

AMNESIA

By BILL COLLINS



FATE





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AMNESIA

A Game Master's Supplement for *The Demolished Ones*

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DEDICATION:

To Audrey Lee.

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by Bill Collins

A GM's supplement for *The Demolished Ones*

INTRODUCTION

This is a mental toolbox for GMs. It works well with *The Demolished Ones* (TDO) by Brian Engard. It works fine with Fate Core and sequels if you want to rob, ahem, *borrow* Aspect and Stunt ideas. Or if you're looking for ideas as to twisted, odd people - particularly villains - here you go.

Not everyone is villainous. They are a lot more interesting if they're sick fucks though, aren't they?

Here are some memories, some stories, with Aspects that may resonate from them, and a Stunt or two that corresponds. The memories supply backgrounds for the amnesiacs in TDO. The mechanics could be easily adapted for any Fate-base game with a few pen strokes and (some) new names. If you want to build a character from the ground up based on one of these fragmentary backgrounds, that would be really interesting.

If you're a Game Master who's got Fate Core and not TDO, skip right to Section III. Or buy TDO, read it, and return please.

If you're a player in *The Demolished Ones*, reading this far - these three prior paragraphs - may have given you a clue. We reported you to a Relocation Center. Immediately lock up your personality and turn down the covers. Oh, and do write down your Aspects for your GM before you go.

(Seriously, this supplement will raise a lot of questions. **Do not read further if you don't like spoilers.**)

Either way, it's time to begin adding details to *The Demolished Ones*.

WHAT LIES AHEAD

Sections I and II correspond with the setup of *The Demolished Ones*: Manufactured Memories and True Memories. Each Memory (Manufactured or True) has a short fragment, a "recollection" of life before, a choice of Related skills, Aspects to choose from, and a list of new Stunts for a player. Stunts themselves appear in Section III. Section IV lists Core Stunts for the *Demolished Ones* GM - with a few converted for the differences between systems. The Appendix includes movement rules.

GMs pressed for time may consider printing off a page of stunts ripped from Section III to hand to a player. Uttering "Choose" in an ominous tone works best with the lights low.



SKILL CHANGES

Skills listed correlate to the list in TDO (and please see that manuscript for why skills like Contacts aren't used):
Academics, Alertness, Athletics, Burglary, Deceit, Drive, Empathy, Endurance, Engineering, Fists, Guns, Intimidation, Investigation, Might, Rapport, Resolve, Science, Sleight of Hand, Stealth, Weapons

FATE CORE

has the following differences:

Contacts is not found in TDO.
Engineering is roughly equivalent to specialized Lore
Fight = both Fists and Weapons
Lore = Academics
Notice = Alertness (but Initiative is affected differently)
Physique = Might
Provoke = Intimidate
Shoot = Guns
Sleight of Hand is a specialized form of Deceit
Will = Resolve
Science may be considered a form of Lore

SECTION I: MANUFACTURED MEMORIES

This section provides a selection of positive, unique or upbeat memories as befits someone facing or overcoming a significant obstacle. You may wish to refresh your recollection with "Advice for Players" in Chapter One of *The Demolished Ones* before playing.

Job Related

Memory: Runway lights, hot and excited. Blurred and eager faces stare hungrily at your every move down that long strand. Tossing your head back, you smile lasciviously. They worship you!

Related Skills	Endurance, Athletics, Rapport
Aspects	Center of Attention, Strut Your Stuff
Stunts x	Center of Attention, Work the Room

Memory: The life of a fast food manager has its moments. Not many, but it has some. Like the day you asked for that famous football star's autograph and he gave you free tickets to the game. Or when you stopped an entire busload of rioting cheerleaders and got a date with their coach. People just don't know what you can do unleashed. Like the time that guy came in to rob the joint. He thought you'd be afraid. Damn he sizzled when that hot oil hit.

Related Skills	Deceit, Engineering, Weapons
Aspects	I Smell Like French Fries, Survivor and Thriver Turn Me Loose On It
Stunts	Baptism by Fryolator Liquid Bold

Achievements

Memory: Surging forward, you see the finish line ahead. Smash down on the pedals, pull air in through your nose, pump hard and swerve - there's your rival. Victory tastes sweaty when you bicycle at it hell bent for leather. You push out that breath rattling in your lungs. There's nothing to do but slam over that gear lever and ride, hoping your shoes don't unclip to make you crash. You'll make it. You always do.

Related Skills	Drive, Endurance, Might
Aspects	Everything is a Contest, Win or Die Trying
Stunts	A Tie? Never, Surge of Effort

Meaningful Moments

Silence falls when you stride out. The final match of the tournament begins now. Your worthy opponent stands - is that a slight tremble? Or age. It matters not. Motion blurs as you surge forward. Did you win? Did you lose? Does it matter?

Related Skills	Endurance, Fists, Weapons
Aspects	Nobody Beats Me, Ready For Anything
Stunts	Attitude Makes a Winner, Trained In Ancient Ways

You loved the first time Dad took you to a giant monster movie. Destruction, heart-pounding fight scenes, amazing soundtrack, and even some kinda story (that he liked). As the years went by, you collected movies with Dad. Only a couple. He was always busy. But it meant the world to him to go get a big thing of popcorn and plunk down in the center row with you. And come to think of it, it meant the world to you too.

Related Skills	Academics, Rapport, Stealth
Aspects	Dad Always Knew, Heroes Never Quit
Stunts	Fight Like A Giant Robot, Plot Man, Do

Beauty

Memory: The bridge looms over the river, tall and proud. Slender cables hold up the span - a unique new design. Camera phones click constantly in the crowd as the Governor hands you a plaque and a special ribbon struck for the occasion. The sun is so dazzling and bright in the sky. It's beautiful to travel over the river now.

Related Skills	Academics, Engineering, Science
Aspects	I Can Figure This Out, Perspiration, Innovation and a Degree Beat Dumb Ideas, Zen, Engineering Fixes <i>Anything</i>
Stunts	A Dime For A Dozen Ideas, Zen Engineering

Victory

Memory: Every time you stared at the old cold case file, you felt like it was staring back. Until that fateful day that an FBI report crossed your desk. One tiny clue leapt out at you. That was the piece of the puzzle. A tense standoff, over-filmed arrest and procedural roadblocks were just icing on the slow-baked cake of success when they put the bastard away for life. Twice.

Related Skills	Academics, Investigation, Science
Aspects	I Will Take You Down - Hard, Persistence Doesn't Begin To Describe Me
Stunts	Connect the Plots [Core stunt related to one of the above skills.]

Desert

Memory: Water. Down it went: warm, sloshing and over too soon. Two swallows left. Your red skin flaked and peeled, alternated itching and screaming inside your head at you. How in damn hell is this supposed to last two more days? Isn't there an end to this place? On the far side of every ridge is more sand and rocks, bone and stone. How long have you been going anyway? Who knows? Who cares? Talking to yourself is old and cold. Who has any idea how you got to the other side? It didn't matter though - you found yourself on the other side.

Related Skills	Endurance
Aspects	I Can Last Through Anything, Nah, I Can Make It
Stunts	Survivor Till the End, Tough Character

My Favorite Places

Memory: Glinting light sparkles on the waves. A gull cries overhead, wheeling about in the sun as a black cormorant dives effortlessly beneath the waters. Pulling on the line, you release the jib to let it flap, and put the tiller over with a single tug. The mast crosses the centerline of the boat as your friends duck expectantly. Cool breezes skip past you all. Silence reigns on the water.

Related Skills	Athletics, Drive, Rapport
Aspects	Breathing, It's Important, I Love Open Air, Talk Less and Take Action
Stunts	Commanding Presence, Watch What This Can Do

Trusted Friends and Family Members

Memory: Your grandmother's kitchen table has a dark patina rubbed smooth around the edges and along the legs hidden under a white plastic tablecloth. Gran's smile, warm and always accepting, welcomed you to it so many times. She always set an extra place for Peace. You and your brothers filched cookies from the brown jar with bees, getting better and better each year without her seeing. Not that she would have minded, you realize.

Related Skills	Burglary, Resolve, Stealth
Aspects	Gran Was Right! Here's What To Do, If Love Won't Get What You Need, Try Stealing
Stunts	[Core Stunts - above Skills], Team Player

The Unknown

Memory: Lottery tickets. Life was lottery tickets for Dad. It was a sad yet fitting fate. I always knew that I would do better. #1 in my class, double major in college, Masters in two more fields, decorated when I signed up, and three kids (all three mine!).

I even beat cancer. Take that malignant cells.

When it came to Dad getting old though, that was the Unknown. I did what I could. He kept smiling right up until the last day. You can take any award, any bonus - not my kids though - and stuff it. Those last five years with Dad were not enough and all too much. I'm tired now.

Related Skills	Empathy, Might, Science
Aspects	Prisoner In MY Mind? Wrestle Anyone With Dignity - and Win
Stunts	Fuck It All

Problem Solving

Memory: Hot upon the trail, your second phone rings. She needs you. Dammit. Duty? Family? Both are duty. Racing hot and grim your mind spits up a solution: break the rules. To win. And not get caught. It wouldn't be "just this once"; just "once only." Oh yeah, that'll do.

Related Skills	Any
Aspects	Play to Win, You Little Rebel, You
Stunts	[Core Stunts: any], Change Tactics

Mom

Memory: How to get Mom to give you more screen time? Yep. It weighed upon your mind. You could watch all the TV you wanted. But screen time? On the Internet? Damn. That woman was tough. It took weeks to think up an answer. "Trouble at school." Yep that was it. The computer lab was busted and you couldn't get the time to finish your projects. That fall was pretty glorious until you forgot to hand in the projects. At least Mom gave you a hug once punishment ended. After Christmas.

Skills	Academics, Burglary, Science
Aspects	Busted! Excuse for Everything
Stunts	Nerd Rage, To Hack With It!

Life Events

Memory: As he reached out slowly, carefully, to offer a hand, you remember the words "May I?" Cars pushed water in dark, glittering arcs over his sodden hoodie as he stood there in the wet, wet gutter to help. Dressed like a bum, and yet his bearded, time-carven face held more fear of you than you of him. "Of course. Thank you. Please take her." That worn man carried the broken cat like it was his own child, racing to the dark vet's door with you holding onto the umbrella as you splashed after him.

Related Skills	Alertness, Empathy, Science
Aspects	Help When You Least Expect It, I'd Rather Save An Animal
Stunts	Gut Instinct

Team Player

Memory: “Again. Do. It. Again.” The switch moved higher above you both. Your knees trembled. You stood up in front of Toby to face her. “No Uncle Hib. He won’t. I won’t. It’s not right. I know we’re lucky to have a home here with you, but we aren’t slaves. I found out about slaves in school today. People owned them. You don’t own me or my brother! You don’t. YOU. DON’T. OWN. US. I already called the police.” When the old man backed off, you wanted to cry. You didn’t. Toby needed you to be strong.

Related Skills	Endurance, Fists, Intimidation
Aspects	I’ll Stand Up To Anyone, The Bigger They Are, The Stronger I Am
Stunts	Pay It Forward, Protector

Passion

Memory: Gasping awake, your eyes fell across her face, locked upon her gaze. That smile curved upward as you gazed hungrily back. Reaching out both arms, you grabbed her tanned shoulders slick with sweat. How deep her green eyes felt as you rolled her over to gasp.

Related Skills	Empathy, Endurance, Rapport
Aspects	Let’s Do It All, There’s This Thing I Want To Try
Stunts	Did You See That Move? Let’s Do It! Together. Look What I Found

Arrival in the Dome

Memory: A grand ceremony. Ribbons, balloons, a band or two and an amazingly short ceremony. It was your finest intro for your candidate ever. A new opportunity - a new hope - here. The grand experiment would go forward. Or would it? What is this dusty room? Who are these people? Ughhhhh.

Related Skills	Empathy, Engineering, Science
Aspects	Let’s Get To Work, This Isn’t What I Planned Damn!
Stunts	[Core Stunts related to the above], Rises To The Challenge



SECTION III: TRUE MEMORIES

What you read here may shock you. Or not. It may shock your players. Or not. The individuals described are not nice people. They may be pretty or handsome on the outside. Beware the inside. These windows, these glimpses into dark souls mirror the brightness of the Manufactured Memories. Does darkness and depravity slowly devour the light?

Memory: Hot and heavy air all around you. The sun’s damn bright even to your sunglasses. Blood runs from your severed finger. A jagged flap of flesh catches your eye. You fumble casually for a bandage, cloth, something to stop the bleeding. The man choking under your right foot coughs, and spews blood? Perfect. A hard stomp, a pull on his necktie, a quick tourniquet and you’re on your way.

Related Skills	Endurance, Resolve, Science
Aspects	Finish The Job, I Can Take A Lot Worse, Nine Fingers; Nine Lives, Pain Lets me Think Clearly
Stunts	Die Damn, Tough As Nails

Memory: You swing the chair down, dash it apart with a resounding and final CRACK of wood. You fling the pieces away, and turn, face set and hard. Your partner’s face drains of blood, suddenly pale against his blue uniform. “Time to cut some paperwork out.” The woman stares at her child in the corner, who turns dark eyes in your direction. The voice echoes rattle around the chamber as you rotate toward him faster than he can start to cry. The taser slides out smoothly.

Related Skills	Guns, Resolve, Weapons
Aspects	I’ll Break You First, Leave No Witnesses
Stunts	Change Tactics, Connect the Plots

Memory: The homeless woman holds up her hand-lettered sign. “Please help. Need food.” You spit in her cup, making it ring and the change rustle. She gasps in horror, spilling the change everywhere. Scrabbling, her cloth-covered hands rapidly scurry over the cracked tar, making coins roll further into the gutter away from her. You grin, kick the stool out from under her, and fade into the crowd that hurries over to help.

Related Skills	Alertness, Deceit, Stealth
Aspects	No Mercy, No Compassion, I Hate People
Stunts	Crowd Blending, Crowd Surfing

Memory: “Again. Do. It. Again.” The girl trembles and hesitates. Ah! The sting of the slap makes her flinch, cringe and shrink away. “Dearie, listen. You have to earn your privileges. And you talked after Lights Out last night. The other children heard you. They reported you. I’m so

disappointed. I thought you were one of the good ones. Now, I want you to clean the toilet again. Yes, you need to use your tongue and soap only. Those were bad words you called me. Now turn that frown upside down and get to work!"

Related Skills	Alertness, Empathy, Intimidation
Aspects	Keep Your Own Counsel, When You Do It, Do It Right
Stunts	Piffle, Shrinking Violence

Memory: Old, old eyes look up at you from behind a grey muzzle. A pink tongue slowly licks your hand. You look right back, hand firm on the knife handle. Your bicep feels rock hard, well-toned, as you raise the knife up. Big brown pools stare at you lovingly, gently, as her body shakes with the disease. "Dog. You're in the way now."

Related Skills	Deceit, Empathy, Weapons
Aspects	Lone Survivor - By Any Means, Gotta Do What a Man Does, Never Shed a Tear
Stunts	Tough As Nails, Wipe The Slate Clean

Memory: Silence. Silence and stony glares from around the packed church. The sunlight streams in through the beautiful stained glass windows. The tiny specks of dust seem stark in the room. The groom looks like he's about to cry. The bride pulls off her veil to lunge at you, eyes narrowing. She's been working out to tone her shoulders. Nice. That vein above her oh-so-fashionable eyeglasses bulges - until you point your shotgun at her. "I object."

Related Skills	Guns, Resolve, Stealth
Aspects	Screw Ceremony and Screw Society, You Better Do It My Way
Stunts	Interrupt

Memory: A last touch upon the polished oak, so smooth, making up the library walls. Row upon row of neat books, stretching up twice your height. That sunny seat in the bump-out, with his stack to read next to yours, catches your eye. His blood still spatters the window. His body looks sad, slumped there in his ropes, the blood in all the cuts turning black. Sighing, your gaze turns back to the row of volumes spattered with *her* blood. You could have forgiven almost anything - except this. Time to deal with it all though. The match flares in your hand. The sudden sulphury burst stinks in your nostrils before you stretch your hand out, out, out. One last wave goodbye. "I love you."

Related Skills	Academics, Investigation, Weapons
Aspects	Fire is Pretty, Leave No Trace - of Guilt
Stunts	Gut Instinct, Work the Room

Memory: Her body shook once more next to you as you pulled her purse out from underneath her. The phone in her



pocket? Check. Pull the chip, reset it, and sell to another addict. The girl's chest heaved. Bleared eyes stared into you, through you, past you till she half-choked. She didn't have any guts left to puke out. This would be quick. The dozen other people in the room didn't move, or moaned slightly. Really, you need to start bringing a bigger bag to these parties.

Related Skills	Burglary, Deceit
Aspects	Ethics, Shmethics, You Shouldn't Trust Me
Stunts	Let's Sell Snow to Eskimos, Victory From Defeat

Memory: Hot savannah in the Congo. Dark clouds build overhead. A village's worth of people stare at you. "They used to cut off hands here you know. What's to stop me now? Want to lose your hand?" All eyes stay glued to you. Their faces trembles slightly at the corner of the eyes or along the jawline, but they pretend to be emotionless. If they move, if they twitch, if they show fear now, they're afraid they'll be next. "All I want is the diamond mine. Show me where you get these lovely stones. Okay? I'll be your friend." A few faces soften. Time to give the order. "Shoot that boy over there. In the gut. Then ask again."

Related Skills	Endurance, Intimidation
Aspects	Money Talks, There's One Born Every Minute
Stunts	Everything's a Lie, Marksmanship

SECTION III: STUNTS

Memory: There he is, moving fast like you didn't see him. Little sprat. Damn kid looks like he's happy sometimes. Not today. "You. Yeah, you. Prissy pants! Stay still." Kids fan out to either side, scrambling for the nether recesses under the jungle gym. Faces scrunch as they try to hide fear while trying to avoid your notice. "Ha. Look at you, Turnip Butt. You're next!"

The kid flinches, turns, catches a twig with his foot and slams the tar hard. Glasses crack, and red drops spatter from the scrape on his left cheek. Small potatoes. On to today's prey. "Oh yeah, just try to go for the teacher Prissy Pants! I'll find you. After school. On the bus. In the locker room. At night on the Internet under that fake account you have. It won't help. You're screwed you little turd. Screwed. Never, ever, stand up for your friends."

Related Skills	Intimidate
Aspects	Bullies Get Results, What Am *I* Afraid Of?
Stunts	Bully, Bystanders? Move!



The following consists of short sketches, moderate drama, or intense moments laid down alongside rules mechanics. I have tried not to provide anything duplicative of the genre staples one might find in Fate Core, Spirit of the Century, or other fine additions to the system. Instead, these complement the basics, and explore a few new places not sought out.

A Dime For A Dozen Ideas

Flip a coin, once per scene. A dime is least likely to hurt the bed of a thumbnail, so it's a good choice. Heads and you may use your Academics instead of Engineering (even if you don't have Engineering). Tails and you may substitute Science for your Academics.

GM's Note: This works best if the character has at least one of the three listed skills at no better than Average, and the other two at Good or better. It also introduces an element of randomness. With this stunt in play, you'll want to consider adding scenes that require building Rube Goldberg devices, raiding libraries or experimenting in laboratories.

A Tie? Never

Once per contest or conflict, you may invoke this stunt to break a tie in your favor by giving yourself a +3 to your result. (This is success with style, which on defense grants you a boost.) You may also spend a Fate Point when one of your companions ties with someone else to give them a +3.

GM's Note: The rules are silent on whether one could spend a fate point to break a tie without this stunt. With this stunt in play, the answer, unless you choose otherwise, is best as "no".

A Tie? Always

Requires: A Tie? Never

Should someone else tie with you in a contest, you may use the power of this stunt (once per scene) to deliver damage to your opponent, succeed with style, gain a boost, or otherwise have the benefit of having beaten the tie despite being the passive party.

Analysis Paralysis

Ever the academic, the book-minded scholar, your eyes light up at a new subject of interest. Not only do these pursuits distract you - they protect you.

As long as you never engage in attacking another directly with a weapon or your mind, you may wander through a fight or tense scene offering up murmured quips, observations of life or subjects of interest, and assisting others in clever ways while defending at +2. Think of Marcus Brody in Indiana Jones: The Last Crusade. It works but it may still bite you in the end.

Attitude Makes A Winner

Victory begins in the mind. You defend against your opponent's physical attacks with an additional +1 bonus if your Resolve is higher than your opponent's. You defend against any mental attacks with a +1 bonus if your Endurance is higher than your opponent's.

Attuning

Special: Only available for Act II. A player character may only use this once per companion. If a PC uses it on an NPC, the scene does not automatically change and they do not get the benefit of recovery early.

With a minute outside of combat to talk to someone (including your companion, ally or reluctant partner in crime), you implant a trigger that later may momentarily activate one of your True Memories for them, and have them behave according to one of your own aspects. This is considered *tuning* (See Chapter Two: Tuning). After that character receives their fate point from you, the PC doing the *tuning* suffers the composure hit immediately as per normal. As the *tuning* upon a PC with this stunt is normally a scene of its own, you may then recover stress (see Chapter One: Recovery).

GM's Note: It would be all too cruel and easy to provide a player with a fate point to activate this trigger at the wrong time.

Baptism By Fryolator

Hot grease burning your hand? Pah! The scar tissue is a badge of honor. Any time you face off with a new Monster, defend against it, or defend against unusual weapons, you gain one additional mental stress box that lasts for the rest of the scene. (You only gain one additional mental stress per scene, however.) If you can actually fling hot oil upon someone, they see the burning passion through the spray of hot oil and must defend with Endurance against your attack (unless that would improve their defenses).

Bully

Who knows better where and how to hit than a former schoolyard terror? Like you. Any time you deal damage to an opponent by using an aspect against them (or creating or discovering an advantage), you gain +1 to damage.

Bystanders? Move!

An oozing aura of fear surrounds you as you advance inexorably upon a victim. Those who would interfere (by attacking you, trying to assist someone in attacking you or trying to create advantages against you) find that such attempts increase in difficulty by +1. This bonus applies once per conflict to one victim.

Champion of Others

If you defend another person in a mental/social combat, instead of your own defense being Mediocre (0), it increases to Fair (+2)

Change Tactics

In the middle of a fight, you may switch from one type of weapon to a different one at the end of your turn. Example: you are holding a pistol, but it's close quarters and you're out of ammunition. At the end of your turn, you drop it to ready a baseball bat before your opponent can get the drop on you.

Commanding Presence

During any social contest, you may once insert yourself with a meaningful look, gesture or expression. Without saying a word, you may attempt any one normal Deceit, Empathy or Resolve-based attack, defense or skill use as if you had

DEMOLISHED ONES STUNTS

Certain stunts have mechanics compatible with elements of The Demolished Ones. If you import any to another game, please tweak as needed to be fit the spirit of that adventure.

These are:

A Dime For A Dozen Ideas
Champion of Others
Die, Dammit!
I'm a Disbeliever
Monsters Aren't Real
Plot Man Do
To Hack With It!

The following Stunts were designed with specific TDO mechanics, making them difficult to export to other games.

Attuning
Gut Instinct
Look What I Found
Wipe the Slate Clean
Zen Engineering

spoken or participated. You may shorten the remaining time or the number of exchanges required in a contest by one, and you need not speak at all to use your skills if you can justify it in character.

Connect the Plots

Effect: Once per session, if you find a piece of evidence that the GM indicates is related to a past clue where you missed an Investigation roll, you may use your Investigation skill to check again at +2. You may always accept a Fate Point to miss it a second time to keep it interesting.

Cool Under Pressure

Effect: Should you find yourself with zero fate points, you gain a +1 to one roll of your choice in any exchange. You may use this Stunt a maximum of three times in any scene.

Crowd Blending

Effect: In any bustling street, in a narrow, busy corridor, amidst the thronging masses, and especially in a crowded theater you are adept at moving and blending in. You gain +2 to Stealth rolls.

Special: If you take this stunt a second time (*Crowd Surfing*), you gain +1 to Athletics rolls when you are in a crowded situation. If you get up on people's head and shoulders to move about, you may not use *Crowd Blending* any more, but you gain +2 to Athletics rolls.

Crowd Surfing

See Crowd Blending: Special, above.

Did You See That Move?

Shoulder blades slide down easily. Ankles turn and legs move into unbelievable poses. You are flexible - remarkably so.

Effect: Invoke this stunt when you *succeed with style* at overcoming an obstacle with your Athletics. You create an advantage that also includes one of your companions. That companion may now invoke the advantage you created once for free even if someone else also invokes it.

Die, Dammit!

Gear

When you attack someone and they successfully defend, if you are using a Fragile Gear Aspect, you deal 1 point of stress anyway.

Everything's a Lie

Gnawing deep upon the core of your mind lies the truth that lies extend everywhere. They pulse in the wires, flop like tentacled horrors unseen at the corner of one's eyes, and spring out from people's tongues while strangling the truth. Your parents adopted you - and they were deeply imbedded spies to boot. You see through the deception enough to aid yourself occasionally.

Effect: Once per scene you gain +2 to a single mental Skill roll of your own. This may not be used to assist another person directly.

Failing With Style

The dice do not favor you sometimes.

Effect: When you roll 3 or more negative dice (and do not defend or win the exchange with your opponent, you may opt to take a Minor Consequence and gain shifts of overflow based on the difference between your result and your opponent's.

Fight Like A Giant Robot

Effect: Once per scene, instead of taking physical stress, you fly one zone and transfer the damage you would have sustained from the attack to a nearby structure, car or object that you strike. Especially if it's one larger than you. Significant noise results. GM: Treat this as equivalent to a Minor Consequence.

Fuck It All.

If matters are desperate to you, you may take action - grand action - once per session.

Effect: Spend all of your fate points (you must have at least two) and take a minor Consequence. You may reroll your last result and add +2 per each fate point and +2 for the Consequence. Or you may wait until someone else acts within the next exchange and bestow this bounty upon them (you still take the Consequence). You must have at least a thinly justified narrative reason for how this works.

Guns Ablazing

Shoot it first and ask questions later! That's the only way to be safe - and sane.

Effect: When facing a hidden enemy, or a person/creature that you've never encountered before, you gain a +1 bonus to attack with Guns skill. The first time that you hit in a conflict, you also gain +1 to damage. This does not work on objects. If you defeat a creature, and a second one of the same type shows up, you no longer gain the bonus (unless it attacks from Stealth).

GM's Note: In TDO, Monsters should be considered unique.

Gut Instinct

Effect: Should you guess an NPC's aspect without an assessment or some significant reveal by the GM, you may use *tuning* on them once for one less Composure Stress. You may keep guessing aspects and if you succeed again gain the same benefit. (In other words, if you guess wrong, and you still use *tuning*, it costs you the normal amount. Guess a second aspect and it costs you one Composure stress not two.)

Ham-handed

Those big wrestling muscles come in handy in a fight.

Effect: If you *succeed with style* against an opponent using Fists, or you gain spin that you can justify, you may move your enemy one zone in any direction. They must weigh approximately the same or less than you do and be about the same size or smaller. Opponents significantly larger and heavier instead take a -1 penalty to defense for one exchange.

I'm a Disbeliever

You're stubborn and resistant to change, as well as mental control.

Effect: You may use your Resolve to defend against physical attacks from Monsters.

Indignant

Effect: When defending against Intimidation (Provoke in Fate Core) or Rapport efforts, you may use your Empathy skill.

Interrupt

Once per session, you may interrupt the order of any conflict, challenge or scene to give one of your fate points to a friend. Gain +1 to your defense, or to a skill of your choice, until the scene ends. (You do not receive another fate point for roleplaying this way.)

Jumping Jack

Moving fast and efficiently, you hate to linger at any conflict.

Effect: With this stunt, any time you employ Weapons skill immediately after moving to a new target, you gain +1 to your attack.

Let's Do It! Together.

If you work with someone else to set up a combination of conditions, or to assist another character in achieving results with a complementary skill (such as with Teamwork), you may do so with less than three characters, or you may gain a +1 to your roll (if there are more than three characters.)

Let's Sell Snow to Eskimos

There's something inexplicably charming about you. You could sell swampland in Florida and make people think they're getting a bargain.

Effect: Any time you are not in a physical combat, and you try to convince someone of your sincerity, use your Deceit instead of Rapport. In a physical combat, if you try to create or discover an advantage that involves Deceiving someone you do so at +1. Caveat: trying to do this three or more times in a single combat may backfire. Your opponents who defend successfully against your deceit gain a +1 to resist future attempts.

ONCE PER SCENE LIMITATIONS

If you're the type of player who likes to read text and try to justify something cool lasting longer than it's supposed to, please go look at that "Once per scene" (or similar) phrase at the beginning of a Stunt again. That's the limit. Really, nothing from one of these Stunts lasts once the scene ends.

However, if you're clever, willing to spend more Fate Points, and take a Compel or two, your GM might just let it stick around. For one more scene.

Liquid Bold

You carry around and may use liquids as if they are ranged weapons like a gun. They should be caustic, acidic, boiling hot, fuming, alcoholic, poisonous or otherwise damaging. (Ice is not a liquid, but a GM could bend the rules for creative uses.) You may fling the liquid up to two Zones. It deals damage like anything else, however creative players will make use of fate points and declarations to create unusual advantages. Use of this stunt is the equivalent of a fragile gear aspect that provides you with up to six uses in a session.

Look What I Found

Effect: Once per session, you may declare a fragile gear aspect (TDO, Chapter Two) that you have. For the expenditure of a fate point, you may declare it to be one that someone else has - even interrupting the exchange order to make the declaration.

Marksmanship

Your eye fixes steadily upon a vanishing target.

Effect: Once per conflict, you may fire shots at one retreating enemy up to one extra zone beyond your Gun's normal range.

Special: This stunt may also be taken by a character who specializes in a Weapon, allowing them to throw it one zone as if it had a Range. They must still retrieve that piece of gear before using this stunt again.

Mighty Indeed

Cowards using ranged weapons? You can still get them.

Employ this stunt when you attack someone with a hurled object (not a prepared Weapon). Use your Might in place of your Weapons skill.

Monsters Aren't Real

As a complete head case, you disbelieve in Monsters, even the ones in the Dome.

When you attack such a creature, you may attack against them physically with your Intimidation. (You must still attack them as per normal. You may not create or modify aspects with this stunt.)

Nerd Rage

Someone is wrong on the Internet! You have been challenged upon a set of facts that you know well. When challenged, the ire burns through your brain, igniting randomly. Choose a specialty area of expertise, or two or three. You and your GM should agree upon subjects that have at least a modest chance of coming up in play. The fewer the number of specialties, the more likely they should be able to appear. Example: Architecture would be interesting in the Dome.

Effect: You may defend against any one social attack directed at you per exchange with +1 to your defense. If the attacker refers to your specialty subject, then your defense is at +2 as long as you argue with them. Your character should seek out appropriate tokens, garb (like a t-shirt), memorabilia and stickers to wear as badges of honor.

Special: If you defend successfully with your specialty subject, you may spend a Fate Point to act first in the next exchange against your attacker (and only your attacker) with a +1 bonus. At the end of the exchange, your rage subsides and you return to your normal place in the order.

Not Much Disturbs Me

Nigh Unstoppable

Effect: Once per conflict, you may move up to three zones instead of one, at no penalty to a complementary skill. Aspects, borders and other physical features may still prevent your progress.

Outgunned

You're the guy who brings a knife to a gun fight. You come to a battle of wits armed for bear or beer pong - just in case.

Effect: Thrice per conflict, you may add +1 to any one skill attempt that uses a skill two or more levels below your apex skill. The GM may limit or exclude this for non-conflict scenes.

Pay It Forward

Effect: Once per scene, if you fail a reroll that you used a Fate Point to initiate, you gain a +2 bonus to any one roll in the next exchange.

Piffle

Yours is the ability to diminish the success of others and to make them cringe a little.

Effect: When you attack another character to inflict mental harm, if you are logically able to use Intimidate, they get a -1 to their defense. In this circumstance, and in the event of a tie, your opponent may not create an advantage on you if you deal 1 point of stress.

Plot Man, Do

Gear aspect

Effect: Once per scene, for a Fate Point, you may pull out an unexpected move, minor weapon or other trick that you can at least mildly justify possessing. When you strike any one opponent using it (net 0 or more damage after defense), they take +2 damage. Remaining opponents may view you as a threat and gang up on you. If you pull out a concealed weapon, which is a normally a fragile gear aspect, you may pull it out again in a different scene.

Protector

Stalwart, like a knight of old, you help others frequently when they cannot help themselves. If you defend another person in a physical conflict, instead of your own defense being Mediocre (0), it increases to Fair (+2) against one other opponent.

Quick Strike

Take to the shadows, lurk and leap! That's your method of operations. Upon taking this stunt, select permanently whether it works with Weapons or Fists. Then, if you initiate a conflict against an enemy from Stealth, you gain +2 on your first Weapons/Fists-based attack of the conflict. If you hide yourself on a later exchange, then turn to attack a new enemy in the same conflict, you get the bonus again.

Rises to the Challenge

Face someone with a greater skill than yours in a contest (more than two steps on the ladder difference). If you take stress or a consequence from an exchange, you may add +1 to your skill against this foe until the conflict or contest ends. These bonuses accumulate, up to a maximum equal to your opponent's base Skill.

Example: Grigor Anichowski has Fists 1, and is up against a Monster with Fists 4. He tries to survive an attack by Dodging, and fails, taking his 2 stress box. He may add +1 to his Fists this round. If he survives another exchange, he may add +2. Although unlikely, if Grigor survives four exchanges against the Monster, he would add +4 to his Fists.

Shrinking Violence

You may employ Deceit to defend against physical attacks if you can pretend to avoid or shy away from your attacker. (If you previously attacked them, the GM may increase the difficulty of your Deceit roll.) If you successfully defend like this for two exchanges in a row, you gain a +1 bonus if you attempt to create an advantage against that opponent, as long as it is in keeping with your actions.

Surge of Effort

For a fate point, you move one extra Zone, *no matter what the conditions are* - as long as you can explain how you do it.

Team Player

Whenever you use an advantage created by another player character (regardless of whether you spend a Fate Point or not), you gain an additional +1 to your Skill roll.

If you are using the optional Teamwork rules (see Sidebar), then your GM may also choose to define this Stunt as follows: once per scene, you provide an additional +1 to the lead's effort in a teamwork attempt if you participate with a relevant Skill.

To Hack With It!

The lack of phones, laptops and computers is unnerving. You need technology. The wall of sound, the isolation, the world beyond the fleshy wall of your body is gone. You compensate by turning your devil-may-care attitude into success. Once per Scene, as you are about to take an action, you may declare one fact involving computers, microchips, cell phone networks, rare earths, web browsers, etc. You may not have

OPTIONAL RULE: TEAMWORK

You may work with another character to form a team to:

- Overcome an obstacle.
- Set up one person to do well in a particular situation.

The character ("the lead") with the highest relevant skill leads the effort. Other characters may assist as long as they have Average (+1) or higher in the skill. Each additional character assisting adds +1 to the skill roll. The lead, with two characters assisting, would gain a +2 to their skill roll.

However, anyone who participates in such a skill check also shares in any negative results or potential consequences.

Example: Jim, Cheryl and Kevin run down a dark alleyway to avoid pursuit, only to find a high, slick brick wall. Cheryl is the best climber (Athletics 3), so she leads, and Kevin and Jim both assist her (giving her +1 apiece.) She easily climbs the wall without rolling. Kevin and Jim are now stuck on the other side of the wall. If they had all wanted to climb the wall together, helping each other, that would be treated as a Fantastic Challenge (+6) to get all three quickly over the wall.

one of these devices, however any time you can work the declared fact into the scene, your GM helps you. Consider this begging. With a Stunt. So you get something out of it.

Example: Character declaims: "We wouldn't have to spend hours searching through these dusty volumes if we had a search engine!" GM reduces the time increment for the search secretly.

Trained In Ancient Ways

If you gain a boost during combat, you may spend a Fate Point to have it last for the duration of the encounter. If you do so, you may invoke it for free twice for a +1 bonus each time in addition to the normal free invoke for the original boost.

Tough As Nails

Once per session, upon taking a physical Consequence, you may turn it into a mental Consequence. Once the scene ends, you must then take a temporary Aspect related to what happened to you that lasts at least throughout the next scene.

Example: Mako Sasaki takes the mild Consequence Badly Chewed early on during a scene with a Monster. Or so it looks like to a distant witness. In reality, the wounds are shallow and did not damage her. However, she now has Visions Of Being Chewed Up, a mild mental Consequence, which follows her well into the next day...

Special: This may also be defined at character creation to apply to sustaining a mental Consequence, in which case you turn it into a physical Consequence once per session.

Tough Character

Once per session, you can ignore one mild physical or mental Consequence related to an extreme situation similar to one that you faced in the past, taking instead your lowest stress box. If you have no open stress boxes, you still ignore it, at a -1 to your rolls for the remainder of the conflict that caused the damage. The type of Consequence must be defined in advance (mental or physical) and the nature of it must also be chosen (extreme hardship, extreme illness, extreme poverty, extreme stress, extreme zeitgeist).

Example: your character almost drowned once, and you trained hard to avoid it again. If you are in the water, or forced to limit your breathing as oxygen diminishes, you may ignore the first physical Consequence.

Untouchable

You are hard to attack in physical combat for some reason that you and the GM should agree upon in advance. For a fate point (spent in advance of a blow being struck against you), your opponents use Resolve instead of the skill (Fists, Guns, or Weapons) that they intended to use for the rest of the conflict. They may buy out of this stunt, in which case you get your fate point back and one additional fate point.

GM's Note: Clever opponents may still create aspects or discover conditions or assist each other in this situation.

Victory From Defeat

When you fail to defend yourself with a difference of four or more, and/or take any Consequence, describe the failure in some entertaining way. You create a temporary advantage or scene aspect that a friend, companion or adjacent ally may use once for free.

Example: Corvus Herkimer gets struck in the face while escaping from Police Headquarters with Rita Gardiner. He gets hit hard, and takes the Minor Consequence of Bloody Nose. His player decides that the gush of blood makes the floor slick. Rita discovers this aspect in time to use on her defense roll - the pursuing police officer slips and his shot goes wild.

Watch What This Can Do

Vehicle

You take chances while driving due to your superior instincts and abilities, even when not familiar with a vehicle. The results are so spectacular that even failure is a success. When you defend others in a vehicle, you apply your Drive result to your own defense (instead of it being Mediocre). If you try to Overcome an Obstacle and fail, the GM may not Compel or invoke for free any Scene Aspect against you (instead you gain a fate point as per normal).

Wipe the Slate Clean

Requires: The return of at least one character's real memories. See *The Demolished Ones* Chapter Two: Character Creation for Act Two.

Special: Only available for Act II. A player character may only use this once per session. If a PC uses it on an NPC, they do not get the benefit of recovery (see below)

Effect: With a minute outside of combat to talk to someone (including your companion, ally or reluctant partner in crime), you implant a trigger that later may momentarily activate one of your True Memories for them, and have them



behave according to one of your own aspects. This is considered *tuning* (See Chapter Two: Tuning). After that character receives their fate point from you, your PC doing the *tuning* suffers the composure hit immediately as per those rules. As the *tuning* upon a PC with this stunt is normally a scene of its own, you may then recover stress (see Chapter One: Recovery).

GM's Note: It would be all too cruel and easy to provide a player with a fate point to activate this trigger at the wrong time.

Work the Room

Requires: The Art of Seduction (*The Demolished Ones*; Chapter Two)

Make a speech, sing a song or give a performance of some sort lasting at least two exchanges. You may now attempt to create or discover an advantage such as "All Eyes on You", "Distracted", or "The Crowd is Happy Tonight" on a room of non-violent people. (GM's discretion applies as to what constitutes a "room".) If you succeed, you may invoke the advantage for free *and* pass a free invocation to up to two allies as long as they were present for the performance.

Zen Engineering

Required Skill: Engineering

You may use *shaping* to introduce new facts and new ideas about the world as long as you can make them sound plausible, based upon your background. You do not suffer a mild mental consequence the first time you employ this in a given session.

Example: "Actually, that girder was forged from purest unobtainium, a new metal they're working on in Europe. Hit it at just the right angle on a tangent to its stress rating, and it might just give."

SECTION IV - CORE STUNTS

This section reproduces most of the Fate Core Stunts from the skills available in *The Demolished Ones* for the convenience of players and GMs who want “standard” stunts available. Tweaks to match them to TDO are minimal, although many of these are listed in TDO format instead of Core. Please refer to the Skill Changes sidebar in the introduction to this volume for more discussion on what happens to skills in TDO. Certain stunts that are a challenge to include (such as the fantasy-themed and Lore-based) were left for future discussions of the art.

ACADEMICS

I've Read about That!

You've read hundreds—if not thousands—of books on a wide variety of topics. You can spend a fate point to use Lore in place of *any other skill* for one roll or exchange, provided you can justify having read about the action you're attempting.

Specialist

Choose a field of specialization, such as Holmesian studies (criminology), phrenology, or spiritualism. You get a +2 to all Academics rolls relating to that field of specialization.

GM's Note: These were originally Lore stunts, translated to TDO.

ALERTNESS (NOTICE)

Danger Sense

You have an almost preternatural capacity for detecting danger. Your Alertness (Notice) skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

Body Language Reader

You can use Alertness (Notice) in place of Empathy to learn the aspects of a target through observation.

Reactive Shot

You can use Alertness (Notice) instead of Guns (Shoot) to make quick, reactive shots that don't involve a lot of aiming. However, because you're having a knee-jerk reaction, you're not allowed to concretely identify your target before using this stunt. So, for example, you might be able to shoot at someone you see moving in the bushes with this stunt, but you won't be able to tell if it's friend or foe before you pull the trigger. Choose carefully!

ATHLETICS

Sprinter

You move two zones for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement.

Hardcore Parkour

Gain +2 to overcome actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Dazing Counter

When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the *Dazed* situation aspect to your opponent with a free invoke, instead of just a boost.

BURGLARY

Always a Way Out

Gain +2 on Burglary rolls made to create an advantage whenever you're trying to escape from a location.

Security Specialist

You don't have to be present to provide active opposition to someone trying to overcome security measures you put in place or worked on. (Normally, a character would roll against passive opposition for that.)

You're Never Safe

You can use Burglary to make mental attacks and create advantages against a target, by staging a heist in such as way as to shatter their confidence in their security.

GM's Note: In the Dome, this may take a lot of work to set up. If you include this stunt for a player, you may wish to intensify it by granting a bonus to the attacks and create advantage, such as +1.

DECEIT (DECEIVE)

Fast Talk

You get a +2 to overcome obstacles with Deceive, provided you don't have to talk to the person you're trying to deceive for more than a few sentences before blowing past them.

Lies upon Lies

Gain +2 to create a Deceive (Deceit) advantage against someone who has believed one of your lies already during this session.

Mind Games

You can use Deceive in place of Provoke (Intimidate) to make mental attacks, as long as you can make up a clever lie as part of the attack.

Quick Disguise

Special: requires Fast Talk.

You're able to put together a convincing disguise in a heartbeat, using items from your surroundings. You can roll Deceive to create a disguise without any time to prepare, in nearly any situation.

Instant Cover

Special: requires Fast Talk.

You can whip up a cover story like no one's business, even if you haven't made an effort to establish it beforehand. Any time you overcome an obstacle in public using Deceive,

automatically add a situation aspect representing your cover story, and stick a free invocation on it.

Hey, What's That?

Special: requires Fast Talk.

Gain a +2 bonus whenever you're using Deceive to momentarily distract someone, as long as part of the distraction involves saying something.

DRIVE

Hard to Shake

Gain +2 to Drive whenever you're pursuing another vehicle in a chase scene.

GM's Note: This may be unusual in the Dome. Consider allowing a bonus to lose pursuing vehicles instead., or just using Pedal to the Metal below. Hard to Shake may be a great Stunt for the enemy's of the PCs.

Pedal to the Metal

You can coax more speed out of your vehicle than seems possible. Whenever you're engaged in any contest where speed is the primary factor (such as a chase or race of some kind) and you tie with your Drive roll, it's considered a success.

Ramming Speed!

When ramming another vehicle, you ignore two shifts of damage. So if you ram and hit for four shifts, you only take two yourself.

EMPATHY

Lie Whisperer

Gain +2 to all Empathy rolls made to discern or discover lies, whether they're directed at you or someone else.

Nose for Trouble

You can use Empathy instead of Notice to determine your turn order in a conflict, provided you've gotten a chance to observe or speak to those involved for at least a few minutes beforehand during this scene.

FIGHT

Heavy Hitter

When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.

Backup Weapon

Whenever someone's about to hit you with a *Disarmed* situation aspect or something similar, spend a fate point to declare you have a backup weapon. Instead of a situation aspect, your opponent gets a boost, representing the momentary distraction you suffer having to switch.

Killing Stroke

Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the

consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence *and* a second consequence or be taken out.

GUNS

Called Shot

During a Guns (Shoot) attack, spend a fate point and declare a specific condition you want to inflict on a target, like Shot in the Hand. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

Lead In The Air

You really like emptying magazines. Any time you're using a fully automatic weapon and you succeed at a Shoot attack, you automatically create a Fair (+2) opposition against movement in that zone until your next turn, because of all the lead in the air. (Normally, you'd need to take a separate action to set up this kind of interference, but with the stunt, it's free.)

Psychologist

Once per session you can reduce someone else's consequence by one level of severity (severe to moderate, moderate to mild, mild to nothing at all) by succeeding on an Empathy roll with a difficulty of Fair (+2) for a mild consequence, Good (+3) for moderate, or Great (+4) for severe. You need to talk with the person you're treating for at least half an hour in order for them to receive the benefits of this stunt, and you can't use it on yourself. (Normally, this roll would only start the recovery process, instead of changing the consequence level.)

TDO Note: This does not work on Monsters or named NPCs.

Quick on the Draw

You can use Guns (Shoot) instead of Alertness (Notice) to determine turn order in any physical conflict where shooting quickly would be useful.

Uncanny Accuracy

Once per conflict, stack an additional free invoke on an advantage you've created to represent the time you take to aim or line up a shot (like *In My Sights*).

INTIMIDATE (PROVOKE)

The Fight in the Dog

You can use Intimidate (Provoke) to enter the kinds of contests that you'd normally need Physique (Might) for, whenever your ability to psych your opponent out with the force of your presence alone would be a factor.

Armor of Fear

You can use Intimidate (Provoke) to defend against Fists attacks, but only until the first time you're dealt stress in a conflict. You can make your opponents hesitate to attack, but when someone shows them that you're only human your advantage disappears.

Provoke Violence

When you create an advantage on an opponent using Provoke, you can use your free invocation to become the target of that character's next relevant action, drawing their attention away from another target.

Okay, Fine!

You can use Intimidate (Provoke) in place of Empathy to learn a target's aspects, by bullying them until they reveal one to you. The target defends against this with Resolve (Will). (If the GM thinks the aspect is particularly vulnerable to your hostile approach, you get a +2 bonus.)

INVESTIGATE

Attention to Detail

You can use Investigate instead of Empathy to defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of micro expressions.

Eavesdropper

On a successful Investigate roll to create an advantage by eavesdropping on a conversation, you can discover or create one additional aspect (though this doesn't give you an extra free invocation).

The Power of Deduction

Once per scene you can spend a fate point (and a few minutes of observation) to make a special Investigate roll representing your potent deductive faculties. For each shift you make on this roll you discover or create an aspect, on either the scene or the target of your observations, though you may only invoke one of them for free.

MIGHT (PHYSIQUE)

Grappler

Gain +2 to Physique rolls made to create advantages on an enemy by wrestling or grappling with them.

Take the Blow

You can use Might (Physique) to defend against Fists attacks (or blunt instruments), though you always take 1 shift of stress on a tie.

Tough as Nails

Once per session, at the cost of a fate point, you can reduce the severity of a moderate consequence that's physical in nature to a mild consequence (if your mild consequence slot is free), or erase a mild consequence altogether.

RAPPORT

Best Foot Forward

Twice per session, you may upgrade a boost you receive with Rapport into a full situation aspect with a free invocation.

RESOLVE

Strength From Determination

Use Resolve (Will) instead of Might (Physique) on any overcome rolls representing feats of strength.

Hard Boiled

You can choose to ignore a mild or moderate consequence for the duration of the scene. It can't be compelled against you or invoked by your enemies. At the end of the scene it comes back worse, though; if it was a mild consequence it becomes a moderate consequence, and if it was already moderate, it becomes severe.

Indomitable

Gain +2 to defend against Intimidation (Provoke) attacks specifically related to intimidation and fear. This includes any mental attack made by a Monster, although if it isn't related to intimidation and fear, the bonus is only +1.

STEALTH

Backstab

You can use Stealth to make physical attacks, provided your target isn't already aware of your presence.

Face in the Crowd

Gain +2 to any Stealth roll to blend into a crowd. What a "crowd" means will depend on the environment—the streets requires more people to be crowded than a small bar.

Slippery Target

Provided you're in darkness or shadow, you can use Stealth to defend against Guns (Shoot) attacks from enemies that are at least one zone away.

WEAPONS

Riposte

If you succeed with style on a Weapons (Fight) defense, you can choose to inflict a 2-shift hit rather than take a boost.



APPENDIX: MOVEMENT RULES

These are also official errata to *The Demolished Ones*.

Zones and Movement

When you start a physical conflict in *The Demolished Ones*, divide the location of the conflict up into *zones*. Zones are pieces of the total area, divided up in a way that makes sense to you. For example, if you're fighting in a warehouse, you might decide that the back of the warehouse is a zone, the front a second zone, and the outside of the warehouse a third zone. You could divide it into more zones than that if that's what makes sense to you, but 3-5 zones is usually enough.

You may move to and attack anyone *within the same zone* in melee as a single action. If you have a ranged attack, you can attack people in other zones. You might have to worry about whether or not you can see your target. Missile weapons generally have a range of two zones.

There are two types of movement in a conflict. The easiest is moving a single zone; you can move once within a zone and still take your normal action on your turn without penalty. If you want to move more than one zone on your turn, you devote your action to movement. Make an Athletics roll against Mediocre (+0) opposition. Each shift you generate allows you to move a single zone, up to the maximum

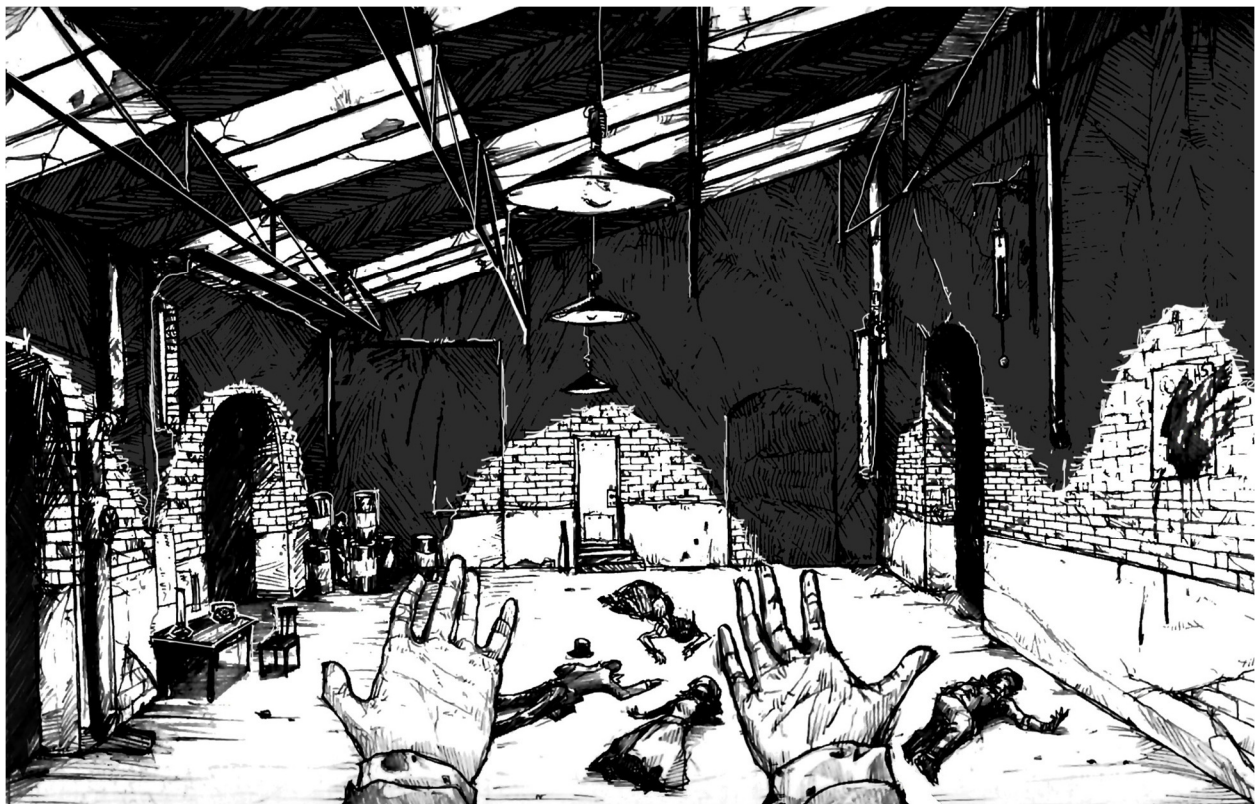
number present. The GM might deem that some zones are inaccessible, or might raise the level of opposition for your roll if you are in a zone that makes movement particularly difficult.

AFTERWORD

Writing the section of True Memories disturbed me on a deep level. These are not the types of people I want to be. Portraying one is a challenge. Much like an actor on a stage, we all can face such challenges. It still bothered me to try to put my head inside that of a self-serving, non-ethical or downright bad person.

If you are familiar with the milieu of *The Demolished Ones*, you also know that it is a different world. People can and do change. The characters certainly change when they are within the Dome. Your players may embrace these past memories (consider carefully any players that enjoy True Memories too much), use them as a springboard to some amazing roleplaying (a good result), or gloss over some of the uglier bits if they are uncomfortable (which is fair). It should lead to some excellent stories.

Consider. There are Monsters within any of us. No matter how uncomfortable we are in our skin.



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