prevent them from escaping. Successfully breaking free from the collective automatically inflicts Composure or Spirit Stress (player's choice) on the character equal to the Flemis' Sundering skill.

## ASSIMILATION

*1 FATE POINT*

*2 STUNT SLOTS*

*REQUIRES TRANSMIGRATION*

By expending a Fate Point and having one hour of uninterrupted contact with the target (can be any animate or inanimate object), the Sunderer can assimilate the material into his own body. The difficulty depends on the object's size:

MoS	Size
0	Tiny (Knife)
1	Small (Sword)
2	Medium (Human)
3	Large (Horse)
4	Giant (Building)
5	Gigantic (Village)

Material remains assimilated for one hour per level of Sundering the Flemis has. Shifts increase the time per level according to the time table. While the Flemis cannot do nothing to prevent this, he can always reassimilate the material. Shifts can also be spent to absorb aspects of whatever has been Assimilated. Finally, Assimilation allows Sundering to be used in place of Lore of tending to injuries and in place of Fists for attacks – neither one takes an hour to perform, and do not allow aspects to be absorbed.

## KOLERIS

### BURNING

*1 FATE POINT*

The Koleris literally consumes itself with the fires of its rage. The Sunderer rolls Sundering vs. Mediocre. The shifts generated represent a pool of dice that may be added to any roll during the scene or converted to additional stress boxes on a 1 for 1 basis. If

the roll generates no shifts, the character suffers a -1 to all rolls during the combat. The Sunderer also gains the aspect “Blazing Body” and may use Sundering in place of Fists when making attacks. The inner flames consuming the Koleris cause physical stress to the Koleris equal to the shifts generated at the end of the turn.

## EXSANGUINATION

*1 FATE POINT*

*REQUIRES BURNING*

This Stunt allows the Koleris to use Sundering to cause physical stress up to one zone away on any living target, as long as the target is in sight. Targets resist this Stunt with Endurance.

## INFERNO

*1 FATE POINT*

*REQUIRES EXSANGUINATION*

The Koleris can use Sundering to cause physical stress to any target (animate or inanimate) up to one zone away. When inferno is used against a living creature it is resisted by Endurance.

## SHATTERING

*1 FATE POINT*

*REQUIRES INFERNO*

The Koleris can inflict a consequence on anything, animate or inanimate, within one zone. When used against living creatures, Shattering is resisted by Endurance.

## HOLDING

*1 FATE POINT*

The Sunderer must be able to make eye contact with the target (in the same zone) and spend a Fate Point. The Koleris engages in an attack on the target's Composure. Consequences represent the character hesitating or freezing up under the Koleris' blistering gaze. If the target is taken out, they are paralyzed.

## MELANIS

### ANIMATION

This aspect allows the character to use Sundering in exactly the same way Engineering, and to take Engineering Stunts. All devices the Melanis creates follow the normal gadget rules from *Spirit of the Century*, but are always organic and disturbing in nature.

## BOTTLE OF THE JINN

*1 FATE POINT*

This Stunt allows the Sunderer to capture a target's free will in an object. The object

must be artificed using Sundering. The Sunderer then engages in a battle of wills against the target, using Sundering to make attacks vs. the target's Composure. If the Melanis succeeds in taking out the target, the target's will is captured in the object. Thereafter, the holder of the artifact can compel the target to do whatever he wishes. Consequences inflicted by the attack represent strong urges to submit to the will of the Sangis. If the item is destroyed, any and all effects are dispelled – the Marian Stunt Blessing can also remove the binding.

### CHAINING

*1 FATE POINT*

*2 STUNT SLOTS*

*REQUIRES ANIMATION*

The Melanis can spend a Fate Point and attempt to physically meld the target with another being or even object. The Melanis must use Sundering to inflict at least one physical and one spiritual consequence for this Stunt to succeed. Once that has been accomplished, when the target is taken out the binding succeeds. Consequences as a result of the binding represent both physical wounds from the attempt and mental or emotional damage.

This Stunt may also be used to Chain objects to the Sunderer – this allows for the Sunderer to add Aspects similar to the Flemis Aspect Assimilation, but the Sunderer must resolve attacks against himself to avoid being driven insane.

Finally, Chaining allows for the Sunderer to make physical attacks, replacing Sundering with Fists. This results in no binding when used in this manner, but the wounds inflicted often reflect the horrific nature of the aspect (deformed flesh, deep gouges, etc).

### INSPIRATION

*2 STUNT SLOTS*

*REQUIRES ANIMATION*

Inspiration allows the Melanis to use Sundering in place of Science for the purposes of adding Weird Science improvements to objects. Alternately, it can be used to give a +2 to any endeavour that would benefit from inspiration (at the GM's discretion). Note this Stunt may be used multiple times for cumulative effects.

### SHAPING

*2 STUNT SLOTS*

*REQUIRES ANIMATION*

This allows the Melanis to substitute Sundering for Science for the purposes of creating artifacts with Mad Science improvements.

### SANGIS

## APPEASEMENT

*1 FATE POINT*

This Stunt allows the Sunderer to change his form. These changes are mostly cosmetic, and allow the Melanis to gain one Aspect of moderate usefulness for the remainder of the scene. Advances are must be spent to make the Aspects permanent.

Appeasement may be also be used in place of Fists to make attacks. Consequences are physical changes to the target; if the target is taken out, the Melanis can make the changes permanent. These changes are often grotesque and are very rarely beneficial, but some Sangis have been known to grant boons such as gills, night vision, or armored hides to their trusted Serfs.

## CALLING

*1 FATE POINT*

*REQUIRES SOUL STEALING*

This Stunt allows the Sangis and the target to instantly know one another's strong emotions or death, substituting Sundering for Empathy when trying to get a read on the target. Distance is not a factor.

In addition, when the Sangis wishes he can use Sundering as a spiritual attack. Consequences that result from the attack are a desire to travel to where the Sangis is; a taken out result means that the target must immediately travel to the Sangis in as direct a fashion as possible. The Sunderer may have as many of these connections as ranks in Sundering. Synthesis can be used with the Eminences of Recognition or Life to detect the link, and the Purity Stunt can be used to remove it.

## PERSPECTIVE

*1 FATE POINT*

*REQUIRES SOUL STEALING*

The Sangis can cause the target's perspective to completely flip the opposite for a scene - things they liked they dislike, friends are seen as enemies, dangerous things seem safe. It also instills a fascination with these new perspectives. The Melanis makes a Spiritual attack using Sundering. Consequences result in specific perspectives being reversed. Once taken out, all of the target's perspectives are reversed.

## SOUL STEALING

This Stunt is exactly like the Enthrall Stunt, except the Melanis can make the victim do anything short of harming him or herself. Most Melanis follow Soul Stealing up with either Calling or Perspective (or both).

## TECHNOSMITHING

## HOMEOPATHY



This Stunt allows Technosmithing to be used in place of Lore for medical rolls. The character still requires some basic medical tools (bandages, salves, etc.)

### **JURY RIG**

*1 FATE POINT*

This is the same as the Engineering Stunt Thump of Restoration.

### **IGNITE**

*1 FATE POINT*

*REQUIRES JURY RIG*

The Technosmith can power any object, regardless of working condition or what it needs to run (fuel, electricity, etc.). The amount of time the device operates is determined by looking at the time table, equal to the shifts generated by the roll. If the Technosmithing roll comes up all blanks, the item explodes with Great force for a small object or Superb force for a larger one.

### **REMEMBRANCE**

*1 FATE POINT*

*REQUIRES JURY RIG*

The Technosmith can substitute Technosmithing for any skill required to use a mechanical item for one scene. This includes Piloting and operating vehicles from the World Before or other machinery. Alternately, the Technosmith can gain a +1 bonus, shift or time increment (depending on the Stunt used) on the next use of Grease Monkey, Mister Fix It, or Jury Rig. If all blanks come up on the Technosmithing roll, the Technosmith is at a -1 to use the device for as long as he owns it.

Remembrance also allows the Keeper to purchase levels in the Piloting skill normally and take Piloting stunts. The character may purchase the Piloting skill any time after having used Remembrance in order to operate an aircraft at least once.

### **INTERFACE**

*1 FATE POINT*

*2 STUNT SLOTS*

*REQUIRES REMEMBRANCE*

This Stunt allows the character to substitute Technosmithing for any roll required to use an electronic device. In addition, if the device has any kind of storage media the Technosmith can read information off of it directly without the need for any kind of input/output device or even power.

### **PSYCHOANALYZE**

*REQUIRES INTERFACE*

The character has refined his Interface ability to the point where he can implant or remove memories from a living mind. Functionally, this Stunt is the same the Mind's Shadow Stunt, using Technosmithing instead of Mysteries.

## THE CODES OF TERA SHEBA

Spirit of Vimary makes some changes to FATE 3, putting a uniquely Tribe 8 spin on *Spirit of Vimary*. The following section goes over some of these changes.

### STRESS

One of the largest changes to *Spirit of Vimary* is the addition of additional stress tracks and a change in the way that stress and consequences are inflicted.

*Spirit of Vimary* introduces four stress tracks:

Track	Affects	Modified By	Rolls Up To
Composure	Social and Mental	Resolve	Spirit
Health	Physical	Endurance	
Spirit	Spiritual	Synthesis, Sundering or Technosmithing	
Survival	Material Needs	Resources	Health

Each track has three stress boxes. Characters with the appropriate skill above Mediocre receive a bonus to that stress track, per the table below.

Skill Level	Bonus Stress
Average – Fair	+1
Good – Great	+2
Superb – Fantastic	+3

### SPIRIT

Spirit represents the character's spiritual well-being. Almost all stress inflicted on the Spirit track is going to come from spiritual attacks, either from Synthesis, Sundering, or spirits themselves. Spiritual stress from Sundering is very specific (see the Sundering skill); Consequences from Sundering represent Taint, at a level equal to the Consequence.

### EQUILIBRIUM

Equilibrium represents the character's connection between her spirit and her body. Anyone using Synthesis, Sundering or Technosmithing runs the risk of losing Equilibrium. Rolls using these skills generate negative shifts, unlike other skill rolls. Each shift away from the target number that the character rolls inflicts 1 stress on their Spirit stress track. Consequences are a major loss of Equilibrium. A mild Consequence results in distortion – visions and aspects of the spirit world bleed over and mix with reality. A moderate Consequence leaves the character in a walking trance state, seeing reality completely overlaid by the spirit realm. A severe consequence traps the character in the spirit realm. Finally, a taken out result means that character's spirit has actually been torn from her body and swept away in the River of Dream.

### SURVIVAL

The Survival track should not be confused with the Survival skill. The Survival skill is the ability for the character to survive outside of civilization. The Survival stress track represents the immediate aggregate of the character's resources that can be used for day-to-day survival – food, water, clothing, basic tools and other supplies. A character's Resources skill thus augments the Survival stress track, but a character with Superb Resources in the middle of the wilderness can still find themselves running out of things that neither the Survival nor the Resource skill cannot quickly replace. The harsh environment in *Spirit of Vimary* can also see a character living in relative comfort one day and then scrambling for food and shelter the next. Mild Survival consequences might include Missed A Meal, Lost a Shoe or Fouled Waterskin. Moderate Survival consequences could include Warped Arrows, a Dulled Knife, Spoiled Food or No Water. Severe consequences could be No Shelter (if in a dangerous environment), Starving, No Clothes, or No Weapons/Tools.

### “ROLLING UP”

When a character takes stress, they mark off the box that is equivalent to the number of Stress that they have taken. For example, if a character takes 2 Composure stress they would mark off the second stress box from the left on the Composure track. If that box has already been checked, the stress “rolls up” to the same box on the next Stress track. The Stress track table shows which two tracks are connected: Composure rolls up to Spirit and Survival rolls up to Health. If that box is checked, the next available box on the *higher* track is checked off. If at any point all boxes on any track are checked off, the character is Taken Out. Stress never “rolls down” and does not roll between Composure and Health or Survival and Spirit, although allowing this would make for a very interesting twist.

Characters can take Consequences to reduce the Stress taken by an attack. Taking a Mild Consequence reduces the Stress taken by 2; a Moderate Consequence reduces it by 4; a Severe Consequence reduces it by 6. Characters can intentionally deflect Stress to open boxes so that it will roll up to another track. For example, if a character has only the fourth box free on their Composure track, but the second box is free on their Spirit track, they can take a Mild Consequence for -2 Stress. This will force the stress to roll up to the second box on their Spirit Track. If the second box on their Spirit track were also checked, the character would have no alternative except to be Taken Out.