

FATE RULES FOR PIRACY

(www.faithfictionfatherhood.com)

INTRODUCTION

This document provides notes for running a piratical campaign in Fate. They are a work in progress currently being tested in the “Innumerable Isles” game I’m running for a set of friends. Please feel free to take these rules, modify them, and use them as you like.

I’ve included some sidebars for my design notes.

GENERAL RULES MODS

I recommend using the follow rules mods:

- (1) *Low-Powered Aspects* (see *Fate System Toolkit* p. 15)—except for magical aspects, only one Aspect may be invoked on any one roll.
- (2) *One-Shift Stress Boxes* (see *Fate System Toolkit* p. 60).

CHARACTER AND GROUP CREATION

Character creation is as follows:

- (1) Characters have Five Aspects as described below.
- (2) Characters distribute the following ratings amongst the Skills: One at Great (+4), Two at Good (+3), Three at Fair (+2), Four at Average (+1), the rest at Mediocre (0).
- (3) Characters begin with three Stunts.
- (4) Characters begin with 3 Refresh and may spend up to 2 points of Refresh to buy additional Stunts (at 1 point of Refresh each) or to purchase Extras.

The **Group** has a pool of 7 Treasure (see below) from which to purchase their starting ship and crew, including any ship upgrades or modifications.

ASPECTS

The characters’ five Aspects are: High Concept, Trouble, Conviction, Background and Vice. A brief description and examples for each category follows.

High Concept

The High Concept defines the core of the character. If you had to describe her in only one short phrase, this would be it. The High



On Aspects

Some of the Aspects here include references to the Innumerable Isles setting. If your group is building their setting together, you might consider allowing players to come up with aspects that imply certain truths about the world.

For example, the Aspect *Member of the Emperor’s Society of Natural Philosophers* indicates that: (1) somewhere, there is an Empire; (2) it has or had an emperor; (3) that emperor was somehow related to the establishment or patronage of an organization for natural philosophy.



Concept may indicate a career, an identity, a unique trait, or one of many other qualities. It may also include reference to the character's nationality (if that is important to her personality and nature).

Gentleman Pirate
Doubting Priest
Brevian Mercenary
Debutante turned Musketeer
Charismatic Mkoyan Quartermaster
Dissolute Noble
Ex-Cultist of the Faery
Exiled Caliphate Assassin
Merchant Prince of Taljuk
Member of the Emperor's Society of Natural Philosophers
Widow of a Wealthy Plantation Owner

Trouble

Because a character also has a Vice, the Trouble Aspect represents some sort of external threat to the character. This could represent an enemy, expulsion from an organization, being wanted for a crime, having a problematic relationship, etc.

A Jilted Lover in Every Port
Apostate of the Celestial Church
Black Sheep of the den Schleitzen Family
Branded for Thievery
Changeling
Formerly under Captain Brannart
Faery Bargain
Faeborn Agitator
Known Pirate
Secret Heir of Princess Yliana
Vendetta against Commodore Jacobert Ventrella

Conviction

A character's Conviction represents his idealistic (or selfish) side. What does he think is most important to preserve or change in the world?

Death to the Nobility!
Everyone Deserves Freedom
Fatae delendae sunt.
The Sun King is Truth
Never Leave a Comrade Behind
Blood Over Gold
Code of Honor
Never an Innocent
Justice is Blind

Background

The Background Aspect tells us something of the character's past, whether about his childhood, a formative event, or his incitement to become who he is today.

Disgraced Alliance Captain
Orphaned to the Sea
Veteran of a Dozen Wars
Child of Explorers
In Her Majesty's Secret Service
Lost a Duel...and a Finger
Butcher of Braesford
Reformed Harlot
Re-educated Heretic

Vice

A character's Vice represents their less-than-savory side, that pursuit they know they shouldn't indulge in but that keeps the stress of life at bay just a while longer.

Lady Luck's a Bitch
Why's the Rum Gone?
The Brothels All Know Me by Name
Child of the Opium Den
Drink and Drink and Drink and Drink and Drink and Drink and...FIGHT!
Author of Scathing Satires
Bloodthirsty
Pathological Liar
Pain Purges the Guilt

SKILLS

This ruleset uses the following Professions listed below as skills: [Bureaucrat](#), [Commander](#), [Commoner](#), [Courtier](#), [Craftsman](#), [Doctor](#), [Explorer](#), [Investigator](#), [Magician](#), [Merchant](#), [Performer](#), [Sailor](#), [Scholar](#), [Scoundrel](#), [Soldier](#).

Each Skill implies familiarity with a certain slice of culture. Thus, a Skill serves for social actions within that subculture as well as the more "active" uses of the Skill, making every character socially capable in those realms with which she is familiar.

Additionally, each Skill's implied experience with a particular subsection of culture indicates the



On Professions

A downside to Professions over more discrete Skills is the tendency of players to want to finagle their best skill into use as often as possible. I highly recommend that discussion be had at the table to provide some guidance on how your group will handle close calls.

In all honesty, I'm not sure how much I like them as an alternative to "normal" skills in practice!



development of contacts within that culture and thus serves as a limited Contacts skill related specifically to that subculture.

It is foreseeable that there may be some overlap between Skills. In such a case, the GM may allow either Skill to be used in a roll, but may modify the difficulty of the roll if one Skill is arguably better suited than another. For instance, both the Explorer and the Soldier skill may imply familiarity with riding a horse, but the Soldier is likelier to have an easier time riding a horse in combat than the Explorer, while the Explorer may have an easier time keeping a horse safe while navigating especially treacherous terrain.

Bureaucrat

Where the Courtier focuses on the wit and display necessary to social advancement and navigation among the gentry and upper class, the bureaucrat studies the actual apparatus by which a state is run and people are governed. This includes a knowledge of procedure and law, politics and rhetoric, and the necessary know-how to get things done on the governmental level. The recent century has seen a growing trend toward the use of skilled persons in government, not simply those who enjoy the favor of those in power, and those who do not excel in both the fields of the Courtier and the Bureaucrat often find themselves in competition for prestige and power with that half of the coin in which they are unskilled.

Bureaucracy is used to interact with government officials in their official capacities and to act as a politician *outside the courts of the nobility*. This may commonly be harbormasters, tax collectors, island governors and the like, but includes the highest halls of power and action in the courts. Only the most scurrilous pirates have no respect for the skills of the Bureaucrat, for the rest know that palms must be greased and quiet alliances must be made for plunder to become profit and for roving to end in anything but a short, sharp drop with a sudden stop.

Commander

The Commander is part scholar of battle, part leader of men. Where the Soldier skill encompasses the actual skill at arms and other proficiencies of the fighting man at the individual level, the Commander skill is used to inspire those men, keep them from routing when times are dark, and to organize and to deploy them in the most efficient manners to bring their might to bear. The main uses of Commander are to Create Advantages in a battle; when characters, ships or units oppose one another directly through maneuver, tactics and strategy; and in matters of morale and discipline. But a Commander must have knowledge of secondary matters as well--



On Stunts

I've not included stunts in this write-up to avoid copyright issues. Personally (and privately), I've taken to compiling a "Master List" of stunts pulled from many Fate games that can easily be modified to build a stunt list for diverse settings. You might be well-served by the same; compiling or creating stunts for your version of these rules might be a great place to start.



how to get along with subordinate officers, how to judge disputes amongst the men, the understanding of logistical concerns, the reading of terrain, and more.

Commoner

Commoners survive based on hard work and physical labor. They may be farmers or porters, general laborers or specialized servants. Thus, this skill may be invoked for knowledge of the land (though more practical than the kind of knowledge represented by the Explorer skill), for the efficient completion of tasks that require physical prowess and perseverance but not necessarily planning or special organization, and for maneuvering the society of the lower class (by far the largest social strata in both the New and Old Worlds). Commoners tend to be tight-knit and cunning in their protection of one another from the predations of their "betters," so those without familiarity of life within this group often have a hard time navigating it, indeed.

Courtier

The Courtier Skill represents facile maneuvering through high society: the gentry and the nobility in particular. This includes etiquette, wit and practice at social exchange in "high society," contacts within the circles of the powerful and a knowledge of the customs and details of life among the wealthy and noble. Where the Bureaucrat skill represents overt political action and power, the Courtier skill often represents the subtler aspects of political machination.

The Courtier skill may be used for combat, but only in the context of a formal duel or similar situation (a one-on-one fight may qualify, but a general melee will not).

Craftsman

The Craftsman skill represents those proficiencies necessary to success as a person who makes, maintains or repairs physical objects for his livelihood. This includes artists as well as engineers, so the character well versed in this skill has the kind of mind that allows the easy adaptation of techniques applicable to one medium to create new ways forward in another. As with other skills, Stunts are used to denote particular areas of specialization for a character.

The Craftsman skill includes more than the maker's practice itself; it also includes basic business knowledge (though not so complex as the Merchant's), the etiquette and social skill necessary to effectively deal with other craftsmen as well as suppliers of raw materials, the ability to teach apprentices, and myriad ancillary undertakings requisite to the successful craftsman.

Doctor

The Doctor skill includes a knowledge of biology, the healing arts, and the secrets of herbalism and the apothecary. The skill may be used practically for purposes of healing and the preparation of medicines and poisons.

Explorer

The Explorer skill represents those techniques and skills useful to maneuver, discovery and survival in the wild. Thus, skill includes the ability to navigate by land, to make or find food and shelter, to track people and animals, the handling and riding of animals, the finding of hidden

things in the wild, skills for traversing natural obstacles (climbing, etc.), and a knowledge of languages and cultures.



For every point in Explorer, a character speaks a language and understands a culture other than her own.

Investigator

The cultures of the Old World and the Innumerable Isles do not think of "detectives" in the sense we might, but there are nevertheless many who professionally or privately make it their business to find answers to questions, to ferret out the secrets of others, and to reach reasoned conclusions based on evidence. These are often spies or agents of the powerful, but may also be magistrates upholding the law or inquisitors of the Celestial Church seeking out heretics and non-conformists.

Regardless of the character's background, the Investigator skill represents those abilities necessary to seek truth when others conceal it and to navigate the tangled web of dark secrets and unspoken relationships that often drive history from behind the scenes. This includes verbal interrogation (and torture), a general ability to identify relevant clues or information from amongst the chaff, and the skill to reason and apply logic to reach conclusions based on that information. It thus includes skill at general problem-and puzzle-solving as well.

Magician

The Magician skill represents knowledge of the arcane and occult, whether the practices of Alchemy and Magic, or knowledge of Fae creatures. Without paying the cost to be a practitioner of magic of some kind, this skill is limited to knowledge and not practical application. See "Magic" below for how the skill is employed to achieve practical arcane effects.

Merchant

The skill of traders, merchants, money-lenders and bankers, the Merchant Skill covers all commercial and capitalist transactions but the simplest, as well as a knowledge of taxation, government oversight, accounting, mathematics and other matters tangentially related to the running of a business.

Performer

The skill of the dancer, the musician, the juggler, the actor. Few entertainers specialize in only one form of performative art, so this skill, like Craftsman or Scholar, represents a relatively broad competence, with particular foci represented by Stunts.

Sailor

Languages; Reading and Writing

Your character speaks their native tongue plus a number of languages equal to the ratings of their Explorer and Scholar Skills combined. Your character only knows how to read and write if they have at least one point in the Scholar Skill.



No one without the Sailor skill may call herself comfortable upon the sea. The sailor understands the parts and operations of waterborne vessels, the culture of those who travel by water, the ability to navigate at Sea (navigation by land is the province of the Explorer), and all of those things necessary to keep a ship afloat and its crew alive and (relatively) happy.

Scholar

Even in 1649, most people cannot read; the increasing availability of printed books has allowed those who can access to a wealth of preserved knowledge from across centuries (occasionally millennia). The scholar has been well-educated, with a great array of knowledge of natural philosophy, history, theology, mathematics, research and argumentation, and other topics considered essential to the well-schooled person. Once only the province of the clergy and the nobility, access to learning has greatly increased over the past century, and scholars of middling (even sometimes low) birth have a better chance at rising to prominence through their own merit and achievement than ever before.

Scholars tend to be a stodgy and curmudgeonly lot as a whole; this skill also includes the rare ability to get along with them.

For each point you have in Scholar, add one to the number of languages you speak. If you have any points in Scholar, you may also read and write in any language you speak.

Scoundrel

The skills of the spy, the thief, the rogue, Scoundrel covers all manner of illicit action, sneaking, skullduggery and deceit.

Soldier

Yours is the way of the musket and bayonet, the blade and bludgeon, blood and battle. But being a soldier is much more than that. It's also properly saluting, convincing an officer of his idiocy without giving offense, scaling walls and digging ditches, overcoming boredom and terror in the space of five minutes, gambling and drinking with the boys. While the Soldier skill is most often employed narratively for feast of combat and athleticism, the skills the Soldier uses far more are more mundane and less romantic.

STRESS AND CONDITIONS

Stress Boxes: A character has two (1-shift) stress boxes on the character's stress track. These stress boxes are used for all stress, no matter the source, including both mental and physical stress.

Conditions: These rules use Conditions (see *Fate System Toolkit* p. 18) instead of Consequences.

There are two *Fleeting* (1-shift) Conditions: **Bruised** and **Angry**. If marked, these are unmarked once the character has a chance to catch his or her breath.

There are two *Sticky* (2-shift) Conditions: **Exhausted** and **Afraid**. If one is marked, it remains marked until circumstances change to remove the Condition (in the case of **Exhausted**, the

character gets a chance to sleep and recuperate; in the case of *Afraid*, the character has a chance to relax and be free from threatening circumstances).

There are two *Lasting* (4-shift) Conditions: *Injured* and *Broken*. These have *two* boxes, both of which get marked when the Condition is taken. To unmark the first box, an appropriate action must succeed (like a Doctor test in the case of *Injured*) against Opposition of at least Great (+4); only one such test can be made per session. If the first box is unchecked, the second is unchecked *at the end of the session that follows the session in which the first box was unchecked*.

EXTRAS

The following are Extras that may be purchased by characters at character generation.

Patron

Cost: 1 Refresh

Your character has a friend in a high place, whether the government, a religious institution, or the network of pirates and criminals in the Innumerable Isles. This patron can provide you with information or equipment, from time to time, and may intervene on your behalf should you get into the kind of trouble where the patron might reasonably assist.

However, this is a two-way street, and your Patron may require you to render favors and service as well. A failure to maintain good relations with the Patron will result in the loss of the Patron. When acting on your behalf, the Patron has an "Influence" skill used for the attempt. The skill has a rating equal to 1 plus the number of Skill points invested in this Extra.

Qathayan Long Rifle

Permission: Soldier 2+

Cost: 1 Refresh

You have acquired a Qathayan long rifle, the very height of technology in firearms design. A long and relatively unwieldy weapon, the long rifle is nevertheless capable of distance and accuracy a standard musket could never dream of.

The Rifle has a 3 box stress track representing your availability of ammunition and the need for maintenance. You may check a box to receive one of the following benefits:

- (1) You may add +2 to a roll to shoot any enemy or to create an Aspect on an enemy related to your harassing fire. This may stack with the invocation of an Aspect for the roll.
- (2) You may target a particular enemy in a group at a reasonable range; i.e. you can attempt to shoot the captain or helmsman of another ship when at musket distance.
- (3) You may force an enemy to take a Consequence instead of marking Stress on a successful attack.

The rifle's stress track refreshes when you have a scene of downtime in which you can clean and maintain the rifle and cast more bullets for it. You have all of the necessary equipment for such actions.

Magic Item

Cost: 1 Refresh

Work with your character to create a magic item (not weapon) owned by your character. The item is represented by an Aspect added to your character sheet.

Assets

Cost: Variable Refresh

Your character owns property or a business venture, whether located in the Old World or the Innumerable Isles. This holding provides an income to live upon, covering basic living expenses and generating Coins from time to time. See the rules for Assets.

For each point of Refresh invested in the Asset, whenever you Divide the Plunder (and would reasonably have a way to collect the income from the Asset), gain an additional Coin.

Magician

Permission: High Aspect Includes magical tradition

Cost: 2 Refresh

You have the requisite power and training to use the magician's ways described in "Magic" below.

TREASURE AND PLUNDER

The Coins Track

Each character begins play with a Coins Track with ten boxes. All but the first of the boxes are checked off. The number of boxes a character has unchecked represents his or her current monetary wealth.

A character's most basic needs to survive: a run-down rented room, unrecognizable sludge to eat and the most-watered-down beer imaginable, cost zero Coins; unless a character is subject to an Aspect, Condition or Consequence stating otherwise, the character is assumed to be able to scrape together the bare minimum to get by.

When a character completes some action that results in income (typically *Dividing the Plunder*, see below), the character may uncheck boxes on the Coins track (see below).

The following are some suggested guidelines for costs.

One Fine food and drink for a week; a bribe to a common worker

Three A tradesman's tools, a horse, a well-made weapon, fine clothing

- Four* A bribe to a gentleman, fine jewelry, a modest party for the well-to-do
Five An extravagant one-night party, a middle-class person's household expenses for a month
Eight A gentleman's regular household expenses for a month

Treasure

A character's Coin Track represents accumulated personal money; Treasure represents wealth on a scale vastly superior to that represented by a character's Coins, the collected value of economic pursuits, a ship's goods, and even the ship itself. (See *Purchasing Cargo and Ships*).

Treasure is accumulated in a number of ways. Sometimes, this will be a matter of discovering an actual treasure (buried gold, artifacts plundered from an ancient civilization, priceless artworks, etc.). More often, though, the accumulation of Treasure will be a matter of trade or plundering cargo from ships and fencing those goods.

While each player has an individual Coins Track, the group has a single Treasure track, from which are paid ship expenses, the cost of repairs and improvements, the purchase of cargos, etc. When a group divides the plunder (see *Dividing the Plunder*, below), Treasure boxes are converted to Coin boxes for each Player Character.

Dividing the Plunder

Pirate crews share the plunder from "being on the account" in equal--or near equal--shares. It is extremely uncommon for any member of the crew to get more than a double-share, and even that typically only occurs when that person is the owner of the ship being used. More often, officers are given a share and a half or the same share as everyone else aboard. It is more common for those of special esteem or office to be given priority in the selection of items given as their share of the plunder than to receive a greater amount of the plunder.

Further, most historical pirate ships (for which we have a decent amount of knowledge), set aside fixed compensation for those crew members injured or killed while on the account. For those injured, the amount was intended to compensate them for their lowered ability to earn income as a result of the injury. The specific amounts would often be tailored to the types of injury (loss of an eye, loss of a finger, loss of a limb, etc.). For deaths, the sums set aside were intended to provide for family members left behind.

Until the plunder is divided, it is held in common and sacrosanct from any interference by an individual. Accounts and logs of the accumulated plunder were kept and those found stealing from the plunder before it was given to them were severely punished.

Thus, even for the player characters who represent the officers and leadership of a vessel, a ship's Treasure is only available for ship-or crew-level expenditures, not for individual use. To translate Treasure into coins, the ship and crew must Divide the Plunder.

When Dividing the Plunder, do the following:

- (1) Pay 1 Treasure to resupply;

- (2) If the Crew has had the Injured Condition since the Plunder was last divided, pay 1 Treasure; if the Crew had the Decimated Condition, pay 2 Treasure. This represents the injury and death payouts agreed to in the ship's charter.
- (3) Spend Treasure to return each of the Ship's Conditions that may be recovered through the use of Treasure to their unmarked condition;
- (4) if desired, spend Treasure for ship upgrades;
- (5) After steps (1) through (4), for each box/point of Treasure remaining, check off that box and each character unchecks a Coins track box.

If there is not at least one box of Treasure left unchecked when step 5 is begun, fill in the *Mutinous* condition for the Crew. If there is at least two boxes of Treasure left unchecked at step (5), immediately uncheck the *Mutinous* condition if currently checked.

Converting Coins to Treasure

Characters may convert their personal wealth to pooled Treasure--at a rate of 10 collective boxes of Coins to 1 box of Treasure. Why is the conversion so steep? Because Dividing the Plunder includes paying equal or near-equal shares to the entire crew, but converting a few players' personal assets to Treasure is much more difficult.

Wealth

Characters do not begin with a Wealth track but may create one for themselves through the accumulation of plunder and Coins. When a character's Coin track has all 10 boxes unchecked, the character may check them all to create a Wealth track (if she had none before) or to uncheck a box on the Wealth track if the character already has Wealth.

A Wealth box and a Treasure box have roughly the same value. But where Treasure is held collectively and used for the operating costs of ship and crew, a Wealth box represents significant resources accumulated by that character, with which the character may purchase Assets and other personal luxuries (see below).

CARGO AND TRADE

Cargo

Each ship has certain number of "slots" for Cargo representing the size of the ship's hold. Cargo is thus divided into "slots" of roughly equal size and given a value (+1 to +3) representing the rarity, quality and value of the items making up that unit of cargo.

0-Rating Cargos

Cargos with a 0-Rating represent common supplies necessary for seagoing journeys but not often trade goods themselves (sailcloth, ship lumber, foodstuffs, water, powder and cannonballs, etc.). A 0-Rating Cargo can be carried as any other Cargo and players can attempt to sell it for profit, but a result of 0 or fewer Treasure points when selling (see *Selling Cargo*, below), means that the sale results in only enough to put a few measly coins in each man's pocket and nothing more--0 Treasure points are earned.

Selling Cargo

To sell a Cargo, one of the player characters makes a Merchant test against a difficulty representing value and demand (plus Fate Dice) for that commodity in the locale where the sale is being made. If the Cargo was procured illegitimately, increase the opposing value by two. A settlement's Aspects may come into play as normal.

If the rolling character succeeds with style, the Cargo sells for (is translated into a number of Treasure points equal to) the Cargo's initial value +1. If the rolling character succeeds, the Cargo sells for its value. If the opposition succeeds, the Cargo sells for its initial value -1. If the opposition succeeds with style, no one will purchase the Cargo at that location (if it is legitimate) or the authorities ambush the goods at the transaction site and attempt to impound the goods and arrest the characters (if the Cargo is illegitimate).

Aspects and the narrative may mean that, because of the characters' reputation, all Cargos are considered illegitimate for them in a certain locale, or that no Cargo is considered illegitimate for them.

Buying Cargo

Buying a Cargo is the opposite of selling. The character selects a trade good available in the place where the purchase will be made and then makes a Merchant test opposed by a difficulty (and dice) representing the general availability and cost of that trade good in that location. If the player character succeeds with style, the goods may be purchased for two Treasure boxes less than its usual value. If the roll is successful, the goods may be purchased for one Treasure box less than its usual value. If the roll is unsuccessful, the goods may be purchased for one Treasure box less than usual value. If the opposition succeeds, the goods may be purchased for usual value. If the opposition succeeds with style, the goods may be purchased for one more Treasure box than usual value.

SHIP ASPECTS

A ship has three Aspects: High Concept, Trouble and Crew. Examples follow.

Ship High Concepts

Up-gunned Merchant Vessel

Inconspicuous Courier Ship

Built for Speed

Experimental Ship Design

Ship Trouble Aspects

Haunted

Worm-Eaten Hull

Stolen from the Alliance

Cramped and Dirty

Ship Crew Aspects

Former Alliance Sailors

Bloodthirsty Renegades

Freedom-loving Brigands

Veterans of the War of Four Faiths

SCALE

Ships of the fifth rate (typically 32-40 guns and 700 to 1450 tons builder's measure) and below are scale 0. Fourth-through first-rate ships are each one Scale higher than the one below (fourth rate is Scale 1, third is Scale 2, etc.). Ships above the fifth rate are rare in the Innumerable Isles, as they are true warships typically reserved for service in the conflicts of the Old World.

OFFICER ROLES

The player characters represent the officers of a ship; their Skills are used when the ship takes actions, which the ship's Skill ratings modifying the character's Skill rating when rolled to take a ship action. The commonest officer roles, the associated Character Skill and the modifying Ship Skills are as follows:

Officer	Responsibility	Character Skill	Modifying Ship Skills
<i>Helmsman</i>	Sailing the Ship	Sailor (Modified by Crew)	Speed and Sailing
<i>Captain</i>	Command the Ship	Commander	Crew Rating
<i>Master Gunner</i>	Firing the guns	Soldier	Crew Rating
<i>Quartermaster</i>	Discipline/Crew Actions	Commander/Soldier	Crew Rating
<i>Ship's Carpenter</i>	Ship Repair	Craftsman	Crew Rating
<i>Ship's Surgeon</i>	Tending Crew	Doctor	Crew Rating
<i>Ship's Magician</i>	All Things Arcane	Magician	N/A

Captain

On pirate ships, the captain is elected by the crew, and serves at their pleasure. The captain only has absolute command over the crew in times of danger. Actions taken by the captain are usually tactical in nature, using the Commander skill to create Advantages for the other officers to use. The Quartermaster is second-in-command to the Captain.

Helmsman

The helmsman, or sailing master, is responsible for using the ship's tiller or wheel to maneuver the vessel. While the captain, quartermaster and boatswain ensure that the sails are properly arrayed for the ship's purpose and position relative to the wind, it is the helmsman who actually guides the ship as it moves through the water.

Master Gunner

The master gunner has responsibility for the ship's pieces, the cannon, mortars and bombards. Master gunner actions are typically shooting the cannons at other ships.

Quartermaster

The quartermaster (along with the boatswain, who is subordinate to the quartermaster) has responsibility for managing the ship's crew. Outside of combat, the quartermaster is responsible for enforcing discipline (and is the only officer of the ship who may enact corporal punishment) and for representing the interests of the crew against the captain. During times of danger, the

quartermaster coordinates the crew to carry out the captain's orders and leads the fight in boarding actions.

Ship's Carpenter

The ship's carpenter is responsible for maintaining the ship's hull and sails, as well as making repairs. If there is no ship's surgeon, the carpenter is usually pressed into that role as well, having the tools for the job.

Ship's Surgeon

The ship's surgeon treats the injured and sick, restoring them to combat-readiness if possible. Unless the ship also has a magician, the ship's surgeon is likely to be the best educated of the lot.

Ship's Magician

Most ships do not have a magician, but some do. On those that do, the ship's magician is responsible for using magic to aid the ship and to defend against other ships with magicians of their own.

SHIP SKILLS

Size

The tonnage, length and beam of the ship. When the ship needs to maneuver within a tight space or shallow waters, the ship's Size may determine the difficulty of the task.

Speed

Speed is used in the Chase or to close the distance in Combat. Speed is connected to the Sails stress track.

Sailing

Sailing represents the ship's ability to maneuver efficiently. It is used to establish defenses against enemy cannon fire, to survive storms, to navigate shallows, etc.

Crew

The Crew skill represents the quality of the crew as sailors and fighters and ranges from -1 (for simple fishermen and untested sailors) to +2 (for elite sailors and marines. This rating applies to many of the actions taken by the ship's officers/characters. The ship itself determines the length of the Crew stress track (representing the size of the crew that can be maintained). *A negative crew rating also applies to the Speed and Sailing ratings of the ship, but a positive crew rating does not.*

SHIP STRESS AND CONDITIONS

Ships have separate stress tracks for the ship itself (represented by the Hull track) and for the Crew (represented by the Crew track). The length of each track is established by the type of ship, but may be modified by ship modifications/stunts.

Cargo Slots: 3 Crew Stress Track: 3
Maximum Cannons: 1RD

Modifications/Traits: None

Brig

Two Square-Rigged Mast and Headsails

Cost: 4
Size: 2 Hull Stress Track: 6
Speed: +1 Sailing: 0
Cargo Slots: 3 Crew Stress Track: 4
Maximum Cannons: 2RD

Modifications/Traits: None

Brigantine

One Square-Rigged Foremast and Hybrid-Rigged Main Mast

Cost: 4
Size: 2 Hull Stress Track: 6
Speed: +0 Sailing: +1
Cargo Slots: 3 Crew Stress Track: 4
Maximum Cannons: 2RD

Modifications/Traits: None

Corvette/Sloop-of-War

Two Square-Rigged Mast and Headsails

Cost: 5
Size: 3 Hull Stress Track: 6
Speed: +1 Sailing: +0
Cargo Slots: 2 Crew Stress Track: 4
Maximum Cannons: 2RD

Modifications/Traits: Built for War

Barque

Two Square-Rigged Mast and Headsails

Cost: 5
Size: 3 Hull Stress Track: 6
Speed: 0 Sailing: 0
Cargo Slots: 4 Crew Stress Track: 4
Maximum Cannons: 1RD

Modifications/Traits: None

Frigate

Two Square-Rigged Mast and Fore-and-Aft Rigged Aftmast

Cost: 6

Size: 4

Speed: +1

Cargo Slots: 3

Maximum Cannons: 3RD

Hull Stress Track: 8

Sailing: 0

Crew Stress Track: 6

Modifications/Traits: None

Fluyt

Three Square-Rigged Masts, wide hull with narrow, high stern

Cost: 4

Size: 4

Speed: -1

Cargo Slots: 6

Maximum Cannons: 0

Hull Stress Track: 6

Sailing: -1

Crew Stress Track: 3

Modifications/Traits: None

Galleon

Three or Four Square Rigged Masts

Cost: 6

Size: 4

Speed: 0

Cargo Slots: 4

Maximum Cannons: 2RD

Hull Stress Track: 9

Sailing: 0

Crew Stress Track: 8

Modifications/Traits: None

Sixth-Rate Warship

Two Square-Rigged Mast and Fore-and-Aft Rigged Aftmast

Cost: 10

Size: 5

Speed: 0

Cargo Slots: 4

Maximum Cannons: 4RD

Hull Stress Track: 10

Sailing: 0

Crew Stress Track: 8

Modifications/Traits: None

SHIP MODIFICATIONS/TRAITS

The following are modifications that can be made to most ships. They should be considered in the same vein as Stunts or Extras for ships.

Built for War

Cost: Creation Only

The ship has been built or modified with a military mission in mind. Its Cargo Slots are reduced by 2, but it is not slowed by the amount of cannons it bears.

Cannons

Cost: 1 Treasure to add cannons, +1 Treasure per Red Die

Ships carry a varying number of guns, and some carry none at all. Additionally, the types of cannons vary widely, from smaller 2-or 4-pounders up to 42-pounders (named for the weight of the ball fired), though only dedicated warships would tend to guns over 12-pounders (making them a matter of Scale). Because of the variety of types and number of guns, this system will use the Red Dice system as an abstraction (see *Fate System Toolkit*, p. 72), with the following rough values (for Scale Zero ships):

No cannon	Ship cannot use the Guns skill
2-8 cannons	May make attacks with cannons, but no Red Dice
10-16 cannons	1 Red Die
18-24 cannons	2 Red Dice
26-32 cannons	3 Red Dice
34-40 cannons	4 Red Dice

A ship may not have more Red Dice than its Type allows. Ships of Size 0 cannot mount cannons. A ship that has Red Dice equal to half or more of its Size (round down) reduces its Sailing and Speed by 1.

Swivel Guns

Cost: 1 Treasure

Swivel guns are small cannons mounted to a swivel on the ship's rails or to a structural pillar that can be moved around the ship and placed in slots around the ship's deck. Swivel guns are used as anti-personnel weapons, firing grapeshot or other small shot at close distance to attack an enemy crew. A ship possessing swivel guns gains a Red Die to Crew rolls on Boarding actions. Any size ship may have swivel guns.

Swivel guns do not gain their advantage when the ship to which they are mounted is initiating a boarding action against a ship with a Size two or more higher than its own.

Sweeps

Requirement: Size 2 or lower only

Cost: 1 Treasure

Few ships are equipped with oars anymore, but some are. These allow the ship to maneuver and travel even when its sails are ruined—or to travel places a sail-powered ship could not. When traveling and maneuvering against sailing ships, use Speed and Sailing 0, but ignore Aspects related to the wind or water direction. The ship may also take up its sails and use this to travel places unreachable by sailing ships but for which the ship's size and draft are suitably shallow (like upriver). Reduce Cargo Slots by 1.

High Freeboard

Cost: 1 Treasure

The freeboard is the siding of the ship's top deck. By extending the freeboard to a greater height and using platforms and ladders, the ship can provide more protection for its crew. The Crew of a ship with a high freeboard gains two Blue Dice (see *Fate System Toolkit* p. 72) against personal arms at close range (see *Ship Combat*, below).

Race-Decked

Requirement: Size 4 or larger

Cost: 1 Treasure at building

A “race-decked” ship (from “razé-ed” or “razed”) has had its top deck evened into a continuous single platform—the quarterdeck, poop deck and forecastle decks are all razed and removed from the ship. This allows for better sailing or for the mounting of additional guns without a loss of speed, at the cost of officer cabins and other sleeping quarters.

A race-decked ship loses one Cargo Hold slot (taken up by the crew who would normally be sleeping in the cabins or in the forecastle deck) but gains one point in Speed and Sailing (which may be lost again if more guns are added). Galleons and frigates are the most commonly race-decked ships.

Studding Sails

Requirement: Square-Rigged Sails

Cost: 1 Treasure

By lashing studding arms to the yardarms, a ship may attach additional square-rigged sails that extend out past the beam of the ship, allowing the vessel to catch additional wind and speed at the expense of additional difficulty in turning and maneuvering the ship. Studding Sails may be set up and taken down outside of the Chase or Combat, but not within. When Studding Sails are equipped, the ship gains the *Studding Sails* aspect, which may be invoked when the ship's overall speed is in question and compelled when the ship needs to maneuver quickly or tightly.

Shallow Draft

Requirement: At building only

Cost: 1 Treasure if Size 3 or larger, 0 if Size 2 or smaller

Ships intended to operate solely or often in shallower coastal waters are often built with a shallower draft to prevent them from running aground. A ship with a Shallow Draft counts its Size as 1 lower when operating in shallow waters. If the ship is Size 3 or higher, the ship must sacrifice a Cargo Slot to account for the space lost in achieving a shallow draft.

Chase Cannons

Cost: 1 Treasure

Some ships mount cannons facing the fore and aft of the ship rather than running perpendicular to the ship along its broadsides. These cannons allow the ship to take shots at prey or pursuers during the Chase and are usually of the “long nines” variety—nine-pounder cannons that are longer than typical broadside cannons to increase their range.

A ship with Chase Cannons may make an attack (using Guns without any Red Dice) against a pursuing or pursued ship for each round in the Chase (see below).

Up-Gunned

Cost: 1 Treasure

Your ship has been modified to allow it to carry more guns. Reduce the ship's Cargo Hold slots by 1 and increase the Maximum Cannons rating by 1 Red Die (this does not include the cost of the additional cannons). Regardless of this modification, a ship cannot carry more Red Dice of cannons than its Size. This trait does not affect the number of Red Dice of cannons at which point the ship suffers penalties to Speed and Sailing.

Extra Crew Quarters

Cost: 1 Treasure

Your ship has been modified to carry more crew. Reduce the ship's Cargo Hold slots by 1 and increase the Crew stress track by two boxes. This modification may be made more than once.

Strongroom

Cost: 1 Treasure

Some ships (particularly merchant ships) have a strongroom built into the hull. The room is a large room sheathed in iron with a strong, metal door that can be barred and with firing ports into the hold approach to the room. This allows the crew to secure themselves in a near-impenetrable defensive position rather than confronting a boarding party seizing the ship.

A ship crew in a strongroom gains four Blue Dice (see *Fate System Toolkit* p. 72) when resisting boarding actions and the attacking crew does not add its Crew rating to its rolls to attack (essentially attacking at +0). However, the boarding crew may choose to ignore the strongroom, looting the ship without confronting its crew at all. A ship sacrifices one Cargo Slot to make room for the strongroom.

LETTER OF MARQUE AND REPRISAL

Cost: One Treasure

You have a Letter of Marque from the nation of your choice, authorizing you to seize and plunder ships of nations designated from time to time by your sponsoring government. This, in theory, makes you a privateer, and legally protects you from charges of piracy so long as you act within the bounds of the Letter.

Privateers have a tenuous status with true pirates, as privateers are, technically speaking, representatives of a formal government. On the other hand, they are also fellow rovers. Pirates may, therefore, sometimes work with, trade with, or at least have friendly relationships with privateers whose reputation and history does not include pirate-hunting. They will not, however,

divulge the location of Haven to such persons or make them privy to the inner workings of the pirate "nation."

BUILDING A SHIP

Your crew begins with 7 Treasure to spend selecting and outfitting your ship. Proceed through the following process:

- (1) **Select Ship Type** (and pay the cost from your 7 Treasure).
- (2) **Select Crew Rating:**

Rating	Description	Cost
-1	Fisherman, untested sailors, children	0 Treasure
0	Average Sailors	1 Treasure
+1	Veteran Sailors	3 Treasure
+2	Elite Sailors	5 Treasure

(3) **Add Cannons.** A ship with an "N/A" rating for its Maximum Cannons cannot mount cannons (except for Swivel guns). Any other ship starts with a Cannons rating of 0 (2-8 guns, allowing cannon attacks but granting no Red Dice). You may add additional cannons at the cost of 1 Treasure per Red Die, up to the ship's maximum. Remember that, unless another rule applies, a ship that has Red Dice equal to half or more of its Size reduces its Speed and Sailing by 1.

(4) **Add Modifications.** If you have remaining Treasure, you may purchase ship modifications.

(5) **Purchase Letter of Marque.** If you have remaining Treasure and wish to do so, you may purchase a Letter of Marque. Work with the GM to determine the sponsoring nation.

(6) **Determine Ship Name.**

(7) **Determine Ship Aspects.**



On the Account

The rules that follow are intended to represent various scenarios under which privateers and pirates attempted to capture prey. The rules presented are of course not exhaustive, but should cover the majority of combinations of stratagems. For a more detailed account of these techniques, I recommend Benerson Little's *The Sea Rover's Practice: Pirate Tactics and Techniques, 1630-1730*.



RUSES AND DECEPTIONS

Because of the difficulty and inefficiency of the chase, pirates often resorted to deceptions intended to draw their prey to them rather than having to pursue. These included:

Feigned Distress

The rovers would create the impression that their ship was in distress, preying on the sympathy of the upright; as they came close to offer aid, the rovers sprung the trap. The character setting up the trap rolls Scoundrel against the target's Crew rating.

If the rovers fail the roll, the prey sails away without coming near, too suspicious to further investigate.

If the rovers succeed, the prey comes closer to observe the ship, but not near enough for boarding—the pirates may begin the Chase with a *Too Close for Comfort* similar Aspect. If the rovers succeed with style, the prey ship pulls up alongside to render aid—the pirates may attempt to intimidate them into surrender or mount an immediate boarding attack.

This tactic runs the risk of putting the ship out of sorts for sailing—making the ship appear to be in distress may well result in twisted or cut lines, stuck anchors, and other problems in quickly readying to chase. The ship must succeed on a Crew test against difficulty 3 before beginning the Chase; failure indicates a *Tangled Sails* condition on the ship.

False Flag

The rovers raise the flags and pennants of the country of their target, lulling the target into a false sense of security so that they will come close to ask for news or share friendly tidings. The character leading the ruse—who must be familiar with the language and culture of the prey ship—rolls Explorer against the prey's Crew rating.

If the roll succeeds, the prey ship approaches close enough to enter Conflict before realizing its mistake.

If the roll succeeds with style, the prey ship pulls alongside the pirate ship to exchange news and greetings; the pirates may attempt to intimidate the prey into immediate surrender or may launch a boarding attack on the prey.

If the roll fails, the prey ship does not take the bait and attempts to sail away or past; the rovers may institute a Chase if desired.

THE CHASE

Naval chases may take hours or days as the vessels slowly inch closer. Mechanically, though, the Chase uses a simple system that condenses the process, however long it takes, into a single roll. The ships in the chase each roll their Sailing skill, with the following results:

If the fleeing ship succeeds with style, it escapes because of some disadvantageous event—a storm separates the ships, the prey is able to signal a nearby coast guard or warship, etc.

If the fleeing ship succeeds, it successfully evades the pursuer—night falls and ends the chase, it becomes obvious that the pursuing ship will not overtake the prey, or something similar occurs.

If the pursuing ship succeeds, the distance is closed enough that the ships enter Conflict.

If the pursuing ship succeeds with style, the pursuing ship also has the *Weather Gage* Aspect going into the Conflict.

SHIP BATTLES

The Weather Gage

The *Weather Gage* is an Aspect that represents having the superior position relative to the direction of the wind and to enemy vessels. With the wind at the opportune position, the ship(s) having the Gage are faster and more maneuverable relative to their targets.

Whether any of the ships in a battle have the *Weather Gage* at the beginning of the battle should be determined by narrative circumstance, by the results of the Chase (if the battle is instituted from a Chase), or by a contested Commander roll by the ships' captains if necessary.

Once the battle has begun, a ship may attempt to steal the *Weather Gage*. To do so, the Helmsman uses his action to make a Sailing roll, which is contested by any other ship seeking to acquire or maintain the *Weather Gage*. Ships that currently have the *Weather Gage* automatically enjoy the invocation of the Aspect for their roll, even if they are not using their helmsman's action to contest the stealing ship. Ties go to the defender, so a ship attempting to steal the *Weather Gage* must essentially succeed with style over the current possessor of the *Weather Gage* to do so.

Distance and Position

Distance and position of ships is relative and abstract for ease of play. The use of Sailing tests provides the relative position of ships to one another for purposes of cannon fire (see below). A general idea of relative position between ships should be kept to determine which ships change their relative positioning to every other ship's Helmsman action.

Distances between ships are determined by five range *bands*, which go proceed in the following order from closest to farthest: *Close*, *Small Arms Range*, *Short Range*, *Long Range* and *Out-of-Range*.

Actions

In each turn of combat, each ship takes a Helmsman action (see below) and may take other actions as well, each of which is described below.

Helmsman Actions

Unless the helm is unmanned for some reason, the ship's Helmsman will take an action each turn. These actions generally break down into *Speed* actions and *Sailing* Actions.

Speed Actions are used to change the distance between two ships and use the Helmsman's Sailor skill modified by the Ship's Speed rating. The GM should determine which ships will change their distance to the acting ship based on the results of the action.

Ships that have not yet acted may use their own Helmsman action to resist the acting ship's Speed action. For each two points in result (or part thereof) between the acting ship and those affected by the movement (whether or not resisting), the acting ship may change one range

category further or away from the targeted ship (the GM determines changes in ranges to ships that are not affected by the *intent* of the acting ship's movement but only by relative changes in position as a result of that movement).

Sailing actions are used to maneuver the ship for advantage relative to the positions of the other ships. The acting ship may use a *Sailing* action to Create an Advantage related to an enemy ship (multiple ships may be affected based on narrative sense and GM's judgment).

Regardless of which action is chosen, the result rolled also sets the difficulty for hitting the ship with cannon fire (see "Gunner Actions," below).

Gunner Actions

In each turn, the ship's Gunner may make an attack on a single enemy target, rolling the character's Soldier skill, modified by the Crew rating, and incorporating as many Red Dice as the number of the ship's cannon grants.

The results of the target ship's Sailing or Speed test sets the threshold to be overcome by the Gunner's roll, with points in excess of the target number inflicting stress on the enemy ship.

With the rolling of the ship, the changing position of both target and shooting platform, and the stress of incoming fire (or, at the very least, the imminent threat thereof), accurate shooting is a difficult task, and the more so the farther away the target. To represent this, the target ship rolls a number of Blue Dice (reducing stress taken by each "+" rolled, but having no other effect) based on the distance between attacker and target. At Small Arms Range, the target ship rolls one Blue Die, two at Short range and three at Long range. A ship in the Out-of-Range distance target ship rolls one Blue Die, two at Short range and three at Long range. A ship in the Out-of-Range distance cannot be successfully fired upon. At Close range, a target ship gains one Blue Die for each point that its size is lower than the attacking ship's size.

The target ship may apply stress from cannon fire between the Hull, Sails, Crew and Morale tracks as desired, unless a special rule says otherwise.

Small Arms Attacks

At Close or Small Arms Range, the crew of a ship may make attacks on an enemy crew using muskets. If either ship elects to make such an attack, the characters in charge of each ship's combatants rolls Soldier plus their Crew rating. The roll that wins inflicts one stress box for each point generated in excess of the loser's total.

Note that it is assumed that men who are being shot at defend themselves, so only one of the ships has to choose to fight for both to make a roll. Only if both ships elect not to fight are no rolls made.

Combat Repairs

In each turn, the ship's character responsible for making repairs to the ship may roll Craftsman plus the Crew rating against the amount of total stress taken to the Hull or Sails tracks (whichever repairs are being attempted to). If the roll succeeds, *one* stress box may be unmarked.

Boarding Actions

If a ship is at Close range within another ship, at the end of the turn (after all movement, cannon fire and small-arms fire, and other actions), the ship can attempt to grapple and board an enemy vessel. The character for each ship with command over the combatant crew members rolls Sailor plus the Crew rating. The winning roll inflicts stress on the enemy Crew. If the boarders were successful, the ships have been grappled together; future combat rolls between the ships in each turn are made using Soldier rather than Sailor. If the defenders succeed, they can choose whether the grapple is successful or not.

A boarded ship may not take any actions other than the combat action between the two Crews in each turn and individual PC actions if the player characters are given "mini-scenes" within the melee. If either ship succeeds with style on the contested roll, they may choose to cut their ship free of grappling rather than inflicting damage.

Retreat

A ship that is *Out-of-Range* may attempt to flee the battle. To do so, make a Speed test, resisted by any ships that attempt to give pursuit. If the fleeing ship succeeds with style, it escapes. If it succeeds without style, its pursuers may institute a Chase. If the fleeing ship fails, it remains in the *Out-of-Range* band. If a pursuing ship succeeds with style, close the distance between the ships to the *Shortrange* band.

MAGIC

The Old World recognizes five systems of arcane practice: Alchemy, Conjury, Divination, Enchantment and Thaumaturgy. Each practice has both high and low forms as well as right-handed and left-handed uses.

Alchemy

Alchemy combines natural philosophy and material science with a knowledge of the secret properties of things. Like thaumaturgy, these occult principles are used to achieve results in the real world based on metaphorical correspondences between the items used in the alchemical process.

Low Alchemy

Low alchemy is the process of creating infusions, potions, and other chemicals and compounds that, by their combination of occult correspondences, achieve certain effects when properly applied. Unlike thaumaturgic practice, once created, the effect does not require the continued concentration of the magician and remains stable until used.

In Fate terms, the alchemist may pay a point of Coin (to represent the cost of materials--if the character has the opportunity to seek out the materials himself, this may be substituted with an Explorer test) and then make a Craftsman roll against a difficulty set by the GM to create an *Aspect* contained within the chemical created (if successful). If the roll succeeds with style, the person who uses the alchemical creation receives a free invocation on the Aspect upon use.

The Aspect remains dormant until used by someone.

High Alchemy

While low alchemy creates expendable items, high alchemy creates permanent objects imbued with supernatural power.

In Fate terms, a creation of high alchemy is an Extra. Each Aspect, Skill, or Stunt that the object would have costs one point of Wealth (not Coin) to attempt to create, with a Craftsman roll against a difficulty set by the GM. Items of high alchemy may be simple objects with magical properties (a stone) or may be mundane objects enhanced through the art (a magical sword).

Right-Hand and Left-Hand

"Right-handed" alchemy includes those items that benefit and help the user. Left-handed alchemy includes all substances that injure or debilitate the target--poisons and the like.

Conjury

Conjury is the practice of dealing with spirits. Theologies aside, magicians tend to recognize four categories of spirits: Spirits Below, Spirits Above, Spirits Within and Spirits Between. These categories are considered separate from *souls*, the eternal essences of once-mortal beings.

Spirits Below

The Spirits Below are demons and infernal creatures, always seeking to offer a magician power in exchange for control. All religions consider them to be evil entities (based on experience if not theology) and *any* communication with the Spirits Below is considered Left-Handed.

Spirits Above

The Spirits Above are angels and divine emissaries. The summoning of and dealing with Spirits Above is considered a Right-handed practice since these beings are universally considered to be representatives of capital-G "Good."

Spirits Within

The Spirits Within are spirits of the natural world--elementals and nature spirits. These spirits have animalistic natures and are not capable of the high-level discourse or bargaining of the other categories of spirits. Dealing with the Spirits Within is considered a gray practice, with the uses of and commands given to the spirits conjured determining right-or left-handedness. Given the lower nature of the Spirits Within, dealing with them is easier than dealing with the other categories and is thus the "low" practice of Conjury.

Spirits Between

The Spirits Between are the Fae creatures, not entirely belonging to this world but somehow inextricably connected to it. Until the discovery of the Innumerable Isles, the Spirits Between were thought to have been banished for good. Of course, the world now knows that this is not true. Conjury of the Spirits Between is both extremely dangerous--as tricksters and bargainers, a magician is as likely to fall into some accursed trap laid for her as to gain some benefit from such dealings--and is considered Left-Handed because of the nature of the Spirits Between.

Souls

With the exception of Mkoyan Animism, the other major world religions treat interference with once-mortal souls as inherently blasphemous. Regardless of intent, such practices are nearly always considered to be Left-Handed and referred to as "necromancy."

Low Conjury

The practice of low conjury contains those things that deal with the Spirits Within, the "natural spirits" of the world. This includes the conjury of elemental beings (sylphs, gnomes, nymphs and salamanders) as well as natural spirits (river spirits, wind spirits, etc.).

Because these spirits are manifestations of a *nature* and they are seen as one the same level as beasts and not fully-sentient beings, it is seldom that moral issues in dealing with the Spirits Within are raised.

In the Fate rules, a conjurer may summon a Spirit Within by taking the time to draw a summoning circle, selecting the Power of the spirit, and testing Magician against the Power selected. Summoning circles are relatively complex and typically require a few minutes to draw--but they may be created in advance so that they are ready to be used at a moment's notice. A successful test results in the successful summoning of the Spirit.

A summoned Spirit has the Aspect *Spirit of [Insert Nature]* and a single Skill rating equal to its Power. Whenever the Spirit undertakes an action, it either rolls its Power (if its nature is conducive to the task) or rolls at a -1 (if the task is not suited to the spirit's nature). The Spirit has no stress track. Instead, those actions that may banish or injure the Spirit are rolled against the Spirit's Power. If the attack action is successful, the spirit vanishes to whence it came. The most common method for fighting Spirits Within is to banish them, a task performable by a magician by making a Magician test against the Spirit's power. Mundane actions against the Spirit that would be injurious to the thing the Spirit represents (dousing a Spirit of Fire or hacking at a Tree Spirit) may also be used to attack and dissipate the Spirit--but the GM may invoke the Spirit's Aspect to cause such actions to fail (requiring the attacker to accept a Fate point and the failure or to pay a Fate point to undertake the action).

The conjurer may give the Spirit commands by paying a Fate point each time a command is given. The Spirit will carry out the command to the best of its ability. Spirits Within carry out commands literally, so Magicians must be very careful in crafting their orders.

A conjurer must pay a Fate point for a Spirit to persist to a subsequent scene. Regardless of Fate points paid, a Spirit dissipates at sunrise or sunset.

High Conjury

High Conjury deals with the summoning of Spirits Below, Spirits Above, Spirits Between and Souls. None of these spirits may be controlled, only bargained with. Attempts to engage in this practice should be handled on a case-by-case basis.

Divination

In its simplest descriptions, Divination is used to do two things: to find, and to see. In neither application is Divination an exact science. More than any other of the Arcana, it is debated whether Divination is a Right-handed or Left-Handed practice (or both). Low Divination is typically regarded as Right-handed and morally harmless. Theologians often rail against high Divination as an attempt to usurp divine right by seeking knowledge of the future, but some argue that the divine has given mortals such tools so that they might be used.

The inconclusiveness of the debate and the relatively indiscernible effects of high Divination mean that those organizations that pursue and prosecute Left-handed magicians rarely go after diviners. The exception lies not within the religious realm but within the political, where seeking divinations about the death of a ruler is seen as analogous to attempted murder and treason--and treated by the law as such.

Low Divination

Low Divination takes many forms: dowsing, pendulum magics, omen-reading, bibliomancy, etc. However conducted, the usage of low Divination is simple--to find a person or object. In Fate terms, Low Divination is simple: Low Divination is a Create Advantage action by the Magician against a difficulty set by the GM. Success creates a magical Aspect related to finding the object that persists for the scene. Low Divination is easier when looking for a general object (i.e. underground water) and more difficult when seeking a specific object (a particular person or a lost wedding ring, for instance).

High Divination

High Divination uses astrology, numerology, reading tarot cards and similar practices to seek answers to questions about the future. To use High Divination, the magician must spend a scene in calculation and study and make a Scholar test in connection with an asked question. The GM does not reveal the difficulty of the test, but gives an answer to the question based on the result--a failure will indicate a false prediction, success some answer and success with style a more detailed answer.

It should be noted that, within the game world, divination only predicts events as they are currently trending; free will prevents any absolute reckoning of the future. Therefore, divinatory predictions should always be vague and subject to multiple predictions. Even successful divinations may turn out to be wrong. That said, a cunning magician can use high Divination over time to estimate how recent events have influenced future ones.

Enchantment

Enchantment is perhaps the most feared of the Five Arcana, because of the possibility that one may not even remember that one has been affected by it. Thus, this Arcana is the most limited by moral and ethical restrictions placed on practitioners by the Powers that Be.

All enchantment requires that the target be physically present, looking into the enchanter's eyes, and able to hear the enchanter.

Low Enchantment

Low enchantment is the practice of injecting a belief into a person or placing them into a certain state of mind. To do this, the enchanter must look into the eyes of the victim while speaking to him. The inability to do either prevents an enchantment from taking hold. This is often referred to colloquially as "the evil eye," and many superstitions revolve around supposed methods of defeating or preventing enchantment by those who would seek to enthrall others.

In Fate terms, the enchanter rolls Magician against the most appropriate Skill of the victim (the circumstances of the enchantment and the enchanter's goal should be used to determine the victim's defense). Success allows the enchanter to place an *Aspect* on the target that reflects a state of mind and/or belief (*My Wife and First Mate are Having an Affair!*, *My Crew is Plotting Mutiny*). This Aspect lasts for the scene or until some narrative occurrence that would allow the victim to have a chance to resist the Aspect anew. Additionally, if the target successively pays a Fate point to avoid a compel on the Aspect three times, the Aspect disappears.

A character who is successfully enchanted has no recollection of the enchantment, but a failed enchantment leaves the target with an understanding of what has been attempted against them.

The only times that low Enchantment is *not* considered to be Left-Handed is when either the enchantment seeks to calm someone overcome by emotion or (in some cultures) is used under the supervision of proper authorities to interrogate a suspect party.

High Enchantment

High Enchantment is the practice of creating a *Thrall*, a person who wittingly or unwittingly serves the enchanter in perpetuity. Creating a Thrall requires the same sort of test as Low Enchantment but requires the "subject" to be restrained for hours while the process takes place. If the enchanter succeeds with style, the Thrall will not (immediately at least) have any memory related to the ritual and will not realize that they are under the thrall of the enchanter unless presented with strong evidence of the fact. If the enchanter merely succeeds, the process may be completed, but the subject is aware that they have been enthralled.

To successfully create a Thrall, the GM and the enchanter must build the Thrall as an Extra, and the enchanter must be willing and able to pay the Refresh cost of the Extra.

A Thrall persists until the enchanter releases the Thrall (thereby regaining spent Refresh), the enchanter dies, or a Crisis breaks the enchantment. A Crisis is any action that the enchantment drives the Thrall to carry out that would conflict with one of the Thrall's core Aspects. When this is the case, the Thrall may test the most appropriate Skill to sever the thrall's bond. High enchantment is nearly always considered a Left-Hand practice.

Thaumaturgy

Thaumaturgy is what most folk think of as "magic"; it is the use of hidden sympathies to bind two objects together so that manipulating the one manipulates the other. Thaumaturgy is Left-or-Right-Handed dependent upon the result achieved.

Low Thaumaturgy

Low thaumaturgy is the practice of tapping into the occult sympathies to form a temporary arcane bond between two items so that the manipulation of one results in a change to the other. The item that represents the target is referred to as the "microcosm," while the target is referred to as the "macrocosm."

The more the microcosm metaphorically resembles the macrocosm, the easier the bond is to form--but doing so is never easy. Once formed, however, as long as the magician keeps the bond

alive by focusing on it, the bond persists so that the microcosm may be manipulated in various ways to affect the macrocosm. The macrocosm must be within the natural, unaided perception of the magician to be targeted, or else the magician must have a physical piece of the macrocosm to affect it at distance.

Example: A ship's magician wants to help her ship along in a chase. She has previously crafted a crude model of her ship, which she uses as the microcosm to the ship as macrocosm (which she is aboard). She concentrates and forms the sympathetic link between microcosm and macrocosm, and then blows into the sails of the model ship, billowing the sails of the actual ship as if it had been hit by a strong breeze.

In Fate RPG terms, the magician selects a microcosm and macrocosm. Based on the metaphorical relationships between the two objects (the GM should be willing to consider the creative arguments for how the things are related), the GM sets a difficulty number. The magician pays a Fate point and rolls against the difficulty. If successful, the sympathetic bond is created.

So long as the magician takes no action that would require him to break his concentration on the bond between microcosm and macrocosm, the magician may take actions against the microcosm to affect the macrocosm. This may take the form of Overcome, Create Advantage, Attack or Defend actions (but the Defend action must be to defend a third party from the action of the macrocosm). Each time the magician manipulates the microcosm to affect the macrocosm, the magician must pay a point of stress, take a consequence, or pay a Fate point. Depending upon the specific action taken, the effect may automatically succeed or may require a Skill test to be successful. Living objects always resist actions against them with the most appropriate Skill.

High Thaumaturgy

High thaumaturgy represents rituals of legend, things that are largely relegated to myth or only whispered about. The secrets of high thaumaturgy are closely guarded by those who know them, are rare (often known and understood by only a single magician), and are unique in their practice and effect. Therefore, the rules for a spell of High Thaumaturgy should be unique to that spell.



On Thaumaturgy

It is important to note that low thaumaturgy is more limited than it may seem at first. Some things to keep in mind: (1) there must be a microcosm and a macrocosm, and they should both be *physical things*; (2) the metaphorical link between macrocosm and microcosm should function as a limit on what can and cannot be accomplished on the macrocosm based on action upon the microcosm; (3) there must be a specific *action* performed on the microcosm to effect the macrocosm. This is a system that will necessarily require creativity and judgment calls on the parts of player and GM, so there must be trust between player and GM for this system to work.



LEGALESE

This work is based on Fate Core System and Fate Accelerated Edition (found at <http://www.faterpg.com>, products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

This work is based on the Fate System Toolkit (found at <http://www.faterpg.com>), a product of Evil Hat Productions, LLC, developed, authored and edited by Robert Donoghue, Brian Engard, Brennan Taylor, Mike Olson, Mark Diaz Truman, Fred Hicks, and Matthew Gandy, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).