

# FATESHOE

*Written as a non-profit document by Amy Millar*

This is Revision 2 of an attempt to merge the Fate Core and GUMSHOE Systems.

It is not intended to be a completely self-contained rulebook, but to simply provide rules and a framework that allow Fate Core and GUMSHOE to be merged seamlessly.

Although the Skill Lists are based on *'The Esoterrorists'* as a default, special rules and differing Skill Lists for other various GUMSHOE games are also provided.

If you intend to use these rules, you are assumed to have a copy of both *Fate Core* and a GUMSHOE book of your choice on hand.

**NOTE:** Unless stated otherwise, Fate Core rules apply.

**CREDIT:**

**Fate Core** belongs to **Evil Hat Productions**.

**GUMSHOE** belongs to **Pelgrane Publishing**.

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## Overview

*FateShoe* uses the rules as written from Fate Core, with some notable changes.

The most major are:

- PCs have 4 Aspects (one of which is a Drive).
- PCs have two different sets of Skills:
  - General Skills that function similar to regular Fate Skills.
  - Investigative Skills that do not require a roll and automatically succeed.
- PCs receive 3 Refresh, but only 1 Stunt for free.
- Weapon/Armour Ratings are used.
- Physical Stress has been renamed 'Health'.
- Mental Stress has been renamed 'Stability'. It cannot be harmed normally, instead taking damage from horrific sights and experiences.
- The Medic/Shrink General Skills are required to begin the recovery process for Consequences.

These changes, and others, are elaborated on below.

## SKILLS

In FateShoe, you have *General* and *Investigative* Skills.

### GENERAL SKILLS

General Skills allow you to survive and excel during investigations, but do not directly find clues themselves.

Rules wise, they function the same as regular Skills in Fate Core. They also effectively function the same way they do in a regular GUMSHOE game, if the point spend was always the same.

The General Skill List is based off the one from *Esoterrorists* (with a few adjustments).

Each General Skill has a Rating, from +0 to +5, following the Fate Ladder:

Rating	Quality
+0	Mediocre
+1	Average
+2	Fair
+3	Good
+4	Great
+5	Superb

### CHARACTER CREATION

Characters begin with 16 Build Points to distribute between all of their General Skills. During character creation, no General Skills may be higher than +4.

Or, for simplicity:

4 Skills at +1, 3 Skills at +2, 2 Skills at +3.

### SPECIAL USES FOR GENERAL SKILLS

Unless stated otherwise, a General Skill offers the same benefits and uses that its equivalent Fate Core Skill does.

So Shooting allows you to Attack with guns, Surveillance determines conflict turn order, etc.

### OPTIONAL: GENERAL SKILL LIMITS

FateShoe does not use columns for advancement.

If you want something similar, require characters to still have at least one Skill of the rating below a newly increased Skill (so a character must still have at least one +3 Skill when they increase another Skill to +4).

	Fate	Esoterrorists
<b>Athletics</b>	Athletics	Athletics
<b>Driving</b>	Drive	Driving
<b>Infiltration</b>	Burglary, Stealth	Infiltration, Filch
<b>Mechanics</b>	Crafts	Mechanics
<b>Medic</b>		Medic
<b>Physique</b>	Physique	Health
<b>Preparedness</b>		Preparedness
<b>Resolve</b>	Will	Stability
<b>Scuffling</b>	Fight	Scuffling
<b>Shooting</b>	Shoot	Shooting
<b>Shrink</b>		Shrink
<b>Surveillance</b>	Notice	Surveillance

## GENERAL SKILL LIST

### Athletics

Athletics allows you to perform general acts of physical derring-do, including, running, jumping and doging.

*Defends against melee and ranged Attacks.*

### Driving

You're a skilled defensive driver, capable of wringing high performance from even the most recalcitrant automobile, pickup truck, or van.

*For every rating point above +1 in Driving, you may add an additional vehicle type to your repertoire. Examples include motorcycle, helicopter, or airplane.*

### Infiltration

You're good at getting into and out of places you have no right to be, by picking locks, deactivating or evading security systems and moving silently.

### Mechanics

You're good at building, repairing, and disabling devices, from classic pit-and-pendulum traps to DVD players. Given the right components, you can create jury-rigged devices from odd bits of scrap.

## **Medic**

You can perform first aid on sick or injured individuals.

*Begins recovery of Physical Consequences.*

## **Physique**

Physique represents natural aptitudes such as raw strength and endurance.

*+1 or +2 grants 1 additional Health.*

*+3 or +4 grants 2 additional Health.*

*+5 grants 2 additional Health and an extra Mild Consequence slot for Physical Consequences.*

## **Preparedness**

You expertly anticipate the needs of any mission by packing a kit efficiently arranged with necessary gear.

*Assuming you have immediate access to your kit, you can (in theory) produce whatever object the team needs to overcome an obstacle on a successful roll.*

## **Resolve**

Resolve indicates your resistance to mental trauma.

*+1 or +2 grants 1 additional Stability.*

*+3 or +4 grants 2 additional Stability.*

*+5 grants 2 additional Stability and an extra Mild Consequence slot for Mental Consequences.*

## **Scuffling**

You can hold your own in a melee fight, whether you wish to kill, knock out, restrain, or evade an opponent.

*Used to perform, and Defend against, melee Attacks.*

## **Shooting**

You are adept in the use of firearms.

*Used to perform Attacks with firearms.*

## **Shrink**

You can provide comfort, perspective and solace to the mentally troubled.

*Begins recovery of Mental Consequences.*

## **Surveillance**

You're perceptive, good at sensing trouble and following suspects without revealing your presence.

*Used to avoid surprise, and determine conflict turn orders.*

## INVESTIGATIVE SKILLS

Investigative abilities are central to any GUMSHOE character; they enable you to gather information and drive the plot forward.

Investigative Skills are divided into: *Academic, Interpersonal* and *Technical*.

A rating in an Investigative Skill indicates a high degree of professional accomplishment or natural talent.

If you have a Skill relevant to the task at hand, you automatically succeed in discovering information or overcoming any obstacles necessary to propel you further into the story.

**You may also spend points to gain special benefits**, such as additional clues or simply 'succeeding with style'.

Each Investigative Skill has a Pool of points equal to its rating, which are refreshed at the end of a scenario (or Significant Milestone)

When determining Investigative Skill ratings, keep in mind any one Skill doesn't need to be higher than 3-4.

**NOTE:** See any GUMSHOE book for further details on Investigative Skill use.

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## CHARACTER CREATION

Characters begin with a number of Build Points to distribute between their Investigative Skills according to the number of regularly attending players:

*2 Players*      *32 Build Points*

*3 Players*      *24 Build Points*

*4+ Players*    *22 Build Points*

*5+ Players*    *20 Build Points*

Or, for simplicity (assuming 4 players):  
3 Skills at (3), 4 Skills at (2), 5 Skills at (1).

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## SPECIAL USES FOR GENERAL SKILLS

Investigative Skills may also be used to mimic the "Create an Advantage" action, with GM approval.

This will probably take some time, or at least a turn during an exchange, but without rolling will create a Situational Aspect with a free invoke.

## INVESTIGATIVE SKILL LIST

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### Academics

Anthropology

Art History

Forensic Accounting

Forensic Psychology

History

Law

Linguistics

Natural History

Occult Studies

Pathology

Research

Textual Analysis

Trivia

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### Interpersonal

BS Detector

Bureaucracy

Cop Talk

Flattery

Flirting

Impersonate

Interrogation

Intimidation

Languages

Negotiation

Reassurance

Streetwise

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The Investigative Skill List is almost identical to the *Esoterrorists* Skill List (with the removal of Astronomy and the movement of Languages and Architecture).

As such, the skill descriptions from that book still apply.

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### Technical

Architecture

Ballistics

Chemistry

Cryptography

Data Retrieval

Document Analysis

Electronic Surveillance

Evidence Collection

Explosive Devices

Fingerprinting

Forensic Anthropology

Forensic Entomology

Photography

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### USING INTERPERSONAL SKILL

#### Rapport:

Rather than Rapport, characters simply use their various Interpersonal Skills.

#### Deceive:

When a character is actively deceiving another NPC, they use Interpersonal Skill as normal. If their lie is too implausible, a spend might be required.

When a NPC is actively trying to deceive a character, then this can be detected with BS Detector. A point spend will reveal additional information

If the NPC does a poor job of concealing the truth, however, then this extra information might be free.

## ASPECTS

In FateShoe, characters have 4 Aspects.

In addition to a *High Concept* and *Trouble*, one of their Aspects is now also designated as their **Drive**.

### Drives

This is a character's investigative drive – what pushes them forward into danger despite the risks?

The character's Drive can be viewed as akin to their Trouble, since although it can be invoked, it's primary use will likely be to compel for Fate Points.

### Low-Powered Aspects

In FateShoe, if you invoke multiple Aspects on a roll, you may only take a +2 once from spending a Fate Point and once from a free invoke.

You may take as many rerolls as you wish to pay for, however.

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## CHARACTER CREATION

Characters have four Aspects:

- High Concept
- Trouble
- Drive
- One other

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## DETERMINING NPC ASPECTS

As in regular Fate Core, a character can attempt to learn a NPC's Aspects.

The approach should be defined by one of the character's Interpersonal Skills, which will help define which Aspect is likely to be revealed.

Clever roleplaying and Interpersonal Skill use may reveal an Aspect by themselves, while other times a point spend might be required.

For example, Reassurance after a few drinks at a bar could reveal *Drinks to Forget* just by itself, while a point spend might be required when using Flirting to reveal *Repressed Party Girl*.

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## SITUATION ASPECTS

Scenes and environments have Aspects in FateShoe, but they aren't emphasised the same way they are in regular Fate as to not distract from the investigation.

Instead, players may simply suggest Situation Aspects based on the description of the current scene. For example, if they are being chased through a crowd, they may invoke the crowd as a Situation Aspect to help them on their Athletics roll to get away.



## STUNTS & REFRESH

In FateShoe, characters begin with 3 Refresh & 1 Stunt.

As normal, up to 2 Refresh may be traded for an additional Stunt per point.

Stunts for General Skills work identical to those detailed in Fate Core, but characters may also take Stunts that relate to Investigative Skills.

### **Investigative Stunts**

Such Stunts allow a Skill to create a very narrow Specialty Investigative Skill that is not properly covered by another Investigative Skill (such as 'Astronomy').

This Skill counts as having a rating of 1, but this may be increased during character creation or with XP.

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## CHARACTER CREATION

Characters have 3 Refresh and 1 Stunt.

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## EXAMPLE

### ***Aristocrat***

You have the Specialty Investigative Skill "High Society".

### ***Conspiracy Theorist***

You have the Specialty Investigative Skill "Conspiracy Theories".

## STRESS & CONSEQUENCES

### HEALTH & STABILITY

In FateShoe, Physical Stress is 'Health' and Mental Stress is 'Stability'.

Health otherwise acts as usual, but Stability cannot be 'attacked' normally.

Instead it is 'attacked' by horrific sights such as a brutal murder or an inhuman monster. It is defended against with Resolve, and the worse the scene, the higher the Difficulty.

Failing results in Stability Stress equal to the number of shifts. On a tie, you take no Stress or problems at all.

Any free invokes from Consequences go to who or what triggered them, or to another roll where the Consequence would logically cause problems.

Note that being Taken Out by Stability Stress results in that character being driven incurably insane.

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#### EXAMPLE

Moxie is unfortunate to vividly see a supernatural creature up close.

She rolls her Fair Resolve against a Difficulty of +4, getting a total of +0. She doesn't have four Stability boxes, so she takes a Mild Consequence ("Panicked!") and checks off her 2<sup>nd</sup> box of Stability.

### CONSEQUENCE RECOVERY

Medic and Shrink are the General Skills used to begin recovery from Physical and Mental Consequences.

This functions as described on *Page 164 of Fate Core*, with an attempted Overcome action against a difficulty equal to the shift value of the Consequence.

Recovery attempts may only be made on any one Consequence once a scene. As in *Fate Core*, characters may attempt recovery actions on themselves, but doing so increases the difficulty by two steps on the ladder.

Keep in mind that circumstances appropriately free from distraction and tension are required to make the roll in the first place.

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#### EXAMPLE

Later, Benjamin seeks to treat Moxie's Mild Consequence.

He rolls his Average Shrink against a Difficulty of +2, getting a total of +2. That's good enough, so Moxie's Consequence enters recovery and will disappear at the end of the scene.

## CONSEQUENCES & DOWNTIME

### At a scenarios end

If a Mild or Moderate Consequence is already in recovery at the end of a scenario, then they are automatically removed between scenarios.

Severe Consequences in recovery proceed as normal, however, and remain until the appropriate time.

### Between scenarios

In the downtime between scenarios, a character may seek professional medical or psychiatric attention.

This removes any Mild Consequences, while Moderate and Severe Consequences enter recovery. They may then be removed at the end of the next session or scenario, respectively.

If there is a significant amount of downtime between scenarios, however, then the GM may rule that Moderate Consequences may also be removed entirely.

## STABILITY LOSS

Below is a rough guide for the kind of Difficulties a character faces when they are under threat of Stability Stress.

Keep in mind Difficulties may be adjusted by circumstances, such as the previous experiences of a character.

[2]

- A human attacks you with evident intent to injure
- You are in a serious car or other vehicle accident

[3]

- A human attacks you with evident intent to kill
- You see a supernatural creature from a distance

[4]

- You see a supernatural creature up close
- You see a particularly grisly murder or accident scene
- You learn a friend or loved one was violently killed

[5]

- You discover the corpse of a friend or loved one

[6]

- You are attacked by a supernatural creature
- You see a friend or loved one killed

[7]

- You see a friend or loved one killed gruesomely

## MISCELLANEOUS

### CHARACTER CREATION

Character creation is as follows:

- STEP 1**      Concept
- STEP 2**      High Concept & Trouble
- STEP 3**      Drive Aspect + One Other

#### STEP 4

Characters begin with a number of Build Points to distribute between their Investigative Skills according to the number of regularly attending players:

<i>2 Players</i>	<i>32 Build Points</i>
<i>3 Players</i>	<i>24 Build Points</i>
<i>4 Players</i>	<i>22 Build Points</i>
<i>5+ Players</i>	<i>20 Build Points</i>

#### STEP 5

Characters begin with 16 Build Points to distribute between all of their General Skills. No General Skill may be higher than +4 during character creation.

- STEP 6**      3 Refresh and 1 Stunt.

### CHARACTER ADVANCEMENT

By necessity, FateShoe uses a slightly alternate advancement to Fate Core.

#### Minor Milestones

As usual, but the skill switching option is only available for General Skills.

#### Significant Milestones

Rather than receive an additional skill point, each character instead receives 1 Experience Points (XP) per 3-4 hour session between Significant Milestones.

Also, all Investigative Pools refresh.

#### Major Milestones

As usual, but the Skill Cap is fixed.

#### Spending Experience Points

XP can be spent at any milestone. Each point increases the rating of a General or Investigative Skill by 1.

In addition, some of the optional add-on rules (such as Cover and Trust) allow other avenues for XP spending.

Unless your GM says otherwise, try not to neglect General Skills for Investigative, or vice versa.

## WEAPONS & ARMOUR RATINGS

FateShoe uses the optional Weapon and Armour Ratings from Fate Core. Note that these refer only to human weapons and armour. The supernatural are a whole different story.

### Weapons

Depending on your Weapon, you deal an additional amount of shifts equal to its Rating on a successful hit.

1. Small melee (knives)
2. Medium melee (swords, bats)  
Minor firearms (handguns)
3. Large melee (two-handed swords)  
Major firearms (rifles, shotguns, most fully automatics)
4. Battlefield weaponry, explosives

### Armour

Depending on your Armour, you reduce an amount of shifts equal to its Rating when you are successful hit (minimum 0, and the success is then a tie).

1. Bulletproof vests
2. Reinforced Kevlar

## OPTIONAL ADD-ONS

The rules preceding this are all you need to run a modern FateShoe game.

However, that doesn't mean you can't add on some special features!

The following is a summary of the optional rules that can be found in further detail below, in the conversion notes for each GUMSHOE setting.

Obviously, if you are running *Night's Black Agents* (for example) you're going to want to use the optional rules listed under their entries.

But if you want to mix and match, here's a summary of your options, sorted by under which section you are able to find them:

## NIGHT'S BLACK AGENTS

### Cover

This ability represents your stash of cover identities.

### Network

This ability represents your network of contacts.

### Nick of Time

This ability lets you use Preparedness to have prepared specific timely actions.

### Trust

A special pool of points, akin to Fate Points, that you can only spend in order to assist another character.

## TRAIL OF CTHULHU

### Occupations

This ability represents a character's profession, and means certain Skills have lower Build Point costs.

### Sanity

This ability measures a character's insanity derived from their growing understanding of reality's true nature.

## >> The Esoterrorists

The following rules allow FateShoe to emulate "*The Esoterrorists*".

### CHARACTER CREATION

#### ASPECTS

Fourth Aspect must reflect the character's first experience with the supernatural / Esoterrorists.

#### SKILLS

As normal. In addition, Ordo Veritatis Agents receive Occult Studies free at 1.

#### STUNTS

1 Stunt and 3 Refresh as normal.

### SPECIAL RULES

None, as the base FateShoe is modelled off *Esoterrorists*.

However, if run a *Station Duty* campaign, you should add the 'Local Knowledge' Investigative Skill for local characters, which they receive a 1 in free.

Local characters, however, receive no free points in Occult Studies.

## >> Night's Black Agents

The following rules allow FateShoe to emulate "Night's Black Agents".

### CHARACTER CREATION

#### ASPECTS

Fourth Aspect must reflect the character's experiences and role back when they were in 'the business'.

#### SKILLS

Both Skill Lists have changed.

*General Skills:* 20 Build Points.

*Investigative Skills:* As normal.

In addition, Agents receive both Streetwise and Tradecraft free at 1.

#### STUNTS

3 Stunts and 3 Refresh.

#### SPECIAL

Each character has a General Skill that is their *Military Occupational Specialty* (MOS). When using the MOS, they ignore the 'Low-Powered Aspects' restriction.

### SPECIAL RULES

NBA uses the following special rules: **Cover, Network, Nick of Time** and **Trust**.

These are summarised here and detailed further below.

#### Cover

This ability represents your stash of cover identities.

#### Network

This ability represents your network of contacts.

#### Nick of Time

This ability lets you use Preparedness to have prepared specific timely actions.

#### Trust

A special pool of points, akin to Fate Points, that you can only spend in order to assist another character.



## NEW GENERAL SKILLS LIST

	Fate	Esoterrorists
<b>Athletics</b>	Athletics	Athletics
<b>Disguise</b>	Deceive	Disguise
<b>Explosives</b>		Explosive Devices
<b>Fight</b>	Fight	Hand-to-Hand & Weapons
<b>Finesse</b>	Burglary	Conceal & Filch
<b>Infiltration</b>	Burglary & Stealth	Infiltration
<b>Interface</b>		Digital Intrusion
<b>Mechanics</b>	Crafts	Mechanics
<b>Medic</b>		Medic
<b>Physique</b>	Physique	Health
<b>Preparedness</b>		Preparedness
<b>Resolve</b>	Will	Stability
<b>Shooting</b>	Shoot	Shooting
<b>Shrink</b>		Shrink
<b>Surveillance</b>	Notice	Sense Danger & Surveillance
<b>Vehicles</b>	Drive	Driving & Piloting

### Disguise

This is the skill of altering your own appearance, posture, and voice to be unrecognizable.

### Explosives

You're an expert in bombs and other explosive devices.

*Doubles as an Investigative Skill.*

### Finesse

Your nimble fingers allow you to unobtrusively manipulate small objects, allowing you to steal or conceal them.

### Interface

You are adept at hacking, and can perform tasks like entering secure databases without formal access in order to read, download, alter, or delete data and records therein.

### Vehicles

Functions as the Driving Skill.

## NEW INVESTIGATIVE SKILLS LIST

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### Academics

Accounting

Archaeology

Architecture

Art History

Criminology

Diagnosis

History

Human Terrain

Law

Military Science

Occult Studies

Research

Vampirology

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### Interpersonal

BS Detector

Bureaucracy

Cop Talk

Flattery

Flirting

High Society

Interrogation

Intimidation

Languages

Negotiation

Reassurance

Streetwise

Tradecraft

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### Technical

Astronomy

Chemistry

Cryptography

Data Recovery

Electronic Surveillance

Forensic Pathology

Forgery

Notice

Outdoor Survival

Pharmacy

Photography

Traffic Analysis

Urban Survival

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The above Skill List is identical to that from *Night's Black Agents*, with the exception of the movement of Languages to Interpersonal.

## COVERS AND NETWORKS

Every character receives access to **Cover** and **Network**.

### How they work

Each character receives a pool of points for both Cover and Network that do not refresh.

At any point during a scenario they can declare they have a Cover or Contact, and spend points from this pool to determine the quality of said Cover or Contact (as per the Ladder, 1 point is Average, 2 is Fair, etc.).

Covers and Contacts degrade over time. If they reach 0, they can no longer be used until further points are spent on them (and if the narrative justifies it).

Since Cover and Network do not refresh, the pools for each can only be refilled by spending an Experience Point on a 1xp-for-2pts basis.

### Cover [Begins with 10 Points]

This ability represents your stash of cover identities.

You may at any point spend a number of Cover Points to create or reveal a cover identity. The higher quality a Cover is, the harder it is for it to be detected.

When someone makes the appropriate checks and calls to determine whether your Cover is real or not, you roll your Cover's quality against an appropriate Difficulty.

If you succeed by 2+, no problem. If you tie or succeed by only 1, the Cover holds but its quality decreases by 1.

### Network [Begins with 15 Points]

This ability represents your network of contacts.

You may at any point spend a number of Network Points to reveal and define a useful contact. The higher quality a Contact is, the more they can do for you and/or the more willing they are to help you.

Every time you receive a favour from a Contact, reduce their quality by 1 (or more, depending on how extensive or legal the favour is).

## NICK OF TIME

If you have a Preparedness rating of 3+, you may also retroactively prepare specific timely actions, such as:

- A smoke bomb or incendiary going off as a diversion
- The power suddenly being cut off in the office
- A gun smuggled in earlier and taped under the table
- A traffic-snarling parade whose route you researched before the operation began
- A bomb threat evacuating the mall
- A sudden peal of church bells thanks to an earlier generous contribution
- A previous switch of the briefcase for an identical one with different contents

You must have had opportunity and the means to set up the action — which can include the help of fellow agents who “suddenly realize what you asked” when the stop lights all turn red. (This, by the way, is an excellent reason to keep pre-mission planning slightly vague: more “blank space” available for preparation.)

You must still make a Preparedness roll, and you must still convince the GM that your precaution is credible. If the action required a roll (Digital Intrusion, Explosives, Infiltration, Mechanics, etc.) you or your then unwitting collaborator must make it successfully.

## TRUST

Trust Points are a special pool of points that represent trust and cooperation between characters.

Note that Trust is from *your* character’s perspective.

### Starting Trust

During character creation, pick one character you trust the most. They now have a Trust Rating of 2. Choose another character you trust the least. They now have a Trust Rating of 0. Choose up to two other characters. You now have a Trust Rating of 1 with them.

### Spending Trust

At any point during the game, you may declare that your character is helping another character on their action somehow (if your character is present).

You may then spend a Trust Point to grant them a +2 on their roll. The amount of Trust Points you have per scenario to spend on a character is equal to your Trust Rating with them.

### Changing Trust

At a Significant Milestone you may move 1 point of Trust Rating from 1 character to another.

You may also increase *one* of your Trust Ratings by 1 per Significant Milestone by spending 1 XP.

## >> Trail of Cthulhu

The following rules allow FateShoe to emulate "*Trail of Cthulhu*".

### CHARACTER CREATION

#### ASPECTS

High Concept must mention Occupation (see right).

Fourth Aspect is their *Pillar*, reflecting what keeps their character sane in the face of the Mythos. It could be a person, a symbol, a set of ideals, etc.

#### SKILLS

Both Skill Lists have changed.

*General Skills*: 18 Build Points.

*Investigative Skills*: As normal.

2 Players      24 Build Points

3 Players      18 Build Points

4+ Players     16 Build Points

#### STUNTS

1 Stunt and 3 Refresh.

The free Stunt must be linked somehow with the character's Occupation.

### SPECIAL RULES

*ToC* uses the following special rules:

#### **Occupations** and **Sanity**.

These are summarised here and detailed further below.

#### **Occupations**

This ability represents a character's profession, and means certain Skills have lower Build Point costs.

#### **Sanity**

This ability measures a character's insanity derived from their growing understanding of reality's true nature.

## NEW GENERAL SKILLS LIST

	Fate	Esoterrorists
<b>Athletics</b>	Athletics	Athletics
<b>Disguise</b>	Deceive	Disguise
<b>Explosives</b>		Explosive Devices
<b>Finesse</b>	Burglary	Conceal & Filch
<b>Firearms</b>	Shoot	Firearms
<b>First Aid</b>		First Aid
<b>Hypnosis</b>		Hypnosis
<b>Mechanics</b>	Crafts	Mechanical & Electrical Repair
<b>Physique</b>	Physique	Health
<b>Preparedness</b>		Preparedness
<b>Psychoanalysis</b>		Psychoanalysis
<b>Resolve</b>	Will	Stability
<b>Scuffling</b>	Fight	Scuffling & Weapons
<b>Sense Trouble</b>	Notice	Sense Trouble
<b>Stealth</b>	Stealth	Shadowing, Stealth
<b>Transport</b>	Drive	Driving, Piloting & Riding

### Firearms

Functions as the Shooting Skill.

### First Aid

Functions as the Medic Skill.

### Psychoanalysis

Functions as the Shrink Skill.

### Transport

Functions as the Driving Skill.

### Disguise

Used to alter your own appearance, posture, and voice to be unrecognizable.

### Explosives

You're an expert in bombs and other explosive devices.

*Doubles as an Investigative Skill.*

### Finesse

Your nimble fingers allow you to unobtrusively manipulate small objects, allowing you to steal or conceal them.

### Hypnosis

This ability represents medical hypnosis and is only available in a Pulp game.

### Sense Trouble

This ability allows you to perceive potential hazards to yourself or others.

### Stealth

You're good at moving (and standing still) without being noticed.

## NEW INVESTIGATIVE SKILLS LIST

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### Academics

Accounting

Anthropology

Archaeology

Art History

Biology

Cthulhu Mythos

Geology

History

Law

Library Use

Medicine

Occult

Physics

Theology

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### Interpersonal

Assess Honesty

Bargain

Bureaucracy

Cop Talk

Credit Rating

Flattery

Interrogation

Intimidation

Languages

Oral History

Reassurance

Streetwise

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### Technical

Architecture

Astronomy

Chemistry

Craft

Cryptography

Evidence Collection

Forensics

Locksmith

Outdoorsman

Pharmacy

Photography

The Arts

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The above Skill List is almost identical to that from *Trail of Cthulhu*. The only changes are:

Art has been renamed 'The Arts'.

Architecture, Cryptography and Languages have been moved.

Also, note that Cthulhu Mythos cannot be bought without GM approval, and is instead gained during play.

## OCCUPATIONS

All characters have an Occupation, chosen from the list in *Trail of Cthulhu*.

These determine a character's Occupational Skills, which may be bought at half price (so one-point for a rating-of-two).

They also determine their Credit Rating band, and thus starting rating.

### General Skills

General Skills that are Occupational do not gain a discount, but instead begin at a Rating of +2 instead of +0.

### Special Abilities

An Occupations special abilities are not used in FateShoe, but may serve as inspiration for a character's free Stunt.

## SANITY

Sanity is set at (5 + Resolve) at the end of character creation, and follows the same rules for Sanity as described in *Trail of Cthulhu*.

At Significant Milestones, XP may spent to increase Sanity on a 1-for-1 basis.

Keep in mind, however, that your Sanity can never be higher than 10 minus your Cthulhu Mythos Skill.

### Mythos Shocks

In relation to Mythos Shocks, substitute receiving a Mild or Moderate Mental Consequence for *shaken* and a Severe Mental Consequence for *blasted*.

### Extreme Mental Consequences

If a character takes an Extreme Mental Consequence related to the Mythos to avoid being Taken Out (and thus be driven insane), then this will more than likely 'shatter' their Pillar Aspect.