Fate Core Stunts 2

Magical Heroes

Daniel Gallant

GK Enterprises

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Fate Core Stunts 2
Magical Heroes

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Introduction

Welcome to the second in the series Fate Core Stunts. This book is devoted to magical and extraordinary stunts.
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 some of these stunts is Barriers. You can find the full text in the Stormcallers section of Fate Core Toolkit and the Toolkit SRD.

Alternate Magical Skills

The default spell casting skill in Fate Core is Lore. However, there are some tables that prefer to have a separate Magic skill (see below), or want to use Will, or even Athletics. Here are a few examples of alternate magic skills:

Athletics

Magic relies on intricate movements and dance like steps. Spellcasters are graceful and move with precision.

Resources

Magic is bought and sold. Spellcasters are wealthy.

Will

Magic relies on strength of mind. Spellcasters are arrogant and sure of themselves.

Rapport

Magic relies on the ability to convince the universe to do their bidding. Spellcasters are friendly and can talk almost anyone into anything.

Physique

Magic relies on the ability to channel raw energy. Spellcasters are tough and muscular, their strength matching their magical power.

The Magic Skill

For some settings it makes sense to have a separate Magic skill representing knowledge and skills specific to magic. After all, just because you can reorder the universe doesn't mean you know anything about it.

Magic

This is the skill for the use and knowledge related to magic. This skill requires an aspect to create advantages at all. Without one, you can only overcome.

Overcome

Overcome obstacles relating to knowledge about magic, including magical items, magical creatures, and magical effects.

Create an Advantage

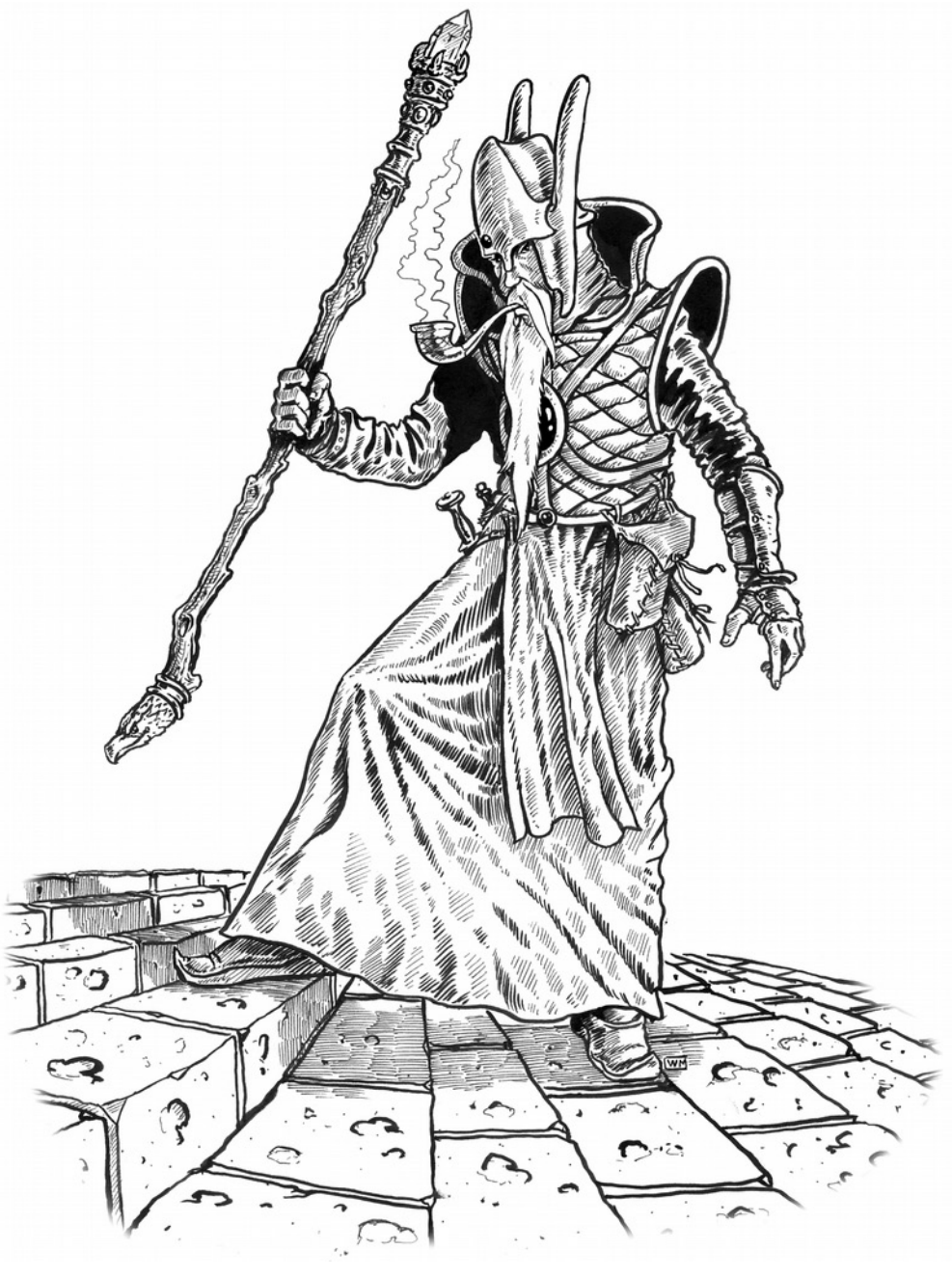
Magic can be used to Create an Advantage by using your magical knowledge to subtly influence things. Specific stunts may also grant the ability to create more overt advantages with Magic.

Attack

You normally you cannot attack without a stunt.

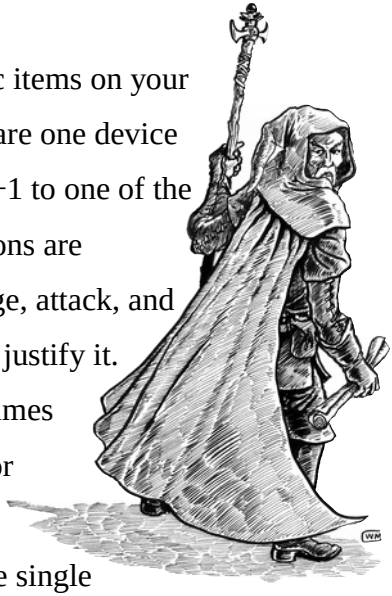
Defend

You normally you cannot defend without a stunt.



Stunt List

A Plethora Of Magic Items



You have a variety of limited use magic items on your person. Twice per session you can declare one device that lasts one scene. This device gives +1 to one of the four actions for one skill. The four actions are overcome, create or unlock an advantage, attack, and defend. This stunt requires an aspect to justify it. This stunt may be purchased multiple times and the effects can stack, up to a +2. For example, if you have this stunt once you can have two +1 scene devices, one single +2 scene device, if you have this stunt twice you can have four +1 devices for four scenes or two +2 devices for two scenes.

Arcane Magic

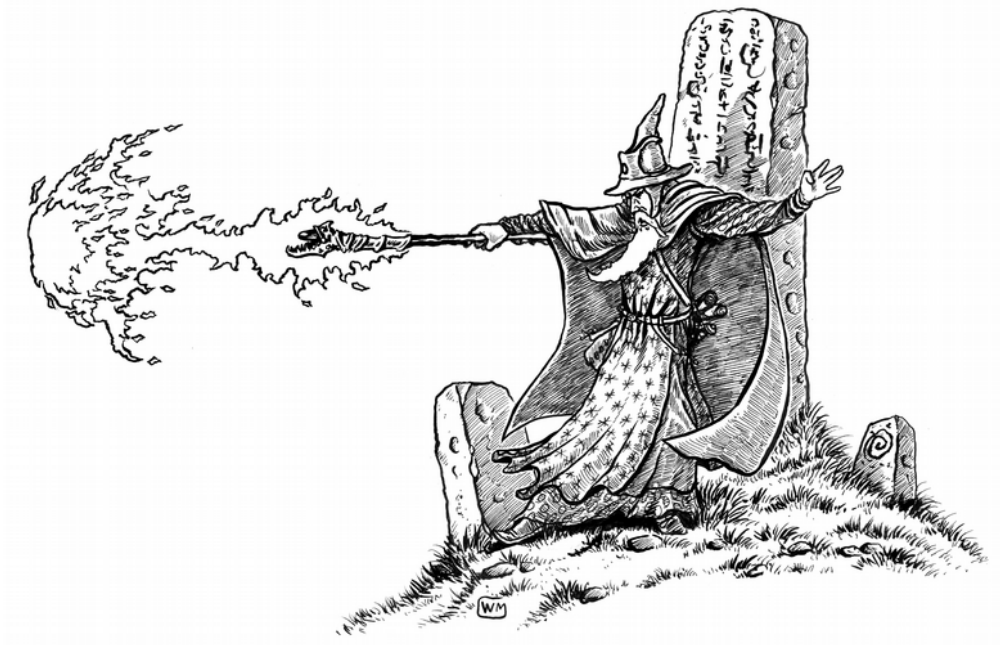
You are skilled at arcane utility magic. You can use Lore to create advantages representing utility magic. Some examples are Grease (makes a surface in a zone slippery), Strength Of The Elephant, Lock Door, etc. This requires an aspect to justify it.

Arcane Magic: Advanced Study

Your years of hard work and study have paid off in more powerful magical abilities. You get +1 to Lore for all spellcasting including use by Arcane Magic stunts. This stunt requires Arcane Magic and at least two additional Arcane Magic stunts. This stunt can be purchased multiple times.

Arcane Magic: Blast

You can harness the arcane energies to throw a blast of some kind of energy. You can use Lore as Shoot to attack up to 2 zones away with Weapon:1. When you take this stunt you must specify what kind of blast it is (e.g. fire, electricity, force, shadow, etc) and what skill it is defended with (e.g. Athletics, Fight, Physique, or Will). This stunt requires the Arcane Magic stunt.

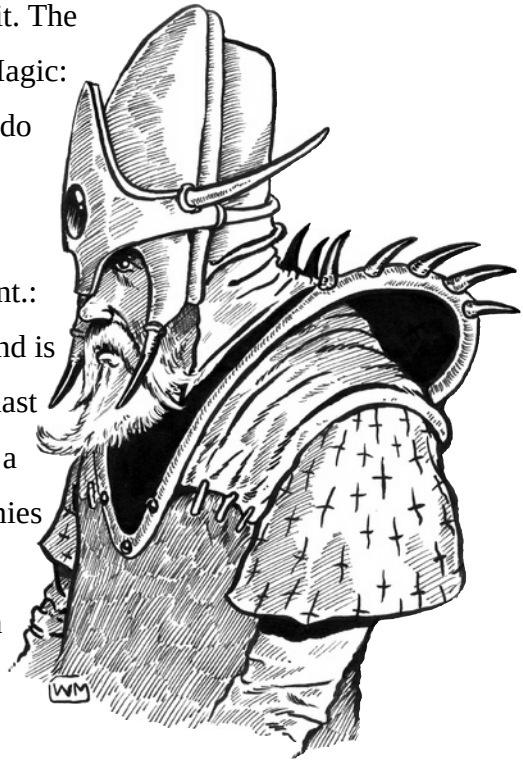


Arcane Magic: Bolt

You can focus your energy blast to get longer range and more impact. You can attack at a range of 6 zones with Weapon:2. This stunt requires and replaces Arcane Magic: Blast and is the same type of energy it replaces.

Arcane Magic: Burst

You can throw your blast or bolt as an explosive sphere of energy. You can make an attack to all targets in the same zone, including friends, at no penalty. You roll once and apply this result to everyone in the zone. You can opt to divide your attack roll between targets as you see fit, thus avoiding friends. If you fire the burst in your own zone, you are not attacked by it. The Weapon bonus from Arcane Magic: Blast and Arcane Magic: Bolt do not apply (see Arcane Magic: Enhanced Burst) This stunt requires the Arcane Magic stunt.: Blast or Arcane Magic: Bolt and is the same type energy as the Blast or Bolt. For example, you roll a 5 total into a zone with 2 enemies and a friend. You could attack everyone (friend and foe) with a 5, or you could divide the 5 into 2 and 3 for the foes.



Arcane Magic: Charm Person

You can influence a person to be your friend.Once per scene you can use Lore as Rapport to create the scene aspect Friendly. For the rest of the scene they will treat you as a trusted friend. This aspect will go away if you attack or otherwise mistreat the target. This stunt requires the Arcane Magic stunt.

Arcane Magic: Detect Emotions

Your magic can read the emotions of others. You get to use +1 to Lore as Empathy to create aspects based on emotions. This stunt requires the Arcane Magic stunt.

Arcane Magic: Enhanced Burst

Your blasts are very effective. Add +1 to each target in a zone from Arcane Magic: Burst. This stunt requires the Arcane Magic: Burst or Arcane Magic: Selective Burst stunts.

Arcane Magic: Fly

You can fly for short periods of time. Once per session for a scene you get +2 to Athletics to overcome obstacles or create advantages based on your ability to fly. This stunt requires Arcane Magic.

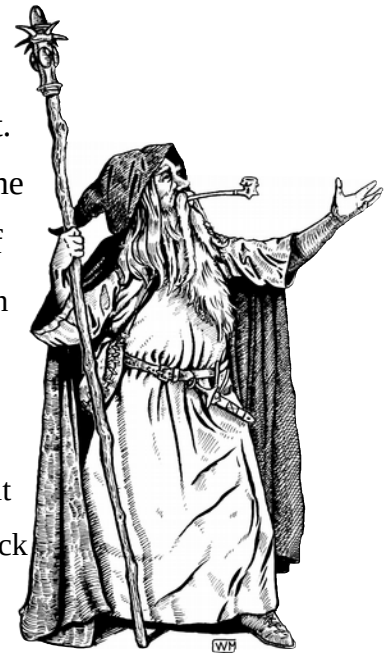
Arcane Magic: Invisibility

You can turn yourself invisible. Once per scene, at the cost of a fate point, you can place the aspect Invisible with 2 free invokes on a single creature, including yourself. Anything you are wearing or carrying is also invisible as long as it is on you. The Invisible aspect goes away when you attack or use magic. You can add additional invokes by using Stealth. This stunt requires the Arcane Magic stunt.

Arcane Magic: Knock

You can use your magical skills to open most locks. Once per scene you can use +2 to Lore as Burglary to open any lock. This stunt requires Arcane Magic.

Arcane Magic: Magical Reserves



You have reserves of magical energy. Select a stunt that has a per session or per scene use and has a cost of one stunt. You can use that stunt one additional time per session or per scene. For example, if you select **Arcane Magic: Knock** you can use it twice per scene.

Arcane Magic: Quick Spellcaster

You can quickly produce a spell to best suit the situation. When you select this stunt pick three Arcane Magic stunts that cost one stunt each. You cannot select Arcane Magic: Versatile Spellcaster. Twice per session you can swap any one of those Arcane Magic stunts in your list for any other in your list. You can select this stunt even during a conflict. This stunt requires Arcane Magic, costs two stunts, and may be purchased multiple times.

Arcane Magic: Selective Burst

You can affect all targets selectively in zone. You attack only foes without dividing your attack roll. Replaces Arcane Magic: Burst.

Arcane Magic: Smash Barrier

You create a burst of magical force to forcefully remove walls, doors, barricades, and anything else that gets in your way. Once per scene get +3 to Lore to use as Crafts to break walls, doors, and other physical barriers. This stunt requires the Arcane Magic stunt.

Arcane Magic: Versatile Spellcaster

You are an especially versatile spellcaster. When you select this stunt pick three Arcane Magic stunts that cost one stunt each. You cannot select Arcane Magic: Versatile Spellcaster. At the beginning of a session, select one of the stunts to be the defaut stunt. Once per session you can swap any one of those Arcane Magic stunts in your list for any other in your list. You must select this stunt outside of a conflict. Once a stunt has used its per session or scene it stays used until the next session or scene as normal. This stunt requires Arcane Magic and may be purchased multiple times. For example, you select Arcane Magic: Fly, Arcane Magic: Blast, and Arcane Magic: Knock. At the start of a session, you choose Arcane Magic: Fly as your default stunt.

Dance Magic

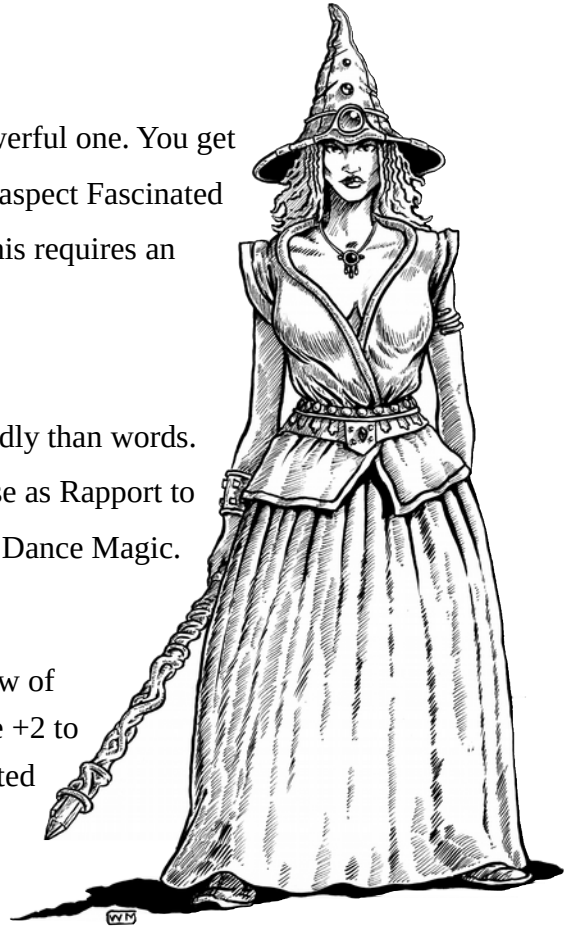
The power of dance is a powerful one. You get +2 to Athletics to create the aspect Fascinated in creatures in your zone. This requires an aspect to justify it.

Dance Magic: Glamour

Your dance speaks more loudly than words. You get +2 to Athletics to use as Rapport to create advantages. Requires Dance Magic.

Detect Magic

You can feel the ebb and flow of magic around you. You have +2 to Notice to create aspects related to sensing the nature of the magic around you.



Soul Magic

You have the ability to channel the energy of the universe to gain insights in the mind of others. You get +2 to Will to create aspects. This stunt requires an aspect to justify it.

Soul Magic: Blast

You can cause mental damage at a distance. Use Will vs Will up to range of 2 zones and Weapon:1 to cause mental stress. Requires Soul Magic.

Soul Magic: Bolt

You can focus your mental attacks. The range is up to 6 zones and Weapon: 2 to cause mental stress. This requires and replaces Soul Magic: Blast.

Soul Magic: Diplomancer

Your magical skills help you in knowing exactly what to say that will convince almost anyone of anything. Once per session get +4 to Will to create a Friendly boost. Requires Soul Magic.

Soul Magic: Distortion

You change how others see you, including having their gaze simply slide off you. Once per session you can gain a scene aspect Distorted with two free invokes for living beings to not notice you. It does not apply to things that do not have a mind (e.g. cameras, non-sentient robots, pressure plates, etc). You can add additional invokes by creating aspects with the Will skill. Requires Soul Magic.

Soul Magic: Geas

You can cast a spell or otherwise influence a person to act in a certain way. Spend a fate point to create a session aspect on a target in the same or adjacent zone. The target must obey this aspect to the best of their ability. The geas must be a simple one clause aspect, for example “Protect Zoltan The Wizard”. Once under the geas, they can not act against the word or spirit of it. You can only have one target at a time under the influence of the geas. You can remove the aspect at any time. For the target must succeed in a roll of Will vs Will. Requires Soul Magic.

Soul Magic: Mind Shield

Your mental strength has hardened into formidable mental defenses. You have Armour:2 against mental attacks. Requires Soul Magic.

Soul Magic: Read Minds

You can read the surface thoughts of others. Get +2 to Will to create a boost representing reading the surface thoughts of a target.

Soul Magic: Selective Burst

Attack entire zone, choosing who gets attacked. Requires Soul Magic: Blast or Soul Magic: Bolt.

Soul Magic: Soul Edge

You can create a weapon from soul energy. For a fate point, you can create one of the following for the duration of a scene: a melee weapon Weapon:2 or a ranged weapon Weapon:1, with a range of up to 2 zones. You attack with Will as Fight or Shoot. Requires Soul Magic.

Soul Magic: Strength of Will

You are capable of brief bursts of almost superhuman willpower. Once per session receive +4 Will to resist mental domination or control. Requires Soul Magic.

Soul Magic: Strong Mind

You recover from mental consequences much faster than normal. You can remove a mild mental consequence at the end of the current scene. Requires Soul Magic.

Token Of Shielding

You have a defensive magic item that will protect you. Once per scene you can use Resources for a defense roll of any kind. This stunt requires an aspect to justify it.

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