

Spirits of Steam & Sorcery

(DFRPG edition)

These rules began as an adaptation of the Fate 3.0 rules to the Castle Falkenstein setting. It eventually evolved into a slightly more generic set of rules for any Steam and Sorcery setting, taking some liberties with the Falkenstein setting in the process and adding elements from Changeling :The Lost and other sources. This version is rather different from previous versions because it uses the Dresden Files RPG as its base rather than SotC. I figured many newer fans of FATE will have the DFRPG as their base rules set rather than SotC, so it might be better to give them a version that is tailored for them. It therefore includes various changes to spellcasting to take Lore, Conviction, and Discipline into account, as well as Evocation and Thaumaturgy, supernatural Powers for the races, etc.

Quick Setting Overview: Castle Falkenstein is an alternate history setting of Victorian high adventure mixed with sorcery, dragons, faeries, and fantastic creations of mad science powered by Steam engines. It is 1870. The Prussians, backed by the Unseelie Court, are threatening war. The British Empire is unmatched in the world. The American West is full of Spellslingers and Aero-pirates, and the 20 Nation Indian Federation have, for now at least, created a massive territory in the Midwest which they defend with their magic. Dragons actually rule China, Faeries live in the forest, and Dwarves have an underground kingdom beneath Europe. Fictional characters, from Sherlock Holmes to Frankenstein's Monster, all exist here, along with the writers who wrote their true biographies! Numerous Sorcerous Orders guard their mystical lore while waging shadowy battles with rival Orders, including the Freemasons, the Knights Templar, the Druids, and the Illuminati! Steam automatons and vehicles are becoming a common sight, and giant steam-powered war machines have changed the face of the battlefield. The World Crime League, led by Moriarty, is constantly unleashing one dastardly new scheme after another.

To learn more about the setting, I recommend picking up either the original Castle Falkenstein books, or GURPS Castle Falkenstein. The original books include much more flavor text, information, and artwork that bring the setting to life, but the GURPS book summarizes all of the original books into one, and even adds some additional new information. However, you do not need to know the Castle Falkenstein setting to use these rules to create a Victorian era game with both steam-powered gadgets and sorcery!

Character Creation: Characters in Spirits of Steam & Sorcery (SoS&S hereafter) are created in a similar manner to the rules as presented in DFRPG. They choose 7 Aspects over 5 phases: A High Concept, a Trouble, and then 1 aspect per phase: Background, Adult life, 1st Dime Novel/ Penny Dreadful, Co-starring in..., and finally a Miscellaneous final phase. This 5th phase may be a 2nd Dime Novel or a 2nd Co-starring role in another character's novel, or anything else the GM approves. Alternate creation phases that feature connections, catch-phrases, etc would also work well.

Characters may select a number of stunts, but each reduces their Refresh by 1. Characters may never have 0 Refresh. The GM determines what starting Refresh will be for the campaign, typically between 6 and 10.

Next, the character gets to select skills, buying them as shown on pg 65 of the DFRPG. The GM determines starting skill points, typically between 20 and 35.

Finally, figure out any secondary numbers, such as the Stress track and mana pool, and you're ready to begin playing!

Races: Like DFRPG, there are some non-human races in the setting that players may choose. This is done by mentioning the race as part of the High Concept Aspect during character creation. The player then purchases any required powers. There are 3 non-human races available in the official Castle Falkenstein setting: Dragons, Dwarves, and Fey Folk. Other common fantasy races are listed after that, in case you want to add them to your SoS&S game, and I've included some thoughts on how each might fit in to the setting to give them a unique twist.

Dragons: An ancient race of magical winged reptiles, dragons are all obsessive collectors of something, whether music, stories, art, weapons, or just wealth. They can glide or fly, breathe fire, and change shape into a specific humanoid form (not just any form, it is the same every time unless they know the Shapeshift lore).

Required Powers: Breath Weapon (-2), Claws (-1), Hulking Size (-2), Human Form (+1), Wings (-1) **Total: -5**

Optional Powers: Inhuman or Supernatural Strength or Toughness (-2 or -4), Channeling (-2), Ritual (-2)

A player might invoke this Aspect to: Improve their breath weapon, improve his claws or bite, perform feats of strength, or remember something through racial memory.

A GM might compel this Aspect to: enflame the dragon's hording impulse, cause a racial memory flashback, draconic pride to get in the way, or to have the dragon's large size and poor manual dexterity (in dragon form) create problems.

Dwarves: Once part of the Faerie races, Dwarves long ago gave up their immortality and powers in order to work with the metal they love. They work in large, underground Dwarfholds, and they are not allowed to select a last name until they have completed a major achievement of some kind, at which point they choose their last name to reflect that accomplishment. There are no female Dwarves, and most Dwarves have little time for love or marriage, but usually select Fey Folk women when they do. Dwarves are highly fire resistant.

Required Powers: Supernatural Senses (-2) (Darkvision, smell metal, analyze stonework), Mythic Toughness (+3 armor only vs fire) (-1) **Total: -3**

Optional Powers: Item of Power (varies, may be magical or technological)

A player might invoke this Aspect to: Aid in crafting or repairing a metal item or gadget, sniff out metal, resisting fire or magical spells, or recall knowledge about Dwarfholds, mining, or underground tunnels and caves.

A GM might compel this Aspect to: cause the dwarf's dour and grumpy attitude or obsession with metal and gadgets to get him into trouble, or to protect or perform a duty for his Dwarfhold, or accentuate his stubby legs or proud beard as a hindrance or complication, inflame the animosity and jealousy between the Wizen Fey Folk and their Dwarven cousins.

Fey Folk: Alien beings that have taken living form, the Fey Folk come in a nearly endless variety. The Fey categories listed are the most common ones, and most should be fairly self-explanatory. Each one encompasses a variety of specific Fey, some of whom may be extremely rare or even unique. Select one when this Aspect is chosen.

Fey Folk categories:

Beast	Required Powers: Choose 1: Claws (-1) or Echoes of the Beast (-1) or Beast Change (-1) Invoke: Use animal senses or abilities (including claw or bite which aid Fists attacks), communicate with animals, change into their animal form (changing back is free), aid Beasts lore
	Compel: Behave as a beast of that type would, crave nature and animal friends, not understand or use complex items or gadgets
Changeling	Required Powers: Mimic Form (-2) Invoke: Blend into a crowd or group, convincingly imitate a form, aid Shapeshift lore
	Compel: Begin to get "lost in the role" and take on the personality of what he appears to be.
Darkling	Required Powers: Cloak of Shadows (-1) Invoke: Hide in shadows, deception, see in darkness, aid Wards lore
	Compel: Cower from very bright light, mustn't reveal whole truth when lies or half-truths can be used
Djinn	Required Powers: Choose 1: Glamours (-2) or Ritual: Conjuring (-2) Invoke: Aid in any task if it is directly related to fulfilling a wish from someone holding his lamp
	Compel: Grant a request in the form of a wish to the one holding his lamp
Elemental	Required Powers: Channeling own element (-2) Invoke: Aid Sorcery with their chosen element, resist own element
	Compel: Avoid or suffer more damage from opposing element, personalities that match their element (fire is quick tempered, air is air-headed, etc).
Fairest	Required Powers: Incite Emotion, at range (-2) Invoke: Use Rapport or Leadership, high class social situations, beautiful, aid Heart lore
	Compel: Express superiority over and distaste of lower classes, dislike "roughing it" or hardships
Green	Required Powers: Inhuman Toughness (-2) Invoke: Hide in nature, take root to improve stability, knowledge of herbs and plants, aid Plant lore
	Compel: Prevent destruction of trees/plants, enjoy sun and water
Haunt	Required Powers: Spirit Form (-3) Invoke: Scare or intimidate others, become intangible (not vs iron, return to solid for free, lasts 1 scene)

	Compel: Often disliked and feared by mortals, many legends about them, mistaken for ghosts.
Ogre	Required Powers: Hulking Size (-2) Invoke: Might and Endurance tests, melee combat, large size, thick skinned
	Compel: Nasty tempers, impulsiveness, gullible/easily tricked, feared, resort to brute force
Wee Folk	Required Powers: Diminutive Size (-1) Invoke: Hide, avoid attacks, fly faster, use tiny size to their advantage, aid Fate lore
	Compel: Use tiny size to their disadvantage, such as lifting something or being taken seriously, very playful and flighty nature
Wizened	Required Powers: Choose 1: Psychometry (-1) or Ghost Speaker (-1) or Supernatural Sense (-1) Invoke: Build or craft things, possess rare knowledge, do the work of many (reduces the time to complete a task), aid Matter lore
	Compel: Animosity, jealousy, and competition with Dwarves (who were once part of the Wizened), not refuse a contract or offer of payment for work, tinker with something, curiosity

Required Powers: Wizard's Constitution, plus at least -3 points worth of powers chosen from Creature Features, Shapeshifting, Nevernever powers, Faerie Magic, Strength, Speed, Toughness, and Minor Powers, plus appropriate powers to the fey type selected. They also have a 2 point Vulnerability to Cold Iron (+2) and the inability to break a bargain (+1)

Optional Powers: Additional powers from the lists above

A player might invoke this Aspect to: Resist poison, open or close a fairy portal in a location appropriate to their type, plus see specific race below.

A GM might compel this Aspect to: Affect the faerie with one of the Fey Repulsions, play upon their alien beliefs and attitudes, plus see specific race below. All Fey may select between 0 to 3 Fey Repulsions.

Sample Fey Repulsions: Clothes turned inside out, holy symbols and prayers, iron, bells, salt, horseshoes over a doorway, cannot accept gifts without giving something equal in return, unable to cross running water, unable to enter holy ground, 4 leaf clovers, a chain of daisies, St. John's Wort, a circle of stones or mushrooms, Ash trees/wood, holly berries, a stone with a natural-bored hole in it, etc.

Other Races (optional):

Automatons: These are steam-powered robots with a calculation engine for a mind (or, in some cases, a human brain...) While they are most often Companions, a player may decide to play the Automaton as his character instead.

Required Powers: Inhuman Strength, Speed, or Toughness (-2) **Total: -2**

Optional Powers: Inhuman, Supernatural, or Mythic Strength, Speed, or Toughness

A player might invoke this Aspect to: Use his hydraulic strength, avoid injury, follow programming, resist magic (plus you are already harder to affect because you're a "technological device")

A GM might compel this Aspect to: Follow programming, malfunctions, lack of creativity, very heavy metallic body.

Beastmen: While Castle Falkenstein included the Beastmen with the Fey Folk, OGL Steampunk and Victoriana made them a separate species. If you would prefer to have Beastmen in the setting that are not Fey Folk, just use the Beasts category of Fey as listed, but they don't get any of the Fey Folk's common abilities or limitations. **Total: -1**

Elves: Elves are another offshoot of the Fey Folk, like Dwarves, but they did not choose to leave. A princess of the Fairest once fell in love with a Green of relatively low birth. The girl's parents worked a spell to punish the Green, and stripped him of his immortality. In just a few hundred years he would be dead, and their daughter would forget about him. But she loved him deeply and wished more than anything to be with him, even for just a few hundred years, so she used the same spell and became mortal herself (though still extremely long-lived). Thus was the Elven race created from their offspring. Unlike the animosity between Dwarves and Fey, Elves are still on fairly good terms with the Fey, especially the Fairest and Greens, though some Fey see them as unfortunate, flawed, and pale "imitations" of Fey.

Required Powers: Wizard's Constitution (+0), Inhuman Speed (-2) **Total: -2**

Optional Powers: Seelie or Unseelie Magic (-4), Cloak of Shadows that works in the forest instead of darkness (-1)

A player might invoke this Aspect to: enhance eyesight and hearing, hide in forests/nature, employ elven beauty and grace, aid relations with Fairest and Green Fey

A GM might compel this Aspect to: Accentuate either the haughty nature of his Fairest heritage or the devotion to forests

and nature from his Green heritage

Goblins (Gnomes/Gremlins): Goblins are a race of small, schizophrenic creatures that love to tinker with machines. It is not sure where they came from... some scholars say they are related to Orks. Others claim that not all of the Wizedened who gave up their Fey nature became Dwarves, and that some botched the transformation and became Goblins instead. If the Goblins know the truth, none will say... Goblins can switch forms at will (no Fate point needed), because while they look and think quite differently, their abilities are identical in all forms, unlike a Dragon. In his Gnome form, he looks like a friendly old man about 3' tall with a large nose and a twinkle in his eye. As a Goblin, their skin takes on a greenish tint, their ears grow longer, and the teeth and claws are a bit sharper. In Gremlin form, they are ugly little creatures with exaggerated features, spindly limbs, and a nasty, tooth-filled grin.

Required Powers: Human Guise (+0), Claws (-1), Mana Static (-1) **Total: -2**

Optional Powers: Diminutive Size (-1), Supernatural Senses (-1 or more)

A player might invoke this Aspect to: Build gadgets and technological items (Gnome form only), destroy or cause a malfunction in a gadget or item (Gremlin form only), smell metal, resist Mind spells, talk with burrowing mammals

A GM might compel this Aspect to: Involuntarily switch forms when presented with an opportunity to either build/repair or destroy a gadget and give in to the compulsion, act on his shy and cowardly nature or love of playing tricks on people.

Halflings: The Halflings tend to wander a great deal in their younger years, as they are filled with a desire and a curiosity to see and explore the world. When they become older, they tend to settle down into a rural community of burrows and hovels, living a simple life with good food, wine, and lots of festivals and celebrations.

Required Powers: Diminutive Size (-1) **Total: -1**

Optional Powers: Spider Walk (-1)

A player might invoke this Aspect to: use his small size to his advantage, resist fear or intimidation, climb things, sneaking and hiding, look innocent or childlike

A GM might compel this Aspect to: suffer wanderlust, invoke a halfling's intensely curious nature, show little respect for personal property and privacy, use small size to his disadvantage.

Orks: Savage green-skinned hordes that destroy and pillage all in their way, Orks are feared by most civilized people, and that's just the way most Orks like it. Individual Orks that are not part of a horde are often bodyguards, bounty hunters, mountain men, or mercenaries-for-hire.

Required Powers: Inhuman Strength (-2) **Total: -2**

Optional Powers: Claws (-1), Pack Instincts (-1)

A player might invoke this Aspect to: Aid Weapons and Survival tests, use his savage brutal nature for combat or intimidation

A GM might compel this Aspect to: Orks respect strength and follow only a strong leader, they have poor manners for polite company, they have bad reputations, not very deep thinkers

Trolls: Trolls are very large, strong creatures and often have horns, fangs, and a lot of hair. They can be extremely intimidating, through their sheer size, strength, and bestial appearance, though they don't usually have the nasty tempers that Orks are known for.

Required Powers: Hulking Size (-2), Inhuman Recovery (-1, not vs fire or acid), Inhuman Strength (-2) **Total: -5**

Optional Powers: Inhuman or Supernatural Strength, Recovery, or Toughness (-2 or -4 ea.), Claws (-1)

A player might invoke this Aspect to: Aid Might, Endurance, or Intimidation tests, use their large size or thick skin to their advantage, to help see in the dark.

A GM might compel this Aspect to: Cause the troll trouble due to his large size or fear/prejudice of people against trolls, many trolls are not very well educated and relegated to manual labor, people believe them to be dumb, illiterate brutes, etc.

Sorcerous Order: From the Illuminati to the Templar Knights, the Spellslingers to the Order of Ra, there are a variety of Sorcerous Orders in the Falkenstein setting. Taking one as an Aspect means you are a member of the group, with all attendant rights and responsibilities, including access to that Order's Lorebooks. This allows you to increase your Sorcery skill. More generic traditions, such as Dragon Magic, Voodoo Magic or Dwarven Rune Magic, or more specific information such as the Master that you apprenticed under also are acceptable. This Aspect allows you to learn Lores, chosen from those available to your order. Learning additional lores requires stunts.

Required Powers: At least 1 of: Channeling (-2), Ritual (-2), Evocation (-3), Thaumaturgy (-3), or Sponsored Magic (-2 or -3)

Optional Powers: As above, plus Refinement (-1), The Sight (-1), Soul gaze (-0/1)

A player might invoke this Aspect to: call upon his Order or teacher for help, remember the location of a chapter house nearby, aid in preventing Harmonics or casting a spell appropriate to his Order.

A GM might compel this Aspect to: have the Order or teacher require his services, have a rival Order come after him, follow the teachings/goals/requirements of his Order.

Revised Skills:

Conviction – This skill helps determine the size of a wizard's Mana Pool, as well as how much personal magical energy he can bring to bear when casting a spell. The size of the Mana Pool equals your Conviction Rank x2.

Lore – This skill helps determine how many Lore's the wizard knows, and it also affects how long he can draw out the casting of a ritual.

Revised Stunts:

Fists: Killer Blow – With this stunt, once per scene when you spend a FATE pt on a Fists attack, you get +3 damage **in addition** to the usual bonus the FATE point gives you (+2 or a Reroll)

New Stunts:

Automaton: Built-in Gadgetry – It has some weapons or gadgets built into it. This is pretty much identical to the Personal Gadget stunt from SotC; you get 3 improvements on a device. However, this device is actually a part of the automaton. It may not be given to another character, disarmed, etc. You also have 1 additional Improvement you can select: **Retractable**. Without this, the device is always visible. With it, it may be withdrawn into the body and hidden when not in use.

Conviction: Area Effects – The character is adept at affecting larger areas rather than individual targets. The caster may choose to make his Base Target 1 Zone instead of 1 individual for free, instead of -2 Effect.

Conviction: Essence Reserves – The character has 5 additional points in his Mana Pool.

Conviction: Unraveling the Essence – The Sorcerer has learned how to tap into his inner reserves of magical energy, damaging himself in order to augment the power of his spells. On the casting roll, the negative die or dice indicates the damage the caster suffers (either from his Mana pool or Physical Stress track) rather than being subtracted from the positive dice. Unraveling is declared before the dice are rolled. Example: If you rolled -, -, 0, +, normally the result of your roll would be a net -1. If you chose to Unravel, the 2 -'s count as 2 points of damage or mana loss, and the dice result is a +1.

Deceit: Escape Artist – The character is skilled at escaping from rope, chains, hand-cuffs, traps, and other confinement. He may use Deceit in place of Burglary to open locks and in place of Athletics or Might to escape from bonds, and he suffers no penalty on his roll for being bound, unable to see the lock, etc. He still needs something to pick a lock though.

Discipline: Astral Sight - This stunt allows a character to use his Alertness skill to notice magic spells and spirits. A successful check means he can tell there is magic or a spirit present, and the general direction of it, but he can't exactly pinpoint it or determine any info about it. If he achieves Spin, he can pinpoint it and perhaps get some basic information on the strength and type of spell or spirit. The difficulty of the Alertness check is Mediocre unless the spirit is trying to hide (in which case it's opposed by the spirit's Stealth) or the power user invested points to make the power Subtle, which increases the difficulty to spot it.

Discipline: Body Control – This stunt allows the character to use Discipline in place of Endurance tests in cases where mind over body or breathing or blood flow is concerned. It would be useful for holding your breath under water, feigning death, resisting extreme heat or cold, or slowing the flow of poison. It doesn't count for additional Stress boxes, though.

Discipline: Spellslinger – The character has a specially prepared Spell Gun that allows him to use his Sorcery in place of his Guns skill. This works the same as Eldritch Skill, except it has no prerequisite, and it requires the use of the Spell Gun

as a focus. One benefit of the Spell Gun is that it fires pure magical energy, so it never runs out of bullets and it can affect even ghosts or other intangible creatures. Another benefit is that any Fallout nearly always affects the target of the attack, not the Spelllinger, and if the attack achieves Spin, the Aspect lasts for the rest of the scene instead of just 1 round. However, each of the 6 Magic Bullets in a Spellgun has a specific Fallout Aspect that it creates, so the choices are not as wild and freeform as typical spellcasting. The exact bullet that hit is chosen at random (roll 1d6). Common examples include “Fear!”, “Nasty burns”, and “Glimpse the spirit of Death!”

Discipline: Subtle Caster – This stunt reduces the penalty for subtle castings. You may use either Still or Silent or pretend to cast a different spell for free, or increase the difficulty of Astral Sight or Reveal to find and analyze the spell by 2.

Dragon: Dragon Magic (requires Discipline and Lore of Fair or higher) – Many Dragons have an innate magic passed down through racial memory. By taking this stunt, once per scene the dragon is able to meditate for a moment in order to recall a small bit of Lore that he otherwise does not know. This requires a full round action, and the use of 1 Fate point. The dragon then gains temporary knowledge of any Lore he does not already know. This memory fades after the casting of 1 spell, whether successful or not, and vanishes at the end of the scene if not used by then. Discipline and Lore suffer a -2 penalty when casting a spell remembered this way, but unlike a Cantrip, a dragon may use his Mana.

Dragon: Mastery of Form – By spending a FATE pt this Dragon is able to combine his 2 shapes to become a draconic humanoid, with the claws, bite, wings, and breath weapon of his dragon form, but without the Hulking Size. He can only maintain this form a short while, changing to either his human or dragon shape at the end of the scene. In effect, it exchanges Human Form for the Human Guise power. Additionally, the dragon may choose to temporarily take on a different human guise than his usual one. Again, this costs 1 FATE pt and lasts 1 scene, and only general features may be chosen, they may not duplicate a specific individual (To do that requires the Mimic Form power).

Dwarf: Dwarven Craftsmanship – When working with either metal or stone with the Craftsmanship skill, this Dwarf is naturally talented, gaining a +1 on all rolls.

Dwarf/ Automaton: Resist Magic – When a Dwarf or Automaton with this stunt is affected by magic, the spell’s Effect is always reduced by 2. If he goes to a Full Defense, it is reduced by 3. Combined with the ability to invoke his Aspect for still more protection, someone with this stunt is exceptionally hard to affect with magic. However, the downside is that this Stunt is always in effect, and hinders beneficial magic as well as harmful.

Elf: Elven Beauty – This stunt gives a +1 on Presence checks toward any attempts to influence someone who would appreciate the type of beauty that an elf epitomizes (usually thin, athletic, slightly androgynous, with delicate features).

Elf: Elven Grace – Many Elves are naturally graceful and elegant. This stunt gives a +1 bonus in situations where that is useful, such as when dancing, trying to maintain balance, or moving silently or without a trace.

Elf: Nature Bond (requires the ability to cast rituals) – Some Elves have a special affinity for nature, and find magic easier to use in natural settings. Any location of unspoiled nature allows them to count their Lore skill as 1 higher for the length of rituals and to resist Backlash when casting spells related to nature in some way.

Fey Folk: Amplified Nature – A Fey with this stunt is more locked into his fey nature than most. He finds it very difficult to go against the behavior dictated by his race, but on the other hand, he is more powerful than others when he does go along with his nature. Any Compels against his Fey Folk aspect require a Fate point to resist, not just a -1 supplemental action penalty. However, when he invokes his Fey Folk Aspect, it’s stronger than usual: he gets either a +3 bonus, or a reroll +1.

Fists: Fighting Style (Kung Fu, requires Martial Arts) – This stunt allows the Martial Artist to select a single Fighting Style from these choices:

Defensive Style	Gets +2 defense while in a Defensive Stance instead of +1, and gains +1 defense in a Balanced Stance
Offensive Style	Gets +2 attack while in an Offensive stance instead of +1, and gains +1 attack in a Balanced Stance
Balanced Style	Does not suffer -1 attack in a Defensive Stance, or -1 defense in an Offensive Stance

Goblin: Makeshift tools – With this stunt, a Goblin's Craftsmanship skill is never penalized for not having proper tools or a workroom. If he does have the proper tools, he adds +1 to his rolls.

Halfling/Goblin: Missed me, you big oaf! – Small and fast, Halflings and Goblins can be annoyingly difficult to hit. Once per scene, this stunt lets them spend a Fate point to completely avoid an attack from a foe larger than themselves.

Halfling: Nothing to fear! – Halflings can summon incredible bravery when it's required of them. This stunt gives them a constant +2 Conviction or Discipline bonus against fear and intimidation effects.

Halfling: Sticky Fingers – Once per scene, this stunt allows a Halfling to spend a Fate point and simply declare that they have a specific item belonging to another person in their possession, so long as they aren't currently using it and the Halfling had a reasonable chance to acquire it sometime in the past. It must be something small enough to be carried around (so no pulling out a gyrocopter). This stunt also gives a +1 on Deceit tests to palm objects.

Lore: Cantrips – This stunt allows you to choose a number of Lores equal to your Lore skill that you do not already know. You know Cantrips from these lores, minor magic that is significantly limited in power but can be bolstered with Fate pts, etc. If cast as an Evocation, you can't apply any mana to the base power of the cantrip and your Discipline skill suffers a -2 penalty when casting the spell. If cast as a ritual, you may only gather mana for a single round.

Lore: Eldritch Skill (Req: Mystical Theory in Practice) - The character has become very used to substituting Discipline for 1 specific skill, such that it has become almost second nature. This provides him with 2 benefits: First, he may substitute Discipline for that skill as many times in a scene as he wants, it doesn't count for the Mystical Theory in Practice limit. Second, so long as Base Power is 0, he does not risk Backlash or Fallout either. Note that it still counts as casting a spell and can be detected as magic, it requires the words and gestures, etc. Common choices include Weapons, Stealth, Rapport, Deceit, Alertness, and Empathy. For Guns, see the Spellslinger stunt below.

Lore: Greater Summoning – You may give the creatures you summon another 3 advances.

Lore: Mystical Theory in Practice - Similar to the Science stunt "Theory in Practice", once per scene, this stunt allows you to spend a Fate point to substitute your Discipline skill for any other skill you can justify with your known Lores. The skill check is counted as casting a spell, so it may also be modified by Conviction, as usual, and it's subject to Backlash and Fallout as any other spell.

Lore: Quick Rituals – This stunt allows a wizard to reduce the required preparation for casting a ritual from 1 minute to 1 round. If you wish to extend the prep time for casting bonuses, it still begins at 5 minutes for the +1.

Might: Armor Proficiency – This stunt reduces the skill penalty for wearing armor by 1 point. Light Armor may be worn without penalty, Medium becomes -1, and Heavy -2.

Ork: First into the Fray – Orks love to get into fights, and this stunt helps make sure they land the first blow. It gives a +2 on Initiative tests if combat is imminent (not if initiative is being called for some other reason), and it also gives +1 on the Ork's 1st attack roll in a combat.

Ork: Nasty Reputation – Orks have a rather nasty reputation, and this stunt means the character is able to look and act the right way to fully capitalize on that. He gets a +1 Intimidation against anyone who would be affected by it, and also gains a +1 for any Deceit checks if he's trying to pass himself off as a criminal thug or killer.

Aspect Compels: Because characters typically start with few Fate points, there is a greatly increased incentive to accept compels from the GM, and requiring characters to pay a Fate point to resist a compel is twice as harsh. Therefore, a standard compel rewards a Fate point if it is accepted, but does not cost a Fate point to resist. Instead, it only causes a bit of a distraction for the character, giving him a -1 supplemental action penalty on his next rd.

Stress Track: I prefer to keep all stress and consequences on 1 track, so that characters have only 1 unified Stress

track, and any physical, mental, or social damage suffered is applied to that 1 track. That way, a character causing mental stress in combat is subtracting from the same resources as a character doing physical damage. Separate tracks mean twice as much stress to burn through. However, these rules work perfectly well with DFRPG's 3 stress tracks if you prefer them.

Mana Pool: Mana behaves a bit differently than standard DFRPG. Your personal mana is only used for Evocation, as Thaumaturgy gathers ambient mana instead. A Channeler may spend 1 Mana to gain ½ his Conviction as Base Power, and 2 Mana for his full Conviction. A full Evoker may spend 1 Mana for up to his full Conviction rank in Base power, and may exceed this limit at a cost of 1 mana per additional point (with the only maximum limit being his number of mana points and the need to at least match the Base Power with his Discipline roll. Mana points are regained each day after a good night's rest. You get a number of Mana equal to 2x your Conviction. This amount can be increased with stunts.

Consequences:

Mild	While the Consequence remains until healed, it may only be tagged once, the same as a Fragile Aspect. That tag is free, as usual for a created aspect.
Moderate	A Moderate consequence is Sticky. The first tag is free, but further tags may be made for a Fate point until it's healed.
Severe	A Severe consequence is Sticky, and follows all the rules of the Moderate, but it also causes an ongoing -1 action penalty to any actions that it would reasonably impact.

Healing: Stress heals at a rate of about 5 minutes of rest per box. A **Mild** consequence takes about 1 hour to recover from. **Moderate** consequences need at least a night of rest or similar relaxation to remove. **Severe** consequences might take days or even a week to heal, and then it is reduced to a Moderate consequence for a day after that. An **Extreme** consequence is a permanent alteration of the character, and replaces one of his Aspects. At the GM discretion, some consequences may not be removed until proper treatment is administered or conditions are met. For instance, if you took "Out of Bullets!" as a Mild consequence, it may take more than an hour to find more bullets if you are in the Sahara.

Sizes: Creatures of various sizes have a variety of inherent bonuses and penalties. See the listings for Hulking Size and Diminutive Size.

Armor and Resistances:

Armor and Resistances subtract from the amount of damage suffered, if the armor affects that type of damage. Artificial armor comes in 3 main types: Light (leather, chain shirt), Medium (scale, chainmail), and Heavy (platemail). Although they provide protection from damage, they also penalize Athletics (not defense rolls though) and Stealth rolls by an equal amount to their armor value, and any other tests that the GM feels the armor may restrict. Some creatures may have specific resistances to certain attack types, such as fire or piercing attacks, which work the same way but cause no penalty.

Weaker and Stronger weapons: Different weapons may have different damage capabilities. Weapons, like all Gadgets, may use the Gadget Improvement rules on pg 213. Extrapolating from the Craftsmanship and Upgrade improvements, a single Improvement can either increase all damage by +1, or increase it against a specific common target type by +2 (such as opponents wearing metal for an electrical charge, or against the effects of cover or wearing armor for AP rounds.) 2 points can give either +2 damage or +1 attack bonus (which makes it easier to hit as well as increasing the damage). Similarly, 1 point of Armor costs 1 Improvement, while 2 points can give either 2 points of Armor or 1 point of Defense. Weaker weapons, such as a pocket knife, may take a Flaw, such as a -1 decrease in damage in exchange for another improvement (such as "Additional Capability: Swiss Army knife – a dozen tools in one!" or a whip's ability to grab things at range and intimidate animals or a poisoned dart that does little physical damage but requires an Endurance check to resist the toxin).

Improvements	Weapons	Armor
1	+1 Damage or +2 damage vs specific targets	+1 Armor or +2 Armor vs specific attacks
2	+2 Damage or +1 Attack	+2 Armor or +1 Defense

A successful hit always does a minimum of 1 point of damage, the penalty simply makes it less likely you'll do 2

or more Stress in a single attack. Bonus damage from more deadly weapons, however, can never do more than double the Margin of Success achieved on the attack. So if you barely hit someone with a 2-handed sword (1 MoS), you can't apply the full +2 bonus, you are limited to doubling the MoS for a total damage of 2 points. While the 1st damage Improvement may be taken without penalty, each additional one requires a flaw to be taken as well. Magical bonuses are an exception, they don't require offsetting penalties.

Sample weapon values:

Damage	Sample attacks
-1	Defensive Stance, Blowgun, dart, knife, dagger, holdout pistol, whip, improvised weapon
0	Balanced Stance, hand weapons, swordcane, arrows, staff, handaxe, standard pistol
+1	Offensive Stance, battle axe, large pistol, light rifle, heavy flail or warhammer, bastard sword
+2	2-handed sword, hammer, or axe, large rifle, machine gun, polearm
+3 or more	Bombs, heavy weapons, death rays, infernal devices

- **Shotgun:** A shotgun slug does +2 damage with a range of 2 zones. Buckshot does +3 damage in the same zone, and +1 1 zone away (its maximum range).
- **Stances:** A person trained in Fists can choose to use a Balanced stance (no changes), a Defensive Stance (-1 attack, +1 defense using Fists), or an Offensive stance (+1 attack, -1 Fists defense).

Other weapon modifiers:

Lethal	Any consequences taken to reduce this weapon's damage are only half as effective (-1/-2/-3)
Stunning	Any targets hurt by this weapon suffers a -1 supplemental action recovering on their next round
Penetration	This weapon ignores 2 points of armor
Area Effect	(Costs 2 Improvements) All targets in the zone must defend against this weapon
Accurate	You may tag this as an Aspect to gain +2 on your attack
Fast	You get a +2 on Initiative while using this weapon
Entangling	A target hit by this weapon can't move unless it escapes from the tangle with a Fair Athletics check

Weapon Flaws:

Non-Lethal	-1 damage, or -2 damage against a specific common target type or circumstance
Inaccurate	Targets may tag this as an Aspect to gain a +2 on their defense
Large Size 1	Requires both hands
Large Size 2	Must be mounted on a vehicle or wheels, such as a cannon
Large Size 3	Mounted in a massive vehicle or train car, or immobile
Preparation 1	Requires a supplemental action to ready before each attack
Preparation 2	Requires a full round action to ready before each attack
Preparation 3	Requires several minutes or more to ready between each attack
Unwieldy	(melee weapons only) This weapon is too heavy to parry well, you suffer -1 on Weapons defense
Unreliable	(technological weapons only) A Malfunction roll is needed on rolls of -2 or worse, not just -4 (-3 or worse with 1d6-1d6)

Gadgets: Making Things: Engineers are capable of improving or customizing all manner of devices. Of course, they're also capable of causing otherwise innocuous devices to explode messily, so one needs to be careful. Rather than using the Resources skill to buy items, they retreat into their workshops and use the tools and materials they have there to invent and build those items using the Engineering skill.

Building something from scratch is based off a difficulty equal to the cost of the item in question. For example, building a revolver from scratch is a Mediocre difficulty, due to the gun's Mediocre cost. It also requires appropriate tools, supplies and time. Tools and supplies are measured by the quality of the engineer's workshop, which must be at least as high as the item quality (which is equal to the cost). To build a gun (Mediocre cost and, thus, Mediocre item quality), the character must have a Mediocre or better workshop.

Building something is time consuming, taking at least a day per level of item quality over Mediocre (minimum of one day), so it's assumed that characters will only be building things that they can't buy or acquire otherwise. More often, it's assumed they will skip the time to build the base item, and instead start with something that already exists and then improve it. Engineers can tinker to improve or change the workings of any device. There is an array of possible improvements, which include:

- **Additional Capability:** The device can now do something else of roughly the same scope. A car might also be able to be a boat, for example, or a gun might be able to shoot a grappling hook. Alternately, it may be able to do something normal but do it exceptionally well (so that a technology works like it does in the movies rather than real life).
- **Alternate Usage:** The device allows skills to be used differently, typically substituting one skill for another.
- **Armed:** Adds guns or weapons to a device that would not normally have them, used with the Guns or Weapons skill.
- **Armored:** A device may be given a point of armor, meaning that any time it is hit it suffers one less point of stress.
- **Futurization:** The device can include a technological advance unknown in the Victorian era. However, this is limited to technologies that existed before the beginning of World War II.
- **Speculative Science (worth 2 improvements):** This is like Futurization, but extends to any technological effect which could be achieved with technology from within the 20th century. Requires the Weird Science stunt.
- **Unbelievable (worth 3 improvements):** Like Futurization, but this allows for scientific advances which are considered science fiction even today. Requires the Mad Science stunt.
- **Independent:** The device has some manner of autopilot and is able to act independently in a very limited fashion.
- **Conscious:** Like independent, but the device is capable of basic reasoning, and can interpret simple commands.
- **Miniaturization:** Something that's not normally portable can now fit in a large set of luggage, while something merely large can now fit in a wristwatch.
- **Maximization:** The inverse of miniaturization: Sometimes you just need something to be BIG! This improvement is used to alter an item for circumstances when size will truly matter, such as a weapon that can't possibly damage its intended mega-monster target without being very large, or a car that's actually house-sized and able to transport a huge number of passengers.
- **Craftsmanship:** The device gives a +1 bonus to any effort using it (usually only to one skill, if the device supports the use of multiple skills). This improvement may not be taken more than once per affected skill.
- **Rugged:** The device has 2 extra boxes of stress capacity over the default, which is usually 3. It also has a single minor Consequence (-2) that may be used once before needing to be repaired. May be taken multiple times, and each additional time gives a higher value Consequence (-4, -6, -8).
- **Special Effect:** A device may now operate on different principles, like a car that runs on water or a gun which can shoot ghosts. The game benefit of this will depend highly on the specifics.
- **Upgrade:** A specific improvement, granting a +2 bonus to some fairly specific use for the thing. A car, for example, might get a +2 in a swamp or a +2 on the straightaway.

Improving Things: To improve an item (rather than create it from scratch), start with the base difficulty to create the device based on the item quality, as before. Next, determine how many improvements you want to make. Each improvement increases the difficulty (and required workshop quality) by one. Each improvement takes approximately 8 hours to implement. If the player is willing to increase total time to improve the item by one increment on the time table, he gains a +1 bonus to the roll; increasing it again results in a +2 bonus, and so forth. This bonus doesn't reduce the requirements for the workshop, however; that's still based on the quality of the item (and thus the difficulty target). The player may also reduce the time spent; if less total time is spent improving the item, each step faster on the time table imposes a -1 penalty to the roll. Equipment that characters make can be expected to last for the duration of a single adventure, but is assumed to be lost, deconstructed or otherwise removed from play between adventures.

Malfunctions: While the anachronistic Steam-tech of the Falkenstein setting is highly advanced, with automaton servants, calculation engines, and Aerocruisers, it is prone to malfunction at the most inopportune times. Whenever a user rolls -4 on his 4dF roll (or -5 on 1d6-1d6) while using a gadget, or whenever the GM feels it's appropriate and decides to Compel a Malfunction check, or when the gadget has lost all of its Stress boxes and someone still tries to use it, roll on the chart below. The 5's are on the table in case you are using 1d6-1d6.

4dF	Result
-4 (&-5)	Disaster! Roll twice and apply both results, if possible.
-3	The device goes up in a spectacular explosion! The Force is equal to the quality of the gadget, and the Area is twice the size of the gadget. (See Explosions, pg 272) Characters can try to reduce the damage with an Athletics roll. Success means they suffer only a consequence (lowest one available), while failure means they are taken out. The gadget is completely destroyed.
-2	The device begins working in reverse! A weapon does it's normal damage to its user instead of the target, a vehicle only drives backwards, etc. It remains this way until fixed, with a difficulty equal to the Quality of the gadget, and a few hours time.
-1	The gadget catches on fire! It does 1 point of damage per round to anyone holding it, or within a vehicle. If the fire is put out quickly (the gadget suffers 1 stress per round it burns), the device is usable again. If allowed to burn longer than this, it is destroyed.
0	The gadget makes a weird noise, belches steam or smoke, and fails to operate for 1 round. After that, it operates normally again.
1	Failure is imminent! It works normally for 1 more round and then sputters and dies. It will require a few hours time and a repair roll equal to the Quality of the gadget to get it working again.
2	Out of control, the gadget goes wild! A weapon uncontrollably attacks anyone around it each round, a vehicle takes off at top speed with no way to control the direction, etc. A repair roll equal to the Quality of the item is needed to get it back under control, taking a minute (or whatever the GM feels is dramatic).
3	The item starts shaking and giving off smoke or steam as it tears itself apart from the inside. Users/passengers are blackened with smoke and blinded while they are in the same zone as the gadget, but otherwise unhurt. The gadget is destroyed.
4 (and 5)	Lucky Break! It hiccups for a second, coughs some steam, but does not malfunction in any serious way.

Talisman - This Stunt provides a mystical talisman that aids your spellcasting. It may be a holy symbol, a wizard's staff, voodoo potions and powders, etc. The Talisman is a mystical Gadget, and is built the same way. You may select a number Improvements from the list below equal to ½ the character's Lore rank.

- **Mana Battery:** The item contains 3 points of Mana which recharge daily. While holding the object, a Sorcerer may draw 1 or more of these mana points to fuel his spell casting as a free action.
- **Mana Amplifier:** While holding the object, once per ritual a Sorcerer may Free Tag this in order to get +2 or a reroll on an attempt to Gather Power.
- **Extend Spell:** While holding this Talisman, the Base max rng for your spells are unaided sight or 5 zones instead of 3, and Range augmentations cost 1 less pt for rituals.
- **Expand Spell:** While holding this Talisman, you may affect an additional target, or a Large target, or a Technological target, for free.
- **Enduring Spell:** While holding the Talisman, you may increase the duration of your spells by 2 steps on the time chart for free.
- **Empower Alteration Spell:** While holding the Talisman, all spells to create or suppress Aspects get +1 Effect bonus.
- **Empower Combat Spell:** While holding the Talisman, any attack spell the sorcerer casts does +1 damage.
- **Empower Defensive Spells:** While holding the Talisman, all Block spells cast have +1 Effect.
- **Empower Divination Spells:** While holding the Talisman, all Assessment/Declaration spells cast have +1 Effect
- **Empower Summoning Spells:** While holding the Talisman, any creatures summoned get +1 Advance.
- **Fallout Barrier:** While holding this Talisman, a Sorcerer may prevent 1 Fallout aspect from his spell.
- **Lore Amplifier (costs 2 Improvements):** While holding the Talisman, the Sorcerer gets a +1 Effect bonus to all spells cast from a specific Lore.
- **Harmonics Shield:** Any Backlash suffered is reduced by 1 pt.
- **Subtle Casting:** While holding or wearing the Talisman, all your spells may be cast subtly for 1 less point of penalty than usual.

Spellcasting: There are some significant changes to the spellcasting rules from DFRPG. This has been done mainly

because there are different setting assumptions between them, and also because I enjoy the Lore system and wanted to incorporate it. In Falkenstein, there are 2 main sources for magical energy: within the caster and from the surroundings. Therefore, Evocation is all about unraveling the mana within yourself, a very quick way to get power, and often used for combat magic or quick spells needed immediately. Thaumaturgy is the gathering mana from the environment, which is a slower process, but potentially capable of greater feats of magic. Both forms also have a lesser version for those who are not as skilled at that type of magic. Sponsored magic is not normally a part of Falkenstein, but I did not want to leave it out, and I think it can add a new twist and additional character to those that would use it. Sponsored Magic can be used by itself or in addition to the other magical abilities.

Evocation: Evocation is used for quick spells of limited power and duration against targets you can see. It is fueled by the Sorcerer's personal mana. Some Mystic Lores are better suited than others to evocation, especially the traditional elements such as Earth, Air, Fire, and Water, as well as Spirit. However, any Mystic Lore can be used as an evocation if the caster can think of a way to apply it.

- **Channeling (-2):** The limited form of Evocation, you have the ability to cast spells from any Lores you know with no preparation. You may cast spells with a Base Power up to $\frac{1}{2}$ your Conviction rank for 1 Mana/pt. You know a number of Rotes equal to $\frac{1}{2}$ your Lore rank (rd up).
- **Evocation (-3):** The full power, it has several enhancements over Channeling. You gain a single Talisman with points equal to $\frac{1}{2}$ your Lore and a Specialization which consists of either a +1 power (Mana) or +1 control (Discipline) bonus while using evocation with 1 specific Lore. You may cast spells with a Base Power of up to your Conviction rank for 1 mana/pt, and go above that limit for 2 mana per additional pt. You know a number of Rotes equal to your Lore rank.

Thaumaturgy: This power allows the caster to perform powerful spells requiring preparation to cast. Thaumaturgy draws upon the mana in the world around you, which takes longer but is not limited like personal mana. Some Mystic Lores are better suited than others to Thaumaturgy, such as Reveal, Shapeshift, and Transformation, but any Lore the caster knows can be used if he can think of a way to apply it.

- **Ritual (-2):** This is the limited form of Thaumaturgy, giving you the ability to perform rituals with any Lore you know. Your rituals are limited to a maximum Complexity of 2x your Lore skill rank.
- **Thaumaturgy (-3):** The full power, it includes several benefits over Ritual. You gain a single Talisman with points equal to $\frac{1}{2}$ your Lore and a Specialization which consists of either a +1 rd casting time limit (Lore) or +1 control (Discipline) bonus while using thaumaturgy with 1 specific Lore. You gain a bonus to the amount of mana gathered each round equal to $\frac{1}{2}$ your Conviction (rd up). You may cast rituals with a maximum Complexity of 3x your Lore rank without stress, and you may increase that limit by taking Stress and/or Consequences, pt for pt.

Sponsored Magic: Some casters have the ability to tap into a power source beyond their own abilities. Sponsored magic can either be in addition to your own spellcasting abilities, enhancing them where they coincide with the sponsor's portfolio, or they can be a standalone ability. Once per spell, a Sponsored Mage may tag his High Concept without spending a Fate Point... instead, he incurs a point of Debt with the sponsor. Each point of Debt may be used by the GM as a free Compel for which the mage gets no Fate pt, and the Compel must be related to the sponsor's nature or wishes in some way. A Sponsored Mage may also perform voluntary acts to please, venerate, or advance the cause of his sponsor (effectively a self-Compel), and these acts may reduce the Debt if the sponsor (GM) is pleased.

- **Added Source (-1):** If you are already a spellcaster, this allows you to call upon the Sponsor in relation to a single Lore tied to that sponsor. If you already know the Lore, you gain 2 points of Specialization in it; if not, you gain access to it. When using that Lore, you may incur Debt up to your Conviction rank.
- **Minor Access (-1):** If you are not already a spellcaster, you gain the ability to cast Rituals with a single Lore related to the sponsor. Your Debt Limit is equal to your Conviction rank.
- **Major Access (-2):** If you are not already a spellcaster, you gain the ability to cast Rituals with 2 Lores related to the sponsor, and you get a single Specialization in one of those Lores. Your Debt Limit is raised to 2x your Conviction ranks.

Refinement: (-1) This gives the mage 1 additional Lore, and he also gains 1 Specialization bonus for one his Lores. Gaining a Talisman is its own stunt now, see above.

Rotes: A Rote is an evocation spell in which nearly all the Adjustments and the desired effect are set beforehand. Only 1 Adjustment may be left unlocked (typically Effect, but not always), and that variable is where any points from the Discipline roll must be spent. A caster's number of Rotes memorized at a time is based upon his Lore skill, and Rotes may only be changed when he has access to his spellbooks, which in Castle Falkenstein are kept at his Order's chapterhouses.

Casting Spells: Evocation: To cast a Evocation spell, choose the Base Power of the spell you wish to cast. If the Base Power is 0, it costs no Mana Stress to attempt to cast, but then the Discipline roll's result is the only power the spell receives. If you are a Channeler and you choose to spend Mana to give yourself a Base Power of up to ½ your Conviction skill rank, it costs 1 Mana point, and to give yourself a base power of your full Conviction costs 2 Mana. If you are an Evoker, you may get up to your full Conviction for 1 Mana pt, and each point beyond your Conviction rank costs 1 more Mana Stress. You may allocate this Base Power to either buy Augmentations or add to the Effect of the spell. Next, roll the dice and add the roll to your Discipline skill rank. If you exceed the Base Power of the spell, it goes off successfully, and the result of the Discipline roll is added to any Base Power of the spell to get the total Power. In order to successfully affect a target, the spell's Effect must meet or exceed the defenses of the target, and the Effect is reduced by those defenses. If the Discipline roll fails to equal the amount of Base Power put into it, the caster suffers either Backlash or Fallout (his choice, may choose some of each). Backlash causes 1 point of Stress (Mana or Physical) to the caster per point he was short from the needed amount, and the spell still goes off. Fallout creates Aspects in the area, caster, his allies, the target, etc. appropriate to the spell (and usually detrimental to the caster and friends), and also reduce the Effect of the spell by the amount lost to Fallout.

1. Spend Mana for Base Power, spending them on Adjustments as desired.
2. Roll Discipline, beating the Base Power to cast the spell successfully. If not, Fallout or Backlash is applied.
3. The Discipline roll, + any Base power applied to Effect, is compared to the target's defense.

Casting Spells: Thaumaturgy: Casting a Thaumaturgy ritual has some important differences from Evocation. First, it usually requires at least a minute of preparation to cast the spell, and it may need much more time to gather the effects needed, such as an object from the subject in order to focus the power of the spell. Simple rituals, however, can be done more quickly... if the Complexity (total amount of power attempting to be gathered in order to cover the desired Effect plus all adjustments) is equal to or less than your Lore rank, it takes just 1 round to prepare instead of 1 minute. Once the preparation is done, the casting can begin. Unlike Evocation, the caster may draw out the casting for several rounds. It is free to cast for a number of rounds equal to his Lore skill rank, but each additional round after that requires 1 Mana. Each round the wizard rolls his Discipline vs the difficulty of the background Mana level (see chart below). If he succeeds, he gathers 1-3 (2+1dF) points of Power, +1 more point if he achieved Spin on the roll. If he fails, he either releases the spell energy gathered that round as Fallout (creating a detrimental Aspect and gathering no mana that round), or he holds on to the power gathered that round but suffers an equal amount of Backlash and keeps going. Aspects may be tagged and Declarations made to increase success, but each may only be tagged once per spell, not once per round.

Mana Warp *	DC Mediocre (+0)	Low Mana	DC Great (+4)
Very High Mana	DC Average (+1)	Very Low Mana	DC Superb (+5)
High Mana	DC Fair (+2)	Mana Void **	DC Fantastic (+6)
Normal Mana	DC Good (+3)	Mana Storm ***	DC varies, roll 1d6 each rd.
Aspected Domain	A region that has a higher or lower mana level when used for a specific Lore or purpose		
* Mana Warp	When rolling to see how much Power is successfully gathered: a plus = an instant Fallout aspect is created, but casting may continue		
** Mana Void	When rolling to see how much Power is successfully gathered: a minus = 2 points of Backlash but		

	casting may continue		
***Mana Storm	Wild fluctuations in a region's mana level, often accompanied by fierce storms and random magic. Apply both the Mana Warp and Mana Void effects		

Physical spells are usually resisted by Endurance or Athletics, Mental and Social by Conviction. If a target chooses not to resist the difficulty is Mediocre. The DC to affect an object is either its Quality or the Sleight of Hand of its wielder, if that's higher. The DC to make an Assessment or Declaration is decided by the GM based upon how significant it is, how appropriate to the lore, etc. DCs are typically between Mediocre (fairly minor Declaration) to Great or more (for major changes using a non-optimal lore).

1.	Determine the ritual's Complexity, spending pts on Adjustments as desired.
2.	Roll Discipline, beating the local Mana level. Success means you gathered some mana towards the casting of that ritual. If the roll failed, Fallout or Backlash is applied. Repeat up to Lore rank # of rds
3.	When you decide you have enough mana, or you run out of casting rds, if you have enough mana to cover the Complexity, any remaining amount is the Effect, and is compared to the target's defenses.

Sample Evocation Spell construction: Say you want to cast a classic Fireball spell, and you have Fire Lore and Evocation. You decide to spend 4 Mana points to get your full Great Conviction in Base Power. You spend 2 points to increase the Area to 1 Zone, and leave the rest in Effect, which gives you a base effect of Fair (+2) damage. You then roll your dice for your Discipline skill, and you get a total of Great, just what you needed to avoid Fallout and Backlash. You apply all of it to Effect, giving you a total of 6 points, and the targets in the Zone each roll Athletics to try and dodge, reducing the damage by their skill rolls.

Sample Thaumaturgy ritual construction: You need to teleport a group of 4 people (including yourself) to your summer home on the coast, a distance of over 500 miles. You have the Gateways Lore and can cast rituals, and you've spent a minute preparing, so you are ready to go. You need 5 points of Range, 2 points for a subject of "Very well known", 2 points to increase the number of Targets, and 1 point left over for Effect since all the targets are willing. You are in an area of Normal Mana, so the DC each round will be Good (+3), and your Lore skill is Great, so you can cast for up to 4 rds, after a minute of preparation. Round 1 your Discipline roll gets a +4, which turns out to provide 3 points of Power. Round 2 you roll badly, getting a +1, but you tag an Aspect to raise that to a +3 for a success, this time getting 3 more points of Power. Round 3 you roll poorly again, failing to beat the Good DC, and you are out of appropriate aspects. On the 4th and final round you roll well, getting a +6, and the 4 remaining points of Power you needed to succeed! In the blink of an eye, you and your guests are there!

	Evocation	Thaumaturgy
Effect	Base: 0 for free +1 Effect per point allocated	Base: 0 for free +1 Effect per point allocated
Range	Base: Unaided sight or up to 3 Zones, whichever is less	Base: Unaided sight or up to 3 Zones, whichever is less 1 pt per step: up to 500'; up to 1 mile; up to 10 miles; up to 100 miles; up to 1000 miles; Anywhere on the planet or to another dimension
Duration	Base: Instant or a Few Moments 1 pt per additional time step	Base: a Few Minutes 1 pt per additional time step
Targets	Base: 1 target. Split Effect among additional targets 1 pt: Target is of Hulking Size 1 pt: if target is Technological, or has a lot of technological objects. 2 pts: Change from individual targets to	Base: 1 target. 1 pt per doubling of number of targets 1 pt: Target is of Hulking Size 1 pt: if target is Technological, or has a lot of technological objects. 2 pts: Change from individual targets to Zones.

	Zones.	
Subject	Base: Within unaided sight	Base: Target is within unaided sight. 1 pt: Possessing part of the target (hair, blood) 2 pts: Possesses an object intimately tied to the subject (Self-portrait, favorite coat worn daily for years), or no material link but knows the subject very well for a long time (your family home). 3 pts: Have a casually worn or carried possession belonging to them, or acquainted with subject
Subtlety	Base: It is obvious that the caster is casting a spell, both visually and audibly. He must have his hands free and be able to speak in order to cast the spell. 2 pts: Choose 1: silent spell, still spell, or pretend to cast a different spell 4 pts: Spell is both still and silent. 1 pt: Each point increases the difficulty for Astral Sight and Reveal spells to sense the spell.	Base: It is obvious that the caster is casting a spell, both visually and audibly. He must have his hands free and be able to speak in order to cast the spell. 2 pts: Choose 1: silent spell, still spell, or pretend to cast a different spell 4 pts: Spell is both still and silent. 1 pt: Each point increases the difficulty for Astral Sight and Reveal spells to sense the spell.
Ritual	Not allowed	Base: 1 rd or 1 min. +X pts: If you take longer to prepare the spell, you get more pts. 5 min. = +1, 15 min. = +2, ½ hour = +3, a few hours = +4, an afternoon = +5, a day = +6, etc.
Cooperative Casting	Not allowed	Base: Only the caster is involved in casting the spell +X pts: Spellcasting can get the bonuses for group size if the assistants have the proper skills.

Mystic Lore:

Selecting Lore: A spellcaster may choose 1 Mystic Lore for each rank in the Lore skill.

Effects of Lore: The spell user may choose to perform any of the following, so long as he can justify it with his Lore. Not every lore is well suited for every effect, and some may not be able to perform a given effect at all. The GM has the final say, and he should increase the difficulty of somewhat improbable effects or forbid them entirely.

- **Assessment or Declaration:** The caster can divine information concerning his Lore, using the rules for Assessment and Declaration
- **Attack/Defend:** The spell can be used to cause damage or defend against attacks, with the Effect counting as the damage or armor level
- **Block:** A caster may establish a Block appropriate to his Lore. One common use is to create a barrier that has a Border rating equal to the Effect.
- **Maneuver:** A success creates a Fragile Aspect that only be tagged or compelled once during the duration before it vanishes, while Spin creates a Sticky Aspect that maintains itself unless significant measures are taken to remove it, and may be tagged or compelled multiple times until the duration runs out by spending FATE points. If you succeed with 5 points, you create a permanent Aspect for the duration of the spell, tagging it for free whenever it applies, but being forced to spend a FATE point to resist compels against it. Examples include “Speed of the Gazelle”, “Cold as the Grave”, “Strong as an Oak”, “Hands of Stone”, “Fear of Death”, etc.
- **Compelling a Target:** Related to the Maneuvers, this is simply Tagging for Effect an aspect you’ve either created or know about. If the spell successfully beats the target’s Resolve, you may tag the fragile aspect for effect and compel the target. The target or the aspect created must usually be related in some way to your Lore. The target gets a Fate point as usual for this, even though you don’t need to spend one since this is a maneuver, which earns you a free tag. If the spell achieves Spin, the aspect is sticky and remains for the rest of the scene, and may be tagged for effect by spending a Fate point.
- **Other Effects:** The caster may also create other minor effects that pertain to his lore not covered by the above, with the GM’s permission.

Some uses of a Lore may fall outside of the above general uses, or be significantly more powerful, or only tangentially related to the Lore. In these cases, the GM may require a stunt be purchased in order to accomplish the effect. Specific examples are given with most of the lores, such as bringing the dead back to life, affecting metal with the Earth lore, and summoning companions or minions, but many other possible stunts can be created by players and GMs..

- **Creating/Summoning a Companion:** The effect level is the number of Advances you get, and it automatically receives “Summonable” and “Variable Summons” for free. This also includes the ability to banish summoned beings of the type you can control. If the banish Effect matches or exceeds the summoned creature’s Quality, it’s sent back to where it came from.
- **Expanded Effects:** If a spell should encompass an effect, but it’s more powerful than the standard uses of the Lore, it may require a stunt. If the Lore has a stated progression, the expanded effect should usually follow it. For instance, several spells allow you to create Minor, Moderate, or Major changes at a cost of 1, 2, or 3 Effect. Such spells can make even greater changes, such as turning flesh to stone, but it requires a stunt and 4 effect.

Lore List:

These are the 20 most common Lore skills that sorcerers are able to learn, though it is not an exhaustive list of all possible lores. Players and GMs may create new lores using these as a guideline.

Air	Fate	Heart	Reveal	Time
Beasts	Fire	Life	Shapeshift	Transmutation
Death	Gateways	Mind	Spirit	Ward
Earth	Glamour	Plants	Tech	Water

Air – This lore allows the Sorcerer to control and shape the air, causing strong winds or calming them, making it difficult for someone to breathe, summoning or controlling an air elemental, or taking a bubble of air with you underwater, among other uses. It is great for Blocking or creating Aspects such as “Massive headwind/tailwind”. For damaging opponents, Air lore allows him create powerful gusts of wind or draw the air from someone’s lungs. With the Control Weather stunt, bolts of lightning are also possible. Finally, this lore allows communication with air spirits.

Sample Spell uses:

- **Wind Wall** (barrier of strong winds creates a Border value equal to the Effect)
- **Suffocate** (Attack spell, only against targets that need to breathe)
- **Gust of Wind** (Maneuver, hurls the target back 1 zone per net Effect)
- **Air Bubble** (Creates a bubble of breathable air around target for the duration, usable to go underwater, into poison gas-filled room, etc)

Stunts:

- **Control Weather** (extends Lore to manipulate temperature, humidity, create storms, hurl lightning, etc)
- **Spirits of the Air** (Summoning air elementals)

Beasts – This lore allows the caster to converse with animals and animal spirits, and have them perform tasks for him. This lore covers both living animals and many types of nature spirits. The caster can attempt to command existing animals or animal spirits, or summon an animal Companion. The Beasts lore also covers the creation of animalistic Aspects such as “Heart of a Lion”, “Claws of a Badger”, “Track by Scent”, or “Blind as a Bat”.

Sample Spell uses:

- **Beast power** (Maneuver, creates aspects such as “Claws of a badger”, “Fast as a cheetah”, “Swims like a fish”, or “Nose of a bloodhound”)
- **Talk to the Animals** (Communicate with a beast in its own language)
- **Keep at Bay** (Block animals from entering or leaving the area of the spell)
- **Beast curse** (Maneuver, inflicts Aspects such as “Blind as a bat”, “Quick as a snail”, “Weak as a kitten”, or “Timid as a mouse”)
- **Control Animals** (Control effect)

Stunts:

- **Totem Animal** (+2 power bonus for Beasts spell uses related to a single type of animal, your totem)
- **Call the Beasts** (summoning spell for wild animals)

Death – This Lore, also known as Necromancy, allows you to communicate with the spirits of the dead and animate corpses. When creating an undead servant, the Effect level is the number of Advancements the Companion has, and it gets “Summonable” and “Variable Summons” for free. Many animated dead are mere soldiers or laborers, only able to use physical skills that don’t require much thought, such as Fists, Might, and Stealth. However, if the right body is found, a person who was highly intelligent or socially adept in life may retain some measure of those skills after death. Death lore also allows the caster to astral project his own spirit by bringing his body to the threshold of death’s door. While soul projecting, your body falls into a coma, but your spirit is freed to fly around and observe. It’s invisible and intangible; however spell uses or abilities that sense or affect spirits of the dead will work on the astral form. Death lore also allows the caster to control already existing undead, as well as the spell to create Aspects related to death, blood, corpses, etc, such as “Stench of death” or “Chill of the Grave”. Finally, it can be used to attack living beings with rot or decay.

Sample Spell uses:

- **Soul Projection** (Separate your invisible, intangible soul from your body)
- **Gravetouched** (Maneuver, creates aspects such as “Stench of death” or “Chill of the Grave”)
- **Rot** (Attack spell, only against creatures that can rot)
- **Speak with Dead** (Communicate with the spirits of the dead)
- **Forensics** (Assessment/Declaration spell that tells how/when/where a body died)

Stunts:

- **Animate Undead** (Summoning spell, requires corpses)

Earth – Another of the 4 basic elements, this lore allows the shaping and control of earth and stone. It can be used to attack with flying rocks, to create a sand or dust storm to blind people, to encase them in stone, to erect stone walls, create or control an earth elemental, or open passages through solid rock. You may only command existing earth and rock, not create stones from thin air (See the Create spell for that). Unnatural shapes created by this spell fall apart after the duration expires. This lore also covers communication with earth spirits, typically related to a location.

Sample Spell uses:

- **Wall of Earth** (Block spell, creates a Border equal to the Effect)
- **Duststorm** (Maneuver, fills the area with blinding dust or sand)
- **Hurl Boulder** (Attack spell, requires that there be rocks nearby)
- **Tunnelling** (Opens a passage through earth and rock)
- **Earthquake** (Maneuver, attempts to knock targets down or make them unstable)

Stunts:

- **Affect Metal** (Metal comes from the earth, and this stunt expands the Lore to affect metal as well as earth and rock.)
- **Spirits of the Earth** (Summoning earth elementals, requires earth or rocks)

Fate – This lore senses and manipulates luck and fate, and can be used to assess or declare a person’s destiny and bless or curse individuals, objects, or places. This can take the form of Aspects laid upon the target, such as “This bullet has your name on it” or “This is your lucky day!”, but it can also be used in a unique way to affect Fate directly. A Blessing of Fate allows the target to add either +3 for each Fate point spent while this Blessing is in effect, or it may be used to ignore the -1 Action penalty from refusing a Compel. A Curse of Fate has the opposite effect: Fate points that are spent on Tags give only +1 each, and if you refuse a Compel, you must either pay a Fate point or take a -2 penalty to your next action, your choice. By taking a stunt, it allows the caster to access the even more powerful Blessing of Luck, If you are using 1d6-1d6, it allows the target to roll 2 positive fate dice and use the higher die. A Curse of Unluck requires the target to roll 2 negative dice and use the higher die. If you are using 4dF, you may set 1 of the dice to “+” and roll the other 3 dice during the spell’s duration. A Curse requires the target to set 1 of the dice to “-” and roll the other 3. A Blessing or Curse expires when it has been used on a number of Fate points or dice equal to the spell’s Effect, or when the duration expires, whichever comes first. Finally, altering a person’s destiny can be used to create a Geas. If the Geas is successful (Effect vs Resolve test), each round for the duration of the spell the target is subject to a Compel to accept the Geas. If he accepts, he must then perform the action until the duration expires, and he gets a Fate point for accepting the Geas which

may only be used to tag the Geas' Aspect. If he refuses, he suffers a -1 penalty on all actions that round, as usual for a Compel (which may be doubled with a Curse). The Geas must be something that is physically possible for the target to accomplish. This is not mind control, the target can perform the Geas however he sees fit, or deny it each round until it expires.

Sample Spell uses:

- **Blessings of Fate** (+3 per Fate tag, or ignore a compel)
- **Curse of Fate** (+1 per Fate tag, or pay a Fate point/-2 per compel)
- **Geas** (As above, compel target each round)
- **The Hand of Fate** (Maneuver to create Aspects such as "This bullet has your name on it", or "This is your lucky day!")

Stunts:

- **Shared Fate** (For the duration, targets may share and trade FATE pts, and any Blessing or Curse on 1 affects all.)
- **There is No Luck, Only Fate** (May cast Blessing of Luck - Roll 2 positive dice and use the higher die; and Curse of Unluck - Roll 2 negative dice and use the higher die. If you are using 4dF, the Blessing changes all 0's rolled into plusses, and the Curse changes all 0's rolled into minuses.)

Fire – Another of the 4 Elements, this lore allows the control of heat and fire. Unlike the other elemental lores, you can actually create fire with these spell uses, igniting flammable material, covering yourself in a sheath of flame, or hurling balls of fire. You can also create smoke, increase or decrease the intensity of a fire, create walls of flame that damage anyone stepping through them, and with a stunt create or control fire elementals.

Sample Spell uses:

- **Fireball** (Attack spell that fills an entire zone)
- **Pyrokinesis** (Maneuver, create fire-related Aspects on people, objects, or the environment with an Intensity equal to the Effect)
- **Blinding Smoke** (Blocks sight in an area)
- **Wall of Fire** (Creates a Border that doesn't impede movement, it causes damage equal to its effect when passing through it.)
- **Quench Flames** (Lower the intensity of a fire by the Effect amount)
- **Fireproof** (protects against fire, the Effect counting as armor against all fire damage)

Stunts:

- **Peer Through the Flames** (The spell user may see and observe as if he were standing within a flame within range of the spell. While this spell is in use, a flickering face appears within the flames that an observant watcher may notice, Awareness vs the spell's Effect. The spell's Effect also counts as the caster's Awareness skill through the flame.)
- **Spirits of the Flame** (Summoning Fire Elementals)

Gateways – This spell allows the caster to create temporary portals between locations or dimensions, and to detect, open, or close a portal that already exists. The most common use of the spell is to teleport from one place to another, or to summon a person or object. The Range is the maximum distance between the ends of the gates, and the duration is how long the gateway stays open. Targets limits the size of the objects to be teleported or the size of the gate. Creating a gateway to another dimension can be very difficult, but certain times and places can weaken the borders between dimensions and allow an easier passage, and opening an existing gate is much easier than creating one yourself. For instance, the Faerie Realm can most easily be reached from natural settings on a solstice or equinox. This spell also allows you to create small dimensional "pockets" for storing goods, for making a house seem much bigger inside than out, and other special manipulation.

Sample Spell uses:

- **Gate** (Opens a doorway between 2 points, allowing travel between them while it is open)
- **Call to Hand** (teleports an item into your hands)
- **Warp** (Attack, damages a target with a quick spacial warp, Spin results in target also being teleported somewhere randomly within the spell's range)
- **Open/Close Doorway** (Maneuver to open or close an existing gate or dimensional portal)

- **Warp Shield** (Block, vs ranged attacks by teleporting the incoming missiles away)

Stunts:

- **Bigger than it Looks** (temporarily increases the carrying space in a pack, or the room inside a house, etc. Can create additional zones within a zone, slowing movement and ranged attacks through the area. The caster may subdivide a zone or double the interior space once per Effect.)
- **Summons** (Teleport someone you know to you, resisted by Resolve if the target doesn't wish to go.)

Glamour – This lore is most common among the Fair Folk or sorcerers with some fey blood. It allows the caster to create illusions, and he has 2 main types he can create: Images and Mirages. Images are illusions created from lights and sound, while Mirages cause a target to see illusions that are entirely within their mind. Images are limited by size, but they are not limited by the number of viewers as they are actually created from real light and sound. Images uses the Targets augmentation to determine the size of the image or sound, not how many can see it. The base size is equal to (or smaller than) 1 medium sized figure (or the sound 1 person can make), and it can be increased from there to create larger sounds and images. It can create areas of darkness or light as well. With Mirages, there is no limit to the size of the illusion... it can be as small or as large as the caster wants since it's all in the mind of the target. However, the Targets augmentation is the number of people that can see it, because each mind must be fooled separately. Unaffected targets don't see the Glamour at all. A Glamour Effect can act as a Deceit total, against which a viewer can make Awareness checks if he decides something doesn't seem right. It costs +1 Effect per sense you wish to affect after the 1st.

Sample Spell uses:

- **Images** (creations of light and sound, Targets limits the size of the Image, but all viewers see and hear it)
- **Mirage** (Mental illusion, Targets limits the number of people affected, but the glamour may be of any size)
- **Alter Appearance** (the Effect acts as a bonus to Deceit rolls for the purpose of disguising the target, may be created as either an Image or a Mirage)
- **Confusion** (Rapid sights and sounds disorient the target, act as a Block for his next action)
- **Camouflage** (May increase a target's Stealth either by creating camouflaging Images or clouding the target's mind through a Mirage.)
- **Veil of Concealment** (Acts as a Block against all attempts to locate the target by that sense, such as sight or sound. Each additional sense after the 1st costs +1 Effect.)

Stunts:

- **Master Illusionist** (You can create Glammers so real that the targets will react as if they are physically real unless they succeed at their resistance checks. So even if they suspect that a wall isn't real, unless their senses can confirm it, they'll find they are unable to just walk through it. Note that this is a conscious reaction, and doesn't affect unconscious actions such as being physically hurled through the wall, or trying to walk across an illusionary bridge, which will not support their weight because falling is not a conscious decision.)

Heart – This lore deals with sensing and creating emotions. You can make someone love you, forget their fear of spiders, or manifest an overwhelming fear of kittens by implanting, erasing, or altering emotional Aspects, and you can read the deepest desires or fears of a target. It can also send an empathic message, consisting of emotions and feelings about someone or something rather than specific words. Note that you can't actually control how the target will react to the emotions... in the case of fear, they may flee in terror, attack wildly, or simply cower. Use the Mind lore to actually control minds.

Sample Spell uses:

- **Empathy** (Assessment / Declaration on target's emotions or emotional aspects, may add to the Empathy skill's Reading People ability if enough time is available, or act on its own for an instant assessment)
- **Emotion Control** (Maneuver, create or remove a variety of emotional aspects in target such as "Deeply in love with me", "Fear of Cats", "Hates the Prince", or "Brave")
- **Phobia** (Block against a certain action if the target fears it, either normally or implanted fear using Emotion Control, such as leaving a house, passing in front of a mirror, or drawing blood)
- **Empathic Message** (Communication, you can send your emotions to the target, alerting him to your emotional state even if the exact cause can't be relayed. While generally inferior to Telepathy, it can be more effective with targets)

that don't have a language such as animals, and it also can be used to show someone what your true emotions are, such as when you are being honest and they feel you may be lying

- **Heartbreak** (Attack, causes the target to feel such intense emotion (fear, loss, etc) that he suffers mental stress as if it were an attack, resisted by Resolve.)

Stunts:

- **[Emotion] Specialist** (+2 power bonus whenever you evoke 1 specific emotion that you specialize in)

Life – This lore covers the healing of any sort of wounds and afflictions. The caster may allocate his Effect total as follows: It costs 1 Effect to heal 1 Stress box, 2 Effect to heal a Minor Consequence, 4 to heal a Moderate consequence, and 6 to heal a Severe consequence. He may mix and match these as he likes... for instance, if he gets a Superb (5) Effect, he might heal 1 Minor and 3 Stress, or 1 Moderate and 1 Stress. Any previous healing within 24 hours is subtracted from the Effect total of another Healing spell. So, if a second Heal were attempted on the above subject within 24 hours, they'd need to subtract the previous Effect of 5 from the result. This lore may also be used to impart Aspects such as "Healthy as a Horse" or "Vigorous Constitution", or to counteract Aspects relating to poor health, poison, etc. Finally, this Lore may be used to attack undead and spirits of Death (but not nature spirits).

Sample Spell uses:

- **Healing** (as above, heals Stress and consequences)
- **Vim and Vigor** (Maneuver, creates aspects relating to health, energy, strength, and endurance)
- **Power of Life** (Attack, only against the undead or corrupt things that draw upon necrotic energy)
- **Cure** (Maneuver, removes negative physical Aspects such as "Diseased" or "Poisoned")

Stunts:

- **Resurrection** (Returns a dead character to life if he died within the Duration of the spell. He will have all stress boxes and consequences that he died with still filled. It requires 8 Effect to return a person to life.)

Mind – This is a powerful and feared lore, the ability to read and control minds. It can probe someone's thoughts and memories, make them believe your stories, send them a telepathic message or dream, or cause them to forget you were ever there. You can plant suggestions and temporarily create, erase, or alter someone's mental Aspects. Note that you cannot detect, create, or alter the target's emotions, as those are controlled by the Heart lore, and you can't alter their perceptions, as that is the Glamour lore. Mind mages sometimes forget this limitation and direct a mind controlled subject to attack someone they love, or act in a way this is diametrically opposed to their morals, and such a command gives the subject a chance to break free (and tag the relevant emotional Aspect to help him).

Sample Spell uses:

- **Telepathy** (Allows mental 2-way communication between targets)
- **Dominate** (Control, grants 1 or more services from the target)
- **Read Minds** (Assessment/Declaration spell that lets you read surface thoughts, or even probe memories if you achieve Spin)
- **Suggestion** (Maneuver to alter, create, or delete some mental Aspects or experiences)
- **Mind Blast** (Mental attack against Composure, only against creatures with a sentient brain)
- **Mind Shield** (Mental armor, reduces the Effect of any manipulations or attacks on the target's mind/Composure)

Stunts:

- **Mind Swap** (Allows the switching of 2 minds into each other's bodies for the duration of the spell. Each gains the other's Athletics, Endurance, Might, and physical aspects and equipment. If one body dies while mind swapped, the other mind remains in the new body as if it were their own. Any experience earned must first go toward paying off any net improvements in skills or aspects for the new body.)
- **Alter Memories** (Allows you to implant, erase, or change a person's memories. The Duration on the spell is the length of the memories that may be created or altered, and any changes are permanent. However, any mage examining the character's mind might notice the changes, using the usual rules for noticing magic use).

Plants – This lore allows you to move and control wood and plants, as well as speak with the spirits of plants and trees. It can be used to cause plants and trees to attack foes, to block movement by rapidly growing plants that grab at intruders, to

warp and destroy wooden objects and structures, to make flowers bloom out of season, control or create a plant creature, etc. While it can cause seeds and plants to quickly grow, it cannot create plant life from nothing. Many Plant Mages therefore like to carry a variety of seeds with them. This spell also allows the caster to bestow Aspects such as “Strong as an oak”, “Covered in leaves”, or “Only needs water and sunshine.”

Sample Spell uses:

- **Entangle** (Blocks movement in the area)
- **Thorny Hedgerow** (Effect counts as a Border rating to move through it)
- **Animate Wood** (Attack, must have a tree or large piece of wood nearby)
- **Herbalism** (Assessment/Declaration of herbs or plants gathered in the area and what their properties are.)
- **Plant Growth** (Maneuver, create aspects such as “tall grass” or “choked with vines”)
- **Pollen Cloud** (Causes the plants to release all their pollen, causing a “Cloud of pollen” Aspect)

Stunts:

- **Tree Merge** (Allows caster to step inside a tree, either to hide or to animate it and use it to attack. If used to attack, you gain the tree’s Hulking Size if it’s a large tree, it provides 1 point of armor, your Effect counts as both your Might/Fists (Branches) skill and the number of Stress boxes you may suffer before you are ejected from the tree. You are normally rooted to the ground and may not move while within the tree, but 1 Effect point can be spent to allow you to uproot the tree and move, but your Athletics suffers a -2 penalty inside the tree.)
- **Spirits of the Forest** (Summons plant spirits)

Reveal – As the name implies, it will reveal all manner of information. This lore can pierce illusions, show the invisible or shapeshifted, find lost objects or people within range, clairvoyantly scry on a subject, translate an unknown language, divine the powers of a magical artifact, etc. It can’t reveal thoughts or emotions, though, as that is the domain of Mind and Heart respectively, and it can’t show the past or future, which requires the Time lore.

Sample Spell uses:

- **Reveal True Visage** (Adds to Awareness to see invisible, camouflaged, shapeshifted, or transmuted targets.)
- **Dowsing** (Use the Subject augmentation, points in the direction of the named person, place or thing for the duration of the spell.)
- **Clairvoyance / Clairaudience** (Project 1 sense per Effect to any location within range)
- **Finding** (Effect can be added to target’s Investigation rolls for the duration of the spell.)
- **Comprehend Languages** (Effect allows you to read/write or speak/understand other languages, each pair requiring 1 Effect per additional language.)
- **Detect Magic** (The Effect is compared to the subtlety of each spell or item in the area.)

Stunts:

- **Divination** (You may ask a question of a higher power or otherworldly being, gaining answers that you might not have any other way of knowing. However, the answers may be vague or cryptic, and such beings do not like to be bothered repeatedly. In effect, this stunt is a combination of a powerful assessment/declaration effect, and an “Ask the GM” opportunity.)

Shapeshift – This lore allows the caster to alter his or another living target’s form. It takes 1 point of Effect per Scale Size category shifted, plus 1 Effect for minor cosmetic changes such as 1 young human male to another young human male, 3 Effect for moderate changes that significantly alter the form, such as a man to a woman, or a man to an ogre, 5 Effect for major changes in appearance such as a man to a bird or a fish. The target gets any inherent non-magical abilities of the form. He may fly as a bird, swim as a fish, gains a point of Armor as an armadillo, etc. He may also allocate any additional Effect points to imitate a specific individual, with the points acting as a bonus to Deceit for impersonating them.

Sample Spell uses:

- **Disguise** (Change the target’s shape to imitate another individual, whom the caster must know or see, or he may use the Subject augmentation. Extra Effect points act as a bonus to Deceit rolls to pretend to be that individual)
- **Battle Form** (The target transforms into a savage wild animal, such as a tiger or gorilla. Extra Effect points may add to appropriate skills, such as Fists, Athletics, Might, or Endurance)
- **Scouting Form** (The target transforms into a small, fast shape to scout ahead. Extra Effect adds to Stealth or

Alertness)

- **Alterations** (Maneuver, can cause a wide variety of physical Aspects, such as “Misshapen limbs”, “Beautiful features”, “Morbidly obese”, or “Claws”)

Stunts:

- **Part of the Scenery** (For 7 effect, the target may become an inanimate object, such as a tree, chair, or a statue. The caster may choose to allow a target to retain all of his senses, or to become unconscious while the spell is in effect. This spell can also petrify someone, like a Medusa or Basilisk’s gaze, except this spell is not permanent.)

Spirit – This lore allows the sorcerer to move and manipulate things with his mind and create constructs of ectoplasmic force. The Effect is the amount of weight that can be lifted or moved (see DFRPG pg 321). Any additional Effect points allow the object to be carried or thrown, with a cost of 1 Effect per Zone moved per round. Once cast, objects can be simply moved as a supplemental action, but taking other actions with it (manipulating it, grappling with it, etc) will require a normal action. The caster (and others) can fly with this spell... it takes 1 Effect to levitate a normal man, 2 Effect to fly 1 zone per round, 3 Effect to fly 2 zones per round, 4 Effect to fly 3 zones per round, etc. If the caster attempts to grapple with an opponent telekinetically, he has an effective Might equal to the Effect level.

Sample Spell uses:

- **Telekinetic Force** (Move and manipulate things within the area as if the Effect were your Might skill)
- **Telekinetic Blast** (Attack with pure kinetic force)
- **Levitation/ Telekinetic Flight** (requires Effect to match the weight of the target(s) to lift it slowly up and down, with 2 being the weight of a normal person. Each point beyond that allows 1 zone of movement per round, though each zone moved counts as a supplemental action to any other actions attempted that round.)
- **Telekinetic Shield** (Acts as a Block against physical attacks or movement)
- **Telekinetic Maneuver** (As the name implies, it’s a Maneuver that can create Aspects such as “Tripped!”, “Knocked off balance”, or “Somebody shoved me!”)
- **Sense and communicate with ghosts and spirits** (Assessment or Maneuver)

Stunts:

- **Summon Spirits** (Summon ghosts and extraplanar entities).

Tech – This lore is the newest of all the known Lores, as it covers the magical manipulation of technology. Naturally, unlike all other Lores, there is no Targets penalty for using this Lore against a technological target. From reprogramming an Automaton to blowing up the engine of a Landfortress, this is the Lore you need to even the odds in the technologically advanced Victorian steampulp era!

Sample Spell uses:

- **Monkey Wrench** (a Maneuver that attempts to alter the proper functioning of a mechanical device. If the spell gets at least 5 points of Effect, also roll on the Malfunctioning Device table elsewhere in these rules.)
- **Grind to a Halt** (Block to prevent the device from either moving or performing some function)
- **Blow a Gasket** (Attack to damage a technological device)
- **Jury-Rig** (Repairs the damage on a technological device)
- **Mental Blueprints** (Analyze a device to make Assessments and Declarations)

Stunts:

- **Assemble!** (Create a device or Automaton minions from spare parts)
- **Spell Engine** (Allows the creation of techno-magical devices, originally discovered by Leonardo DaVinci)

Time – The manipulation of Time is a rare and powerful lore. It can be used to seize the initiative (Effect of spell is added or subtracted from target’s initiative), slow time to enter suspended animation, glimpse the past or future, attack someone by withering part of their body, cause someone to repeat an action they just took, and create Aspects such as “the world appears to be in slow motion!”, “the ravages of old age”, or “déjà vu!” Actually travelling through time is extremely difficult, and so far no one has perfected it, or will admit it...

Sample Spell uses:

- **Deja vu** (Maneuver, the target repeats the same action as last round)
- **Postcognition/ Precognition** (Assessment/Declaration spell, can see the past or future)

- **Wither** (Attack, rapidly ages the target, which must have a limited lifespan)
- **Haste** (For the duration, the target's penalty each round for Supplemental and Combo Actions are reduced by the Effect)
- **Slow** (For the duration, Supplemental and Combo Actions have their penalty increased by the spell's Effect)
- **Manipulate Time** (Maneuver, create Aspects on targets such as "the world appears to be in slow motion!", "the ravages of old age", or "That went much faster than I expected".)
- **Better Luck Next Time** (This maneuver creates a fragile aspect that may be tagged once for free, and it allows or forces the target to roll again for an action, keeping the new result and discarding the old one.)

Stunts:

- **Out of Time** (With this stunt, you may put yourself or the target into suspended animation within a pocket of time. To that person, no time seems to pass at all. But to the rest of the world, the target has vanished completely for the duration of the spell, at which point he returns to the same spot he was in when the spell took effect.)
- **The Work of a Dozen Men** (The required length of time for an extended physical action is reduced by a number of steps on the time chart equal to the spell's Effect. For example, another character is digging a hole that will normally take several hours. If this spell were cast on him with an Effect of 2, it would mean the work is done in just 15 minutes. This spell use can also be used to get a full night's sleep in just a fraction of the time. Note that mental and social action, including ritual spellcasting, may not be sped up with this spell.)

Transmutation – This lore can transform the shape of inanimate objects and alter one material into another. It cannot affect thin air, there must be something physically there to manipulate (solid or liquid). It requires 1 Effect to make minor changes (one metal into another kind of metal), 3 Effect for moderate changes (stone to metal), and 5 Effect for major changes (stone to water). A wide array of Aspects can be created with this spell, such as "Clothes made of Stone", "Walls of paper", and "Floors covered in spikes".

Transmutation also allows the caster to alter the shape of inanimate objects, erect barriers, repair damaged items, etc. Any unsupported shape or amalgamated creation will fall to pieces when the spell ends, and matter can't be created or destroyed with this Lore. This lore will also destroy non-living materials by transmuting stone into water, for example, or rusting metal in a matter of seconds. The difficulty is identical to creating it, with the object's size, complexity, and item Quality. It can also place Aspects such as "This place is gonna collapse!", "Watch out for the potholes", or "Weakened by Rust". It can destroy barriers and borders, reducing their level by the spell's Effect.

Sample Spell uses:

- **Craft Object** (Create items out of raw material, such as a wall, a sword, or a shield. Transmuted objects only last for the duration of the spell before changing back to their original form, and the more complex or intricate the object, the harder the difficulty to create it. A single simple solid object of up to Scale Size 1 with no moving parts (like a sword or shield) costs 1 Effect to create. Each Scale Size category larger costs +1 Effect to create, and an item with moving but non-mechanical parts (like a bicycle or dresser with drawers) costs +1 Effect, while an item with mechanical parts (like an autogyro or gun) costs +2 Effect. The GM makes the final call on how difficult any particular object is, and exactly duplicating another object (as opposed to creating something in a general category) is at least +1 Effect. Extra Effect points can go toward improving the quality of the item, which starts at Average Quality (1 Improvement per additional point).
- **Destroy matter** (Destroys inanimate objects, using the same modifications as Craft Object)
- **Transform matter** (Change the composition of an object from 1 type of substance to another. It cannot affect thin air, there must be something physically there to manipulate (solid or liquid). It requires 1 Effect to make minor changes (one metal into another kind of metal), 2 Effect for moderate changes (stone to metal), and 3 Effect for major changes (stone to water).
- **Alter terrain** (Maneuver, creates aspects such as "spiked floors" or "walls of glass")

Stunts:

- **Bring to Life** (This stunt allows an additional level of changes, animating objects and imbuing them with life and movement. It costs 7 Effect, and if the spell succeeds, the object is animated for the duration of the spell. A statue

can be animated to fight for you, or a puppet can temporarily become a real boy. (These objects are created using the Summoning a Companion/minions rules). This effect can also change someone who was petrified back to flesh and blood, but because they are returning to their proper form rather than a truly unliving object being animated, the effect is permanent and they do not return to stone when the spell ends.)

Ward – The purpose of this lore is protecting against the supernatural, and dispelling magical effects. Wards can be created against any specific lore, such as a Ward Against Mind, Ward Against Gateways, Ward Against Shapeshifting, etc. In these cases, the Effect of the ward reduces the Effect of any spell from the named lore that targets the protected people, place, or things for the duration of the ward. If it affects an area, it acts as a border against creatures created or controlled by that lore from entering or leaving the warded area. A Ward against Mana can also be created, in which case the ward's Effect is a penalty on Gathering Mana for any ritual spells cast in the area. A more general Ward Against Magic can be created, and it will affect only the 1st spell cast at the target within the duration and then vanish.

Ward also allows the dispelling of lore uses already in effect. The caster must name the lore he wishes to try to dispel (such as Dispel Fire Lore or Dispel Glamour). If he is wrong, the Dispel will have no effect (but let him roll anyway and don't say why it failed to work). The Effect of the Dispel is compared to the Effect of the existing spell. If the Dispel is higher, the existing spell is dispelled. If the Dispel achieves Spin, it keeps going and tries to remove the next spell of that lore if multiple spell uses are on the target, checking each in order from the newest to the oldest. If the existing spell wins, it is still reduced by 1 Effect level, unless it achieves Spin, in which case it is not affected at all. A caster is instantly alerted when one of his wards is activated.

Sample Spell uses:

- **Ward Against Lore** (Reduces the Effect of any spells from a specific Lore used within the area of the Ward while it's active, and acts as a Border to spirits or creatures summoned by that Lore.)
- **Protective Ward** (Maneuver, creates an Aspect on the target such as "Resist Next Magical Attack", "Shielded Against Mind Lore", or "Consecrated ground vs. Death Lore".)
- **Dispel Lore** (Compare the Dispel's Effect to the Effect of the existing spell he is targeting. If the Dispel is higher, the other spell ends. If not, it has no effect. If the Dispel doesn't cover the whole area of the original spell, the remaining area will still be affected.)
- **Alarm Ward** (Alerts the caster whenever anyone not designated to be ignored by the spell crosses the Ward's border. It gives no indication who they are, only the number of crossings and whether they are entering or leaving the warded area.)
- **Wizard's Lock** (This ward magically seals a door or container for the duration, acting as a Block against all attempts to pick the lock with Burglary, break it with Might, attack it, etc)

Stunts:

- **Runic Power** (You've learned how to add a rune to your Alarm, Protective and Lore Wards, such that anyone who tries to cross it, or penetrate its protection, suffers an attack equal to the Ward's Effect and resisted by either Endurance (if physically attacking the ward) or Resolve (for Lore uses)
- **Defensive Wards** (You may create Wards to protect against mundane attacks in combat, not just other Lores. The power of the Ward acts as Armor for its duration.)

Water – The last of the 4 elemental lores, Water allows the caster to control water in all its forms, from steam to liquid to solid ice. You can condense water from the air to cause rain, cause a massive wave to pound your foes, create slick ice on the ground, hurl icicles, and cause standing water to quickly evaporate. You can also cause Aspects such as "Dehydrated", "Icy ground", and "Soaking wet". This lore also covers communication with water spirits of all kinds, such as river, sea, or lake spirits.

Sample Spell uses:

- **Dehydrate** (Attack, target must contain a significant amount of water)
- **Steam** (Maneuver, creates a "Steam" Aspect in the area, may block sight)
- **Ice** (Maneuver, creates an "Icy" Aspect in the area, may freeze water solid, slippery)

- **Water Jet/ Hail/ Icicle Blast** (Attack spell, requires a humid environment to draw enough water)
- **Tidal Wave/ Whirlpool** (Area attacks, requires a large body of water)

Stunts:

- **Liquid Form** (By taking this stunt, you may temporarily transform into a liquid form, gaining the ability to flow under doors, suffer no damage from most non-area attacks, etc)
- **Spirits of the Water** (Summoning water elementals)

Building your own Lores:

The list of Lores is not exhaustive. GM's are encouraged to come up with their own Lores appropriate to their setting. Just look at the existing Lores and the list of basic Effects of Spell uses, and apply them to the new Lore's sphere of influence. For example, let's say you want to create a War lore for priests of a god of war, or militaristic war wizards. How might each of the basic effects be applied to War? (Note that like the existing Lores, not all of the basic effects may be able to be justified under that Lore, or some effects may be far more relevant than others).

War - Sample Spell uses:

- **Assessment/Declarations:** This could be used to discover or declare enemy plans, orders, troop movements, supply lines, armaments, etc.
- **Attack/Defend:** Create a hail of arrows, animate a sword or shield, create mage's armor.
- **Block:** Prevent a coordinated enemy advance or reinforcements from arriving in the nick of time due to Blocked lines of communication or lack of coordination, prevent your troops from retreating or suffering from fear or panic.
- **Maneuver:** Create Aspects such as "confusion in the fog of war", "shell-shocked", "find cover!", "return fire!", "charge!", and "we're taking that hill".
- **Compelling a Target:** Bark commands like a drill sergeant or inspire courage in battle, could affect anyone used to following orders, such as a soldier or city watch.
- **Other Effects:** Temporarily create or enchant ammunition

Stunts:

- **Summon Reinforcements:** Summon rank and file minion soldiers or call the spirit of a great general to lead your troops or offer advice.

I'm sure creative players can think of even more ways to use the various standard effects in conjunction with a War Lore, but these examples should give you an idea of how to create your own Lore and determine what it might be capable of.

Sorcerous Orders and their Lore:

Although based on the lores given in the original Castle Falkenstein game, some Orders have had their lores changed or added to for the sake of balance. Sorcerous Orders from the supplements are included as well, and players and GMs are free to make up their own Orders. A character may choose 2 minor orders instead of 1 major order. A character may only tag his Sorcerous Order Aspect to aid in the casting of the spells listed for that order. A sorcerer may learn Lores within his Order at up to his rank in Sorcery. He may learn other Lores, but they are limited to only ½ his Sorcery rank.

Illuminati	Mind, Gateways, Reveal, Wards
Golden Dawn	Death, Gateways, Mind, Wards
Freemasons	Glamour, Transmutation, Fate, Tech
Knights Templar	Shapeshift, Spirit, Heart, Life
Temple of Ra	Time, Fate, Wards, Tech
White Lodge	Mind, Reveal, Heart, Fate
Order of St. Boniface	Life, Wards, Mind, Fate
Druids	Air, Earth, Fire, Water
Indian Magic	Beasts, Air, Life, Plants
Cabinet of Cups & Wands	Glamour, Spirit, Gateways, Shapeshift
Order of Cthonian Time	Time, Wards, Reveal, Shapeshift
Chamber of El. Mysteries	Reveal, Transmutation, Ward, Mind
League of Isis	Shapeshift, Life, Heart, Death

Order of Prospero	Reveal, Beasts, Plants, Air
Path of the Spirit World	Death, Life, Ward, Heart
Jester's Guild	Ward, Glamour, Heart, Beasts
Foursquare of Harlech	Plants, Beasts, Water, Earth
Great Pipestone Lodge	Shapeshift, Death, Beasts, Reveal
Foursquare of the Red Tower	Death, Fate, Fire, Reveal
Steps of the Sun	Air, Earth, Beasts, Shapeshift
Order of the Golden Mean	Earth, Water, Transmutation, Wards
Way of the Liquid Breath	Fate, Transmutation, Ward, Life
Garden of Fragrant Consciousness	Mind, Glamour, Reveal, Plants
Way of Rock (minor order)	Earth, Ward
Path of Water (minor order)	Water, Reveal
Bamboo Grove (minor order)	Plants, Spirit
Wind Flutes (minor order)	Air, Glamour
Students of the Worms (minor order)	Life, Shapeshift
Fey Folk Lores	Gateways, Glamour, Shapeshift, +1 other (usually determined by type)
Dragon Lores	Choose any 4, including at least 1 from: Fire, Heart, Shapeshift, Ward

Minions and Companions:

This is an effort to provide a single, unified set of Minion and Companion rules for SotC. It incorporates the new Companion rules introduced in Spirit of the Season, and shows how to utilize them to build all the companion stunts in the SotC rules. The Strength in Numbers, Summonable, and Variable Summons advances were extrapolated from the various companion stunts in the game, and I also added the Shared Aspects rule to the Independent advance. Although I have released these rules separately, the rules for summoning creatures with sorcery rely upon these companion rules, so I'm including them here.

Average quality, 2 stress boxes, requires a Fate point to act alone, provides +1 group bonus to their leader in the skills they know while they are attached, and the leader may substitute their skill level for his own if it is higher, while they are attached.

- The **Minions** stunt also gives 1 free "Strength in Numbers" advance, and 3 other advances.
- The **Animal Companion** stunt gives you 4 advances of your choice, within the limitations stated under that stunt.
- The **Contacts** stunt gives the "Independent" advance for free, and 3 other advances.
- **Gambling Buddy** gives you the "Independent" and "Skilled" advances for free, though Gambling must be one of his skills, and 2 other advances.
- The **Spirit Companion** has the "Summonable" advance for free and 3 other advances. He does not get the Independent advance for free, it must be chosen.
- The **Lieutenant** stunt gets the Fair Quality, "Independent", and "Skilled" advances for free, plus 1 other Advance. You need not take it multiple times, but you may if you want. Each additional time it is taken gives 3 advances, same as Close Contacts.
- A **Network of Contacts** has the "Summonable" and "Variable Summons" advances for free, plus 2 others.
- A **Sucker** gets the "Fair Quality" and "Skilled" advances for free, plus 2 others. One of his skills must be Resources.
- A **Trusted Employee** receives the "Fair Quality" and "Independent" advances for free, and you may choose 3 additional advances as well. This companion gets 1 additional advance because it's actually converting the employee gained in the previous "Headquarters" stunt into a full Companion.
- Belonging to a **Personal Conspiracy** allows you call either a minor functionary with "Summonable" and "Variable Summons" plus 1 other advance, or an officer in the conspiracy who gets "Summonable", "Variable Summons", "Independent", and 2 other advances of your choice. However, the variable advance combines with the Independent in such a way that the GM, not the player, selects the 2 Aspects the companion has access to. One will usually be the player's Aspect that relates to the conspiracy he's a part of, but the other is created by the GM. For the rest of

the scene, both the player and the companion receive this new Aspect, and the player may not refuse to follow Compels based on it, unless he is willing to seriously offend the conspiracy (which may result in anything from being shunned and ignored as punishment, to being marked for death by the other members!)

- The **Headquarters** stunt gives you an opportunity to select **Expert Staff**. They effectively are 3 separate companions. Two of them get no advances and the head of the staff gets only the "Fair Quality" advance. You may pay a Fate point to allow them to leave the Headquarters and perform a mission for you. If you wish to promote them to full Companions, take the Trusted Employees stunt.
- **Stately Pleasure Dome** gives you one set of 3 Average minions with the "Strength in Numbers" advance and no other free advances. It also gives your previous Expert Staff one "Quality" advance each, as listed under that stunt, but they do not get any other advances for free. Take Trusted Employee to promote them to full companions.

Each time you take a stunt again, you may either create a new Companion/set of minions, or you may add 3 Advances to your existing ones (as per the Close Contacts stunt).

Attachment: Only one companion may "attach" to a character at a time, the same as a minion might, taking hits to its stress track in substitute for the character's own. An attached companion can't take actions of his or her own, though the companion's skills are available to the character while attached.

Advances: Companions have the number of advances indicated in the list above. An advance may be spent on: Quality, Communication, Independent, Keeping Up, Skilled, Strength in Numbers, Stunt, Summonable and Variable Summons.

Quality: Companions start with a base quality of Average, and its quality may be increased by one step for each advance spent on Quality. The quality of a companion reflects how skilled he, she, or it is, and how resilient the companion is. Companions have a base of one stress plus one box per point of quality. The companion gets a single skill column (instead of a pyramid) with an apex equal to its quality and counting down from there.

An **Average quality** companion has 1 Average skill and 2 stress.

A **Fair quality** companion has 1 Fair and 1 Average skill and 3 stress.

A **Good quality** companion has 1 Good, 1 Fair, and 1 Average skill and 4 stress.

A **Great quality** companion has 1 Great, 1 Good, 1 Fair, and 1 Average skill, and 5 stress.

Scope: Companions may no longer have the Scope advance. Instead, this is replaced by Stunt (below).

Communication: One advance may be spent on Communication, as in *Spirit of the Century* on page 78. Attempts to disrupt the method of communication between companion and character face a difficulty equal to the companion's quality rating, or the character's skill that yielded the companion, whichever is higher. Additional advances spent on Communication increase this difficulty by 2.

Independent: All companions are now able to act on their own without needing to spend an advance on it; however, in order to send a companion off on an independent mission, the character must **spend a fate point** in order to do so. Only one fate point needs to be spent per *significant* mission (there's no need to spend fate points when the companion is getting sent off to do something trivial). That said, the Independent advance may still be purchased for a companion, *removing* this fate point cost.

While the Independent character is separated, the Independent advance also allows the companion access to the main character's fate points and up to 2 Aspects of the main character that would also apply to him as well. "My Faithful Companion Hang Chi!" would apply as it is describing the companion himself, and you might also choose something like "Trained in the secret martial arts of the Far East!" or "Sacred mission to stop Lo Pan from taking over the world!"

Keeping Up: One advance may be spent on Keeping Up, which allows the companion to duplicate any movement capabilities the main character may have, such as an autogyro, jet pack, or other vehicle. No modifications have been made to this advance.

Skilled: Each time this advance is taken, an additional “column” of skills is added to the companion’s sheet. But this is at diminishing returns; each column *after* the first starts one rank lower than the previous. So a Good quality companion with the Skilled advance taken twice would have 2 Good, 3 Fair, and 3 Average skills in total. A third advance would only add 1 Average skill, and a fourth advance would be wasted. A Great quality companion who takes the Skilled advance 4 times would end up with a “blunted” skill pyramid that’s 1 Superb shy of being equal to a PC!

Strength in Numbers: You have more than one ally! The first time this advance is taken, you gain 2 additional allies (for a total of 3) that are all identical (statistically, anyway). Each additional time this advance is taken gives you 3 more allies. However, there is a drawback: These hordes of minions are limited to the Leader’s Quality-2, not -1 as is typical for a single companion. Also, Minions only get a number of Stress boxes equal to their Quality, not their Quality +1.

Stunt: This advance may be taken a maximum of two times. Each time it is taken, the companion gains the use of a single stunt. The stunt may not confer companions or minions of its own.

Summonable: No matter where you are, you can summon your ally to you. This normally takes at least 1 minute or more, but you may usually spend a Fate Point to accomplish it in a single round. A Summoned companion vanishes or leaves if the summoning character is Taken Out, and usually doesn’t last more than 1 scene anyway, though he may be summoned again in a later scene if needed. This advance may only be taken once, but see Variable Summons below.

Variable Summons (Requires Summonable): Normally, the same or an identical companion is summoned each time, but this advance allows the character to allocate his advances when the companion is first summoned. This may only be done once per adventure, same as a Universal Gadget, unless the summoner spends a Fate point to reallocate the points again. This advance may only be taken once. Note that while this is most often a mystical ability, it can instead in some cases represent a vast network of friends, allies, or members of a group, such that almost anywhere in the world he can call on someone who just happens to be in the neighborhood.

Hand of FATE – Using Playing Cards instead of dice in SoS&S

This is a way to play FATE3e with a deck of cards instead of dice. Castle Falkenstein made a point of saying that gentlemen prefer cards, and would not be seen playing with dice! Now you can use the FATE rules and still be a gentleman!

Hands of FATE: Instead of FATE points, every player starts the session by drawing a number of cards equal to their FATE point refresh value from a standard deck of playing cards, including the jokers. Leave the remaining cards in a stack to draw from randomly during the game. The Hand of FATE replaces the FATE points in all ways in the game.

Task Resolution: Whenever a standard 4dF roll is called for, draw 1 random card from the deck. If the player accepts the draw, then it stands. If he wants to play a card from his Hand of FATE, then he may invoke or tag an Aspect and perform one of these 3 choices (If you cannot tag an appropriate Aspect, the card may only be played face down for a +1 bonus) After a card has been played in any of the 3 ways, it is put in the discard pile. :

He can **play the card face up**, in which case the card from his hand replaces the random card.

He can **play the card face down**, giving a flat +2 bonus to the total.

He can **discard the card** from his hand, which cancels the random card and a new random card is drawn from the deck.

Value of the cards: In general, black cards are positive numbers and red cards are negative numbers. If it helps, you can remember that being “in the black” is a common phrase that means you are in the positive or making a profit, and being “in the red” means you are in the negative or taking a loss. Some cards will also have special abilities.

Cards	Black	Red	Notes
2, 3, 4	+1	-1	
5, 6, 7	+2	-2	
8, 9	+3	-3	
10	+4	-4	

Jack	0	0	If played face up to replace a random card, put that replaced card in your Hand.
Queen	0	0	When you play a Queen, draw a random card to add to your Hand of FATE
King	0/+5	0/-5	The King is worth 0 by itself, but when played face up on any face card, it is worth 5
Ace	+Skill	-Skill	The Ace is worth the same as the skill being used, either doubling it or canceling it
Joker	-	-	Reverse the color/value of another card, or draw 2 random cards and add them together.

Gaining more cards: Additional FATE cards are gained by playing a Jack or Queen, as well as GM compels, which are the typical method for gaining more FATE.

What to do with Negative cards?: A player may play cards on another character's tests that directly involve him (the character is attacking him, for instance) by tagging that character's Aspects, scene Aspects, etc. When you tag, you may choose to affect their test rather than yours, and that is the best time to use that red 10. You may also use negative cards by discarding them for the +2 or playing them face down for another random draw.

End Note: This is not an official work, and is not intended for sale or to infringe in any way on the Castle Falkenstein copyright. It is not endorsed by R Talsorian Games, SJ Games, or Evil Hat Productions. It is simply an attempt to translate a setting I love to a system I love, and I think the 2 go together well. Readers are encouraged to buy the Castle Falkenstein books to learn more about this incredible setting. The purpose of this work is not to reproduce the entire setting, only provide suggestions on how to adapt it to FATE v3 / DFRPG rules.