

# FATESCAPE

A FATE Core setting meant to emulate *Planescape*

By Chris Longhurst, a.k.a. potatocubed

Version 3a

Please send playtest feedback to [potatocubed@gmail.com](mailto:potatocubed@gmail.com)

Playtesters

KingRexII, Eldan, Fishy (GitP forums)

Fabio Denis, Hector Hamilton, Harry Heaton, Mason Porter, Laurie Pycroft, Carol Ratcliffe, Oliver St. John, Joe Williams, James Winward-Stuart (Oxford tabletop)

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# INTRODUCTION

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## WHAT IS IT?

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This document is a 'kit' intended for use with FATE Core (<http://rpg.drivethrustuff.com/product/114903/Fate-Core-System>) in order to enable Planescape games using FATE as a base mechanic. The previous versions were aimed at being complete games, but since Evil Hat made FATE Core do pretty much everything I wanted in a more elegant way I've decided to appropriate their work for my own purposes. This way I can focus more on the Planescape flavour (berk berk cutter berk) and less on ruining FATE's game mechanics.

This document is largely aimed at people who already know what Planescape is for but want to use a non-D&D system for it. FATE is an excellent choice, and hopefully the ideas in here fill in the gaps that FATE Core leaves.

## PLANESCAPE? WHAT?

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Planescape was a setting released at the tail end of AD&D's commercial lifespan (specifically, in 1994) in an attempt to make the outer planes accessible to low-level characters. Whereas previously places like the Abyss had been locations for dungeon crawls suitable for super-high-level characters (see also *H4 Throne of Bloodstone*) Planescape expanded them into an infinitely large wheel packed with weirdness of all stripes and presided over by a bunch of factions: "philosophers with clubs", to coin a phrase from one of the designers. In the middle of all this was Sigil, the City of Doors, a planar metropolis built on the inside of a doughnut, hovering above an infinitely tall spire at the centre of an infinitely expansive space, ruled over by a blade-faced woman who even the gods were afraid of.

It was *awesome*.

Sadly, running Planescape with any of the extant editions of D&D is a royal pain in the backside. The setting was always more about ideas and belief than stabbing your enemies with swords, and historically D&D has always favoured the latter over the former. FATE on the other hand handles both sorts of conflict with tidy aplomb, and the addition of aspects lets you play the 'anything is possible' nature of the planes more than pretty much any edition of D&D did.

If you want more information on Planescape, check out <http://www.planewalker.com> for all the planar info you could need. Alternatively, go looking for a *Planescape Campaign Setting* boxed set on ebay. It'll probably be pricey, but the main box does a fantastic job of hitting all the salient points.

# SETTING UP THE GAME

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Planescape games follow all the normal game setup procedures described in FATE Core. All the players and GM sit down and chat about what they're looking for in the game, and you build off the back of that. This section just contains suggestions regarding what to think about when having that conversation.

## THE PROTAGONISTS

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In addition to the usual qualities of FATE protagonists – that they're active, competent and dramatic – Planescape characters can fall into several other broad categories. The two big divides are prime vs planar and clueless vs blood – these could be called out as part of your high concept or just inform your character design.

**Planars** tend to be jaded and cynical, having grown up among the outlandish and weird. It takes a lot to shock a planar character but conversely they can be somewhat dogmatic and quick to dismiss 'lesser' points of view. When you're used to the idea that belief can – and does – move worlds, sticking hard to your beliefs just seems like common sense.

**Primes**, on the other hand, are often a bit overwhelmed by the strangeness. There is more in the planes than any prime world can offer, and adjusting to such a suddenly expanded world view can prove taxing. However, primes represent new blood for any planar organisation, so they're always in demand as potential agents.

**Clueless** goes hand-in-hand with prime, most of the time. A clueless berk is one who doesn't know the ground rules of the planes and doesn't learn. They're the ones who attack every fiend walking the streets of Sigil, out and about on its own business, or who think they can visit the Beastlands to hunt. They'll trust yugoloths, preach religion to the Athar, or try to climb the outside of Sigil to see what's there – if they survive they may learn or they may just go on being clueless until it kills them.

Primes are often clueless because they bring strange ideas about the nature of the planes with them from their home world, and instead of ditching those ideas to learn the truth they hang onto them with ever-increasing tenacity. These people are practically the definition of clueless, and they either wise up with time or die when their wrong ideas drag them into a fight with something much bigger and nastier than they are.

**Bloods** are the opposite of clueless: these folk have been around the planes for a while and know what's what. They know who to ask about portals, the six things you must never say to an archon, and where to get a good drink in the Hive – they've either spent a lot of time poking around the planes, learning what's up, or they've got a natural gift for finding and remembering planar trivia. Bloods are typically calm, cool and competent, even in the face of disaster.

# THE MULTIVERSE

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The planes are infinite. Each individual one is infinite, sometimes infinite across multiple layers, and put together they occupy an infinite space.

## THE PLANES

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In Planescape, *where* you stand is almost as important as what you stand for. Every plane has its own idea about what's right and what's wrong, and if what you do lines up with the plane you're on, you'll find that things go your way more often than not. Likewise, magic and magic items can sometimes get weird depending on where you are. Summoning things on the Abyss is never a smart move – but then again, smart cutters don't go to the Abyss in the first place.

In Fatescape planes exist as an aspect which is attached to every scene that takes place on that plane. For example, if the party are on Ysgard then all their scenes have the Ysgard aspect, which can be invoked as normal to aid actions in line with the planar outlook and compelled to complicate magic or hinder actions opposed to it. Collect or dish out fate points as appropriate.

Some planes cause you damage just for being there – the elemental plane of fire, for example, or some layers of the Abyss. On these planes you simply gain a consequence related to the harsh conditions once every time interval (varies by plane) unless you take steps to mitigate them, filling in your consequences from mild to severe. The particular steps required vary from plane to plane: little can protect you from the negative energy plane, but wrapping up warm and making use of fire can keep you safe(ish) on the para-elemental plane of ice.

## THE OUTER PLANES

The outer planes comprise the 'great wheel', and are what most people think of when you talk about the planes. Every outer plane has its own special conditions, and all also have an alignment to consider when thinking about whether or not a particular action might be enhanced or diminished by the effects of the plane.

### THE OUTLANDS

#### *Neutral*

On the Outlands divine magic is inhibited as you get closer to the Spire. Fate points can be spent to neutralise divine magic on a one-point-for-one-spell basis. Because of the strange views of neutrality held by Outlands petitioners (and the rilmani), having them help you out with a task is often a simple matter of spending a fate point to declare that their 'karmic imbalance' can be easily rectified by helping you and/or hindering your enemies.

## YSGARD

*Chaotic with a touch of Good*

Ysgard favours heroic battle over all else: magic which does not directly involve itself with battle often fails or is twisted by the forces of the plane (granting the caster a fate point). Fortunately the plane favours simple violence, and the Ysgard aspect can be invoked on almost any roll that involves physically tangling with your enemies. Finally, the plane of Ysgard has the natural property that anyone who died in heroic battle returns to life the next morning – spend a fate point to invoke the aspect at the moment of your death, and your return to life is assured when the sun rises again.

## LIMBO

*Chaotic Neutral*

Limbo is a crazed chaotic soup. Concentrating allows someone to stabilise the chaos with a Mediocre Will check – every two shifts generated allows them to specify an aspect for their little bubble of reality. Characters can sustain the bubble indefinitely unless they sleep, fall unconscious or die, whereupon someone else will have to take over.

The Limbo aspect can be invoked to create more or less anything from the soup and bring it into a bubble. Attacks created in this way use Will as the attacking skill, but defenders can invoke Limbo as well and roll Resolve to ‘wish’ the attack out of existence.

## PANDEMONIUM

*Chaotic with a touch of Evil*

Pandemonium is the plane of howling winds, endless darkness and creeping insanity. Invoke the planar aspect to make hearing or spoken communication difficult or impossible, to inflict the symptoms of creeping madness, to blow people over or away with a burst of wind, or to inhibit or extinguish light.

## THE ABYSS

*Chaotic Evil*

Every layer of the Abyss is unique in terms of its hazards, but every layer has plenty: some inflict consequences – physical or mental – at regular time intervals, others just have plentiful natural hazards that can be introduced by spending fate points. As a general rule of thumb, you can always spend a fate point to bring in some harmful element of the environment in the Abyss so long as that element makes sense given the nature of the layer.

More generally the Abyss can be invoked (or compelled) to have a tanar’ri arrive on the scene, or to corrupt a summoning spell so the summoned entities are fiend-touched, angry and unbound. Wanton destruction is in line with the plane’s outlook as well, so brutal violence can also be enhanced by invoking the Abyss aspect.

## CARCERI

### *Evil with a touch of Chaos*

Carceri is a prison plane, where escape is difficult and routine, grinding suffering is omnipresent. The Carceri aspect can be compelled to prevent an escape – from a room, from an enemy’s hold, from the plane – or to make someone’s life worse in a small but meaningful way. In addition, the prison nature of Carceri tends to disrupt summoning spells by preventing the target from returning to their plane of origin. Many summoned creatures are upset by this.

Technically the GM can exile the PCs to Carceri forever by compelling an escape to fail over and over, but this is what’s known as ‘a dick move’. If the players come up with a clever plan to get off-plane, let it work. If they just cast *plane shift*, say ‘nope’ and hand over a fate point. You’ve got to work for your freedom on Carceri.

## THE GREY WASTE

### *Neutral Evil*

The Waste is the plane of depression, despair and apathy, and the terrible harm they can do to the soul. Invoke the Waste aspect to leach the colour from someone or something, to bring the mood down, kill joy or otherwise make things grim and miserable.

## GEHENNA

### *Evil with a touch of Law*

Gehenna is all mountainsides, tumbling rocks and molten lava – there is no rest to be had on the slopes of the eternal volcanoes. Invoke this aspect to cause an earth tremor, lava flow, ash storm or other hazard appropriate to the layer, or to emphasise the exhaustion caused by endless uphill struggle and the constant alertness for hazards.

## BA’ATOR

### *Lawful Evil*

For all the physical power of the ba’atezu, Ba’ator is a plane of deception and treachery. It has nine levels, each well-equipped with its own hazards from the exploding fireballs of the first layer to the red-hot iron walls of Dis. As a general rule though, no matter where you are the Ba’ator aspect can be invoked or compelled to make bureaucracy more complex or acts of treachery more effective.

## ACHERON

### *Lawful with a touch of Evil*

Acheron is the plane of mindless obedience and enforced conformity. Invoke the aspect to encourage people to follow orders, or to make organised mass combat more effective. Slaves are less likely to escape on Acheron, as the plane rewards the dominance of the strong.



Intruders and foreign objects gradually petrify on the second layer (Thuldanim), which can be invoked as a hazard using fate points. This is best applied to objects only – living targets may gain a Partially Petrified aspect but this is usually their cue to leave the plane, not stick around and die.

Being on the layer of Ocanthus inflicts a wounding consequence every turn unless the characters have some way to protect themselves from the bladestorm.

#### MECHANUS

*Lawful Neutral*

The plane of Mechanus follows strict laws and routines. Invoke this planar aspect to make those laws work in your favour, or compel it when they work against you. In addition outlandish, chaotic or unusual effects may be reduced in effectiveness or blocked entirely on this plane.

#### ARCADIA

*Lawful with a touch of Good*

Arcadia is a place of organised perfection – everything here seems to arrange itself in ordered rows or geometric curves. This aspect could be invoked or compelled to make things predictable, or follow a specific pattern, but as the plane leans towards the cosmic concept of Good these patterns tend to be beneficial or benevolent.

#### MOUNT CELESTIA

*Lawful Good*

As the home of ordered goodness on the planes, Mount Celestia naturally favours those with high-minded ideals and those who seek to better themselves. Invoke this aspect when you're trying to become a better person, or when you stick to a higher duty in the face of bad consequences.

#### BYTOPIA

*Good with a touch of Law*

Bytopia's a pretty boring place all told – it favours hard work and honest labour, and crafted goods can be found quite easily on Dothion, the quieter half of the plane. On Shurrock there are fewer constructed goods but more raw materials; the plane's preference for hard labour over cunning trickery or magic remains the same.

#### ELYSIUM

*Neutral Good*

As the plane of pure goodness, Elysium does not respond well to selfish acts or evil characters. Conversely, travellers who do good deeds or keep purity in their hearts will find

the plane reaching out to help them. Elysium is also a tranquil place that promotes calm and resists attempts to disrupt the peace.

On a more sinister note, characters may find the tranquillity of Elysium absorbing or even addictive. The plane can make people slow, unwilling to fight, and even unwilling to leave.

#### THE BEASTLANDS

*Good with a touch of Chaos*

The Beastlands is nature red in tooth and claw – hunting, stalking and predation are all favoured here. Instinctive behaviour is also in line with the nature of the plane; characters who overthink things, who attempt to bring their civilised behaviour into the wild, or who attempt to pillage or tame the wilderness will find their best intentions fall apart before their eyes.

Characters who spend a long time on the Beastlands tend to develop animal features in line with their essential natures – consider these to be temporary aspects that can be invoked or compelled in the normal manner.

#### ARBOREA

*Chaotic Good*

The plane of Arborea is one of benevolent nature. The plane promotes living in harmony with the natural world and gaining whatever you need from nature, but travellers here also have to be wary of becoming lost in their own self-indulgence. Whether it's elven wine, the roaming bacchae, or the self-absorbed politics of Olympus, there are countless temptations here for those who would forget their responsibilities elsewhere.

#### THE INNER PLANES

The inner planes comprise the four elemental planes, the two energy planes and the twelve para- and quasi-elemental planes where they touch. The inner planes can be pretty hostile places to anyone not prepared for them.

##### ELEMENTAL PLANE OF AIR

Invoke this aspect to take advantage of the perpetual falling, or exploit the disorientation caused by the same.

##### ELEMENTAL PLANE OF EARTH

Invoke this aspect to engender feelings of claustrophobia, or to create earthquakes or landslips. Use it to ensure that a particular path comes to a dead end, and compel it to make everyone aware of how stale the air is getting..

##### ELEMENTAL PLANE OF FIRE

This plane does burning damage every turn – unprotected visitors will be incinerated in moments. This damage does not affect creatures native to the plane, and some of them –

notably the efreet – can extend that protection to other beings. (They can also remove that protection at their whim.)

You can also invoke this aspect to create an effect of the constant heat: shimmering hazes in the air, sudden bursts of fire, harm to equipment and the like.

#### ELEMENTAL PLANE OF WATER

This plane does no damage (no gravity means no water pressure to worry about) but breathing may prove problematic and travellers must acquire a light source or be swimming about in the dark. You can invoke this aspect to create sudden currents, to improve the effectiveness of blasting magic, or to help sound carry further. It can be compelled to inhibit other magic such as lightning or fire.

#### PARA-ELEMENTAL PLANE OF ICE

Once per hour this plane will damage people not sufficiently insulated from the cold. Certain parts of the plane are even colder and will accelerate the rate of freezing. Otherwise the aspect can be invoked to generate effects based on the extreme chill: ice blindness, numb fingers, strange effects on magic, that sort of thing.

#### PARA-ELEMENTAL PLANE OF MAGMA

Once per hour this plane will damage people with extreme heat or noxious gases. The plane is also riddled with natural hazards including thin crusts over pits of magma, clouds of choking gas, and extreme heat – invoke or compel the Plane of Magma aspect to make use of them.

#### PARA-ELEMENTAL PLANE OF OOZE

No damage but, like the plane of water, breathing in the infinite sea of ooze is a challenge all of its own. Also like the plane of water there is no light, but the murky ooze makes bringing your own light even more difficult. Invoke this aspect to cloud someone's vision with murky ooze, poison them or give them a disease.

#### PARA-ELEMENTAL PLANE OF SMOKE

This plane does damage once per turn through the inhalation of hot, often toxic smoke. Basic protection against breathing in unpleasant toxins will slow the damage to once per hour, more thorough protection will eliminate it. Invoke this aspect to blind someone with a swirl of smoke, disorient them with the same falling effect as on the plane of air, or make them struggle for breath in the choking smoke.

#### QUASI-ELEMENTAL PLANE OF LIGHTNING

Invoke this aspect to have someone hit by a stray bolt of lightning: the plane rolls a Superb attack, usually resisted by Endurance. The constant lightning flashes and roar of thunder might also blind someone, deafen them or distract them from spellcasting.

#### QUASI-ELEMENTAL PLANE OF MINERALS

Like the plane of earth, this aspect can be used to create earth-based disasters or opportunities. It can also be invoked to find a pocket of valuable gems (see Treasure on page xx) or have someone slip and injure themselves on the sharp-edged mineral crystals. (This adds +2 to an attack or creates an attack at Fair quality.)

#### QUASI-ELEMENTAL PLANE OF RADIANCE

The main risk of the plane of radiance is blindness – invoke this to take advantage of someone blindfolded, keeping their eyes closed, or who has had their eyes burned out by the never-ending lights. Alternatively, if the brightness is mild enough to be gazed upon, the shifting colours have been known to enthrall and hypnotise and could be invoked to that end.

#### QUASI-ELEMENTAL PLANE OF STEAM

The plane of steam has nowhere solid to stand, but apart from that the main hazards are the billowing steam obscuring vision and sudden pockets of scalding steam that can cook flesh right off the bone.

#### QUASI-ELEMENTAL PLANE OF ASH

The main hazard in the plane of ash is the creeping chill that steals warmth and life. It bestows chilled consequences on travellers once every hour. Lesser hazards include billowing clouds of ash that blind and choke, larger ashes which contain pockets of fire at their core, and incursions of negative energy accompanied by a sudden drop in temperature and life-draining effects.

#### QUASI-ELEMENTAL PLANE OF DUST

The plane of dust subtly destroys and degrades every solid object on it. You can invoke this planar aspect to cause something to break, fracture, collapse or otherwise show the consequences of structural weakness. This also works on living creatures.

#### QUASI-ELEMENTAL PLANE OF SALT

The plane of salt leaches moisture from everything present on the plane. Once per hour it applies a dehydrated or desiccated type consequence to living things present on the plane. Other hazards which can be invoked include salt crystals which suck the moisture from anything they touch.

#### QUASI-ELEMENTAL PLANE OF VACUUM

The main difficulty on the plane of vacuum is breathing. Other hazards that might be invoked by fate points include the pervasive chill, pockets of negative energy, and egarus – a type of fungus which has evolved to feed on nothing and attempts to reduce all non-nothing intruders to nothing in order to secure itself a food supply.

#### POSITIVE ENERGY PLANE

Every turn on the positive energy plane a character heals all their stress and their least severe consequence. If they have no consequences left to heal they burst in an excessive

and fatal overdose of life energy. Assuming that can be survived, the brilliant light of the plane creates many of the same problems for travellers as the plane of radiance.

#### NEGATIVE ENERGY PLANE

Every turn on the negative energy plain drains the life of travellers until they die and are consumed by the hungry void. Other than that and the wandering undead there are no real additional hazards that can be invoked: being on the negative energy plane is quite bad enough.

#### OTHER PLANES

There are plenty of other planes that characters may end up on. Demiplanes – small planes adrift in the ethereal, often created by powerful spellcasters – could have almost any effects attached to their aspects and any special conditions within that the GM can dream up. Other than that, the three most likely destinations for planar travellers are the astral, ethereal and shadow planes.

#### ASTRAL

The astral plane is a place of pure mind, where time and space exist only as frameworks of perception. Here mental abilities are paramount, and by invoking the Astral Plane aspect you can substitute appropriate mental skills for physical ones.

The giant corpses of dead gods also float in the astral plane, and in their vicinity other aspects related to the ex-deity's portfolio may come into play.

#### ETHEREAL

The ethereal plane is a foggy place where directions and dimensions lose a lot of meaning and strange creatures and phenomena roam the mists. In many ways it's the spiritual analogue to the mental activities of the astral plane and the physical activities of the prime material. Invoke the Ethereal Plane aspect to aid with vision quests, intuition, and other spiritual elements – compel it to make someone lost or confused in the mist.

#### SHADOW

The shadow plane is a place of sinister darkness, but not as outright hostile as the negative energy plane or the negative quasi-elemental planes. Characters can survive here with no special protection, although the natives are often hostile. Distance on the shadow plane is a strange and unreliable thing: invoke the Shadow Plane aspect to cover long distances at speed, or compel it to have an otherwise straightforward journey take an inordinately long time.

# FACTIONS

The factions are a central element of Planescape and a detailed discussion of what they are and how they operate is beyond the scope of this document. Look up *The Factol's Manifesto* or the original *Planescape Campaign Setting* box if you want to know more.

In any case, membership in a faction is an excellent choice of aspect. What follows are suggested things those aspects might be invoked or compelled for, arranged by faction in an unorganised list.

## ATHAR

Invoke to resist divine magic, or the persuasive wiles of a priest. Compel to resist divine magic if it would be helpful, or to take a stand against servants of the divine even when it's a bad idea.

## BELIEVERS OF THE SOURCE

Invoke to bounce back stronger from a setback, to craft something better from the remains of something else, or to locate a craftsman in Sigil. Compel to force you to tackle a challenge even if doing so is a bad idea.

## BLEAK CABAL

Invoke to resist emotional or intellectual manipulation – you just don't care. Compel when the overwhelming depression of your beliefs becomes too much and you just have to sit around and weep for a while.

## DOOMGUARD

Invoke when it's time to destroy something, or when you're looking for weapons in Sigil. Compel to inhibit your attempts to create anything, or to recover from debilitating conditions, or to make you destroy something even when you know it's a bad idea.

## DUSTMEN

Invoke to call on the Dead Pact to protect you from the undead, or to suppress your emotions when they threaten your equilibrium. Compel when you just can't get emotionally involved in something or when your gaunt, ragged-robed appearance might be a disadvantage.

## FATED

Invoke when you need strength to seize something or to ignore the pleas of others. Compel when your self-absorbed asshattery becomes a problem.

## FRATERNITY OF ORDER

Invoke to claim a one-time special exemption from an effect by finding a loophole in the laws of the multiverse, or to demonstrate your legal or bureaucratic expertise. Compel when your ritualistic or compulsive behaviour drags you into trouble.

## HARMONIUM

Invoke to harden your heart against pleas, negotiations or other blandishments, or to demonstrate your investigative or crime-solving skills. Compel when your lack of flexibility or your loyalty to the grand cause forces you to do things the difficult way.

## INDEPS

Invoke to resist compulsion, find some no-questions-asked bashers, or know your way around Sigil's Grand Bazaar. Compel to enter a contrary stance to something that you know damn well is a good idea.

## MERCYKILLERS

Invoke to aid tracking, or push yourself harder when hunting the guilty. Compels will usually call out your single-mindedness or the tunnel vision it can create.

## REVOLUTIONARY LEAGUE

Invoke to know the secret ways and signs of another faction, or to 'know a guy' who can help you get what you want. Compel to do something pointlessly anarchic or to resist authority even when authority is in the right.

## SENSATES

Invoke to show off your enhanced senses or appreciation of sensual experience. Compel to do something stupid in the pursuit of new sensations.

## SIGN OF ONE

Invoke to create small, temporary objects or to display uncanny 'protagonist power'. Compel to fail to recognise the importance of others in the grand scheme of things, or to overlook small details. Good or bad, if something's going to happen it's going to happen to you.

## TRANSCENDENT ORDER

Invoke to act quickly when it's an advantage, or to act in line with 'the will of the multiverse' when you're not sure what to do. Compel to act rashly or thoughtlessly.

## XAOSITECTS

Invoke to resist any attempt to predict or understand you, or to increase chaos in the general vicinity. Compel to commit random acts of idiocy when you're really supposed to be doing something else.

## THE SCALE

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When considering the scale of your Fatescape game it's worth understanding that the planes are *vast*. Even the most powerful characters can't tackle the planes on their own scale: they have to find the right spot to insert their metaphysical crowbar before cracking everything wide open.

If in doubt, I suggest narrow or wide scale. I personally prefer narrow but wide just tends to happen as characters get more powerful. Personal is good for specific stories, and vast is good for when you want to blow up the universe.

### PERSONAL

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Personal-scale games will deal with a small, close-knit group and what they get up to in the unusual locations of the planes. Their actions won't really change much of anything except their own lives – which is a perfectly valid scale for drama, if uncommon in roleplaying games. A small gang of primes lost in Sigil and trying to get home might fit this scale, or a family attempting to navigate one of the great planar roads in search of a new home.

### NARROW

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Narrow-scale games zoom out a bit – this is the default for low-to-mid level D&D-style Planescape, where the characters are out for themselves and just happen to brush up against the bigger picture now and then. Perhaps they're all in the same faction, cleaning up a chunk of the Hive. Perhaps they're cracking open a planar slaving ring. They affect the setting beyond their own small part of it, but the power players don't really notice.

### WIDE

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This is the default for mid-to-high level Planescape, where the characters are movers and shakers. They're potent enough that fiends and celestials alike might look to them to get things done, that their factols will pick them out for difficult tasks, and that their actions might cause entire gate towns to slide – or not slide – into the plane they border.

### VAST

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The characters are either rubbing shoulders with factols or they *are* factols. They deal daily with pit fiends, gods, solar archons and power brokers of all kinds. With enough effort they can reshape the political structure of the planes, and adventures will deal more with politics and big-picture manoeuvring than going out and sticking swords in things. However the game plays out, the planes will never be the same.



## PLANESCAPE'S BIG ISSUES

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Planescape deals with issues of near-incomprehensible scope – when picking issues for your game, take care to discuss them with the other players to make sure you're approaching them on the correct scale. Examples for the four scales mentioned above are provided with each issue, but remember that part of the appeal of the planes are the infinite possibilities: whatever feels right for your game *is* right, so go with that.

### ANYTHING CAN HAPPEN

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The planes contain literally infinite possibilities. If there's one thing that all planars need to keep in mind, it's that anything can happen and not all that they experience will fit into neat categories or have easy explanations. If anything is the 'default' category of Planescape adventures, it's this: weird things happen and the player characters investigate.

#### Personal

- Someone close to you is transforming into something else. What? Why? Can it be stopped? Should it be stopped?
- A castle walked by your home, and your home uprooted itself to follow after. What happened? Can you persuade your house to return? How?

#### Narrow

- A clan of tso slavers has kidnapped one of your closest friends. Track down the tso, track down the buyer, and what does a rakshasa want with your friend anyway?
- A serial killer stalks Sigil, slaying those he thinks are on the path towards divine ascension. Worse, the Harmonium think you did it. Clear your names and apprehend the villain – but what if he's right, and you can steal the power of nascent divinities for yourself?

#### Wide

- Long ago, an archon dragged a piece of Mount Celestia into the Abyss with him when he fell. Can this layer be returned to its original place? Should it? What does the original celestial think of your attempts to redeem him and his realm?
- Torch, the gate town to Gehenna, is missing. You'd think it had slipped over into Gehenna proper, but it's not there. Where's it gone? And why?

#### Vast

- One of the inner planes has 'slipped' and is tracing a metaphysical orbit around the others, pulling them into a new configuration. What dangers might this present? What opportunities?
- The dead gods of the astral plane are stirring in their sleep. Mad prophets rave about the awakening of the anti-deities who will unmake the multiverse to make way for the next one. Is it really the end of everything? And what will you do if it is?

## FACTIONS

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The factions are an important part of the Planescape setting – even more so if your game takes place mostly in or around Sigil – and the conflicts between (or within) them make for interesting gaming. If you're going to have faction conflicts in your game it's probably better if at least one of the player characters is tied to at least one of the factions involved but it's not *strictly* necessary.

### Personal

- Someone close to you is falling in with 'a bad sort' – meaning a faction you disapprove of. Can you talk them out of it? What if they're actually an Anarchist spy? What if being an Anarchist is clearly going to get them killed?
- One of the high-ups in your faction is making your life miserable. Can you do anything about it? If so, what? And what happens if your tormentor disappears and leaves you in the frame?

### Narrow

- The Harmonium are out to 'pacify' your part of the Hive and the Chaosmen aren't about to make it easy for them. Where do you stand?
- You need something bad, and a Sensate has that thing – but in exchange he wants you to make him feel like prey: to hunt, stalk and kill him. But he's not going to make it easy for you; can you get past his guards and defences to close the deal? And just what do the Fated have to gain by his death? The rabbit hole here is deep and twisted, and when you're wanted by the Harmonium it's easier to go through than back.

### Wide

- The Mercykillers are split by an internal divide: should they struggle to return to their roots as an organisation dedicated to justice and mercy, or should they embrace their future as brutal vigilantes who punish the slightest wrongdoing? There's going to be a lot of red-on-red violence in the fight for the future of the faction, and Mercykiller characters will be forced to choose a side.
- It started when you uncovered an Anarchist infiltrator in your faction – and then another, and another. The more you find the more nervous your faction-mates become, and they look to you to end the infestation. Problem is, the more you look the more you get the horrible feeling that everyone is an Anarchist. Does your faction even exist at all?

### Vast

- Well, that's torn it. Someone's done something bad, and now the factions are going to war on the streets of Sigil. It's going to take a canny basher not to get crushed when the gears of society start to grind – have you got what it takes?
- Congratulations! One way or another, you are now factol of your faction. What do you do?

## STRENGTH OF BELIEF

Belief is the most powerful force on the planes. The belief of a single person can hold them together when all else fails and the belief of enough people can literally move mountains. Stories about belief often challenge what a character believes in and ask ‘what would you do for your beliefs?’ In Planescape, you can add ‘what can your beliefs do for you?’

### Personal

- One of your beliefs – represented by an aspect for best effect – just seems to be undermining you. No matter what you do your belief just screws you time and again (meaning: gets compelled a lot). Do you bend to the will of the multiverse and change the belief, or do you dig your heels in and demand the world adapts to you?
- Someone close to you has adopted an extreme world view and you can see how it is destroying their life. Can you talk them into something more reasonable? Can you make yourself heard over the factotums and planars telling them that such monomaniacal obsession is something to be lauded? And what if the factotums and planars are right? Can you overcome their belief with yours?

### Narrow

- Someone’s got a bad belief – it might even be you – and as a result you and everyone else in the inn have been cast into the Lady’s mazes. What does this person believe that’s got the Lady so riled up? Can you change it? Should you? Or will escape come from sticking to your principles instead of caving to outside influences?
- A person or group with a similar belief to you takes a strong dislike to you, claiming that your outlook is a heretical version of their own. Can you reconcile the beliefs? If not, will you crush the opposing interpretation or be converted by it?

### Wide

- A nefarious group have decided to hijack one of the gate-towns, and are slowly working on changing the character of the place so that it slides into a different plane. Is this a great good or a great evil? Does it matter?
- A prime warlord has set up his case on Acheron, and his iron-minded belief that those under his command are stronger when they work together is giving him an edge in the endless war. Do you work for him, or against him? Do you share his beliefs? Will that help you?

### Vast

- The prime world of Ortho is the home of the Harmonium, and completely dominated by their credo. Your quest is to go there and insinuate something new into their belief system – a tiny seed that will grow into a complete change of outlook for the entire faction. Can you do it? And what will you change?
- With a sufficient upsurge of belief, could a dead power live again? What plans might a deity have left behind to bring about its own return from the silver void? What lengths might its erstwhile priesthood go to in order to regain their powers?

## GOOD VS EVIL

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An intuitive conflict that anyone can understand, Planescape both supports battles of good vs evil and offers an excellent array of ways to complicate it.

### Personal

- A fiend was kind to you in the plaza, and now everyone suspects you of trucking with the lower planes and the Harmonium are eyeing you with suspicion. Can you clear your name? Are fiends capable of being nice, or was it part of a scheme? Would you rather actually truck with the lower planes?
- An archon sees you doing something less than pure, and decides to make you its personal redemption project. There are advantages to having a celestial take a personal interest in you, but can you live up to its standards? Do you want to? And why does it care so much about you, anyway?

### Narrow

- When a factotum of the Doomguard takes it upon themselves to bring down a corrupt and awful system, do you support them for the good they're doing or do you try to minimise the influence of such a destructive faction by undermining their efforts? Can you achieve both?
- You showed mercy to a fiend in a previous encounter, and now its most recent victims hold you responsible for its predations. Was your act of mercy for an evil creature evil? Can you murder something in cold blood and still be good? Will you spare it again? And if not, why did you spare it last time?

### Wide

- Fiends attack! Because sometimes good vs evil is as simple as delivering righteous justice to them what richly deserve it.
- A celestial is encouraging tanar'ri to fight each other over rulership of abyssal layers, believing that every 'evil on evil' kill makes the multiverse safer for good creatures – but its methods are getting shadier and shadier. Is the celestial doing a good thing? If it is, do the ends justify the means?

### Vast

- A loose alliance of good powers has taken it upon themselves to rid the multiverse of evil powers once and for all – by killing them. Can this work? Should it work? And how can you argue against the eradication of demon lords?
- The good and evil natures of the outer planes are somehow bleeding through to the inner planes, opening a whole new battleground for the eternal struggle. Is fire good or evil? Is it good that the inner planes can be aligned this way, or is mixing morality with such impersonal forces a travesty that must be stopped?

## LAW VS CHAOS

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The other axis of the classic alignment conflict. Nobody can agree on what law and chaos actually *mean*, but that doesn't stop them smacking the tar out of each other over it.

### Personal

- When you visit an upper plane with an alignment opposed to yours – a chaotic basher on Arcadia, or a lawful sort poking around Arborea – you're exposed to the best of what the opposition can offer. Does this make you reconsider your beliefs? How about if you travel to a lower plane with a similar alignment to you?
- You've got a rival who sits at the opposite end of the law-chaos spectrum. Everything each of you does is part of a contest to prove the superiority of your belief!

### Narrow

- A planar explorer is trying to prove a theory that the best way to survive on Limbo is through mental discipline and organisation, and the best way to get by on Mechanus is to break the rules wherever possible. As his friend, guard, rival or other associate, you get an equal share of the consequences.
- The Xaositects and the Harmonium play out the law-chaos clash in miniature every day on the streets of Sigil – but what does it mean for the sods caught in the middle? When law and chaos both look like gangs of raving madmen, where else can you turn?

### Wide

- Something chaotic has gotten into the modrons and increasing numbers of them are going rogue. What's going on? Is it something you want to stop, or accelerate?
- Bits of Limbo are calcifying into fixed patterns of form, and the slaadi are getting worked up about it. Are these patterns an affront to the chaos, or are they a rejection of the predictable unpredictability of Limbo?

### Vast

- A high-up archon has decided that the baatezu are lawful enough to be trusted, and wants to establish a peaceful accord with Asmodeus so that they can focus on exterminating the other evils of the planes. Is this a good idea? Is Asmodeus' interest genuine, or some ploy? Is the archon's interest genuine? And what happens if it succeeds?
- A Guvner reckons they've found the gear in Mechanus that represents Limbo. Surprise surprise, it's sitting askew – so they've decided to move it back into position, the better to reinforce law and dismiss chaos. Is this a good idea? Does Limbo depend on its gear being wonky? Does *Mechanus* depend on Limbo's gear being wonky? And why haven't the modrons fixed it already?

# CHARACTER CREATION

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Planescape character creation follows the usual rules for creating characters in FATE Core. There are a few notable changes:

- Some suggestions for aspects based on alignment or race are presented, although these are by no means mandatory.
- Skills are assigned using the ‘skill columns’ approach rather than the pyramid.
- The Drive skill is renamed to Ride (although it remains mechanically the same) and there are four new skills presented that you can spend skill points on.
- A number of new stunts are provided as options to be selected or as inspiration for building your own stunts.
- Magic is now an option for characters – basic details are presented here but it’s covered in more depth in its own section later on.

## ALIGNMENT AS ASPECT

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Alignment has been a problem for D&D for as long as I’ve been playing it: attempting to fit the infinite gamut of human nature into nine boxes (or five boxes, depending on your edition of choice) is a futile exercise at best and a massive source of conflict at worst. As a general rule of thumb, any time you spend during your roleplaying session arguing over the definition of good and evil is time wasted – never mind that in most D&D worlds there are literal angels and demons you can call up and ask to settle such questions.

However, alignment does help summarise certain elements of character in a brief, punchy sort of way – which makes alignment a perfect aspect! Writing ‘Lawful Good’ on your character sheet tells everyone something about your character and rewards you for acting in line with your alignment. Every time you let the bad guy escape in order to prevent greater harm elsewhere? That’s a compel on **LAWFUL GOOD**. Evil enchanter trying to make you murder a room full of innocents? Invoke **LAWFUL GOOD** to resist his control! By making them aspects, alignments can at last function in the way they should have done all along.

There follow some examples of what you might invoke and compel certain alignment aspects for. As usual for example aspects, consider these suggestions for your own game rather than hard and fast rules.

### GOOD

Good characters tend to work for the benefit of others or to better the world around them. Good characters can be compelled to do all sorts of things: taking on quests for little or no reward, getting involved in matters that really aren’t any of their business, and so on. There are fewer options for invoking this aspect, but inventive players will doubtless find some.

### EVIL

Evil characters are self-centred above all else. If an act doesn’t benefit themselves they see little point to it. As self-absorbed as they are, Evil characters will suffer few compels from this aspect. On the other hand it can be invoked to harden the heart against all manner of events – a certain callousness can keep an adventurer sane in the face of terrible things they might see or do.

## LAWFUL

Lawful characters believe in an order greater than themselves. They could believe in the greater good, or prefer structured societies, or adhere to some personal code because they believe that sticking to those rules makes them a better person than they would be if they didn't. Lawful characters can be compelled to adhere to their code even when it is disadvantageous to do so, but they can also fall back on it when confused or in doubt.

## CHAOTIC

Chaotic characters favour individual freedom above all else. Chaotic can be invoked to resist attempts to control or influence your character, or it can be compelled to have you 'go rogue' when unified action or organisation is the best way forward.

## RACE AS ASPECT

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Another good aspect for characters in a Planescape setting is their race: if you want to play an elf who's good with bows, hides well in forests, will live forever and is exceedingly pretty, take Elf as an aspect and invoke it whenever you want to be good at something elves are typically good at.

Alternatively, your character can be an elf without the elf aspect, you just won't be able to call upon their 'elf-ness' to confer an advantage. If all you want is a cosmetic change there's no need to spend one of your precious aspects on it.

Worth mentioning are the various races in D&D that get special powers – drow are a well-known example, with their array of spell-like powers, spell resistance, and so on. As a general rule of thumb there are three kinds of powers that D&D races have: activated powers, tendencies, and absolutes.

- Tendencies – abilities which offer a bonus or penalty but don't make certain things absolutely impossible, like a dwarf's poison resistance or a frost giant's vulnerability to cold – are the easiest powers to simulate in FATE as they work in the same way as aspects: invoke the racial aspect to gain a bonus or compel it to suffer a penalty.
- Activated powers are like the spell-like abilities which races like drow and duergar have. Using an activated power is just like using any other aspect, except the nature of your racial abilities covers the kinds of aspects you can create or bonuses you can gain.
- Absolutes are a little more tricky. These are the passive powers that just 'always work', like a fire elemental's immunity to fire and burning. When an absolute ability becomes relevant, you have to spend the fate point to invoke your aspect. (Or take a fate point and accept the compel.) If a player has no fate points left then the GM gains a bonus one for that scene; if an NPC is the one with the absolute power then one of the PCs in that scene gets a bonus fate point which they can spend (or not) as normal. You only have to invoke an absolute aspect once per scene, but you can gain an endless supply of fate points from compels if people keep attacking your weaknesses.

As an example, consider a character with the DROW RENEGADE racial aspect. Drow have spell resistance, *darkness* and *faerie fire* as spell-like abilities, and are easily blinded when exposed to bright lights. This means that the aspect can be invoked to resist magic, to apply a Darkness aspect to a scene, or apply an Illuminated or similar aspect to a person by using *faerie fire*. On the other hand, when exposed to bright light the aspect can be compelled to blind them or make it harder to operate. (Drow are also agile, intelligent and physically fragile, so the aspect can be invoked or compelled for that as well.)

## DWARF

Dwarves are a short, broad people known for being stubborn, tough and skilled in the arts of war and crafting. You could invoke your DWARF aspect when you need extra physical or psychological resistance to harm, or it could be compelled when your bull-headed nature makes your life difficult.

## ELF

Elves are tall, slender humanoids known for their grace, artistic skills, and gifted at magic and swordplay. They do not age beyond maturity and have spawned a near-infinite variety of sub-races which demonstrate different aptitudes to the norm. You could invoke your ELF aspect when your natural dexterity is an advantage, to demonstrate your innate magic or skill, or when your advanced age or immortality could give you an edge. Your ELF aspect might be compelled to reflect the natural fragility of the elves, or when 'taking the long view' is not an appropriate course of action.

## GNOME

Gnomes are short, jovial humanoids. They are naturally intelligent and industrious, gifted with magic and arts and crafts requiring fine motor skills or attention to detail: jewellery, clockwork, alchemy, carving, and so on. GNOME can be invoked to create minor illusory effects or when your small size or fine manual dexterity would be advantageous. It can be compelled when your small stature or relative physical frailty is a problem.

## HALFLING

Halflings are very much like miniature humans, enjoying many of the same things. They are an active people, easily bored, and their thirst for excitement often leads them into adventure or crime. HALFLING could be invoked when your small size is an advantage or compelled when it is a disadvantage.

## ORC

Orcs are a powerful, brutal race known for their physical might and their faltering intellect. You can invoke ORC when your strength or toughness are an advantage, and it can be compelled when your limited intelligence presents an obstacle.



## HALF-WHATEVER

Half-breeds are a common trope in D&D. In FATE an aspect of Half-Whatever functions exactly like an aspect of Whatever but... less. The advantages aren't as pronounced and the disadvantages not as crippling – it's just a matter of allowing invocation of the aspect in fewer circumstances and compelling it in fewer (or less extreme) circumstances.

## SKILLS

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Fatescape uses the skill columns approach as default: at character creation you have 20 points to buy skills, and can't have more skills at any rank than you have at the rank below. (For more information see the FATE Core rules.)

When purchasing skills, Drive is renamed Ride but functions in the same way. There are also three new skills to choose from – Equipment, Healing, Leadership and Survival – which are described in more detail in their own section later.

## LANGUAGES

For the sake of simplicity it's generally assumed that everyone out on the planes is speaking some dialect of Planar Common – everyone can make themselves understood to everyone else. That said, there is no shortage of esoteric languages floating around and people often use them to have semi-secret conversations in front of others. As widely-travelled folk with strong vested interests in knowing if people are plotting against them, adventurers tend to learn a wide variety of languages.

If it ever becomes a question of whether or not someone speaks a particular language, roll Lore against a difficulty set by the GM or invoke a relevant aspect. Once it's been established that a character can or can't speak a language, make a note of it and move on.

## REFRESH

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Refresh is calculated as normal: it's 3, unless you trade in one or two points for extra stunts.

## SKILLS

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There is one cosmetic skill change in Fatescape – ‘Drive’ becomes ‘Ride’ but continues to function as normal – and four new skills that your character might use to overcome their challenges: Equipment, Healing, Leadership and Survival.

## EQUIPMENT

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The Equipment skill represents the small items that your character carries around in their pockets, pouches, backpack, *bag of holding*, or similar. It covers all those bits of chalk, small silver mirrors and 10-foot poles you may be used to tracking in a more granular manner. Equipment is similar to the core skill Resources in that it represents your character’s access to *stuff* – but where Resources describes their wealth and/or influence, Equipment describes what they’ve got in their pocketsets, to coin a phrase.

Out on the Planes Equipment is a valuable skill: when you’re tumbling down the slopes of Gehenna there’s something to be said for a piton or crag axe within easy reach. It becomes less useful in places like Sigil or other ‘civilised’ locales where you can simply buy anything you happen to need.

A general restriction on Equipment is that you can only ‘happen to have handy’ items which could fit in your pockets or backpack. As a general rule of thumb, if you couldn’t conceal it entirely by standing in front of it, it’s too big for Equipment to produce.

**Overcome:** You can use Equipment to overcome any physical obstacle that gear might overcome alone. Wide chasms can be crossed with rope and grapple or the maddening winds of Pandemonium diminished by earmuffs, but even the finest lockpicks in the multiverse won’t pick a lock on their own.

**Create an Advantage:** Creating advantages is where Equipment shines. This is when it’s time to pull out THE FINEST LOCKPICKS IN THE MULTIVERSE. It’s possible to justify almost any sort of advantage with Equipment, so try to keep the tone of the game in mind when using it: you could get an advantage in charming the king with a REALLY FANCY HAT or a ROD OF LORDLY MIGHT but which one you use colours the nature of the game.

**Attack:** You can’t make direct attacks with Equipment – clubbing someone over the head with your collapsible shovel still depends on Fight.

**Defend:** The only time Equipment is likely to be useful for direct defence is if someone is targeting your gear with an attack. In that case, Equipment is a stand-in for the quality and reliability of your stuff as well as your access to it, and you can roll it to defend.

## EQUIPMENT STUNTS

- **Deep Pockets.** Whether it's an array of collapsible equipment, a bag of holding, or something else, you are less limited by size when using Equipment – although you still can't produce anything larger than a cow.
- **Tricksy.** When you've taken stress in a conflict and not yet used the Equipment skill for anything, gain a +2 bonus to your first roll to create an advantage with Equipment.
- **Bling.** By finding something valuable in your haul of junk, once per scenario you can use Equipment instead of Resources.
- **Magic Item.** Requires an aspect linked to the item in question. You are in possession of a significant magic item. For more details, see page xx.

## HEALING

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The Healing skill covers the knowledge of living things and how they stay that way – and out on the planes, that's a wide and varied field. You might have learned your anatomy from books, or spent a year with a hedge wizard collecting fungus and brewing potions, or perhaps you've got just enough divine magic in you to channel a bit of positive energy, but however you do it you've got the gift for making the wounded feel better.

This skill works just fine on anything with an anatomy: you can treat humans, elves, giants, fiends, celestials, slaadi, even modrons. It doesn't work so well (or at all, at the GM's discretion) on things that possess no organs – gelatinous cubes, chaos beasts, elementals, assorted energy beings – or on things which are no longer dependent on their bodies to function, like most undead and all powers.

Healing doesn't directly remove stress or consequences, but it can always be used to begin recovery of consequences provided you have enough time to sit down and treat someone's wounds.

**Overcome:** Healing's main use is to begin the recovery of consequences – no justification is needed to use Healing to treat someone's wounds. Treating mental consequences requires some explanation but Healing is assumed to include basic bedside manner and maybe a little psychology.

Healing is also used to overcome obstacles like poison or disease, lessening their effects or preventing them entirely.

**Create an Advantage:** Healing can be used to discover all sorts of anatomical facts about someone: injuries, cause of death, general health, the presence or absence of poison in their system, that sort of thing.

**Attack:** Healing is not a direct attack skill.

**Defend:** Healing as a skill is a slow enough process that it won't see use as a defensive skill in any but the most drawn-out conflicts.

## HEALING STUNTS

- **Practical Anatomy.** Once per conflict you can take advantage of your healer's knowledge and make a physical attack with Healing instead of Fight.
- **Masterful Diagnosis.** You get a +2 bonus when using Healing to create an advantage by identifying an illness or injury your opponent suffers from.
- **Quack.** You can roll Healing instead of Deceive when bluffing or distracting someone with complex biological terminology.

## LEADERSHIP

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Leadership is the skill of making others follow your orders, and making good use of them when they do. Whether you're building an army, hiring a mercenary company, putting together a smuggling ring, or establishing a college of wizards, Leadership is the skill that gets them organised.

Note that Leadership is not a 'social combat' skill per se: it only works on those who are, at worst, indifferent to your schemes. Barking orders at your enemies and expecting them to obey is the subject of Provoke.

**Overcome:** Leadership isn't really useful for overcoming obstacles, as it's a skill for commanding minions – and if your minions could overcome it, it probably wasn't much of an obstacle in the first place.

**Create an Advantage:** Leadership has potential for creating advantages both when you are alone – a suitably stirring speech might get a character FIRED UP, or create a RAMPAGING MOB to endanger the scene – and when commanding others. An enemy might end up SURROUNDED! by your lackeys, or KEEPING THEIR HEAD DOWN if you direct your helpers to keep up a barrage of fire.

**Attack:** Leadership sees use in conflicts where you pit your minions against something. Typically this only works when your lackeys are doing the work and you're hanging back giving orders – if you're in the thick of things yourself, you should use a more active skill appropriate to the task at hand.

Leadership can also be used in some social conflicts when striking against someone else's minions or power network, by speaking to their people and winning them over with your superior personal magnetism.

**Defence:** Leadership is also a defensive skill in conflicts where the target is your organisation rather than you.

**Summoning:** The key advantage of Leadership is its ability to provide minions who obey your every command. This functions like the summoning ability of magic (see page xx) with the disadvantage that you can't just call your helpers out of nowhere – they have to be physically present in the scene.

## LEADERSHIP STUNTS

- **Friends in Unlikely Places.** This removes the restriction on having to have your followers be present in the scene when you roll Leadership to summon them. You could be neck-deep in the plane of Ooze, on the run in the Abyss, or lost in Limbo: just roll and the guys are there, however that might happen.
- **Drill Sergeant.** You can use Leadership as Provoke when attempting to intimidate or browbeat people, so long as you can back it up with a plausible threat of force.

## SURVIVAL

Prime berks reckon they've got it tough, living in the woods and fighting bears for their food. You know better. You've led a party across the Plain of Infinite Portals, jumped gears in Mechanus, and foraged for food in the Grey Waste where *every damn plant looks the same*. This isn't just survival, this is Survival: the ability to find food, water and shelter in all but the most inhospitable parts of the planes.

Contrary to what many planar explorers think, this skill works exactly the same on the Prime with no gain or loss in effectiveness: a hungry Kodiak might not be as malevolent as a bar-Igura, but it can ruin your day just as quick.

**Overcome:** Survival's primary use is in overcoming wilderness obstacles. Bad weather, lack of food, dangerous regions full of predators – all come under Survival's remit. It also helps you if you're in danger of becoming lost.

**Create an Advantage:** Survival can create many interesting advantages, although they all tend to be improvised or crudely constructed in some way. Fine craftsmanship is not to be found here. IMPROVISED BOOBY TRAPS is a popular one, if you've had a plausible amount of time to prepare the scene before your enemies arrive. You can also use foliage as CAMOUFLAGE or perhaps extract POTENT VENOM from a passing serpent.

**Attack:** It's difficult to imagine when Survival might be used to attack in a conflict, but there are rare cases when you can use your mastery of the environment to inflict stress on an opponent: in a long overland pursuit, for example, or when hunting someone through a thick jungle. Survival can't be used to attack in more immediate confrontations.

**Defend:** Survival can be used to defend against Notice or Investigation when you're in the wild and your enemies are attempting to hunt you down, or against other people trying to harass you with their own Survival skill.

## SURVIVAL STUNTS

- **Camouflage.** If you're in the wilderness and you have enough time to fashion suitable accoutrements, you can use your Survival skill in place of Stealth.
- **Snake-Eater.** You can use Survival in place of Endurance if you're rolling to resist negative effects from something you've eaten or drunk.
- **Horizon Walker.** You've wandered all over the planes, seen the sights, heard the chant. You can roll Survival in place of Will to resist any attempt to bedazzle or befuddle you with the latest shiny new thing.

# MAGIC

One of the distinct features of Planescape – and of course the D&D it's based on – is the magic system. I'll be honest: I've taken some liberties with it. I think it's entirely possible to add Vancian casting to FATE, but I also think that you can capture the spirit of D&D magic without making it into the completely dominant force it tends to be in D&D and while making it a bit more interesting than memorise-cast-flee.

You may disagree – in which case go ahead and grab a magic system from somewhere else. One of the beauties of FATE is that it's almost entirely modular, and you can chop and change the various elements as you wish.

## SUMMONING

One thing that most forms of magic can do is summon assistance, either in the form of a single entity or a mob of lesser ones. The precise nature of these creatures is left intentionally vague – depending on the scale of the game and your character's relative power you may be throwing half a dozen lemures at your enemies, leading a squad of barbazu, or binding a gelugon to do your bidding.

When you roll to summon things, you must score a final result of Average or better – anything worse results in no effect.

A **mob** of entities takes the form of several Average nameless NPCs – one for every shift on the summoning roll. They have up to two aspects and up to two skills at Average (+1), all chosen by the summoner. They mob together and act independently in conflicts and challenges, but the mob cannot benefit from more members than the rating of the skill used to create it.

*Example: Tolbert is a dabbler in the art of magic, with an Arcane Magic skill of Average (+1). He rolls to summon a mob of lesser demons and gets the best possible result of Superb (+5). He gives them the aspects of DEMONS and CHAOTIC EVIL, since he's running low on imagination, and the skills of Fight (+1) and Provoke (+1).*

*Unfortunately, although there are five demons in the mob Tolbert's magic is not equivalent to the task of making them work together. They can only benefit from one demon's abilities, so they roll only +1 when fighting or provoking. On the plus side there are still five of them, so they can absorb five shifts of damage before they're all taken out.*

A **single entity** takes the form of one nameless NPC with a quality equal to the summoning skill roll (maximum Good). They have up to two aspects, one Good (+3) skill, one Fair (+2) skill, and two Average (+1) skills – again, chosen by the summoner. Further shifts on the summoning roll can be used to give them additional skills, but these must follow all the usual rules for skill columns. If you have enough shifts, the skills can be raised to better than Good.

Unless otherwise specified, summoned entities disappear at the end of the scene – they either disperse, wander off, pop back to their home plane, or otherwise cease to be relevant.

## SHAPECHANGING

Another ability common to several sorts of magic – although particularly the realm of nature magic – is shapechanging. When you use shapechanging magic you gain one or more aspects related to your new form such as **ROAR! I'M A BEAR!** or **TENTACLES FOR HANDS**. These aspects can be invoked and compelled normally, making you better at things you have the right shape for but perhaps hindering you if you've picked the wrong appendage for the situation. Being a bear is handy in a fight, but less useful when trying to fit through small passages or reciting poetry before the court.

Also, if you have aspects related to your physical form – **ONE ARM**, or maybe **BLIND** or something similar – when you change shape you can keep them or trade them in for physical aspects related to your new form. Yes, this means that feeble, blind wizards with no arms shapechange into mightier creatures – I feel this makes up for normally living the life of a feeble, blind wizard with no arms. The decision of which aspects to swap out and what to replace them with is made at the time you shapechange and remains in place until you revert to your normal shape.

## PROPHECY

Finally, prophecy also appears in several different magical disciplines. The divination school of arcane magic, the clairsentience discipline of psionics, and the devotions of divine magic all allow their users to predict the future to a greater or lesser extent.

At its heart, prophesying is an exotic form of creating an advantage: you roll to create a new aspect which takes the form of your prophecy. The prophecy can be as simple as **THE BLACK KNIGHT CANNOT WIN!** or as ambiguous as **WHEN THE TWELFTH GATE OPENS, ALL WILL BE REVEALED** or any level of vagueness in between. The aspect behaves like a situation aspect, hanging around to be invoked or compelled as normal.

There are two unique elements that apply to creating prophecies, however: first, you can claim a +2 to your roll if the prophecy is one that can obviously cut both ways. Any prophecy you create might turn out to be to your disadvantage if the GM is cunning enough, but if you specifically open the door to that possibility you'll find the future easier to nail down. Second, if you try to make a prophecy that affects someone else with the ability to scry the future, they can make an active defence roll with their own future-telling power – no matter where they are or what they're doing – to 'counter-prophecy', creating an advantage of their own if they win (with the same duration as yours would have had). Effectively the two of you are both trying to read the future, and only one of you can be correct!

## ENDING SPELLS

Unless otherwise noted, all spells have a maximum duration of one scene and the caster can choose to end them as a free action at any time (only during their turn in a conflict).

Ending the spells of others depends on what sort of magic you have available: the abjuration school of arcane magic will allow you to do so, as will any access to divine magic. Dispelling an existing spell is usually a use of the overcome action, with a difficulty set by the original roll to create the effect, whereas counterspelling someone else's magic mid-cast is an opposed roll between you and them.

## ARCANE MAGIC

Arcane magic is the power of wizards and sorcerers. Strange gestures, incantations in forgotten tongues, and a fistful of bat guano. More than anything else, arcane magic is the power of *secrets* – the knowledge that if you say this while gesturing like that, and if you hold this tiny glass cone just so, the multiverse will roll over and give you the power you crave. Bending reality to your will is no simple task, however, and casting spells is a taxing feat that can only be performed so many times before the spellcaster must rest.

The archetypal arcanist is the wizard: someone who studies their lore with great care, making use of the rituals developed and tested by those who have gone before them – known and confirmed ways of producing the same magical results. They tend to search for ancient secrets and carry large tomes of lore, in which they write any new magical discoveries they make.

Their polar opposite is the sorcerer, who has an instinctive grasp of the arcane that wizards study for years to learn. They will never command the breadth of abilities that wizards can but their aptitude for channelling the power of the multiverse makes it easier for them to cast many spells before resting.

Of course there are dabblers and specialists and swordmages and all sorts of esoteric arcane practices aside from these two archetypes: you can make all of these and more in FATE simply by choosing the right magical stunts and aspects.

### HOW TO BE AN ARCANIST

If you want to make your character an arcane spellcaster – or if you want to gain such powers at a later milestone – there are a few simple steps to follow:

- Reduce your refresh by 1.
- Gain an additional stress track with a 1-point and 2-point box. This is your arcane stress track and it works just like your physical and mental ones: you take stress (and consequences) as you cast spells. After the conflict (or scene) is over, your arcane stress track clears and you regain your powers.
- You gain additional boxes on your arcane stress track based on your Lore: if your Lore is Good or better you get a 3-point box and if it's Superb or better you get a 4-point box as well.
- Buy at least one level in the Arcane Magic skill, which governs the power of the spells you cast.

### WHAT YOU CAN DO

Arcane Magic can achieve almost anything, given the right expenditure of power. Just remember when using your spells for things that you take arcane stress every time you do so (see Casting a Spell, page xx).

**Overcome:** There exists a spell for almost every obstacle that can be imagined. Generally speaking a tier I spell will grant a +2 bonus to some other roll for overcoming an obstacle – *jump* for a chasm or *fist of stone* for a stubborn door – and a tier II spell such as *knock* or *invisibility* will let you roll Arcane Magic to bypass it. A tier III spell like *passwall* or *locate creature* will flat-out remove most obstacles.



**Create an Advantage:** Likewise, every possible advantage that can be imagined has a spell dedicated to creating that advantage. You can roll Arcane Magic to create all sorts of advantages, but creating an actual advantage is a tier II spell. You can create a boost by using a tier I spell.

You can also use a tier II spell to dispel a magical effect for the duration of a scene, if you can beat the roll that originally created it (or the GM-set difficulty) with your Arcane Magic roll – this can have variable results depending on what you're dispelling, but it always works to remove a magical aspect that someone else has placed on a person or situation.

**Attack:** Rolling Arcane Magic to attack someone in the same zone as you is a tier I spell: *shocking grasp*, *burning hands*, etc. Attacking someone in an adjacent zone is a tier II spell. By raising the tier by one you can instead use your Arcane Magic to attack their mind (*touch of idiocy*, *feeblemind*, etc.) – they must defend with Will, and any stress is added to their mental stress track.

**Defend:** Rolling Arcane Magic to defend against an incoming attack is a tier I spell. Spells available for this purpose include *mage armour*, *stoneskin*, *mirror image*, *displacement*, and so on.

**Summoning:** Arcane spellcasters can summon creatures from other planes to assist them, or the more pragmatic ones might just animate a nearby corpse or two. This is a tier II spell and works exactly as described on page XX. The exact creatures the mage gets are chosen when he casts the spell, but they all have an aspect relating to their origin: something that calls out either their extraplanar or undead nature.

Note that summoning out on the planes is complicated – every plane has its own rules regarding what can appear where, what it's made from, and what it thinks of the summoner. Any wizard worthy of the name can handle it, but be wary for the occasional mishap (also known as a compel on the local planar aspect from the GM).

**Prophecy:** With a tier III spell an arcanist can make a prophecy as described on page XX.

**Teleport:** With a tier II spell an arcane spellcaster can use Arcane Magic in place of Athletics when making checks related to movement. By using a tier III spell an arcanist can automatically teleport to anywhere they can see or anywhere they have ever been. When using the more powerful version of this magic, the arcanist can take along anything they are touching that they can physically carry – including other people. Unwilling passengers contest the spellcaster's Arcane Magic roll with their Will. If they succeed, the spellcaster can choose to stay put (although the spell is still cast, so their action and arcane stress are still gone) or they can choose to teleport without the passenger.

**Plane Shifting:** With a tier III spell, an arcanist can shunt themselves to another plane entirely. This requires no roll unless they are attempting to carry an unwilling target along with them – in which case the opposed roll is Arcane Magic vs Will.

Plane shift is not an accurate way of travelling from plane to plane: you will arrive somewhere within a few hundred miles of your target (if you had one) but never close to

it. The location you arrive in will be safe at the time of your arrival but may not remain that way – although ‘safe’ is judged by the standards of the plane you’re travelling to. You’ll still burn on the plane of magma, for example, you just won’t appear right next to a pyroclastic dragon or hip-deep in lava.

As a final note, some more obscure planes might require specific keys (which usually take the form of tuning forks) before you can ‘target’ them well enough to travel straight there. This caveat largely exists so the GM can create adventures where you have to dig up the right plane shift key before you can kick in the bad guy’s front door, or to offer an explanation why some planes are less well-travelled than others.

Oh, and don’t try to shift in or out of Sigil. If you’re lucky, the spell will just fail.

**Shapechange:** To change shape an arcane spellcaster uses a tier III spell and rolls Arcane Magic. They get one aspect to reflect their new form, plus one for every two shifts over Mediocre (+0) they get on their roll. There are no real limits on the forms that arcanists can adopt – full transformation into an animal, knives for hands, a body made entirely of iron... whatever floats your boat (and can be represented with aspects).

#### TIER IV EFFECTS

The most powerful arcane magic spells are laws unto themselves. Arcanists can cast one, maybe two of these per scenario, and are guaranteed to take a consequence every time they do so – there’s no way to cast a tier IV spell without suffering some sort of backlash.

There follow some examples of tier IV effects – players are encouraged to come up with their own along these lines.

- You have the ability to open a channel of communication to anyone, anywhere – your best friend, your worst enemy, powers, demons, anyone – and compel them to listen to what you have to say. What they do after that is up to them. This spell also includes transport from your location to theirs or vice versa (or both) if both parties wish it.
- You simply deny a source of harm. Exploding volcanoes don’t touch you, the mightiest blow of a Power of Strength won’t even ruffle your hair. Your mind and body are, for a moment, the stability around which the world turns. This invulnerability can be cast on others but either way it only lasts for a few seconds.
- You can ask the GM for an answer to a single question. The question can be anything related to the game, and the answer has to be complete and useful to you.
- You can bestow the permanent power of flight upon a boat, castle, or other discrete piece of terrain. Or you could give it the ability to travel from plane to plane, or sail the seas, or walk about on giant chicken legs – it’s all about making the immobile, mobile.
- You can lay waste to a wide area, such as invoking the earth to swallow a small town. Every plot-relevant person or item in the area gets to roll some sort of defence versus your Arcane Magic; what happens to the rest is as the GM narrates – usually cataclysmic – and the scenery is forever altered by your outpouring of power.

- People thought you were dead, but you aren't. Perhaps everything that has happened up till now has happened to an illusory duplicate, or a simulacrum made of snow. Perhaps you have a backup clone or are sustained beyond death by black necromancy. However it happens, you reappear on the scene with all stress and consequences healed (except for any you sustain casting this spell) even if you were previously dead, mazed, bound in irons and sold to slavers, whatever.

## CASTING A SPELL

When you cast a spell with arcane magic, choose what school and tier of effect you are going to manifest, then soak the appropriate amount of stress on your arcane stress track: one point for tier I spells, two for tier II, four for tier III and eight for tier IV. Yes, this means that to cast your most powerful magic you're going to have to start spending consequences – arcane consequences go on the same list as your other physical and mental ones and function identically, including giving you extra fate points if you concede a conflict.

Exactly what an arcane consequence looks like depends on how you see yourself casting spells: someone who channels their power from Far Realm entities might pick up GIBBERING INSANITY, or a more prosaic Vancian wizard might just be OUT OF HIGH-LEVEL SPELLS. Sorcerers may become BURNED OUT in a variety of figurative and literal ways. There are plenty of possibilities.

If you cast a spell that takes you out, then the manner of your doom is chosen by the forces of the multiverse (as manifest in the person of the GM). Again, this could vary widely depending on how the character approaches their magic. The default resolution is crippling mental exhaustion and the unconsciousness which follows, or maybe a terrible curse, but if the GM can think of something better you should go with that – arcanists are well-known for meddling with things they shouldn't, some of which might meddle back.

On the plus side, your 'final spell' goes off as you intended.

### NEW TIER IV EFFECTS

As general rules, tier IV spells are bound by these restrictions:

- If a tier IV spell automatically achieves something without a roll, that thing is unlikely to just solve your problems. What it does is give you a new tool with which to solve your problems, or a new angle, or some new leverage: see the 'contact anyone' and 'make it fly' examples.
- Tier IV spells only require Arcane Magic rolls when someone or something is likely to resist – typically when trying to inflict stress. In cases such as this, the effect should have an element which 'just happens' regardless of the roll – see the 'swallowed by the earth' example.

## ARCANE MAGIC STUNTS

- **Specialist.** Choose a theme for your magic: it could be fire spells, necromancy, astrology, ‘things shaped like skulls’, anything with a strong unifying style. Also choose one of the basic four tasks (overcome, create an advantage, attack, defend). You get +2 to any Arcane Magic rolls to achieve your chosen task, provided the spell you use is in line with your theme. Taking this stunt more than once allows your bonus to work with more tasks, but you only ever get one theme.
- **Subtle.** You get a +2 bonus to any Deceit roll where you state or imply that your magic is at work behind the scenes.
- **Quick to Anger.** You can spend a fate point to go first in the first exchange of any conflict, but your first action must be to cast an aggressive spell.

## DIVINE MAGIC

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Divine magic is the magic of priests, paladins and clerics. It is the magic of opening oneself to the gods and letting them channel their power through you. Because the power is provided by an external source the long study that arcanists go through is unnecessary; the gods require only your devotion. Like arcane magic, divine magic requires magic words and gestures. Unlike arcane magic, these are easily recognised as prayers and supplications to the gods.

Unfortunately, the deities and other beings which grant such power are not inclined to solve all your problems for you – the gods help those who help themselves, as the saying goes. The more you demand the aid of your divine patron, the less likely such aid is to arrive and the longer and more fervent your prayers must be to attract their attention.

Divine magic specialises in dealing with matters ‘beyond mortal concern’: life and death, other planes and strange wisdom. It is lacking in direct attacking power but a handful of blessings can still turn a meek pastor into an indestructible powerhouse.

### HOW TO BE A PRIEST

If you want to make your character a divine spellcaster – or if you want to gain such powers at a later milestone – there are a few simple steps to follow:

- Reduce your refresh by 1.
- Choose the source of your divine power – usually a god, but not always.
- Take an aspect related to being a priest.
- Buy at least one level in the Devotion skill. The greater your Devotion the more miracles you can call up before your god gets bored of you and the more reliably you can activate those powers.

### WHAT YOU CAN DO

Divine magic functions a lot like a regular skill with a few additional abilities. You can pray for miracles of all sorts without needing to know in advance what you’re praying for, which gives a priest great flexibility when tackling obstacles.

**Overcome:** Divine magic can overcome a variety of challenges – the gods can show you the way through a trackless wilderness, unravel the magic of others, or shape stone to open a path when you’ve reached a dead end. You can walk on water, even air, cure diseases, and generally use the power of the divine to smooth your path.

**Create an Advantage:** Creating advantages is where divine magic shines. You can call down countless blessings upon yourself and your allies, such as **RIGHTEOUS MIGHT**, **PROTECTION FROM EVIL** or **ASPECT OF THE DEITY**. You’re not quite so good at cursing your foes, however, and can’t create baleful aspects that directly affect them without invoking an appropriate aspect.

**Attack:** Divine magic cannot make direct attacks in combat unless you can invoke an aspect that might change things. If your character is a **DISCIPLE OF THOR**, for example, you could invoke that to use your Devotion skill to throw lightning at someone. The exception is against the undead: divine magic can harm the unliving as directly as a fireball or big-ass sword, although this counts as a compel against the target’s **UNDEAD** or similar aspect.

**Defence:** Divine magic can be called upon to defend yourself in a conflict – throwing up a swift ward or counterspell – but you suffer the -1 ongoing penalty whether you succeed or fail. On the plus side, whatever you roll still mitigates the attack even if it doesn’t block it completely.

**Summoning:** Divine magic can be used to summon assistance. The creatures that arrive to help are determined by your god (in-setting – out of character they can be whatever you like) and cover the whole range of power from a celestial badger to a solar archon. One thing to note is that they always bear an obvious sign of their extraplanar origin: one of their aspects must be a reference to this.

Some priests of a necromantic bent might also find raising the undead a suitable way to acquire help. Instead of an aspect referring to their celestial origin, these creatures have an aspect of **UNDEAD** or something similar.

**Plane Shifting:** Divine magic can also be used to travel from one plane to another if your Devotion is at least Great. The base difficulty of the roll is Great, and every shift you generate allows you to transport one additional person as well as yourself. (You must be touching these extra passengers in order to take them along.) If an unwilling target can beat your roll with their Will, they don’t travel.

Plane shift is not an accurate way of travelling from plane to plane: you will arrive somewhere within a few hundred miles of your target (if you had one) but never close to it. The location you arrive in will be safe at the time of your arrival but may not remain that way – although ‘safe’ is judged by the standards of the plane you’re travelling to. You’ll still burn on the plane of magma, for example, you just won’t appear right next to a pyroclastic dragon or hip-deep in lava.

As a final note, some more obscure planes might require specific keys (which usually take the form of tuning forks) before you can ‘target’ them well enough to travel straight

there. This caveat largely exists so the GM can create adventures where you have to dig up the right plane shift key before you can kick in the bad guy's front door, or to offer an explanation why some planes are less well-travelled than others.

Oh, and don't try to shift in or out of Sigil. If you're lucky, the spell will just fail.

**Healing:** Some of the greatest gifts of divine magic are the blessings of healing and restoration it can perform. With a successful Devotion roll divine magic can act as a recovery action for any sort of physical consequence. If the roll succeeds with style, it even downgrades the healing time by one step (to a minimum of one scene): a serious consequence now heals in a single session and minor and moderate consequences heal over the course of a single scene.

**Prophecy:** Divine magic can prophesy the future. Gods are more likely to know the course of fate in areas that are touched by their portfolio, so go ahead and invoke your WARPRIEST OF MORRIGAN aspect when you're trying to divine the outcome of a battle or something.

### CASTING A SPELL

Casting a spell with divine magic is easy: decide what sort of effect you want to create and which category it falls into, then roll using your Devotion skill. When the dust clears, if your roll succeeded (ties don't count) then your Devotion suffers a -1 penalty for the rest of the scenario, cumulative with multiple spells. If your Devotion drops to 0 you can no longer create miracles with the power of prayer and must rely on your mundane skills to see you through.

### KEEPING THE GODS HAPPY

When you become a priest you have to take an aspect reflecting the source of your divine power. The GM should feel free to lean on this aspect when you're behaving in a way that your god would not approve of: compel it to have spells fail or divine visions interfere with the character's everyday functioning. Just remember that compels should always lead to bad consequences, so whatever the god's doing to recall their wayward servant should ultimately make their life more difficult.

Players! Don't like this? Then pick up the Chosen One stunt at the end of this section and do whatever you like in the sure and certain knowledge your god will give you a big thumbs up.

On the plus side, that aspect is great for doing things which would make your deity pleased – by invoking it you can show their divine favour for whatever it is you're doing, or if you've just done something to further the cause of the god or the church you can invoke it and regain some of your lost Devotion points. The exact amount you get back is up to the GM but should usually be in the realm of two points.

### DIVINE MAGIC STUNTS

- **Chosen One.** You and your god have a special understanding. Your divine magic aspect can no longer be used for compels relating to what your god wants: whatever you choose to do, your deity backs it 100%. You can still invoke the aspect in your favour, and it can still be compelled regarding, say, the social consequences of being

a PRIESTESS OF DEATH AND SKULLS AND THINGS but this stunt explicitly removes the negative side to keeping your god happy – it's off the table, gone, whoosh, vanished – and if the GM tries to play you that way you should display this text and cough pointedly.

- **Deep Well.** The gods have more patience for you than others. You can continue casting divine magic even when your Devotion hits 0, until you have cast two further spells successfully. The extra spells provided by this stunt refresh at the start of every scenario.
- **Organised Religion.** Your church is well-known and liked (or feared) among the populace. You can use your base Devotion skill (without any spellcasting penalties) as the Contacts skill when you're dealing with followers of your religion.

## NATURAL MAGIC

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If you've ever wanted to be sort of like a priest but covered in mud, nature magic (also known as druidic magic) is the way forward. Some druids worship gods of the natural world, whereas others just draw their power directly from the natural world without any sort of divine intermediary. In either case, the effects are the same.

Nature magic is a lot like divine magic in usage – it carries a lot of ceremony and invocations of great forces – but it calls upon different effects. Its ties to the elements allow druids to attack their enemies directly with fire, ice and lightning, and its command of the natural world is unparalleled. Druids are also known for their ability to change shape. On the other hand, it is somewhat less effective than priestly magic when it comes to healing and has a lot less connection to 'the beyond'.

### HOW TO BE A DRUID

Becoming a druid follows almost exactly the same steps as becoming a priest, since that's more or less what you're doing. The only deviation is that the source of your power is either 'nature' or a god with a natural portfolio.

### WHAT YOU CAN DO

Just like divine magic, you can use your Devotion skill to create a wide variety of effects – but the exact nature of the effects and what you can achieve with them is slightly different.

**Overcome:** Nature magic is less versatile than divine magic when it comes to overcoming obstacles: you have a lot of the same physical abilities but less power to manipulate minds and souls. In the wilderness there's almost nothing you can't do with nature magic, but it loses some effectiveness in urban or dungeon environments.

**Create an Advantage:** Your ability to create advantages is more tied to the physical world than that of priests. Rather than blessing your allies with mystic shields or faith-born might you could create a WALL OF FIRE or ENTANGLING VINES or instil your comrades with BULL'S STRENGTH or a CAT'S REFLEXES. Your advantages should tie into the power of nature, natural phenomena, or direct elemental manifestations.

**Attack:** The iconic nature magic attack is calling down lightning on your foes, but you have other options. Fire, ice and lightning are your main methods of assaulting enemies although you have access to clouds of insects, parasitic maggots, plant-based attacks, jets of water and anything else you can imagine.

**Defend:** Nature magic is not suited to the rapid defensive casting necessary for defending yourself in a conflict. You might be able to get away with it in a slower-paced confrontation but not in a fight.

**Summoning:** Nature magic can be used for summoning. The creatures you get are always unintelligent animals native to the area; they understand you enough to take simple instructions but are incapable of following orders more complex than you might give a clever dog.

**Healing:** Nature magic can be used to make recovery rolls for physical consequences, but unlike divine magic no amount of style can increase the speed of healing.

**Shapechanging:** You can change shape into any animal you're familiar with, or you can adopt an elemental form, or you can attempt to assume a partially animal or elemental shape. You gain one aspect for free when you change shape, and one more for every two shifts above mediocre you manage on your Devotion roll.

If you were attempting a complete change into an animal or elemental then the transformation always works and your Devotion is lowered by one no matter what the outcome of the roll is: you get your one free aspect and the Devotion roll is only there to see how many other aspects you could get. If you were attempting a partial transformation then if your roll is Mediocre (+0) or worse then the transformation just doesn't occur and you get no aspects at all.

## CASTING A SPELL

Casting a spell using nature magic works exactly the same as using divine magic: roll Devotion, and if you succeed collect a cumulative -1 penalty to future rolls.

## KEEPING THE TREES HAPPY

As with divine magic, characters who use nature magic are beholden to a greater power for their spells. Characters who receive their power from a god operate exactly like priests – they must keep their god happy and can recover uses of Devotion by furthering their agenda. Druids who pull their power from nature directly find themselves with a more forgiving master – so long as they aren't actively despoiling the wilderness or spending all their time separating themselves from it, nature is usually quite happy. On the other hand, they will find it much harder to advance nature's 'agenda' as it doesn't really have one. Invoke and compel as appropriate.

## STUNTS

- **Nature's Wrath.** Your Devotion rolls to attack targets who have despoiled the natural world (or who are undead) get a +2 bonus. This does not allow you to cast spells when your Devotion has been exhausted.



- **Nature's Bounty.** When using nature magic to heal wounds, succeeding with style gives you the same benefits as it does to a priest. In addition, you can roll your full Devotion (without any casting penalties) instead of Survival when attempting to overcome obstacles related to lack of food or water.

## PSIONICS

Psionics is a strange practice which has a lot in common with arcane magic: both can be studied with academic rigour or wielded intuitively, and both revolve around the exploitation of loopholes and strange confluences in the laws of the multiverse. The difference is that a psion is a living loophole: to make use of their magic they only have to reach within, to shape their thoughts and bodies in the right ways to release the power they hold.

As a result psions often improve their bodies and minds – although the definition of ‘improve’ can vary widely depending on the psion. Martial arts, meditation, extreme body modification, cultivated insanities... the list is long and sometimes disturbing.

### HOW TO BE A PSION

If you want to make your character a psion – or if you want to gain such powers at a later milestone – there are a few simple steps to follow:

- Reduce your refresh by 1.
- Choose a discipline: biokinesis, clairsentience, metacreation, psychoportation, telekinesis, or telepathy.
- You get one free psionic stunt attached to your discipline, and can buy more at the usual cost of one refresh each.
- You gain a psionic focus.

You can gain access to further disciplines by further reducing your refresh, but doing so does not give you access to any extra ‘free’ stunts or more uses of your psionic focus. What it does do is give you more options for buying psionic stunts or using your psionic focus.

### WHAT YOU CAN DO

Psionic abilities are fixed depending on which stunts you choose. How you activate them depends on the stunt.

#### PSIONIC FOCUS

You can expend your psionic focus to gain an extra effect from a psionic stunt you already have, or to get one-time access to another stunt within your discipline. Your focus returns with a few minutes’ meditation (i.e. between scenes).

#### BIOKINESIS

Biokinetics cultivate power over their own bodies, using their magic to conduct feats of athleticism or become powerful warriors. The skills covered by biokinesis are **Athletics**, **Fight** and **Physique**.

- **Accelerated Healing.** You can use Physique as a basis for recovery rolls for physical consequences. If you succeed on the roll you can expend your focus in order to reduce the healing time of the consequence you treated: a serious consequence reduces to one session and a moderate consequence to one scene. Minor consequences are not affected by this upgrade.
- **Shapeshifting.** You can use Athletics to initiate shapechanging (see page xx). Roll against a Mediocre (+0) difficulty, and every two shifts you generate translate into an aspect you can gain or a free tag of one you already have. All changes must be (more or less) biological in nature and cannot cause you to deviate too far from your basic shape – expending your psionic focus allows you to ignore one of these restrictions.
- **Adaptation.** Whenever you successfully defend with style against a physical attack (or environmental hazard) using your Athletics or Fight skills you gain a temporary personal aspect (and free invocation) instead of the usual boost, representing the way your body has reacted to the assault. You can expend your psionic focus to invoke this aspect as if it was a fate point.

## CLAIRSENTIENCE

The so-called seers focus on honing their senses, learning to detect the tiniest details, use their senses at a distance or even plumb the mysteries of time. The skills covered by clairsentience are **Investigate**, **Lore** and **Notice**.

- **Focused Senses.** With concentration you can hone your senses to detect the faintest, furthest traces. Take a +2 bonus on any Investigate rolls where you can take your time to scrutinise the person, place or thing being investigated. If you expend your psionic focus you can also claim this benefit on a Notice roll.
- **Precognition.** You can prophesy the future (see page xx). If you scry with Lore, you discover truths about a place you have yet to visit or an event yet to occur. If you consult with Investigate, you gain an intuitive understanding of how a person will behave. If you use Notice, the visions come to you in vivid dreams and are laden with surrealism. They could be about anything. The base difficulty for a successful prophecy is Mediocre, or set by your opponent as with the usual rules for prophecies. Success gets you a situation boost which hangs around for the rest of the scenario, until tagged, or until you use this stunt again – whichever happens first. Expending your psionic focus turns the boost into a situation aspect which hangs around for as long as your focus remains committed to it.
- **Postcognition.** If you handle an object while using the Investigate skill to create an advantage, you receive visions regarding the history of the object. The advantage you create (or discover) can be based on these visions (offering a wider array of options than the standard Investigate skill). If you expend your psionic focus then you can ‘bank’ your advantage for as long as your focus remains committed; when you want to make use of it tell everyone what the aspect you’re creating is, who or what it applies to, and what you saw in the visions earlier that explains how it all plays out.
- **Remote Viewing.** You can project your senses away from your body, allowing you to perform all sorts of useful tricks like seeing around corners and the like. Spend a fate point to make a Notice or Investigation roll as if you were up to 10 yards

distant from your current position. This may obviate the need for a Notice roll at all if, for example, your new point of view is on the other side of a door behind which tso are lurking. You can expend your psionic focus in place of a fate point to use this stunt.

### METACREATION

Shapers focus their powers externally, weaving ectoplasm into useful items or even rampaging creatures. The skills covered by metacreation are **Crafts** and **Ride**.

- **Lifeshaper.** You can spend a fate point to use your Crafts skill to summon assistance (see page xx). The creatures summoned are woven from ectoplasm to suit your needs, so they are customised as you like – the only limitation is that they are always obviously strange and otherworldly.
- **Maker.** You can spend a fate point to turn any aspect related to being deprived of equipment – Disarmed, Out of Arrows, Completely Naked, etc. – into a boost (with free invocation), before removing the aspect entirely. Describe how the sudden manifestation of psionic equipment gives you a momentary advantage.
- **Soulknife.** You can manifest a soulknife, which means you're never short of a weapon when you need one. When you defend yourself with style while using your soulknife, you can choose to inflict a 2-shift hit instead of gaining a boost. If you expend your psionic focus you can also use your Crafts to attack with the soulknife instead of your Fight skill.

### PSYCHOPORTATION

The nomads use their abilities to increase their speed and traverse great distances in the blink of an eye. They are fast, stealthy and can manipulate items without needing to touch them. The skills covered by psychoportation are **Burglary** and **Stealth**.

- **Teleportation.** You can spend a fate point to instantly teleport to any location you can see. If you expend your psionic focus you can teleport to any place you've ever been.
- **Quick Hands.** You get +2 on overcome rolls with Burglary when your accelerated reflexes are an advantage. If you expend your psionic focus, you can make Burglary rolls to overcome an obstacle or create an advantage from up to 5 yards away from your target, and they have to beat your roll with their Notice to realise it was you.
- **Shadow Walk.** You can use Stealth as a defence skill in physical conflict, so long as you're in an area with a Shadowy or a similar aspect. If you expend your psionic focus you can use Stealth as an attack skill (in the same circumstances) but only once.

### TELEKINESIS

Telekinetics are the most direct psions – they wield energy of various forms as both weapon and shield in an unsubtle but effective display of power. The only skill covered by telekinesis is **Shoot**, but it's a useful skill.

- **Energy Blast.** You can project various forms of energy – fire, cold, lightning, others. You can use Shoot without needing a weapon and you get +2 when using

Shoot to create an advantage related to blasting energy all over the place. (Such as the ever-popular ON FIRE.) If someone successfully rolls to remove the advantage, you can expend your psionic focus to reinstate it at its original strength.

- **Inertial Barrier.** You can use Shoot as a defence skill in a physical conflict, but if you do you can't use it as an attack skill on your next exchange. If you expend your psionic focus you can attack with Shoot on your exchange, even if you've used Inertial Barrier since your last one.
- **Force.** You can spend a fate point to use Shoot in place of Physique for a single scene. While this is in effect, you can expend your psionic focus to use Shoot in place of Athletics or Fight for one roll.

## TELEPATHY

The telepaths are the most archetypal psions, using their force of will to bend the minds of others to their own ends. The skills covered by telepathy are **Empathy, Rapport** and **Will**.

- **Mind Reading.** When using Empathy to discover other people's advantages there is a wider variety of aspects you can discover – deeper thoughts as well as surface attitudes. You get a +2 bonus when defending against people using Deceive on you. If you expend your psionic focus to read someone's mind the GM should tell you something true about them: this could be an aspect, a secret they hold, their current emotional state, information you need, or something equally meaty.
- **Domination.** You can use Will to place aspects on other people related to your psychic assaults. As well as the free compel you normally get when doing this, you can expend your psionic focus as if it was a fate point in order to compel one of your domination aspects. (As a side note, people affected by your power are usually aware that someone else is directing them.)
- **Illusions.** You can use your Rapport skill to create situation aspects by broadcasting illusions into the mind of everyone present. These illusions can be anything you like, but they're entirely mental. You can expend your psionic focus as if it was a fate point to invoke or compel an aspect created by this stunt.

# STUNTS

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In this section are presented a handful of stunts for pre-existing skills in FATE Core. These are mostly here so some of the more fun bits and pieces from the last version of Fatescape don't vanish into the general stunt creation guidelines of FATE Core.

## LORE STUNT

- **Dabbler.** Spend a fate point to use your Lore as Arcane Magic for a single roll. You cannot cast tier IV spells this way, and if you don't have an arcane stress track the stress generated is applied to your mental stress track.

## PHYSIQUE STUNT

- **Villainous Survival.** Whenever you die 'off-camera', or in such a way as nobody sees your body, you can spend half your current fate points (round up) in order to not die. You have to wait out the remainder of this scene but can reappear in any future scene with a story of how you escaped certain death.

## MAGIC ITEMS AND GEAR

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Planescape – just like the D&D it was based on – was never short of magic items, even if most of them did break down when you tried to carry them to another plane. For the purposes of Fatescape I've tried to simplify the use of magic items and avoid the awful 'Christmas tree effect' common to d20 and later editions of the game.

### SIGNIFICANT MAGIC ITEMS

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If you've got an aspect relating to the item and the right Equipment stunt (see page xx) then you've got a significant magic item. These are items that define the character, or at least play a strong part in their identity: Excalibur, Stormbringer, the One Ring, that sort of thing. These sorts of items typically have 1-3 aspects of their own, which can be invoked and compelled as normal, and one of the following benefits:

- Has a skill rating of its own (usually one lower than the current skill cap of the campaign) that you can use in place of your own under certain circumstances. When trying to appear as someone else, you can make use of your hat of disguise's Deceit skill instead of your own.
- Adds +2 to one of your other skills under certain circumstances. The intelligent sword Requiar adds +2 to your Fighting skill when you attack someone it tells you to attack.
- Some unique benefit suited to the item in question. The One Ring lets you flawlessly slip past guards or evade trouble, but it guarantees the imminent arrival of the ring wraiths!

Items may have an array of minor benefits as well – the ability to come to your hand when called, a surprising resistance to damage, glowing, talking, etc. When these are significant that's cause to invoke an aspect, but the rest of the time they're just scenery.

**A quick note to GMs:** If a character has invested an aspect and a stunt in their magic item, that means you don't get to take it away from them. Perhaps you could do it temporarily – compel their aspect, have the item stolen or otherwise mislaid – but they'll always have it back in their hands soon enough. For longer-term removals, talk to the player about changing around their aspect and/or stunt at the next minor milestone – but if they want their toy back, *give it back*.

### MINOR MAGIC ITEMS

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**Or: Potions, Scrolls and Wands**

Minor, one-shot magic items are ridiculously common in D&D – they provide handy access to magic for the magic-impaired, and allow spellcasters to store some of their less-useful powers for later. A lot of this is already rolled into the looser system of FATE Core: with an Equipment or Resources roll to create an advantage, for example, you could create the aspect POTION OF STRENGTH and then invoke it to gain +2 on Physique rolls by quaffing from your potion.

The complication comes when using minor magic items to produce entirely magical effects – summoning monsters from a scroll, for example, or healing potions. In these cases create the advantage as normal but when you invoke the aspect you can choose to a tier I or II arcane effect, any sort of divine or nature magic effect, or a single psionic stunt. In the case of magical abilities which require a skill – Arcane Magic or Devotion – roll using the magic item's skill of Fair (+2) rather than your own.

## TREASURE

D&D is also about accumulating huge piles of gold and doing unwise things with it. Valuable items in Fatescape are handled as one-time replacements for your Resources skill – a fine work of art might be rated as a Fair treasure, which means that by selling it you can make a single Resources roll as if your Resources was Fair.

If your Resources is better than that of the treasure you're selling, you gain no benefit. You're already rich enough that meagre finds like that do you no good.

If a character hoards their treasure, their player should consider increasing their Resources skill by +1 at the next significant milestone – this doesn't cost them any treasure, mind, it just reflects them putting their money to work while they aren't spending it.

## MILESTONES

Fatescape used to have rules for character advancement, but the FATE Core milestones system works much better. Use that instead.

