

## ARCHAEO NAUT STUNTS

**Bank Shot (Shoot):** When using Shoot, I gain a +2 to attack when my target invokes an aspect representing cover and there is a hard surface nearby.

**Camouflage (Stealth):** When using Stealth in a location with plenty of cover I can blend into or shadows to hide in, I gain a +2 when defending against opposition who is trying to spot me visually.

**Cartography Genius (Crafts):** When I use Crafts to create an advantage by drawing a map, I gain a +2 to my roll when navigating through unfamiliar lands, mazes, and tunnels.

**Disarming Blow (Fight):** Once per scene when I succeed with style with a Fight attack against an armed opponent, I may forgo the boost to impose the aspect **DISARMED** on that opponent with one free invoke.

**Explorer Kit:** Once per session, I can create an aspect, with a free invoke, representing a common but useful item you might expect to find in an explorer's backpack.

**Forger (Deceive):** I can use Deceive as if it were Crafts to create an advantage whenever forging an object or document, and I get an extra free invoke on the resulting aspect.

## DIGNITARY STUNTS

**Down to Earth (Empathy):** I gain +2 Empathy when using overcome to understand or help with working class people.

**Fastball Special (Physique):** Once per scene, as an action I can use overcome with Physique to safely throw a smaller ally into a distant zone. If that ally makes an attack from mid-air they gain +2.

**I'll Cover You (Shoot):** When I use Shoot to create the aspect **SUPPRESSIVE FIRE**, my allies gain an additional free invoke. **SHARPSHOOTER**

**It Takes a Thief to Catch a Thief (Burglary):** I can use Burglary as if it were Crafts to create anti-theft alarms and security measures.

**Mental Shield:** Once per scene, as an action I can create a **MENTAL SHIELD** with two free invokes, which can be used by anyone in my banner when defending against mental attacks.

**Money Talks (Resources):** After I roll Rapport against an NPC and fail, I can roll again, using Resources instead of Rapport against the same opposition (if the opposition was active, they use their original roll). No matter my result, it'll come with a cost even if I succeed with style. The PCs in my group can also use this stunt using my Resources. **PRINCESS**

**Hacker's Hunch:** When I don't know the path forward in a particular situation, I can offer the GM a fate point. If they accept, I gain a lead on a new opportunity.

**I Know that Sign (Lore):** When using Lore to overcome, I gain +2 when interpreting broad meaning and tones written in ancient Demiurge script.

**Intuitive User (Drive):** I can use Drive as if it were Lore for non-attack actions to operate any machine to perform its intended function, not just vehicles (e.g., Weapons, doors, very simple computers).

**Local Spirits (Contacts):** I can communicate with the local spirits to enlist their aid or get current info. Whenever I use Contacts to overcome, I gain +2 when I communicate with the local spirits to enlist their aid or get current info. **SUMMONER**

**Myths and Legends (Rapport):** I am a seasoned storyteller; I may use Rapport as if it were Lore on overcome actions attempting to remember ancient songs, folk tales, or legends relevant to my current activities.

**Psychic Echoes:** Once per session, I can sense the raw emotions of the last beings in a room or location (even from long ago). I cannot do this if I have ever previously done it in the same room or location.

**Palace Defender:** When I use full defense as an action, I can erect an elemental wall to protect myself and up to one ally near me, granting me +2 to defend against attacks on either of us. The elemental wall lasts until my next action. **ELEMENTALIST**

**Problem Solving Session:** When an ally and I face an opponent or obstacle that is immune to our weapons or approach, once per scene when we use Teamwork to create an advantage to overcome the defenses, it gains an extra free invoke.

**Pull Aggro (Provoke):** If I have placed an aspect on someone else with Provoke, I may spend an invoke or a fate point to have them act against me instead of another target or action. The first time I do this each scene, I gain +2 to Defend. **RUFFIAN**

**Shadow Meld:** If I am not locked in my current location or under surveillance (i.e., I have a plausible exit route and I'm not being directly observed), I may spend a fate point to join another PC in their location no matter how far off or remote. I appear standing in the shadows behind them (don't ask how I got there). **SCOUNDREL**

**Quick Fingers (Burglary):** Whenever I use Burglary to overcome, I gain a +2 when picking a target's pocket.

**Ruin Hack (Burglary):** When I use Burglary to create an advantage, the aspect I create or discover gains an extra free invoke if the action occurs in a ruin, ancient temple, old castle, or similar location. **ARTIHACKER**

**Temple Runner (Athletics):** When using Athletics to overcome, I gain a +2 if the action is taking place in ruins, an ancient temple, an old castle, or similar location. **RANGER**

**Trap-master (Crafts):** When I use Crafts to construct a trap, I can give it extra effect. If the trap is represented by an aspect, it gains one free invoke. If the trap makes an attack, it gains a +2 to its attack.

**What's Your Game? (Provoke):** By goading another character into saying more than they should, I can use Provoke instead of Empathy on an overcome action attempting to discover their intentions.

**Study Buddy (Lore):** Once per session, another party member can use Lore at my rating instead of their own even if I'm not there with them. Describe a flashback of studying the topic together.

**They're With Me (Deceive):** If someone catches me in someplace I'm not supposed to be and I succeed with style on my Deceive defense roll, I may forgo my bonus to allow another teammate to automatically pass as well and gain a **FAKE ID** aspect with a free invoke. **INFILTRATOR**

**To Serve and Protect:** When a physical attack hits an ally or bystander in my zone, I can mark my own physical stress boxes or consequences to absorb shifts from the attack. **VETERAN**

**Watch Out! (Notice):** Whenever I succeed with style using Notice to defend against a trap or hidden attack, I may have another nearby person in harm's way also succeed in their defense roll (even if they already rolled) instead of a boost. **RANGER**

## PATHFINDER STUNTS

Some Pathfinder stunts also interact with a special type of obstacle called **Hazards**; see page 374 for more.

**Animal Bond (Notice):** I may use Notice as if it were Empathy when sensing the emotions of animals. **RANGER**

**Anti-poacher (Empathy):** When in the Wildernexus and I use Empathy to overcome or create an advantage, I gain +2 to learn about someone not from the Wildernexus.

**Assert Dominance (Provoke):** When using Provoke to create an advantage, the aspect I create gains an extra free invoke if the target is a living creature. **RUFFIAN**

**Camouflage (Stealth):** When using Stealth in a location with plenty of cover I can blend into or shadows to hide in, I gain a +2 when defending against opposition who is trying to spot me visually.

**Eye for Danger:** Any time an aspect is created that takes us by surprise (e.g., ambush or landslide) I get a free invoke on that aspect.

**False Trail (Deceive):** Whenever I use Deceive to create an advantage intended to cover my trail, foil trackers trying to find me, or shake off a tail following me, the aspect I create or discover gains an extra free invoke. (e.g., **FAILED AMBUSH**).

**Familiar Faces (Lore):** Once per scene, I can use Lore instead of Contacts to find allies to aid me, but the allies will be animal friends typical of the locale where I'm working. **RUNEKEEPER**

**Friend to Beasts (Rapport):** When using Rapport to create an advantage, the aspect I create or discover gains an extra free invoke if the target is an animal.

**Friends Everywhere (Contacts):** Once per scene, whenever I successfully use Contacts to create an NPC in a community, I get an extra free invoke. **PRINCESS**

**I'm A Survivor:** I gain an additional mild consequence slot.

**The Informant:** Once per session, I can declare that I know someone—usually some small-time criminal or double/triple agent—who has useful information. Represent the informant as a situation aspect, with one free invocation, that sticks around until the end of the session. **VETERAN**

**Leap Before I Look (Athletics):** Whenever I use Athletics to overcome a dangerous hazard or block, I gain +2 to my roll if I attempt to overcome it without hesitation, planning, or investigation .

**Mythhunter (Lore):** When I create an advantage with Lore, the aspect I create or discover gains an extra free invoke if the lore is related to a Demiurge myth, ruin, or artifact.. **RUNEKEEPER**

**Rough Rider (Drive):** Once per scene, when using Drive in a contest or challenge through a Wildernexus or through rough terrain, I can invoke an environmental aspect once for free.

**Smuggler (Resources):** When I create an advantage with Resources, the aspect I create or discover gains an extra free invoke if the action involves smuggled goods. **INFILTRATOR**

**Sure-footed Guide (Athletics):** When I use Athletics to create an advantage while crossing rough terrain, the aspect I create gains an extra free invoke.

**Warming Reunion (Empathy):** Once per scene when using Empathy I may invoke an aspect regarding a relationship I have with a PC or NPC for no cost.

**Weathered (Physique):** I gain +2 to Physique when defending against hazardous weather or terrain in the Wildernexuses (e.g., the sun, holding your breath underwater, lava, diamond-storms).

**Wet & Wild:** Once per scene, I may invoke a water-based environment aspect for free when I interact with water.

**World Traveler (Athletics/Drive):** Once per scene, I may invoke an environment aspect for free when using the Athletics or Drive skills. **INFILTRATOR**

## REBEL STUNTS

**Always Ready (Notice):** Whenever a conflict starts, I may take an extra create advantage action with Notice to discover an aspect.

**Blind Fighter (Fight):** When I attack or defend with Fight in hand-to-hand combat while an aspect deprives one or more senses to both me and my opponent, I get a free invoke on the aspect and my opponent cannot invoke it on an attack against me. **SCOUNDREL**

**Confident Forger (Crafts):** If I have a counterfeit document or disguise I've created, I can use Crafts as if it were Deceive when defending against interrogators.

**Crafty Deception (Deceive):** I gain +2 to Deceive to create elemental duplicates and decoy aspects. **ELEMENTALIST**

**Desperate Magic (Lore):** When I have suffered a consequence during a conflict, I may spend a fate point to use Lore as Provoke, Shoot, Fight, or Athletics to attack or defend till the end of the conflict.

**Disarming Charm:** Once per session, while interacting with an NPC who has an aspect showing dislike or hostility toward me, I gain a free invoke on that aspect. Alternatively, I can remove a situation aspect that indicates broad dislike or hostility toward me. **PRINCESS**

**Discretion over Valor:** When faced with physical harm, you may choose to concede AFTER an opponent rolls an attack against your Champion, instead of before (however, you must choose before rolling for defense).

**Find their Soft Spot (Empathy):** Once per opponent, when I use Empathy to discover the hidden mental weakness, trouble, I gain an extra free invoke on it.

**Half-Truths (Rapport):** I may use Rapport as if it were Deceive when defending against efforts made with Empathy to discern my motives and emotions. **INFILTRATOR**

**Improvised Weapon (Notice):** Once per scene, whenever a conflict starts, I may take an action with Notice to search for an improvised weapon (with difficulty based on the surroundings). If successful, I gain a random appropriate weapon. If I succeed with style, I may pick a weapon of my choice from the list. I may use this weapon stunt, or pass it to another; the weapon lasts until the end of the scene.

**Indomitable (Will):** I gain +2 to Will to defend against Provoke attacks specifically related to intimidation and fear. **RUNEKEEPER**

**Loot the Defeated (Resources):** If the party has taken out one or more opponents wielding Replitech or Demiurge tech, I can scavenge their tech to receive a +2 to my next Resources roll. **ARTIHACKER**

**Modular Limb (Crafts):** Once per scene, I may use Crafts to augment my artificial limb. Roll to create an advantage against a Fair (+2) difficulty. If successful, I may forgo the usual benefit and instead pick a skill from this list (Athletics, Physique, Drive, Burglary, or Crafts). I gain +2 to overcome with the skill selected when using my limb.

**No Pain, No Gain:** Once per scene, whenever I suffer a consequence, I also gain a free invoke on the aspect (the opponent gains an invoke as normal).

**Rabble-Rouser (Provoke):** When I'm in a crowded place, I can use Provoke to create an advantage and create an **ANGRY MOB** aspect. If successful, treat it as an obstacle aspect in a zone that hinders Masters and their minions. **POET**

**Ramming Speed! (Drive):** When using Drive to attack another vehicle or rider, I ignore two shifts of damage. i.e., I ram and hit for four shifts; I only take two instead. Normally, when you use Drive to attack another vehicle or rider, taking the same shifts of harm you inflict. **DAREDEVIL**

**Ransack (Investigate):** I'm used to searching quickly. When using Investigate, I don't suffer penalties for working fast or in a chaotic environment; however, the process is noisy and messy.

**Saboteur (Burglary):** If I found the blueprints or notes to an enemy machine, I may use Burglary as if it were Crafts or Physique to subtly or catastrophically sabotage it. **INFILTRATOR**

**Slippery (Athletics):** I gain +2 to Athletics when overcoming to escape bonds or being grappled, provided I have at least a little wiggle room. **MUTANT**

**Strike Back (Fight):** If I have taken two or more stress or a consequence in this scene, I gain Weapon:2 when attacking with Fight for the rest of the scene.

**Tear it Down! (Physique):** I gain +2 to Physique when using overcome to destroy a machine created by a Master. **WARRIOR**

**Terrors from Beyond (Provoke):** I gain +2 to Provoke to attack when using spirits to terrify enemy mobs and other large groups. **SUMMONER**

**There's a Way (Will):** I may spend a fate point to use Will as if it were any skill when attempting an overcome roll. **DAREDEVIL**

**Underground Connections (Contacts):** Once per session, I can use Contacts to find a hidden or undercover agent in the Dread Domains, even in a place where it would seem improbable.

**Whirlwind Attack (Fight):** I may spend a fate point to make a Fight attack, multiplied against all enemies in the same zone as me (see *Multiple Targets* on page 441). **RUFFIAN**

**X-Ray Vision (Investigate):** I may use Investigate to peer through a barrier, seeing any dense objects (metal, bone) on the other side. When doing so I gain +2 to overcome (to see past barrier) or create an advantage (to discover aspects). **MUTANT**

**You Better Watch Out (Deceive):** I can use Deceive as though it were Provoke to make social attacks based on threats, as long as they sound credible

## BIOFORM STUNTS

**Adapted Feet (Athletics):** My feet have evolved for a specific environment. Pick a terrain type (ex. Sand, mud, rock/rubble, open plain, water); when moving in that terrain, I have +2 Athletics. **CYTAUR**

**Compound Eyes:** Because my eyes have multiple lenses and can process more information at once I can respond faster to movement around me. When a conflict begins, so long as I can see my foes, I gain a +2 to any defend roll I make before the first round of action ends. **INSECTOID**

**Curious (Lore):** Because of my inquisitive nature, I get +2 to use Lore when Overcoming obstacles to get Magic Items or Artifacts to work for the first time, even if Lore isn't normally the right skill to use for that effort. **HUMAN**

**Danger Instincts:** I may always roll to defend against a threat, even one I don't see coming. Once per scene, when I would otherwise fail a roll to defend, I may increase my roll by +2. **WEREBEAST**

**Elemental Travel (Stealth):** I can teleport between one site of my elemental affinity to another as part of my normal movement. I gain a boost when I travel through my elements this way. **ELEMENTALIST • ENERGY BEING**

**Energy Blast (Physique/Will):** I can attack targets using Will or Physique at range with energy blasts as though it were Shoot. Once per session I can supercharge my blast, gaining +2 on my attack or allowing me to attack all foes in a single zone. **CYBORG • ENERGY BEING**

**Extra Senses (Notice):** My unusual senses grant me +2 to overcome using Notice when searching for hidden persons and other creatures. **MUTANT**

**Hive Mind:** I am psychically linked to others of my bioform. Once per scene, I may increase the rating of one of my Mediocre (+0) skills for a single roll. Pick one: raise it to Fair (+2) or my Contacts rating, whichever is higher. **ARACHNID • INSECTOID**

**Laser Proof (Physique):** My chassis is tough and reflective. I may use Physique to defend against laser-based weapons and gain a +1 to the roll. If I defend with style, I may spend the boost to inflict 1 stress on the attacker by bouncing the beam back at them. **GLOWBOT**

**Lasers and Feelings:** Uplifted by Demiurge tech, I've learned to balance my emotional instincts with rational thought. Once per session I can demand attention, temporarily pausing a charged situation (even mid-combat) long enough to try to convince everyone who can hear me to stop what they are doing and try to talk it out one more time. During a conflict, this does not count as taking my turn and can happen at any time. **MUTABEAST • CYBORG**

**Mimic (Deceive):** I may morph my features to match another humanoid's. Once per session, I may pick a specific person I have touched. When creating advantages with Deceive to disguise myself as that person, I gain an additional free invoke on that aspect, even on a failure. **SHAPESHIFTER**

**Modular Body (Crafts):** Once per scene, as an action I may use Crafts to augment my body. Roll to create an advantage against a Fair (+2) difficulty. If successful, I may forgo the usual benefit and instead pick a free stunt from the EZ Stunts list. I can only have one modification at a time. **CYBORG • GLOWBOT**

**Old as Dirt (Lore):** I've been *not-quite* alive for ages. I gain +2 to Lore when Overcoming obstacles to remember ancient lore, lost languages, or forgotten myths. **NECROID**

**Poisonous (Fight):** Through a stinger, barb, or permeable membrane I can deliver a paralytic poison. I gain +2 when I use Fight to create a **PARALYZED** aspect using my poisonous appendage. Creatures with alien anatomy (or no anatomy at all) may be immune to these effects. **ARACHNID • INSECTOID**

**RAAAAAWR! (Provoke):** My ferocious roar terrifies all. I can spend 1 fate point to use Provoke to attack all characters and creatures in my zone. This attack does not differentiate between friend and foe, and it cannot be used more than once on the same target in a single scene. **DINOSAUROID**

**Reckless:** Once per session, I can automatically create the aspect **A DANGER TO EVERYONE AROUND ME** with two free invokes on it for me, and one free invoke for the GM. The GM may not use theirs until I use at least one of mine. Once all free invokes are used, the aspect is removed. **HUMAN**

**Regeneration (Physique):** I can recover from physical consequences on my own without increased difficulty. I may roll Physique with an additional +2 to do so. **FUNGOID**

**Slip through the Cracks:** My body is gelatinous, so I gain +2 when escaping bonds, grappling, or being grappled by a foe. I may also ignore obstacles that I can squeeze through or past, if I have enough time (it's slow!). **OOZE • SHAPESHIFTER**

**Spore Cloud (Physique):** I can expel a cloud of blinding spores from my fungoid body. I gain +2 to use Physique to create a **BLINDED** aspect on a defending target. This ability has no effect on creatures whose primary sense isn't vision. **FUNGOID**

**Tail Swipe:** Whenever I am fighting more than one enemy or a mob, I may use my tail to make an additional, unarmed attack against the mob or a second opponent. This extra attack may not use any weapon stunts and inflicts a maximum of two stress on a success. **DINOSAUROID**

**Telekinesis (Will):** I can move things with my mind, using Will instead of Physique to lift or move objects that are up to one zone away. **MUTANT**

**Tooth and Claw:** I have vicious claws, teeth or talons, giving me Weapon:2 when I hit with an unarmed attack. **WEREBEAST • AVIANOID**

**Tough as Bones:** My mild consequence box may absorb up to four points of physical stress like a moderate consequence box does. If I use it in this way, it must be healed in the same manner as a moderate consequence box. **NECROID**

**Unbridled Strength (Physique):** Once per scene, when I use Physique to overcome a physical obstacle, I gain +2 to Physique, treating a failure as a tie. Treat this result as a create advantage roll to place a **DEBRIS** or similar situation aspect on the scene. **MUTABEAST**

**Unknowable Anatomy:** I have a mutagenic body that can become temporarily immune to harm of various forms. Once per session, I can declare myself invulnerable to a particular attack and automatically succeed with style on a Defend action against that specific attack. **OOZE**

**Water-lurker (Stealth):** I have gills or oversized lungs. I gain +2 to Stealth when hiding in water or mud. I may also ignore obstacles that are water-based unless there's something dangerous in the water. **MUTANT**

**Webbing (Shoot):** I can cast webs from my spinnerets. By spending a fate point I can do one of the following: create a Good (+3) obstacle that blocks passage through a doorway or corridor—Gain +3 to use Shoot to create an **ENSNARED** aspect—create a webbed path to a location up to one zone away that I can safely travel on. **ARACHNID**

**Wings (Athletics):** I have wings that let me glide through the air. In safe circumstances, I may ignore obstacles that I can simply fly over. When it's dangerous, I gain +2 to Athletics to overcome such obstacles. **AVIANOID**

## ARCHETYPE STUNTS

**Ambassadors (Rapport):** When an ally and I are working as representatives for an important figure and use Teamwork, we gain +3 (instead of the normal +1) to Rapport when creating an advantage. **PRINCESS**

**Ambush (Fight/Shoot):** If I started a round with a HIDDEN aspect, I get an extra free invoke on that aspect when I Shoot or Fight this turn, provided I remove it (i.e., I leap from cover to attack). **SCOUNDREL**

**Backstab (Stealth):** I can use Stealth instead of Fight to attack when the target isn't aware of me. **INFILTRATOR**

**Been There, Wrestled That (Fight/Physique):** Once per scene when in combat with dangerous flora or fauna, I may use Fight or Physique to create an advantage by discovering or creating an aspect about a weakness that foe has; the aspect gains an extra free invoke. **WARRIOR**

**Bend to My Will! (Will):** I can command my element to use its strength for me. Once per scene I may use Will as if it were Physique to overcome physical obstacles or restrain others. **ELEMENTALIST**

**Best that Money Can Buy (Resources):** Once per session, I can pull out an expensive device from my bag and describe how that device (i.e., a taser-glove that helps me fight) helps with an action and skill. I may use Resources as a skill for that action for the rest of the scene. **PRINCESS**

**Chaaaarge! (Drive):** Once per scene when riding, if I use Drive to overcome a physical obstacle and move a zone, I may immediately make an attack with Fight. **DAREDEVIL**

**Cheer On (Rapport):** When I use Rapport to create an advantage by calling out encouraging words, my teammates gain +3 when invoking the aspect instead of +2. **POET**

**Copy-cat (Deceive):** Once per session, I can make an action using a non-magical stunt another ally has as if it were mine; if that stunt requires a skill, for that roll my skill level becomes equal to theirs or equal to my Deceive (whichever is higher). **SCOUNDREL**

**Dead to Rights (Shoot):** When I threaten someone with a loaded weapon, I can intimidate them, using Shoot as if it were Provoke to create an advantage. **VETERAN**

**Deft Hands (Burglary):** My quick hands also let me parry attacks. I may use Burglary as if it were Athletics to block against Fight attacks (but not Shoot) from all but gigantic foes. **INFILTRATOR**

**Divine Ward (Will):** I may use Will to defend against offensive magical spells. **ELEMENTALIST**

**Element Force (Shoot):** Whenever I succeed with style on a Shoot attack with my element, instead of taking a boost, I may move the target up to three zones away from me. **ELEMENTALIST**

**Elemental Shaping (Crafts):** In places where my element is available, I may use it to create temporary objects. They can be used to attack a target using Crafts instead of Shoot. **ELEMENTALIST**

**Friendly Foot Race (Athletics):** When using Athletics, I gain +2 to overcome when racing or navigating obstacles. Once per session, I can grant this bonus to an ally as well. **WARRIOR**

**Healing Hands (Lore):** When tending to others, I gain +2 to Lore when healing physical consequences. **POET**

**Illusory Horrors (Deceive):** I may use Deceive to make long-range mental attacks. The targets defend with Will. Once a target has succeeded on a defend roll against this attack, they are immune to it for the rest of the session. Doesn't work on targets who cannot experience fear (robots, undead, etc). **SUMMONER**

**Improvised Explosive (Shoot):** I may spend a fate point before making a Shoot attack. If I do, I may make a zone attack against every enemy in that zone (see page 441). **ARTIHACKER**

**Improvised Projectile (Fight):** If I create an advantage representing an improvised projectile invoking the aspect grants a +3 instead of a +2 and I may attack with that weapon using Fight instead of Shoot. The aspect goes away after being invoked. **WARRIOR**

**Indomitable (Will):** I gain +2 to Will to defend against Provoke attacks related to intimidation and fear. **RUNEKEEPER**

**Inscrutable Demeanor (Deceive):** I can use Deceive as though it were Rapport to make social attacks based on flattery or lies, until the truth is revealed. **SCOUNDREL**

**Jamming Signal (Burglary):** At the start of any scene where I'm present, I may take a free action to use Burglary to create an advantage. If I'm successful, I create the situation aspect **JAMMING SIGNAL** with a free invoke, which can be invoked to block communication to bots, machines, or Replitech. **ARTIHACKER**

**Judo-Throw (Athletics):** When trying to overcome or create an advantage to grapple or throw an opponent, I may use Athletics as if it were Physique. **WARRIOR**

**Let's Make a Deal (Rapport):** I gain +2 to Rapport when trying to get information or help from someone by honestly offering something they want in exchange for their cooperation. **VETERAN**

**Like a Cat (Athletics):** I always land on my feet; once per scene, I can make an Athletics roll with +2, treating any failure as a tie. **SCOUNDREL**

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**Look Out! (Notice):** Once per session, if an ally near me is hurt by an ambush, projectile or a trap, they may reduce the stress equal to my Notice rating. **WARRIOR**

**Magical Resonance (Lore):** When using Lore to overcome, I gain +2 when recognizing if an object or a sound is magical or of Demiurge origin. **POET**

**Make a Pact:** Once per scene, before making a roll, I may create a promise aspect—that comes with one free invoke—with an opponent relating to some significant way I'll help them. (Note: the aspect lingers around, so it can be compelled to make me keep my promise) **SUMMONER**

**Mind over Matter:** Whenever I would suffer physical stress, I may take up to half of it as mental stress instead (rounded down). **DAREDEVIL**

**Mocking Imps (Provoke):** I can summon near-invisible spirits that mock and pester. I can create advantages with Provoke to spook and irritate a nearby target without any clear sign pointing to me. **SUMMONER**

**Modus Operandi (Investigate):** When analyzing a person's workplace or plans, even if the subject is not present, I may use Investigate as if it were Empathy to create an advantage or overcome. **VETERAN**

**Monastic Scholar (Lore):** Whenever I use Lore to search written records for information (i.e., searching a library), I gain +2 to actions if the location is quiet. **RUNEKEEPER**

**Need a Lift?:** Once per scene, when I move one or more zones, I may also move an ally with me. **DAREDEVIL**

**Nimble Step (Athletics):** Whenever I use Athletics to defend against an attack and succeed, I may move up to 1 zone. **RANGER**

**The Noble Peerage (Contacts):** I gain +2 to create an advantage with Contacts when dealing with the upper echelons of society. **PRINCESS**

**Plight of Others (Empathy):** If I am on a mission to save or avenge others, once per session, I may use Empathy as if it were Will for an entire scene. **RUFFIAN**

**Pocket Dimension (Burglary):** I can use Burglary to defend against Shoot attacks from projectiles (knives, bullets, etc) by catching them in a pocket dimension. If I succeed with style, on a future attack when I spend the boost, I can use Burglary to throw it back at them. **SUMMONER**

**Pocket Mount (Will):** I have a mount or riding device that I can summon and unsummon—e.g., dismiss spirits, shrink, or disguise at will. I can use Will as if it were Stealth to hide it away from anyone trying to take it off me. **DAREDEVIL**

## ARCHETYPE STUNTS

**Precision Work (Burglary):** I gain +2 to overcome with Burglary when disabling alarms or handling an object without setting off security measures. **RANGER**

**Quick Eye (Investigate):** Once per scene, I may use Investigate as if it were Notice to defend against surprises or spot quick details. **INFILTRATOR**

**QuickBot Gofers (Crafts):** I may create an advantage with Crafts to build quick robot assistants; the difficulty of this roll is based on the amount of scrap nearby, but is never less than Fair (+2). If successful, instead of an aspect, I create a number of NPC bots, equal to the shifts of success, that act as a mob (see *Grouping Fillers*, page 360). The bots have a unifying high concept, one stress box, and are Average (+1) at one skill of my choice. The bots go away if I create more or at the end of the scene, but I may pay a fate point to retain up to two bots for the next scene. **ARTIHACKER**

**Read the Room (Empathy):** I gain +2 on Empathy actions to discern the emotional state or general feelings of a group (i.e., a town, a mob). **POET**

**Research Team (Investigate):** Whenever an ally and I are using Teamwork to overcome or create an advantage to search for info or clues, we gain +3 to Investigate (instead of the normal +1). **RUNEKEEPER**

**Resourceful:** Once per roll, if I invoke an aspect related to my element, (e.g., a **POOL OF WATER**), I gain a +3 bonus instead of +2. **ELEMENTALIST**

**Rune of Protection:** I can spend one Fate Point to give myself or a companion Armor:1 against physical attacks till the end of the scene. **RUNEKEEPER**

**Save Your Skin (Stealth):** Once per conflict, I can use Stealth to Defend against an attack and hide at the same time (Foes need to exceed my stealth roll to find me). **SHARPSHOOTER**

**Second Wind:** Whenever I heal one of my own consequences, I gain a free invoke of the consequence aspect. **WARRIOR**

**Secret Signals (Contacts):** I can use Contacts to send messages through spirits instantly to and from other sorcerers and my teammates. In addition, once per session I can give the recipient a Boost in the form of spirit guardians to aid them. **SUMMONER**

**Shadow Spies (Stealth):** I can summon shadow helpers (such as elementals, nanobots, or trained roborats) to be my eyes and ears. I can use Stealth as if it were Investigate to discover or create aspects in any not brightly lit location. **SCOUNDREL**

**Shadow Weaver (Deceive):** I may use Deceive to create magical holograms or disguises for myself and my party. These silent illusions are convincing in low light but not in full light. **INFILTRATOR**

**Something's Wrong (Notice):** I gain +2 on Notice actions when spotting something or someone in a Wildernexus or ruin that is not supposed to be there (i.e., a Master's soldier hiding in the bush, an invasive species.) **RANGER**

**Song of Power (Rapport):** I may loudly proclaim ancient words of power that cause the air to explode. Once per session, I can use Rapport to make a zone attack with a +2 bonus against all enemies and allies in a zone (see *Multiple Targets* on page 441). **POET**

**Speak with the Dead (Contacts):** I may use Contacts to speak to the deceased. I gain a +2 to create an advantage if I have a personal item of theirs. **SUMMONER**

**Spell of Binding (Lore):** When I use Lore to create a magical trap, the first roll each round to overcome it has the opposition increased by +2. **SUMMONER**

**Steering Algorithm (Burglary/Lore):** If I used Burglary/Lore to hack into a mechanical vehicle, I may use Burglary/Lore as if it were Drive to steer it. **ARTIHACKER**

[2/2]

**Submission Hold (Fight):** Whenever I make a successful bare-handed attack and deal physical stress with Fight, I deal one mental stress as well. If an opponent would be taken out this way, treat it as if they conceded instead. This attack is non-lethal. **RUFFIAN**

**Take Air (Drive):** When riding my mount or device, I can move an extra zone as part of my free movement. Additionally I gain +2 on Drive to overcome obstacles that my mount can leap over. **DAREDEVIL**

**That'll Come in Handy (Investigate/Notice):** When I use Investigate or Notice to discover or create a scene aspect involving something that can be used as an improvised weapon—e.g., **DECORATIVE SWORDS ON THE WALL, BRANCHES ON THE GROUND, HEAVY BARSTOOLS**—it gains an extra free invoke. **SCOUNDREL**

**Trick Arrows (Shoot):** I may use Shoot as if it were Crafts to create trick arrows aspects, which represent specialized arrows I make on the spot or that I crafted earlier. Trick arrows created this way may have many functions (e.g., net arrow, flash arrow, data arrow) but can only be used to overcome or create an advantage. **SHARPSHOOTER**

**Trusting Face (Deceive):** I may use Deceive as if it were Empathy to discern secrets from my target, provided they are talking to me and believe I'm trying to help. **SCOUNDREL**

**Unbridled Strength (Physique):** Once per scene, when I use Physique to overcome a physical obstacle, I gain +2 to Physique, treating a failure as a tie. Treat this result as a create advantage roll to place a **DEBRIS** or similar situation aspect on the scene. **RUFFIAN**

**Weak Spot (Notice):** I may create an advantage with Notice to place an **AIMED SHOT** aspect on an opponent. If I succeed, my attack ignores all Armor Rating whenever I invoke that aspect, in addition to getting the normal invoke bonus. **SHARPSHOOTER**

## ANIMAL COMPANIONS

This can be a silent but smart creature or a very intelligent sentient being that talks. An animal companion can be a simple aspect, but you can choose to use it as an **extra** by taking a stunt.

**Animal Companion:** Requires a related character aspect. Pick one skill that is not my maximum skill; the animal companion is Fair (+2) in that skill. In any given round, I may take an action as normal or have the animal companion take an action instead. If we are together, I can provide a teamwork bonus to the animal companion and vice-versa (if I also have Average (+1) or better in that skill). The animal companion doesn't suffer stress, but it has a mild consequence, which can absorb stress for me.

The companion also gets its own high concept aspect (mark it on the Champion's character sheet) such as **VERY CURIOUS MONKEY**; **SASSY BIRD-KOALA**; **OVER-PROTECTIVE CINDERWOLF**.

If your companion talks, decide who can understand it (only you, all dignitaries, everyone, etc).

## MAGICAL ITEM AND DEMIURGE TECH STUNTS

To have a magical item stunt, you must have an aspect that justifies it, like **SWORD OF MY FOREMOTHERS**. When you take one of these, rename it to something like *Scimitar of the Comet*—or see the *Artifact Name Generator* on page 341.

**Focus Object:** I have an object such as a tablet, device, or toy that helps me focus. As long as I use the device, I may use an appropriate skill (e.g., Crafts, Athletics, Lore) as if it was Will to defend against any attempt to distract or tempt me. **CHARACTER WITH FOCUS ISSUES**

**Magic Key of Sight (Investigate):** Once per scene, when I cry out [its name], I gain an +2 to overcome with Investigate, treating a failure as a tie. Further, if there is some invisible or otherwise unseen aspect to the target of my investigation, it becomes visible only to me, if just for a moment.

**Magic Bracers (Athletics):** Once per scene, when I cry out [its name], I may defend using Athletics with a +2, and gain Armor:1 until my next turn.

**Magic Cloak (Stealth):** Once per scene, when I cover myself completely in the cloak and make a magic sign with both hands, I gain +2 to defend with Stealth. If I succeed, I may immediately move to an accessible adjacent zone.

## MAGICAL TRANSFORMATION STUNTS

Of course, you can't have magical princesses without magical transformations! Here are a few ideas to consider.

**Celestial Archer:** Whenever my friends are in genuine danger, as an action I can hold my mystical bow aloft, cry out my mantra, and transform; my high concept has **CELESTIAL ARCHER** added to it. In addition, my top two skill ratings are swapped out for Shoot and Notice, and I get one free invoke of my high concept. I remain that way for the rest of the scene. The first time I transform each session is free; however, to transform again or maintain the form for an additional scene, I must pay a fate point or a cost.

**Inner Beast:** Whenever I'm angry or hurt, as an action I can transform into a bestial form; my high concept has **RAGE BEAST** added to it. In addition, my top two skill ratings are swapped out for Fight and Physique, and I get one free invoke of my high concept. I remain that way for the rest of the scene; however, to maintain that way for longer than a scene, or transform into the Inner Beast again, I must pay a fate point.

**Magical Hammer (Physique):** Once per scene, when I cry out [its name], I gain +2 to overcome an obstacle with Physique. On a success, I may treat the result as a create an advantage roll.

**Magical Orb (Crafts):** Once per scene, when I cry out [its name], I may take +2 to create an advantage with Crafts, treating a failure as a tie.

**Magical Sandals/Hoverboard (Athletics):** Once per scene, when I cry out [its name], I get a +2 to Athletics to overcome or create an advantage with Athletics, treating a failure as a tie. If I succeed with style, I can change my location to any other accessible zone in the same scene. **CHARACTER WITH MOBILITY ISSUES**

**Magical Shield:** Once per scene, when I cry out [its name], I may grant myself or a nearby ally Armor:2 against a physical attack.

**Magical Staff of Healing (Lore):** Once per session, when I cry out [its name], I gain +2 on my next attempt to overcome injuries with Lore, treating a failure as a tie. Wounds up to moderate may be instantly healed this way, instead being changed to a recovery aspect.

**Magical Sword (Fight):** Once per scene, I may call this weapon's name aloud to gain +2 to Fight on an attack.

**Shifter:** Whenever I focus my mind from all attachment, as an action I can transform into a Mystical Bird; my high concept has **MYSTICAL BIRD** added to it. In addition, my top two skill ratings are swapped out for Athletics and Will, and I can fly over grounded obstacles without difficulty. While I'm a bird, I can still communicate telepathically with my teammates, but otherwise have all of the physical limitations of a large bird. I remain that way for the rest of the scene; however, to maintain that way for longer than a scene, or transform into the Mystical Bird a subsequent time this session, I must pay a fate point or a cost.

**Magical Throwing Tiara (Will):** Once per session, when I cry out [its name], I may use Will as it were Shoot to make a ranged magical attack with Weapon:2. Other teammates may use Teamwork to add their willpower to it as a well, with each teammate adding +2 instead of +1.

**Runereader (Investigate):** I have a runic tablet that adapts any available text that I would be unable to read into a format I can perceive (e.g., convert into braille; magnify; turn to audio). The tablet grants me +2 to Investigate when looking for hidden texts and related visual details. **CHARACTER WITH VISUAL IMPAIRMENT OR DYSLLEXIA**

**Wand of the Ancestors (Lore):** Once per scene, I may call upon the wisdom of my ancestors stored in my wand to gain +2 to Lore to overcome an obstacle, treating a failure as a tie.

## EZ WEAPON AND ARMOR STUNTS

The following are some simple stunts ideal for someone looking for an easy stunt in a hurry, or for NPCs. EZ Weapon and Armor Stunts are great for giving to filler henchmen. They may use the stunt with any appropriate skill, even if the name of the skill doesn't match up exactly.

**Axe or War Hammer (Fight):** When wielding this weapon, I gain Weapon:1 on attacks using Fight. This increases to Weapon:3 if my target is an object or nonsentient construct.

**Chain Mail:** While wearing this armor, I gain Armor:1 against physical attacks.

**Heavy Mail:** While wearing this armor, I have Armor:2 against physical attacks. I also gain the aspect **CUMBERSOME ARMOR** while in the armor.

**Lazooka (Shoot):** I can shoot an intense laser shot. When using Shoot to attack, I can add +2 to the attack. Before I can shoot again, I must use an action to reload. *Note: Henchmen with Lazookas are great for using the optional multiple target rules (see page 441).*

**Magic Staff (Lore/Will):** While holding the magic staff, I may spend a turn using create advantage to **GATHER ENERGY**. If successful, I may invoke it to use Lore or Will as if it were any skill during a future turn. Once **GATHER ENERGY** is out of free invokes, the aspect is removed.

**Poison Dagger (Fight):** When I attack with this weapon using Fight, on a success I must convert one or more points of inflicted stress into a separate create advantage result placing a **POISONED** aspect on the target.

**Shield (Fight/Physique):** While holding this shield in a conflict, before anyone acts, I may immediately roll with a +2 to Fight/Physique to create an advantage, **SHIELDED**, treating any failure as a tie.

**Spear or Whip (Fight):** While wielding this spear or whip, I can use Fight to make attacks or create advantages against opponents up to one zone away from me.

**Tank:** I gain one extra mild physical consequence box, and gain Armor:1 against physical attacks after it gets marked.

**Thrown Javelin/Dagger/Axe (Athletics/Fight/Physique):** I may use Athletics, Fight, or Physique as if it were Shoot to throw a projectile with Weapon:1. (Note: I also have the aspect **LIMITED AMMO**, which may be compelled to have me run out after a throw).

**War-Pick (Fight):** When I attack with this weapon using Fight, I gain Weapon:2 against armored targets.