Fate Core Stunts 1

Mundane Heroes

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Introduction

Welcome to the first in the series Fate Core Stunts. You may be wondering why we called these stunts for mundane heroes, isn't that usually boring, normal, and uninteresting? Nope! By mundane we mean that these are all stunts that don't require a supernatural explanation but are still extraordinary!

If you find any issues with this book, typos, or anything that's not clear, please email me at gallantknightenterprises@gmail.com.

Daniel Gallant

Author's Notes

The only rule (not in the main book) used by one of these stunts (Hack This, Pal!) is barriers. You can find the full text in the Stormcallers section of Fate Core Toolkit and the Toolkit SRD.

Stunt List

And One More Thing

You always remember one more key fact about the problem you are trying to solve. For the cost of one fate point you can use Lore a second time during a skill challenge.

As I Suspected!

You can take seemingly unrelated facts to draw a logical but unexpected conclusion. Once per session, you can create a scene aspect with two free invokes on anyone in the scene representing your logical deduction.

Battlefield Medic

You are willing to risk everything to save the injured. You get a +2 to Will to create aspects representing being cool under pressure to recover and/or treat a patient.

Berzerker

You can fly into a rage that drives you to greatness in combat, but it can also hinder other actions. Once per session you can gain the scene aspect Murderous Rage with 2 free invokes. This aspect can be dismissed at any time. While the aspect is active you cannot take any action that requires delicacy, calm, or patience. You can use Physique to add additional invokes.

Booby Traps Everywhere

You have placed various traps, tripwires, obstacles, etc in a zone to slow down and possibly injure the unaware. Once per session you may place the situational scene aspect Traps with no free invokes. You need access to the zone in the previous scene to place the traps. Anyone trying to move onto or out of this zone must make a Burglary check against a difficulty of Fair (+2) to actually enter or leave.

Characters who fail the roll cannot enter or leave that turn.
The character also has the option to spend one additional fate point on each of these abilities:

- Increase the difficulty of the trap to Good (+3).
- Give the trap Fight equal to the difficulty. It attacks at the same time as the character who created it.

The traps have stress equal to their difficulty. To remove the trap, roll Burglary vs Difficulty to inflict stress.

Bootlegger Reverse

You know how to pull the old moonshiner's trick of turning your vehicle around with only a minimal loss of momentum. Once per scene you can maneuver your vehicle to optimally position it to attack with your weapons. Get +2 to Drive to use in place of Shoot or Fight for one exchange.

Cleave

You can attack two foes at a time. When using Fight and you succeed with style, you can divide your attack roll between two opponents, with +1 for each. See Great Cleave as well.

Deadshot

You have the ability to hit the right spot for maximum effect. When you succeed with style with Shoot you can pay one fate point and inflict a mild physical consequence.

Float Like A Butterfly

You're fast and agile, making you harder to hit in a fight. You can use Athletics to defend as Fight.

Gift Of Healing

You have a knack for healing the body and mind. +2 to Lore to overcome starting the healing process for consequences. Requires an aspect to justify this stunt.

Got One!

You happen to have the perfect tool for the job. Once per session you create a scene aspect, "The Perfect Tool For _____", with two free invokes. The blank must be a specific task, for example, 'Door Opening' or 'Rope Cutter'.

Grease Monkey

You know your way around vehicle mechanics. You get +2 to Crafts when repairing a vehicle. The difficulty to remove all stress is Fair (+2). The difficulty to remove consequences are equal to their value; for example a Moderate (-4) consequence requires overcoming a difficulty of Great (+4).

Great Cleave

Your experience with Cleave has taught you how to attack even more targets. When you succeed with style, you can divide your attack between up to three targets at +1 each. This requires and replaces Cleave.

Gunsmith

You are specially trained in the care and modification of guns. You get +2 to Crafts checks involving firearms.

Hack This, Pal!

You know how to erect an effective barrier against computer hacking attempts. You get +2 to Burglary to create a barrier to defend a computer system from being hacked.

Heart's Secret

You have a knack for reading others emotions. You get +2 to Empathy to create aspects related to reading emotional states.

I Know A Guy

You can call on your contacts to have an expert come to you and assist in a task. Once per session you can spend a fate point and for the duration of a scene, you have a Nameless NPC with one aspect, a single skill wide column with the top skill equal to Contacts, and stress equal to Contacts. For example, Contacts Good (+3) gives you a contact with one aspect, one Good (+3) skill, one Fair (+2), and one Average (+1) skill, and 3 stress.

Listen Up!

You know how to give orders and make others listen. Once per scene you can spend a fate point to allow another character you are in communication with to re-roll a failed skill check or invoke one of their aspects.

Long Shot

You know how to get the most out of your long range weapons. Attack with Shoot at up to a 3 additional zones distance.

Magic Of Friendship

You know the importance of friendship and are always looking for new friends. Once per scene, you can roll +2 to Rapport to create a friendship related aspect.

Put The Fear Of Deity Into Them

You're skilled a frightening others. When intimidating using Provoke you can upgrade a boost to a scene aspect with one free invoke.

Read 'em Like A Book

You know how to read people's emotions. You can use Rapport in place of Empathy to create emotion aspects.

Roll With The Punches

You know how to take a hit. You can use Athletics to determine Physical Stress.

Sting Like A Bee

You use your speed and agility to fight more effectively. You can use Athletics to Attack as Fight.

Studied Strike

You let no detail escape you allowing you to aim for your opponent's weak points. You can use Notice to attack as Fight.

Tougher Than I Look

You are tougher than your build would otherwise dictate. You can take an additional Mild (-2) Physical consequence. You require an aspect to justify this.

Unseen Empire

You know people and they owe you. Once per session you can get +4 to one Resources roll to acquire items or other resources from them. Requires an aspect denoting your empire.

Up Gun

You know a few tricks to temporarily get extra performance out of firearms, but at a cost. Once per session for a scene you add Weapon:2 to an existing weapon used with Shoot. The weapon acquires the aspect "Jury-Rigged". This can be overcome with a Craft or Resource roll of Fair (+2). A repair can be attempted once per scene.

Widely Studied

You've studied a wide variety of subjects, giving you insights few would find. Once per scene you get +3 to Lore to create a situation aspect for any other skill.

Your Broke and My Broke Are Not The Same Thing

You're currently broke, but only by *your* standards. Once per session get +4 to a Resource roll. This stunt requires an aspect denoting wealth, past wealth, or lost wealth.

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