

# Fate Accessibility Toolkit EHP0057

## Role Playing Supplement

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## The Ten-Second Pitch

*Fate Accessibility Toolkit* explores the *respectful and compassionate* inclusion of *disabled players and characters* in *any RPG*, with specific tips for the *Fate Core System*.

## Target Market

- Gamers who want to make sure everyone feels welcome at the table, regardless of what disabilities might be present in the group
- Gamers seeking guidance to create and play disabled characters with compassion, respect, and dignity
- Fans of the *Fate Core System*, including titles like *Fate Accelerated*, *Fate Condensed*, *Dresden Files Accelerated*, *Fate of Cthulhu*, etc

## Up-Sells & Cross-Sells

- Rules references *Fate Core System* [EHP0001], *Fate Condensed* [EHP0055] and *Fate Accelerated* [EHP0002]
- The Toolkit line, like *Fate System Toolkit* [EHP0005] and *Fate Space Toolkit* [EHP0053]
- Other *Fate Core* games
- Fate accessories: *Fate Dice™*, *Fate Points™* tokens, and the *Deck of Fate*

## Selling Points

- **Covers a wide variety of physical and mental disabilities:** blindness, D/deafness & hardness of hearing, mobility issues, dwarfism, chronic illness, autism, depression, anxiety, schizophrenia, bipolarity, and PTSD
- Explores specific disabilities in sections **written by people with those disabilities**, speaking from their real, lived experiences
- Plenty of material that **works in any game system**, not just Fate
- **Charts a path for representing characters with disabilities** in the *Fate Core System* in ways that don't stigmatize, stereotype, or penalize those characters for their differences
- Includes appendix covering sign language (ASL) for common and Fate-specific RPG terms
- Strong online community support—over 20,000 confirmed members and growing

## THERE'S ROOM FOR EVERYBODY AT THE GAME TABLE

The **Fate Accessibility Toolkit** offers a wealth of advice and guidance for **Fate Core** that brings characters with disabilities into your game and supports players with disabilities at your table. We've assembled a team from disabled communities to ensure that this book speaks to you from their real, lived experiences.

You'll also want a copy of **Fate Core**, **Fate Accelerated**, or **Fate Condensed** to play. That said, we provide plenty of advice and perspectives you can use with **any game system!**

Inside the **Fate Accessibility Toolkit** you'll find:

- An exploration of the challenges and experiences facing people with a variety of physical and mental disabilities, **in their own words**.
- Advice on **compassionately and respectfully playing characters with disabilities**, as well as strategies for welcoming disabled players to your game table.
- **Discussion of specific disabilities**, including blindness, D/deafness and hardness of hearing, mobility issues, dwarfism, chronic illness, autism, depression, anxiety, schizophrenia, bipolarity, and PTSD.
- **Options for representing disability** in the Fate system, using a mix of aspects, stunts, and conditions, and including an exploration of adaptive devices available to characters across a variety of settings.
- Appendices include review of **RPG safety tools** to help you run a welcoming game, an **ASL reference** for common RPG terms, and a **large-print character sheet** for Fate Core.

**FATE TOOLKITS. ALL THE TOOLS TO BUILD YOUR STAGE.**

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