



SCIENCE FICTION ROLEPLAYING GAME POWERED BY



Fading Suns

for FATE Accelerated Edition

by Pablo Moro (moropablo@gmail.com)

This is a Fading Suns hack for the Fate Accelerated Edition system. This document doesn't contain neither any information about Fading Suns setting nor the basic rules of the FAE system.

The basic

At least one Aspect (can be the High Concept, the trouble or any other) of the character has to refer to his house, church sect, guild or race. If he doesn't belong to any caste, one Aspect must clarify it.

Another Aspect may refer to the Occult Powers (Psi, Theurgy or Antinomy), if the character has any.

The player may, if he wants, use one of the recommended Stunts for the noble houses, church sects, league guilds or races.

How the Occult is treated:

Theurgy rituals: There's a small change in the setting about the Theurgy. Now, the priests have more subtle powers. All rituals now are reduced to one only: the Blessing (see the Stunts section). With Blessing and the church sect recommended stunts, the Theurgy is covered.

Psychic powers: see the "Extra: the Occult" section.

Cybernetic implants: They are stunts.

Extra: The Occult

Permission: New trouble: Stigma (specific).

Extra Skill: Psi.

Any character who wants to have psychic powers, get the Psi skill at Average (+1) and he can swap it for any approach bonus.

For example: if I have a Good (+3) bonus at Clever and an Average (+1) one in the Psi skill, I can swap them to have an Average (+1) Clever approach and a Good (+3) Psi skill.

New Stress Track: Urge (3).

Any time that a Psi test fail, the difference between the target number and the result of the roll is taken of the Urge stress track. Consequences are allowed like normal stress.

Stunts: Psychic Powers Family.

Extra: Star Ships

All star ships counts as a character, with the following changes:

- They have only three approaches, representing how they can maneuver better: Forceful, Quick and Sneaky
- They don't got any Fate Points. If necessary, the ship's captain's Fate Points are used.
- According to the circumstances, the ship's pilot can add his quick approach bonus to the ship quick approach bonus.
- They have no High Concept or Trouble Aspect.
- They have a new aspect: "Grade: Lander / Atmospheric / Void".
- They have a new aspect: "Characteristics". It refers to the size, crew and cargo capacity. For example "Enormous cargo ship, with numerous crew".
- They get a stunt from the "What was the ship prepared for?" stunt family for any attribute the ship has.

Stunts

Stunt Family: Psychic Powers

[Psychic Power] FarHand – Telekinesis

Because I have the Psychic Power of Telekinesis, I get a +2 when I use Psi to create advantages.

[Psychic Power] FarHand – Telekinetic Warrior

Prerequisite: FarHand – Telekinesis

Because I am a Telekinetic Warrior, I get a +2 when I use Psi to attack or defend in combat.

[Psychic Power] Soma

Because I have the Psychic Power of Enhanced Body, I get a +2 when I use Psi to attack or overcome obstacles in physical contests.

[Psychic Power] Psyche - Telepathy

Because I have the Psychic Power of Telepathy, I get a +2 when I use Psi to overcome obstacles or create advantages when I access to someone mind.

[Psychic Power] Psyche – Brain Blast

Prerequisite: Psyche - Telepathy

Because I know the Brain Blast Power, I get a +2 when I use Psi to attack when I use the Telepathy in combat.

[Psychic Power] Sixth Sense

Because I Sense Beyond the Five Senses, I get a +2 when I use Psi to overcome obstacles when my perception is implicated.

[Psychic Power] Omen

Prerequisite: Sixth Sense

Because I have Premonitions, once per game session I can get a clue of what's coming in the adventure.

Stunt Family: Noble houses, Church sects, League guilds and Races.

These stunts are only a recommendation. The players can create others which they consider more according to

theirs ideas.

Noble Houses

Hawkwood

Because I am Member of the Proudest House, I get a +2 when I flashly defend or overcome obstacles when I am protecting my honor.

Decados

Because I am a Conspiracy Bastard, I get a +2 when I sneakily create advantages when I plan a conspiracy net.

Li Halan

Because I am a Man of Contemplation, I get a +2 when I carefully create advantages when I connect with the Pancreator.

Because I am a Warrior Poet, I get a +2 when I quickly attack when engaged in a one-on-one swordfight.

Hazat

Because I am Hard and Proud, I get a +2 when i forcefully defend or overcome obstacles when I have to demonstrate my noble blood.

al-Malik

Because I am a Rarity Collector, once per game session I can get a strange but helpful object.

Phoenix Guard

Because I am Emperor's Personal Guard, I get a +2 when i forcefully defend when I am defending the Emperor's cause.

The Merchant League guilds

Charioteers

Because I am an Awesome Pilot, I get a +2 when I flashly overcome obstacles when I pilot a starship.

Because I am Well Conected, once per game session I can find a helpful ally in just the right place.

The Supreme Order of Engineers

Because I am a Mechanical Genius, once per game session I can build a helpfully device.

Scravens

Because I am a Suspicious Seller, once per game session I can achieve a useful device or make a favorable ruse to an enemy.

The Muster (Chainers)

Because I am a Mercenary, I get a +2 when I forcefully attack someone when I'm trying to achieve a contract.

The Reeves (Gray Faces)

Because I am a Burocratical Crow, I get a +2 when I sneaky create advantages when I use the Law of the Imperium.

The Universal Church sects

Urth Orthodox

Because I am a Political Priest, I get a +2 when I carefully create advantages when I use my diplomatic skills.

Brother Battle

Because I am a Warrior Monk, I get a +2 when I forcefully defend when I'm fighting for the Justice of the Pancreator.

Eskatonic Order

Because I am a Universe Beholder, I get a +2 when I cleverly create advantages when I pray to the Pancreator.

Temple Avesti (Avestites)

Because I am The Hand of the Pancreator, I get a +2 when I forcefully attack someone who is a Universal Church's Enemy.

Sanctuary Aeon (Amaltheans)

Because I am a Pious Priest, once per game session I can remove a Moderate or Mild Consequence from an ally.

Voavenlohjun

Because I follow the Path of the Harmony, I get a +2 when I carefully overcome obstacles that requires inner peace, focus or center.

Barbarian Outworlders

Kurgan Caliphate

Because I am an Exotic Barbarian, I get a +2 when I cleverly overcome obstacles to demonstrate that I'm not a stupid uncivilized.

Vuldrok Star-Nation

Because I am a Warrior Rapist, I get a +2 when I forcefully attack in a combat with the civilized scum.

Alien

Ur-Obun

Because I am a Philosophical Erudite, I get a +2 when I cleverly create advantages using my learning and universe contemplation.

Ur-Ukar

Because I belong to an Ancient Warrior Race, I get a +2 when I forcefully attack in a combat with those weak humans.

Vorox

Because I am Hard and Ferocious, I get a +2 when I forcefully defend in a combat with any non-Vorox enemy.

Vau

Because I belong to a Strange and Ancient Empire, once per game session I can get help of the Vau Empire.

Stunt Family: Martial Arts

Double Open Palm: traditional combat technique of the Li Halan house.

[Martial Arts] Double Open Palm – Basic technique

Because I have an agile and open stance, I get a +2 when I quickly defend in unarmed combat.

[Martial Arts] Double Open Palm – Advanced technique

Prerequisite: Double Open Palm – Basic technique

Because I strike as fast as a cobra, I get a +2 when I quickly create advantages about disarming or grappling in unarmed combat.

[Martial Arts] Double Open Palm – Ultimate technique

Prerequisite: Double Open Palm – Advanced technique

Spending a Fate Point, I can counterattack an attack against me, making an attack action afterwards the defense action as part of the same action.

Way of the Iron Fist: traditional combat technique of the Brother Battle sect.

[Martial Arts] Way of the Iron Fist – Basic technique

Because I have a destroyer fist, I get a +2 when I forcefully attack in unarmed combat.

[Martial Arts] Way of the Iron Fist – Advanced technique

Prerequisite: Way of the Iron Fist – Basic technique

Because I hit like a hammer, I get a +2 when I forcefully create advantages to stun or daze an enemy in unarmed combat.

[Martial Arts] Way of the Iron Fist – Ultimate technique

Prerequisite: Way of the Iron Fist – Advanced technique

Because I have total superiority in combat, I can spend a Fate Point to negate an enemy's forceful approach modifier against me for the rest of the scene in a physical conflict.

The Drunken Dance: popular combat technique among the peasants of some Li Halan planets.

[Martial Arts] The Drunken Dance – Basic technique

Because I have an strange combination of drunken moves and unexpected agility, I get a +2 when I flashy defend myself in unarmed combat.

[Martial Arts] The Drunken Dance – Advanced technique

Prerequisite: The Drunken Dance – Basic technique

Because I use that bottle of rum (or anything like that) like a mortal weapon, I get a +2 when I flashy attack in unarmed combat.

[Martial Arts] The Drunken Dance – Ultimate technique

Prerequisite: The Drunken Dance – Advanced technique

Spending a Fate Point, I can do an unexpected and fluid movement of fists and kicks to flashy attack all my enemies in the area (one attack action against all they defense actions).

Stunt Family: What was the ship prepared for?

Because she was a **ship prepared for transport cargo**, she gets a +2 to forcefully overcome obstacles when the cargo-deliver is at risk.

Because she was a **ship prepared for combat**, she gets a +2 to forcefully attack or defend in space combat.

Because she was a **ship prepared for transport passengers**, one per scene she can invoke an aspect for free which refers to comfort or services.

Because she was a **ship prepared for exploration**, she gets a +2 to quickly create advantages in velocity subjects.

Other Stunts

[Theurgy] Blessing

Because I am a Pancreator Chosen, I get a +2 when I flashy create advantages when I summon his bless.

Energy Shield

Because I have an Energy Shield, I get a +2 when I forceful defend when i use it in combat.

Cybernetic

Because I have a Cybernetic [Something], I get a +2 when I [flashy overcome obstacles] when I use it.

FATE

FADING SUNS

Name

Description

Refresh

Current FATE Points

ASPECTS

High Concept

Trouble

APPROACHES

careful

clever

flashy

forceful

quick

sneaky

STUNTS

OCCULT

PSI URGE 1 2 3

stigma

STRESS

1 2 3

CONSEQUENCES

2 mild

4 moderate

6 severe

Ship name

Description

APPROACHES

forceful

quick

sneaky

ASPECTS

Grade

Characteristics

Another aspect

STUNTS

what was the ship prepared for?

STRESS

1

2

3

CONSEQUENCES

2

mild

4

moderate

6

severe