



THE **F**A**T**E OF REMNANT

A TTRPG set in the world of Remnant from Rooster Teeth's show **RWBY**

Innrautha's Version 0.0.a

PDF compiled on 2015-05-21 using X_gL^AT_EX

*This game is dedicated to Monty Oum
for bringing his creative world to life for all to enjoy.*

LEGALESE



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PREFACE, ON FATE CORE

The Fate RPG system is a medium crunch RPG system developed by Evil Hat Productions. Groups wishing to play this game may find it beneficial to also have the Fate Core rules. They may be downloaded as a Pay-What-You-Want PDF from Evil Hat Productions (<http://www.evilhat.com/store/index.php>). Purchased in book form from Evil Hat Productions or resellers. The System Reference Document (SRD) may be viewed online at <http://fate-srd.com/fate-core/>

If there are doubts about the interpretation of the Rules feel free to check the SRD at the url above, and remember, the Game Managers(GMs) word is the final word. GMs should feel free to just fudge¹ the system to make it work.

The limit of the Willing Suspension of Disbelief for a given element is directly proportional to the element's awesomeness.

—The Rule of Cool, tvtropes.org

Decide what you want to do, then consult the rules to help you do it.

—Fate's Golden Rule

Never let the rules get in the way of what makes narrative sense.

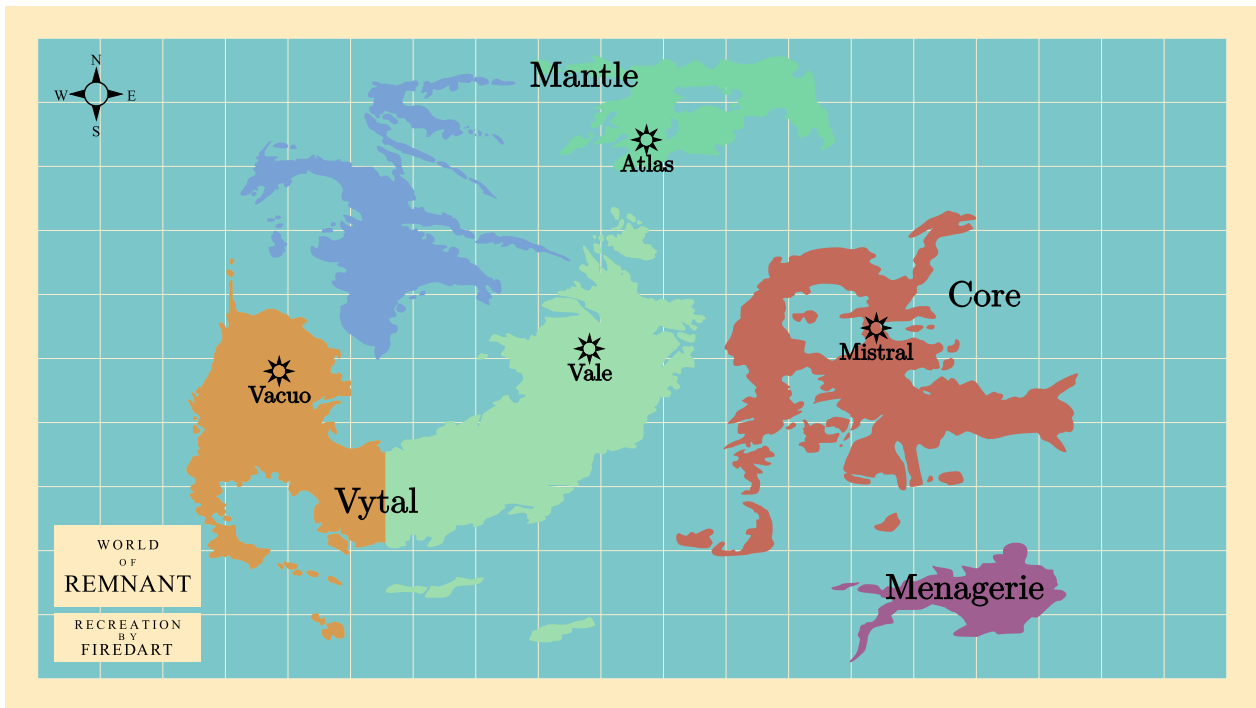
—Fate's Silver Rule

In Fate, you can treat anything in the game world like it's a character. Anything can have aspects, skills, stunts, stress tracks, and consequences if you need it to.

—Fate's Bronze Rule

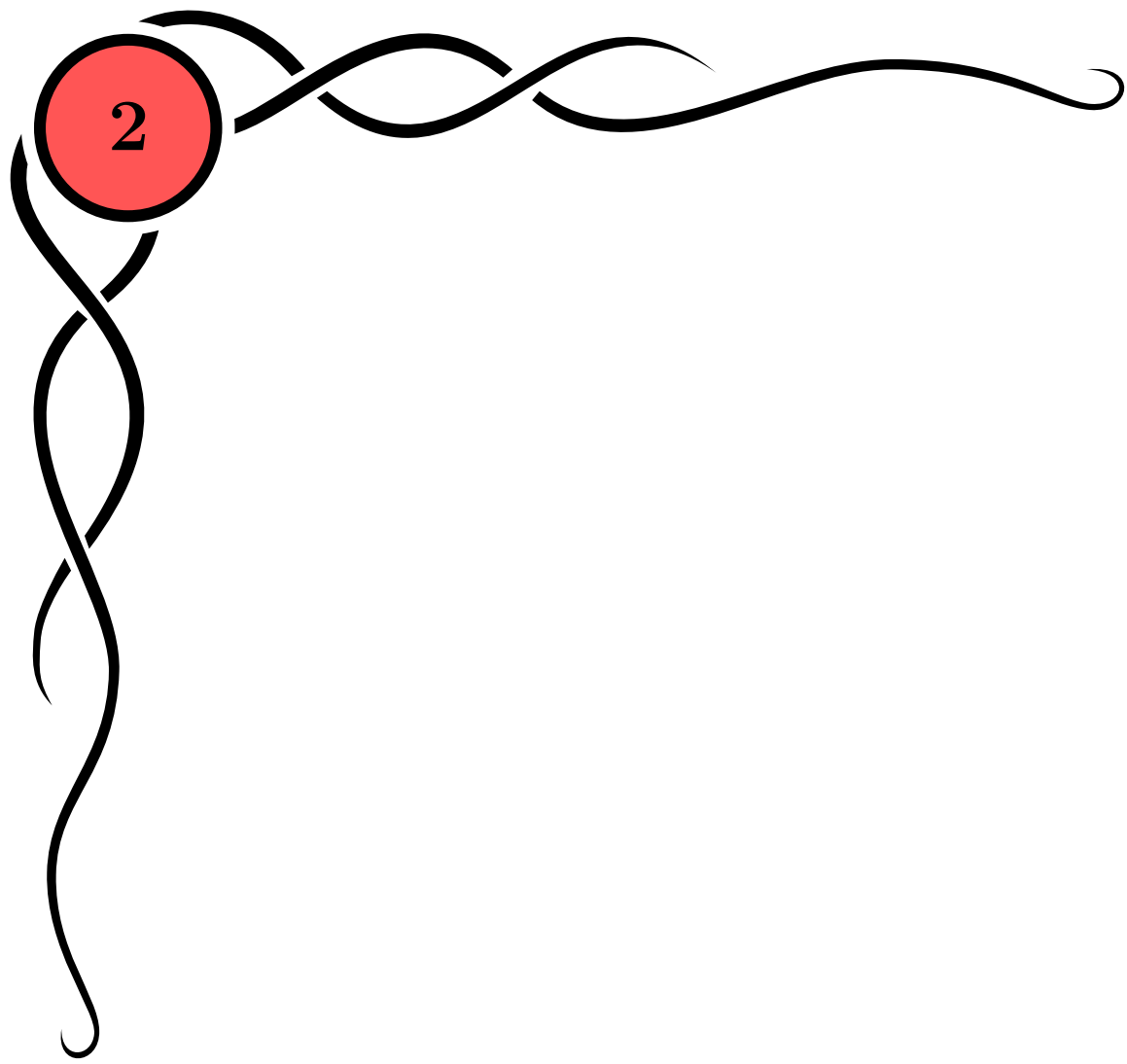
¹GMs wishing to gain some ideas on running games might want to take a look at the FUDGE RPG system. Fate started as a derivation of FUDGE.

Volume I



The Fate of Remnant Setting

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CHAPTER 1

GEOGRAPHY

Geographically, Remnant is made up of four Kingdoms and four Continents. The continent Vytal is home to two of the Kingdoms; Vale and Vacuo. The continent of Mantle is home to Atlas. The continent Core is home to Mistral. The fourth continent Menagerie is not home to any of the Kingdoms.

1.1 Vale

Vale is a generally temperate area rich in lumber, mineral deposits, and other resources—especially air and lightning dust. Geographically, it consists of massive forests, vast plains, and a small mountain range. The idea of using 'Hunters' alongside a more traditional military originated in Vale with Beacon Academy, which is located a short distance up the mountain from the capitol city, also called Vale. Signal Academy, a Combat 'pre-school', was recently established on the island of Patch, just off the north coast. Culturally, Vale is very 'rural' compared to the other Kingdoms. Much of their 'safe' territory is dedicated to farmland.

1.2 Vacuo

Vacuo occupies the much harsher terrain on the western half of Vytal. The capitol city, also called Vacuo, is located at the northern edge of the enormous desert that fills most of its territory. The rest of the Kingdom is fairly mountainous, with plenty of mines for valuable ore and fire dust. Towards the northern coast, the mountains recede, giving way to tropical forests and estuaries before meeting the sea. The Hunter Academy of Oasis sits in the middle of the desert. Vacuo is very isolationist compared to its fellow Kingdoms, and is also the least populous. The most recent inter-nation war was between Vale and Vacuo, nearly 300 years ago. What had started as disputed territory rights for a unbelievably rich dust mine in the mountains at the border quickly grew into war, before increasing Grimm population in the area lead to a tense cease-fire. With no nation willing to attract further Grimm, there has been no conflict since, and the mine remains in Vacuo to this day.

1.3 Atlas

The continent of Mantle lies to the north. The Kingdom of Atlas occupies only the snowy north-eastern mass. The scattered islands and barren wasteland to the south-west are connected to Atlas with small and occasionally submerged landbridges, but while they are technically part of the continent of Mantle they remain unclaimed by any nation.

The capitol of Atlas is the sprawling megacity Atlas (noticing a pattern here?), and it almost completely occupies the small moderate zone that exists on the southern coast below the permafrost and tundra that makes up the rest of the nation. Atlas is a highly technological and militarized society. Political standing and military rank go hand in hand, but in recent years much of their standing army has been replaced by robotic shock-troopers. Fortunately, they have not been shy with their tech, and Atlas-made trains, ships, planes, and communication networks now connect much of the rest of the world. It is also the home of the Schnee Dust Company (which got its start extracting the plentiful ice dust in the region), though the business has since spread all over the world, harvesting and selling dust and dust accessories. Sentinel Academy sits upon several artificial islands hovering above The Deep, the large lake in the center of the nation.

1.4 Mistral

Mistral is the final of the Four Kingdoms, occupying the continent of Core. Run by a ruling council of noble families, it has a history even more steeped in conflict than its sister nations, predominantly through civil war between the various noble families and occasionally the non-nobles. It is also the most geographically varied of the four, with deserts, tundra, volcanoes, and forests all coexisting in an inexplicable jumble. Because of this, it has a very large variety of resources (including all known natural variants of Dust), if a limited amount of habitable space. Mistral is home to two 'competing' Hunter Academies

(Haven and Sanctum), and the two annual international tournaments that each school hosts. In fact, the main export of this Kingdom is Hunters. Vale's Beacon Academy may be the first and most prestigious, but Haven and Sanctum combined produce more than half of the world's Hunters. While not as militarized as Atlas, Mistral has a deep tradition of martial prowess. Mistral is also the home to the few great libraries and academic universities left in the world.

1.5 Menagerie

Menagerie is the small southern continent where the Faunus were confined before the Revolution. While few live there now, it still maintains a small number of towns and cities. A great many abandoned caves and smuggler dens still exist, left over from the years where traveling to the mainland was a difficult and highly illegal task.

1.6 Moon

At one point, Remnant may have had a complete Moon, but this has been lost to the ages. For all of recorded history, the Moon has been mostly shattered. Currently, all that remains is a single massive and misshapen chunk, with a handful of slivers trapped in the pull of its gravity. Presumably, the rest of the mass has spread into the ring that circles Remnant.

CHAPTER 2

THE SCARS OF WAR

2.1 The Faunus Revolution

2.2 The Great War

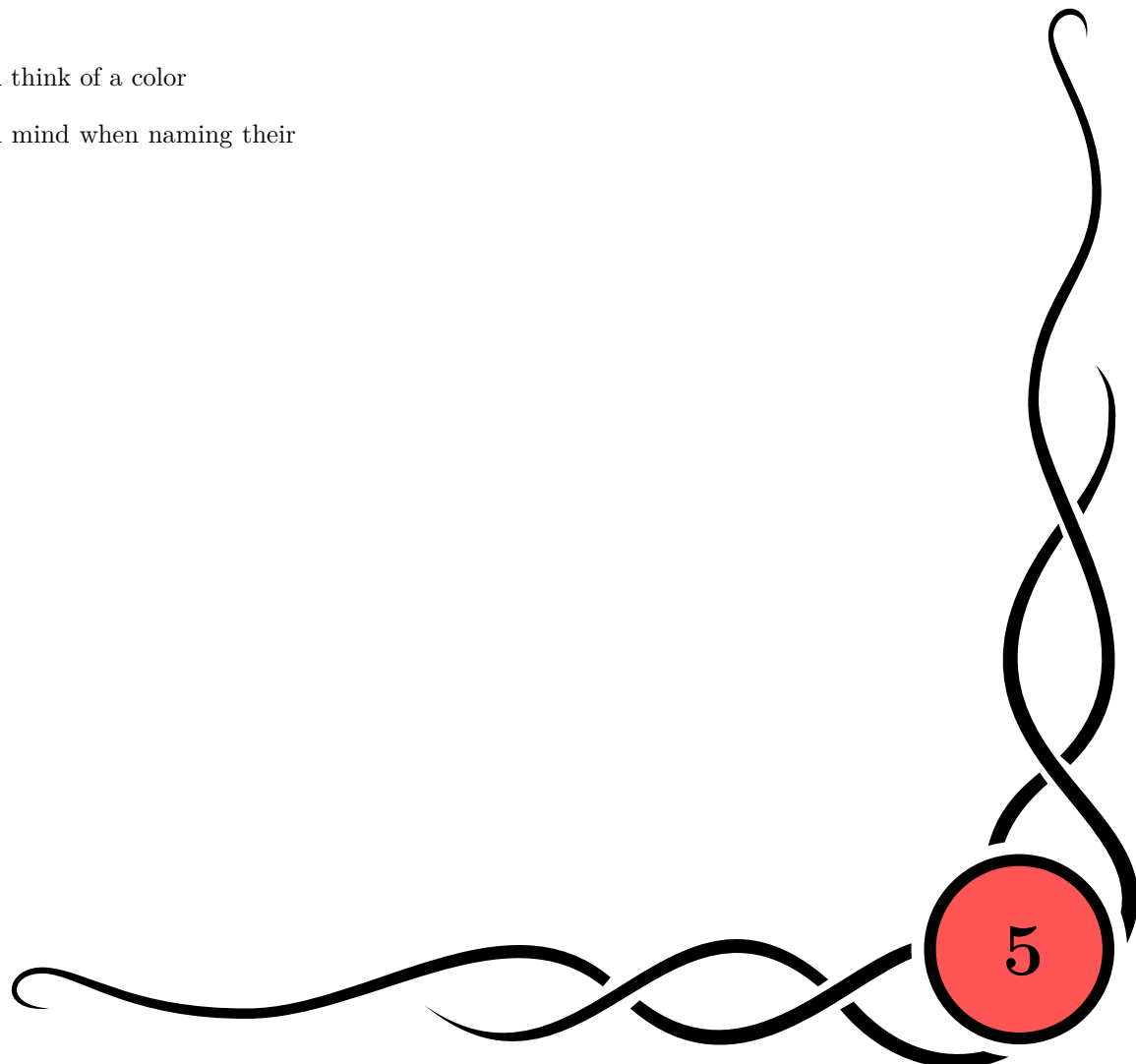
2.3 An era of peace

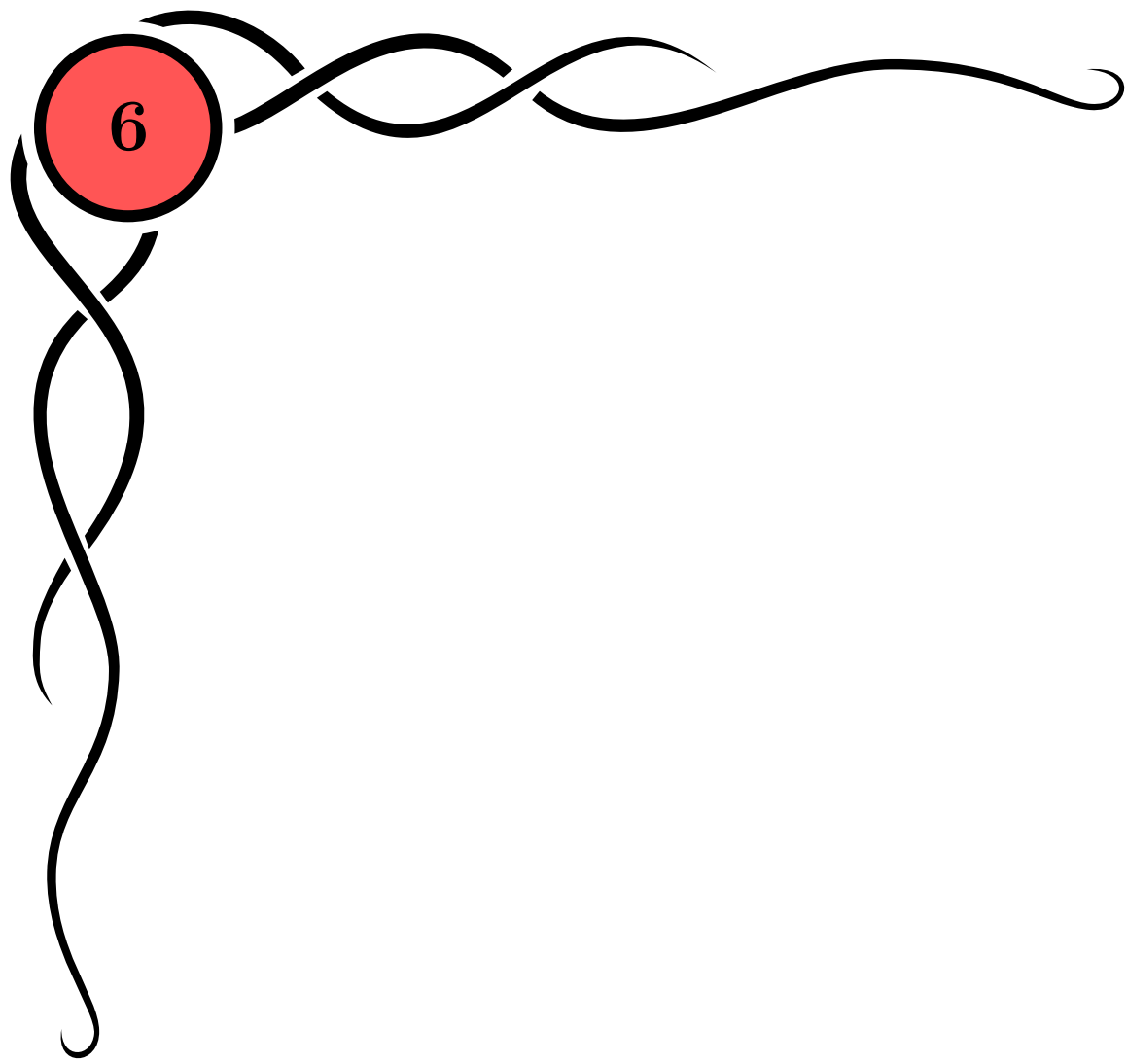
2.4 Names

The greatest war in Remnant's recorded history was fought over the very concept of individualism. Those who fought for freedom succeeded and made it a part of their legacy to name their children after the fundamental aspects of art. As such names in Remnant are either

- a color
- mean a color
- sound like a color
- or envoke or make you think of a color

Players should keep this in mind when naming their character.





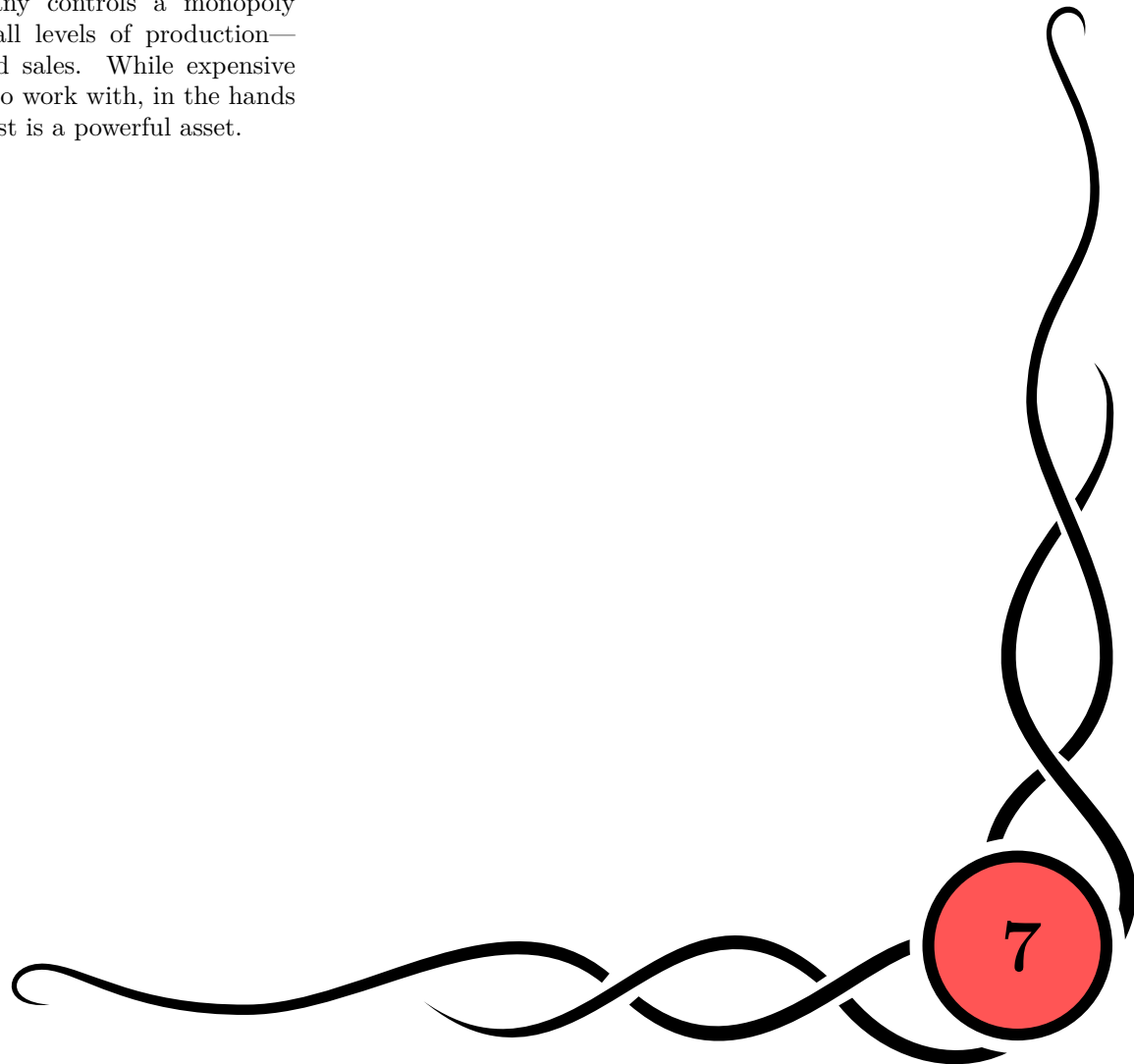
CHAPTER 3

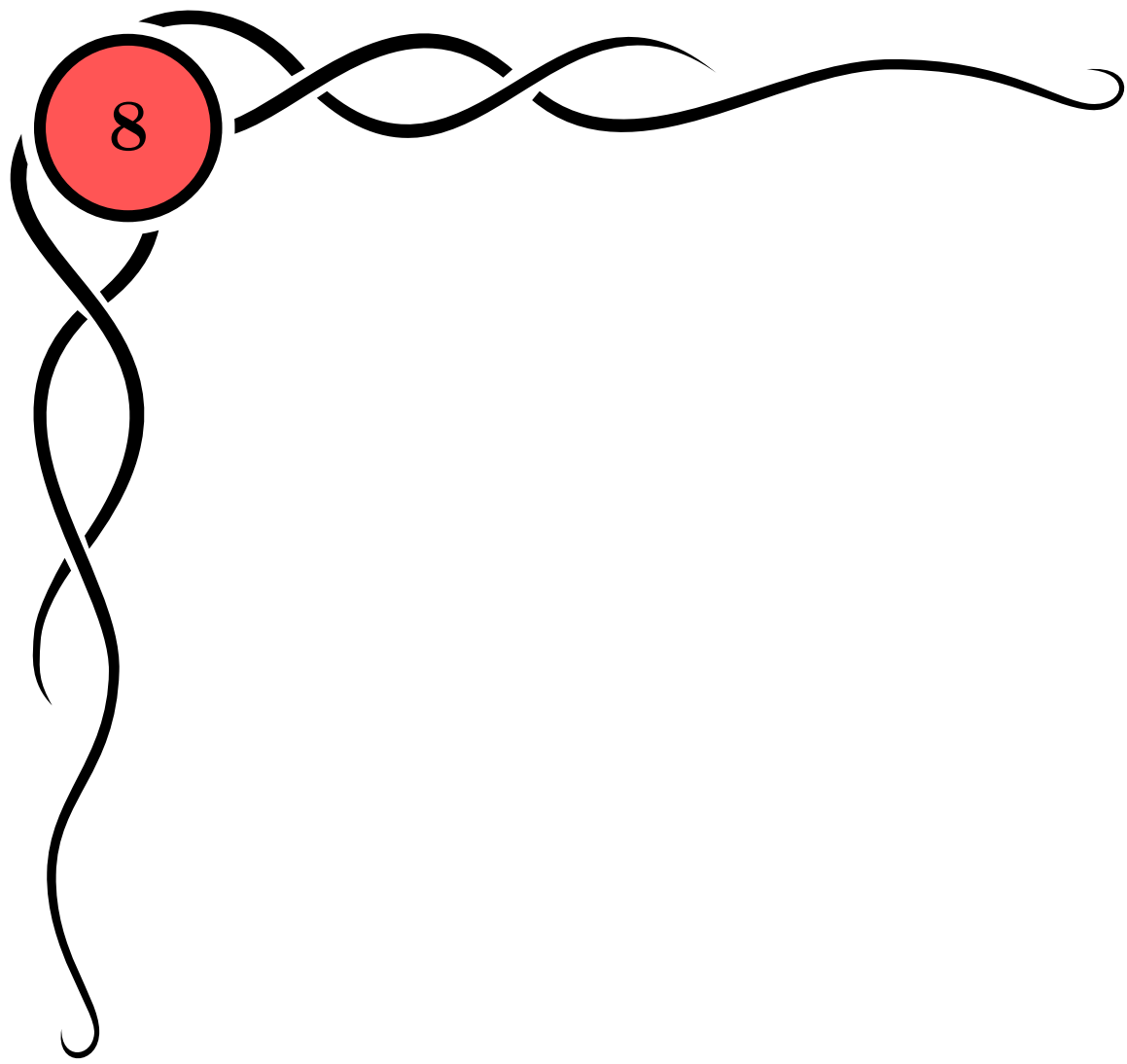
DUST

Dust is a naturally occurring energy propellant. Found in the earth in a mineral form in one of four colors; Red (fire), Blue (ice), Yellow (lightning) and Green (air). The mined powder is *wildly* reactive in almost all its forms, but with careful refining and processing it can be *carefully* used for a variety of applications.

Dust is perhaps the single largest reason that life continues to exist on Remnant—it provides the power for transportation, housing, industry, and communication. It empowers the weapons that keep cities clear of monsters. When properly mixed together, many new 'elements' can be created. It can also be channeled through an awoken Aura for a variety of effects depending on the user.

The Schnee Dust Company controls a monopoly of the Dust industry at all levels of production—extraction, processing, and sales. While expensive and frequently dangerous to work with, in the hands of an clever individual, Dust is a powerful asset.





CHAPTER 4

THE ECONOMY

4.1 Currency, Lien

4.2 Consumerism

Despite the relatively confined nature of the Four Kingdoms. Much of Remnant has a thriving consumer based economy. General goods stores in the form of Dust Shops exist on many street corners. Primarily Dust Shops peddle Dust, but they also carry magazines, music, and other durable goods for customers to purchase.

4.3 Companies

4.3.1 Monopolies

4.4 Travel and Transport

4.5 Weapons

4.6 Communication

4.6.1 Scrolls

Scrolls are Dust powered electronic devices used as personal communication devices, information displays, and Aura measurement devices. They take the form of a hand held collapsing glass pane.

Their function as communication devices is dependent on being in near proximity to signal towers. Meaning their effectiveness outside the major cities and in underground locations is greatly diminished.

In addition to calling others, it is possible to use Scrolls to monitor the Aura level of the user and people that the user has attuned it to. Normally team mates will attune their scrolls to all members of their team to aid in group effectiveness.

4.6.2 Cross Continental Transmit

The Cross Continental Transmit (CCT) is a communication network in Remnant. Terminals for this network are located in the Four Kingdoms.

The system was first developed and employed by the kingdom of Atlas, as a gift to the world after the Great War. Its purpose is to allow the kingdoms to remain in communication.

The terminal locations of the network are in large towers. The CCT Towers is able to place video calls over great distances; though calls may be routed from off-site locations (such as Libraries) through the tower, making trips to the tower unnecessary.

The CCT Towers are managed by holographic AIs and are largely filled with user terminals.

4.7 Politics



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CHAPTER 5

HUMANS AND FAUNUS

5.1 Humans

Humans are the majority species in much of Remnant. In each of the four Kingdoms, Humans occupy the upper echelons of society, control the major industries, the military, and the Schools.

5.2 Faunus

The Faunus are a race of humanoids possessing animalistic traits. Generally, these traits mimic mammalian animals - most commonly alterations to the ears, eyes, or presence of a tail. Almost all Faunus have exceptional night-vision, and many benefit from other above-human abilities depending on their own non-human traits. These differences, whether due to their similarities to the monstrous Grimm or just plain old human xenophobia, have caused a great deal of strife.

5.3 Hunters and huntresses

While the four Kingdoms of Remnant have standing militaries, each Kingdom is also home to a number of Combat Schools that train more specialized troops. Hunters and Huntresses operate independently or in small squads, simultaneously above and outside the normal chain of command. They are given sweeping authority to carry out their mission—hunting Grimm. Equal parts soldier, survivalist, and folk hero, they are not only a military asset but also a social one. In a world with shadowy monsters that can sense fear, public morale is of the utmost importance. As such, Hunters and Huntresses are supposed to protect the population, but also inspire them. They do not just fight Grimm, they fight Grimm with style. Hunters are encouraged to be a little over the top and larger-than-life, with distinctive appearances, personalities, and fighting styles. The Combat School program, which started in the nation of Vale, has seen immense success and been adopted on an international level. Becoming a Hunter or Huntress is seen as an incredibly noble profession worldwide.

Training at the Combat Schools is rigorous no matter where you go, and few manage to graduate and officially claim the title. However, those that do are given a great deal of recognition. Having learned from the best Hunters and other trainers around, and frequently supported by a top-notch PR team, Hunter trainees are selected from only the best and made to be better.

The specifics vary from school to school, but in general students are accepted in their late teens and graduate several years later. Each country has at least one School, though recently some kingdoms have instituted smaller schools to begin training at an even earlier age. Being a Hunter is a life-long job, and in order to make that life as long as possible, the Academies seek out every possible advantage. It is becoming increasingly common for Hunting to become a family tradition, passed from parent to child.

5.4 Faunus rights movement

For most of recorded history (which isn't saying much), Faunus were confined to the Island of Menagerie. A war roughly a century ago, known as the Faunus Rights Revolution, gained them the freedom to spread throughout the rest of Remnant. While—legally speaking—in all four Kingdoms, Faunus are said to have equal rights, in many places they are still treated like animals or second-class citizens (god damn furries).

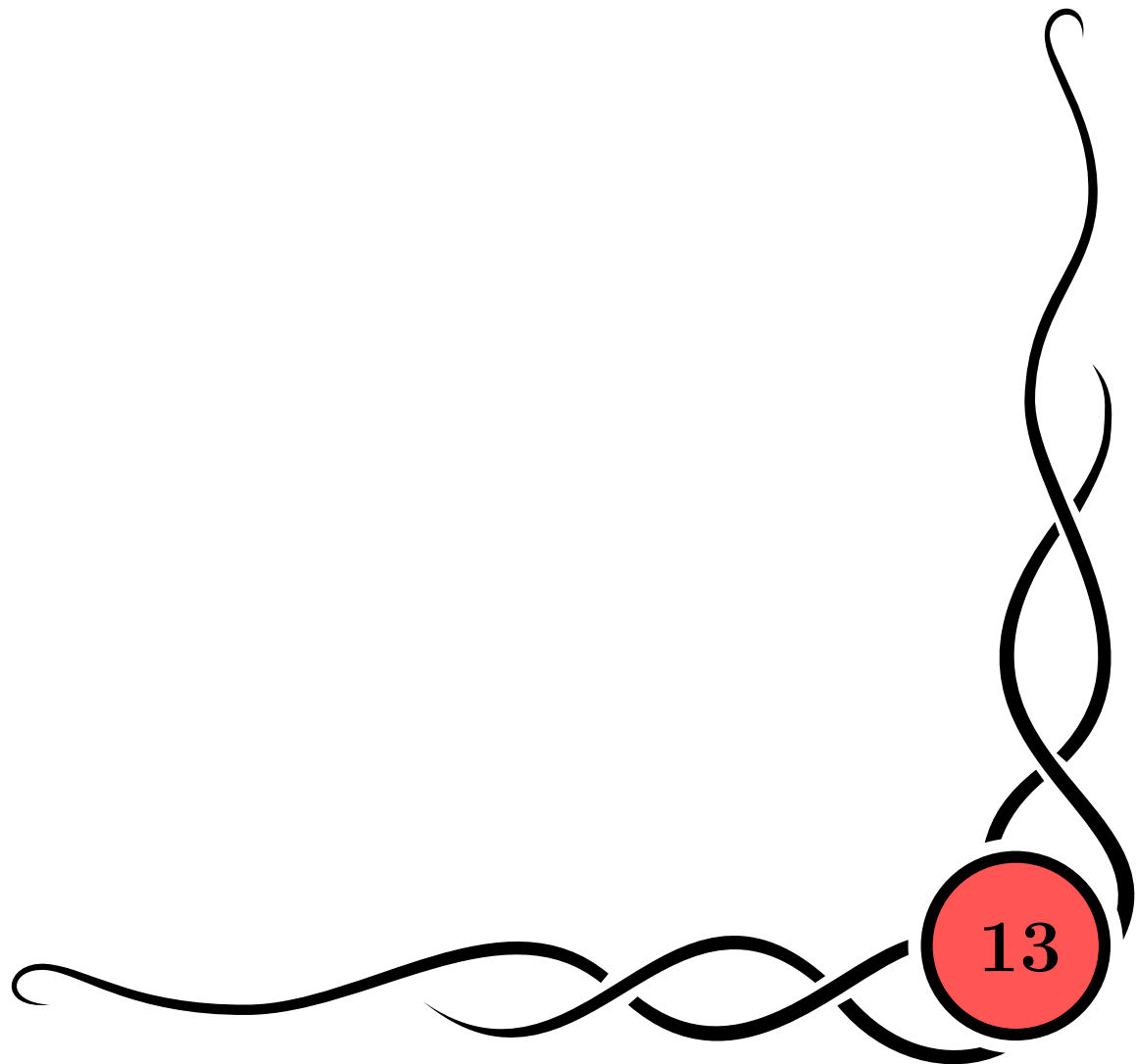
5.4.1 The Whitefang

Early in the post revolution Faunus rights movement the Whitefang formed to champion Faunus equality. Originally dedicated to peaceful protesting, once a new set of leaders took over it morphed into a violent group dedicated to tearing down human dominated social structures.

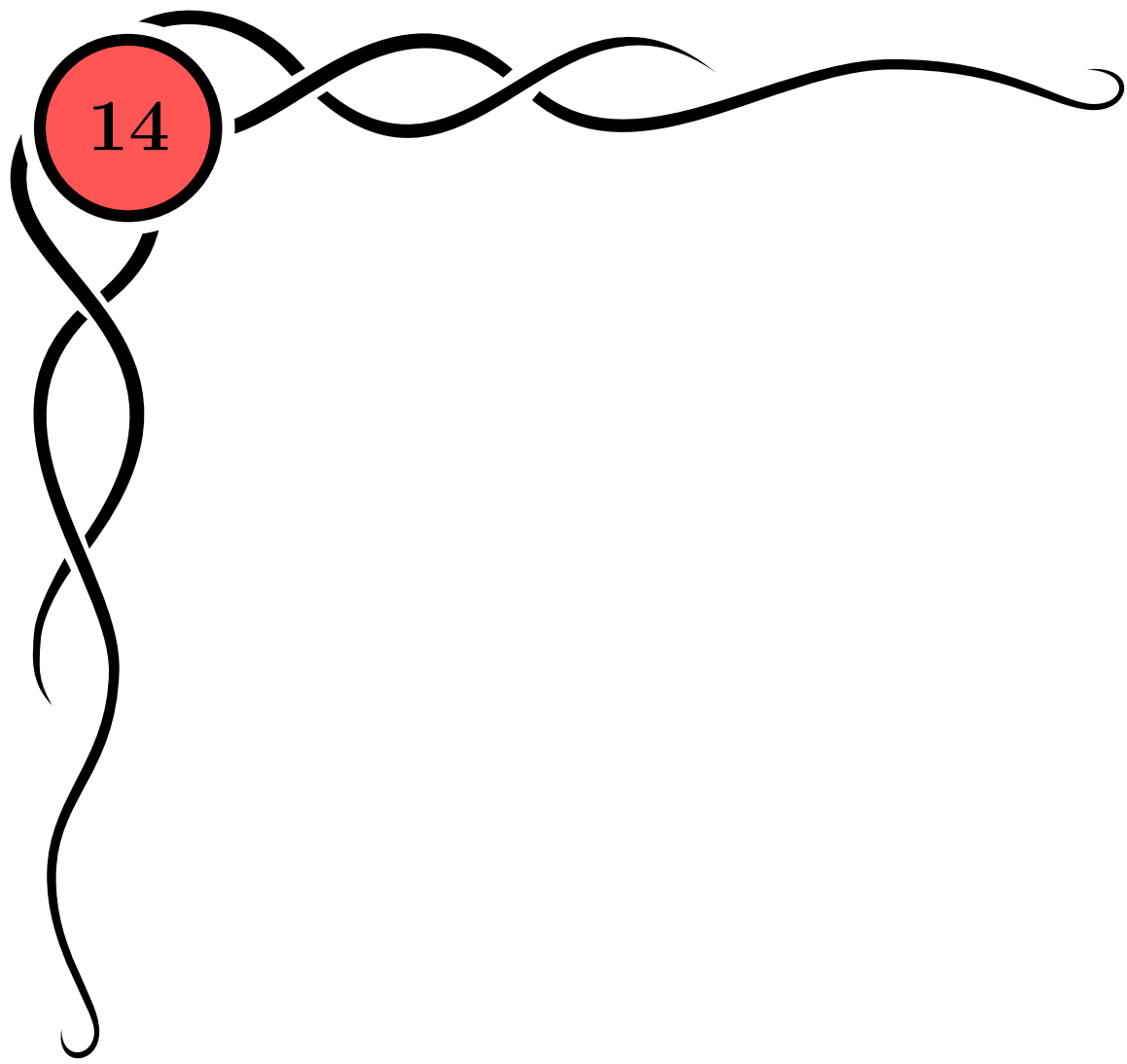
The Whitefang blames all Humans for the terrible treatment Faunus receive. They have been known to attack business that exploit Faunus labor—such

as the Schnee Dust Company. The Whitefang are not above murdering those they consider enemies of Faunus, nor those who betray them.

CHAPTER 6
ANIMALS IN REMNANT



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CHAPTER 7

THE GRIMM

The Creatures of Grimm have been a menace to all Souled life for the entirety of history. This is (again) not saying much - recorded history only extends back roughly 1200 years, largely because the Grimm keep killing everyone. Grimm come in a variety of forms resembling horribly twisted animals, but they all share some traits:

- Predominantly pitch black in color, with white spines/bones/claws/fangs.
- Hollow-looking eyes, with a reddish glowing 'pupil'.
- A bone-white mask covering the face, head or muzzle.
- The ability to sense and the compulsion to seek negative emotion and strife .
- They lack a Soul, and consequently have no Aura.
- Upon death, their bodies will slowly evaporate over minutes or hours, leaving nothing behind.
- They do not seem to NEED to feed, but have been known to feed on humans and faunus.
- They will quarrel with other animals or Grimm over territory, but are only openly hostile to humans and faunus.
- They frequently exhibit behaviors of the animals they mimic. E.g. the canine Beowolves will form packs, the avian Nevermore will nest and migrate, and the serpentine King Taitju will bask in the sun.

Slang terms such as those in the above statement have become common for describing different 'variants' of Grimm. These names come and go - old ones are discarded as catchier ones are thought up.

Though no one knows precisely where Grimm come from, they do seem to grow and age. Larger Grimm are usually more powerful, mutated, and intelligent, and these traits are believed to correlate with age. While 'younger' Grimm are aggressive beyond reason and will frequently throw themselves at their targets without consideration for tactics, 'older' Grimm have been seen to actively avoid settlements, scouting out borders and gaining in strength before attacking at

the most devastating moment. While many efforts have been made to study Grimm, their rapid weakening and death upon capture and even more rapid decomposition upon death make it a frustrating and dangerous task.

Legends exist of truly gigantic Grimm roaming the lost corners of the world. But they're just stories... Right?

7.1 Professor Port's lecture notes

7.1.1 Beowolf

7.1.2 Boarbatusk

7.1.3 Creep

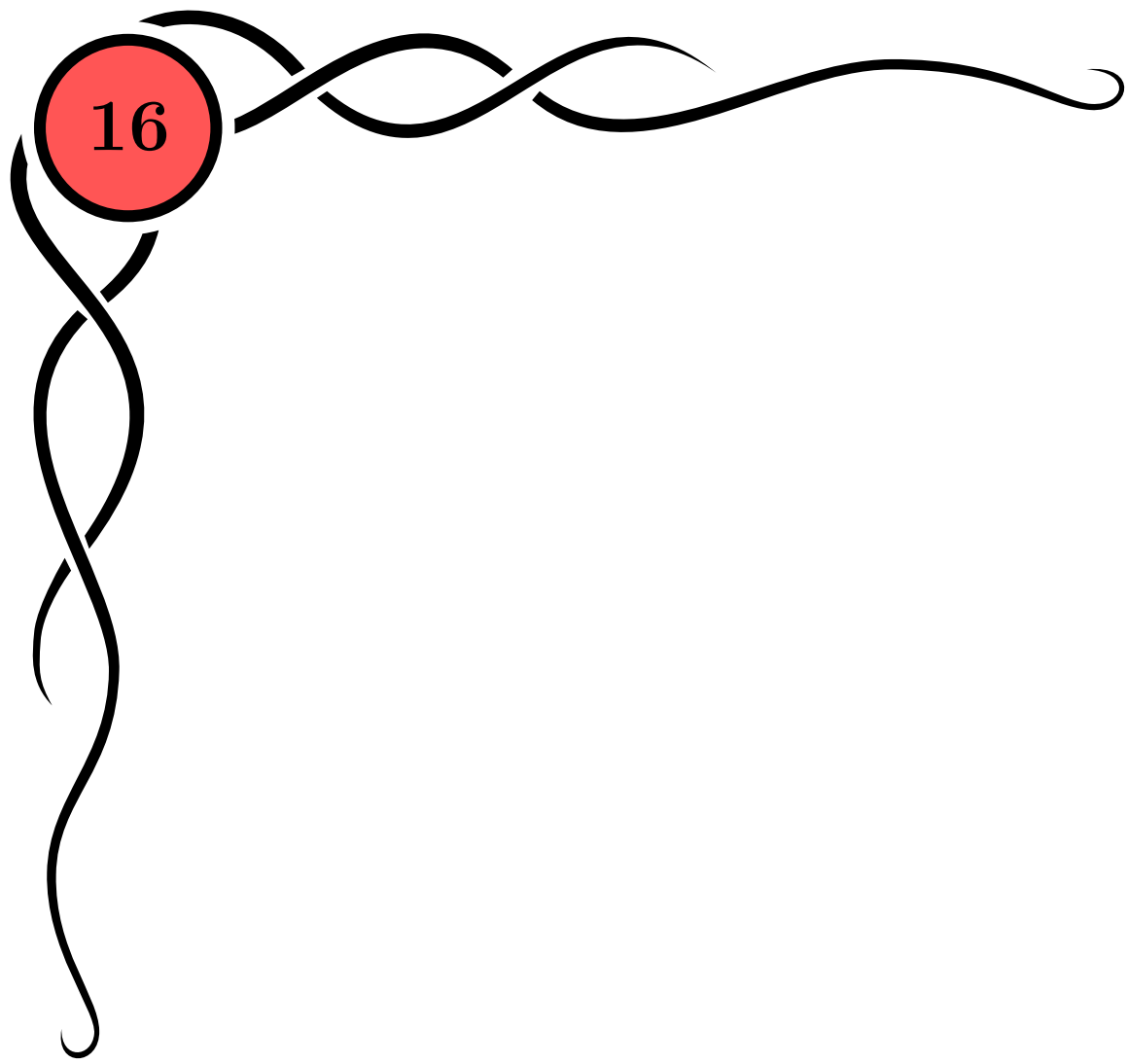
7.1.4 Death Stalker

7.1.5 Goliath

7.1.6 King Taijitu

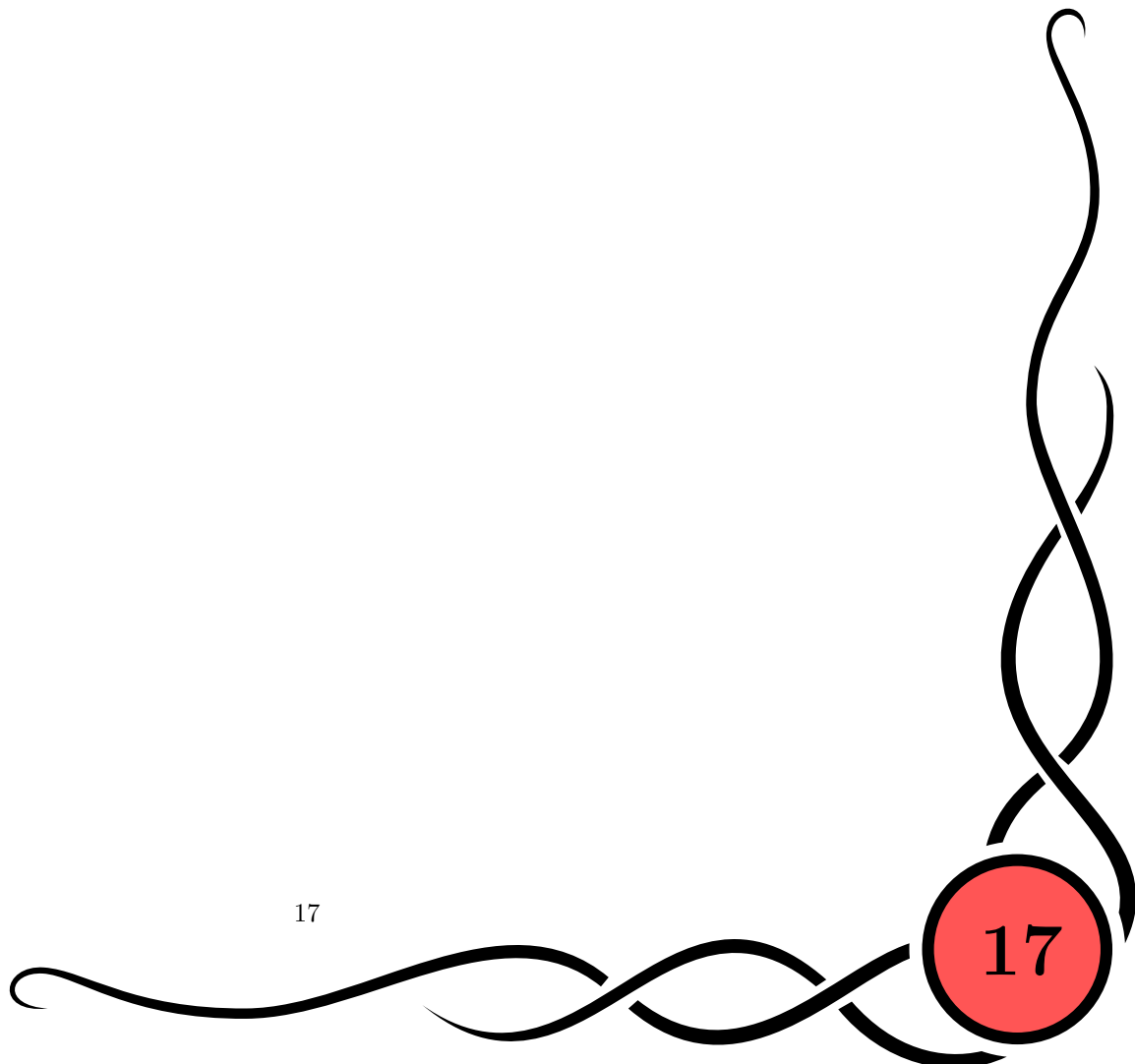
7.1.7 Nevermore

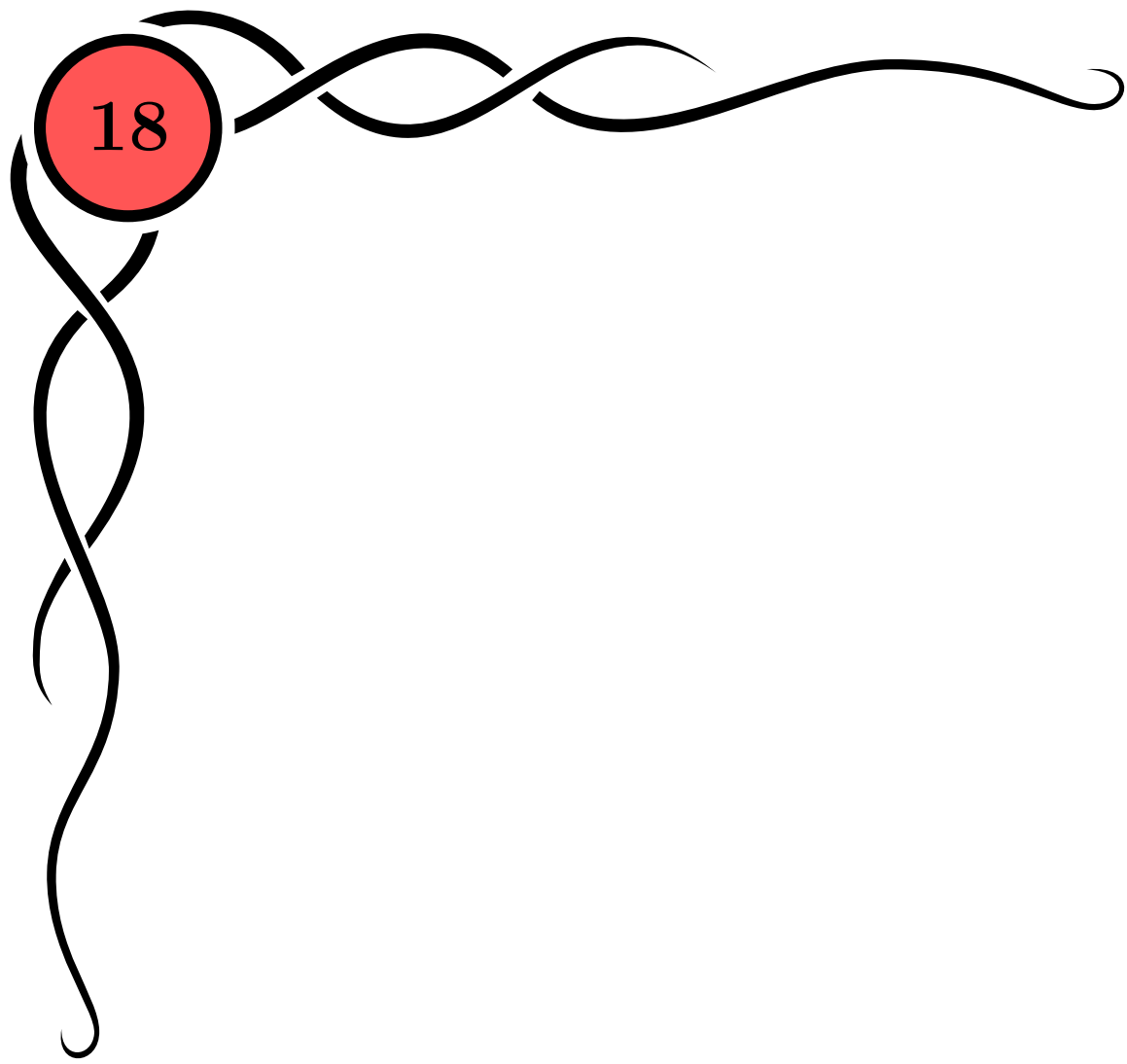
7.1.8 Ursa



Volume II

Playing The Fate of Remnant





CHAPTER 8

CHARACTER CREATION

It is strongly recommended that you read the chapter on Character Creation in the Fate SRD <http://fate-srd.com/fate-core/character-creation>.

To begin with the GM should tell the group what sort of game they are playing. Are they Hunters, students, soldiers, civilians, ne'er-do-wells?

8.1 Character Concept

To begin creating your character you should start with some idea of the type of character you want to play. This can be archetypes like "Hunter", "Soldier", or anything really.

You will use this to guide you during character creation. Don't worry the character concept does not need to be refined yet, a broad idea is fine.

8.2 Name

In remnant people are named for colors. Their names are either colors, mean a color, sound like a color, or make you think of a color. With that in mind players should select a name that other players are likely to be able to pronounce during play.

8.3 Starting Refresh

By default all characters start with 3 Refresh. Refresh is the default Fate Point threshold for a character. At the beginning of game sessions characters start with their base Refresh, unless they had a greater number of Fate Points left over from the previous session—in which case they start with what they had. For players, a higher refresh means they may invoke Aspects more often, helping to steer the story.

8.4 High Concept

A High Concept conveys the essence of a character. They are usually pithy, and ideally interesting words or phrases. Think of them as an elevator pitch or a

newspaper headline.

8.5 Trouble

Characters also need a Trouble. Troubles describe the main source of drama in a character's life. They are what holds a character back, or causes them to get into adverse situations.

A good Trouble should make a character seem more "real". A good Trouble will provide the most reliable source of Fate Points during play. Because characters gain Fate Points whenever their Trouble is invoked, a irrelevant or boring Trouble will actually make a character weaker due to a lack of Fate Points.

8.6 Species Aspect: Human or Faunus?

In The FATE of Remnant Characters have an extra Aspect for their species. This may either be Human or Faunus. Both Aspects confer the ability to use Aura. Faunus must also describe their animal trait and receive the Darkvision Stunt for free.

The Aura benefits from the Species Aspect are listed separately in Chapter 9.

8.7 Semblance Aspect

A further manifestation of the Soul in which the wielder uses the light of their Soul to impress their will upon reality. Unlike the abilities conferred through Aura, which all users share to some degree, the Semblance is unique. While many may have similar effects, no two individuals have ever been observed to have the exact same Semblance. A great philosopher once described the Aura as a light source, your Self as a lens, and the Semblance as the focused light created by the former—every person is different, and therefore they each create a unique Semblance.

In this game, Semblances are treated as a special As-

pect that only Humans and Faunus get. Semblances vary greatly in type, from the mundane to the nearly magical. GM's should consider each player's desired Aspect, and if it is on par with Magic (i.e. Weiss's glyphs, and Pyrrha's Polarity), that player must decrease their Refresh by 1.

8.8 Other Aspects

8.9 Skills

In The FAȚE of Remnant characters get

- One Great (+4) skills
- Two Good (+3) skills
- Three Fair (+2) skills
- Four Average (+1) skills

A listing of skills in available in Chapter 12

8.10 Stunts

In The FAȚE of Remnant characters get three stunts. Some possible stunts are listed in Chapter 13

CHAPTER 9

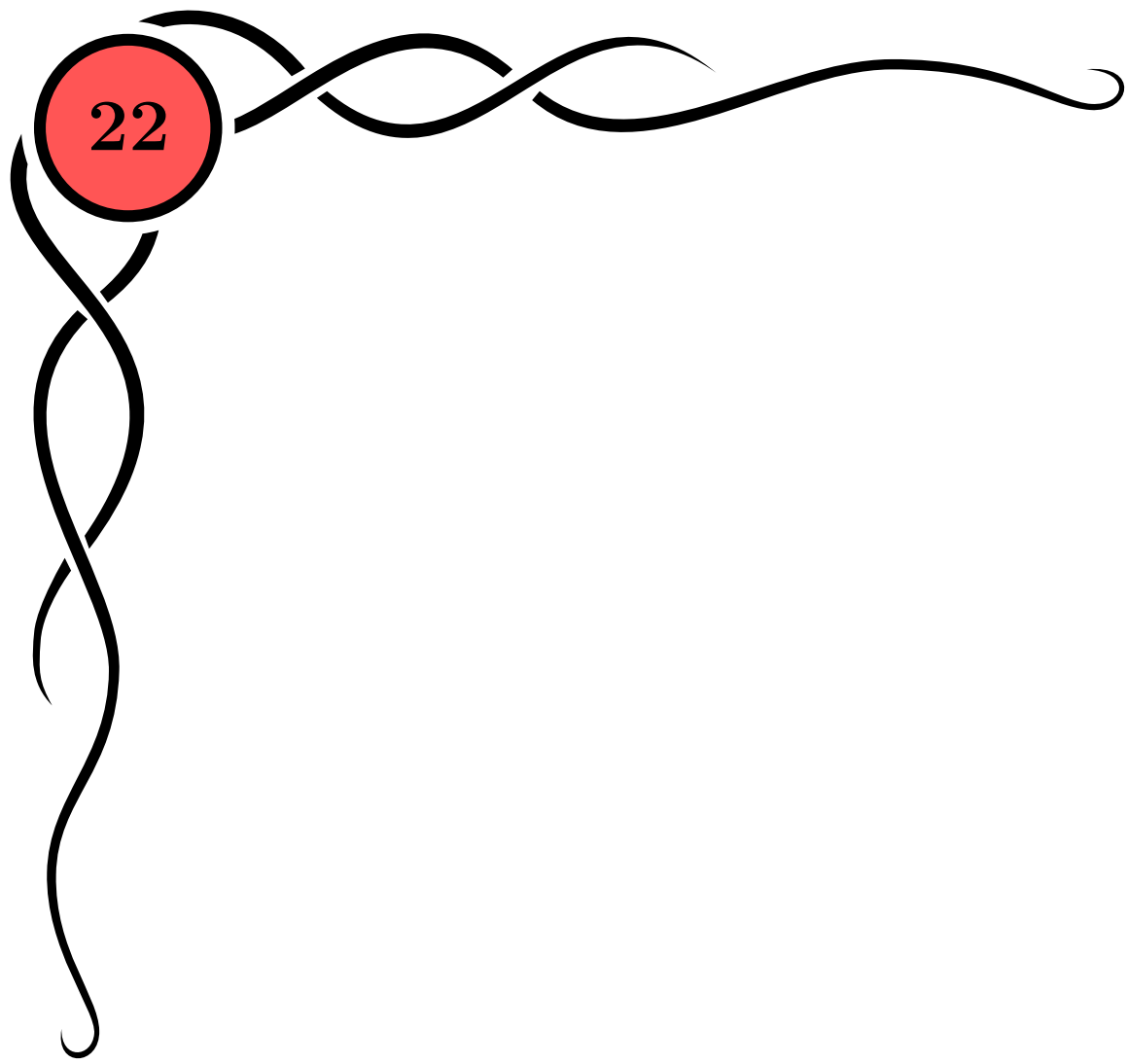
AURA

In Remnant all Humans, Faunus, and Animals have an Aura; but the Grimm do not. This feature of the Species Aspect may be invoke to a variety of effects. A character may wish to utilize their Aura as either a force field, shielding them from harm. Or they may wish to invoke it to quickly heal minor injuries, or to help other's heal their injuries.

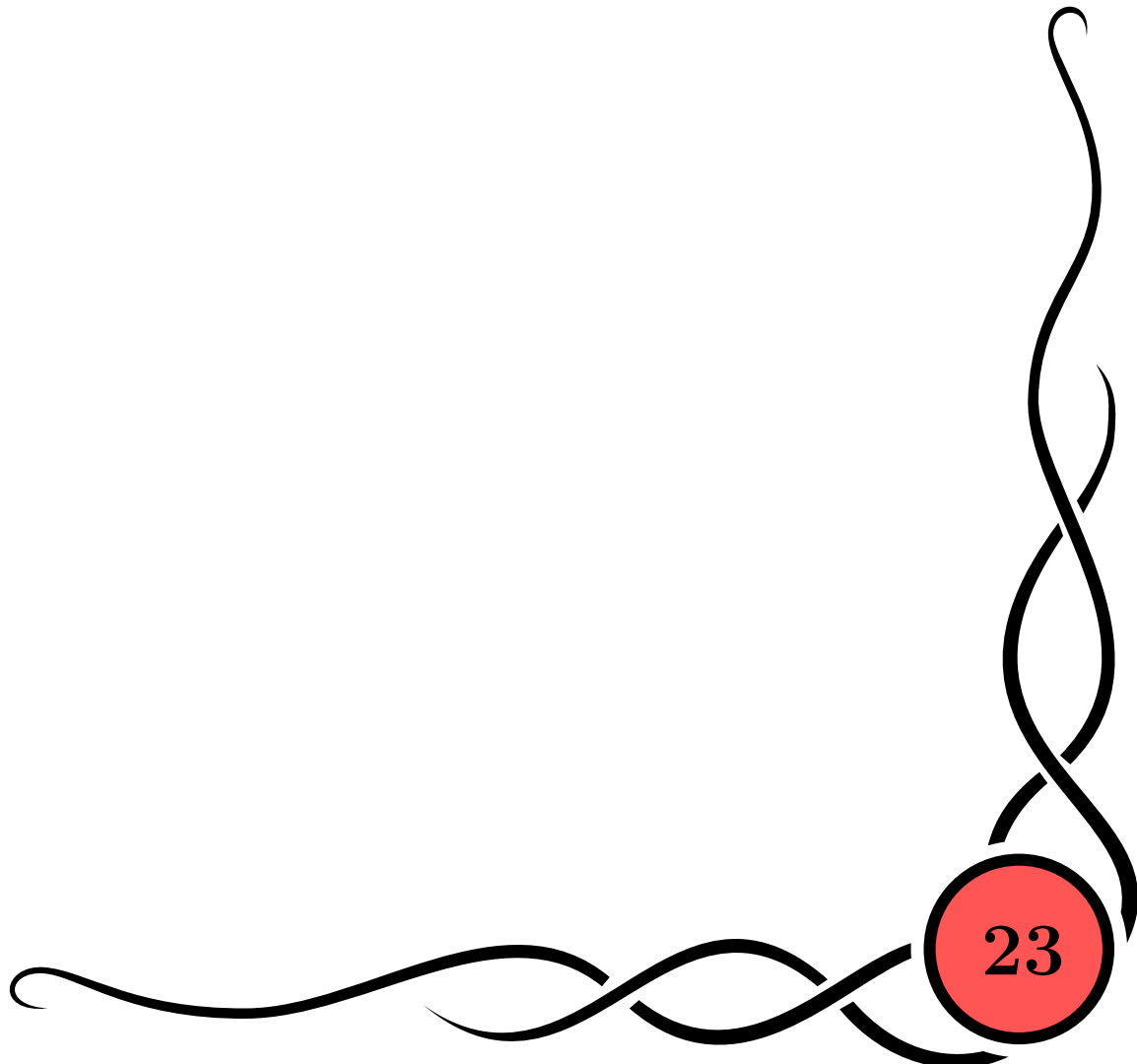
9.1 Force Field

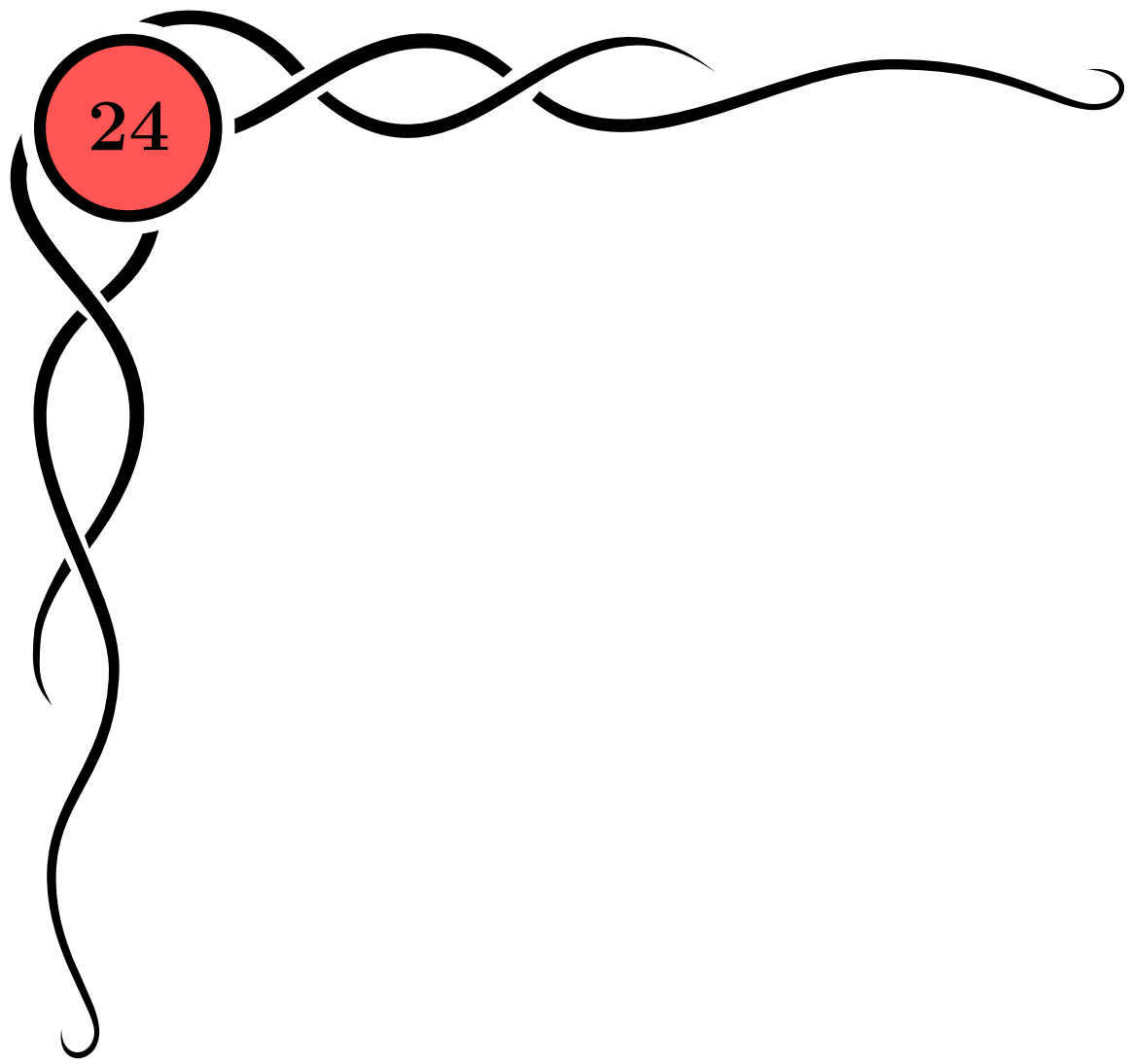
9.2 Heal-self

All Stresses and minor consequences are removed. All other consequences are reduced in severity by 1.

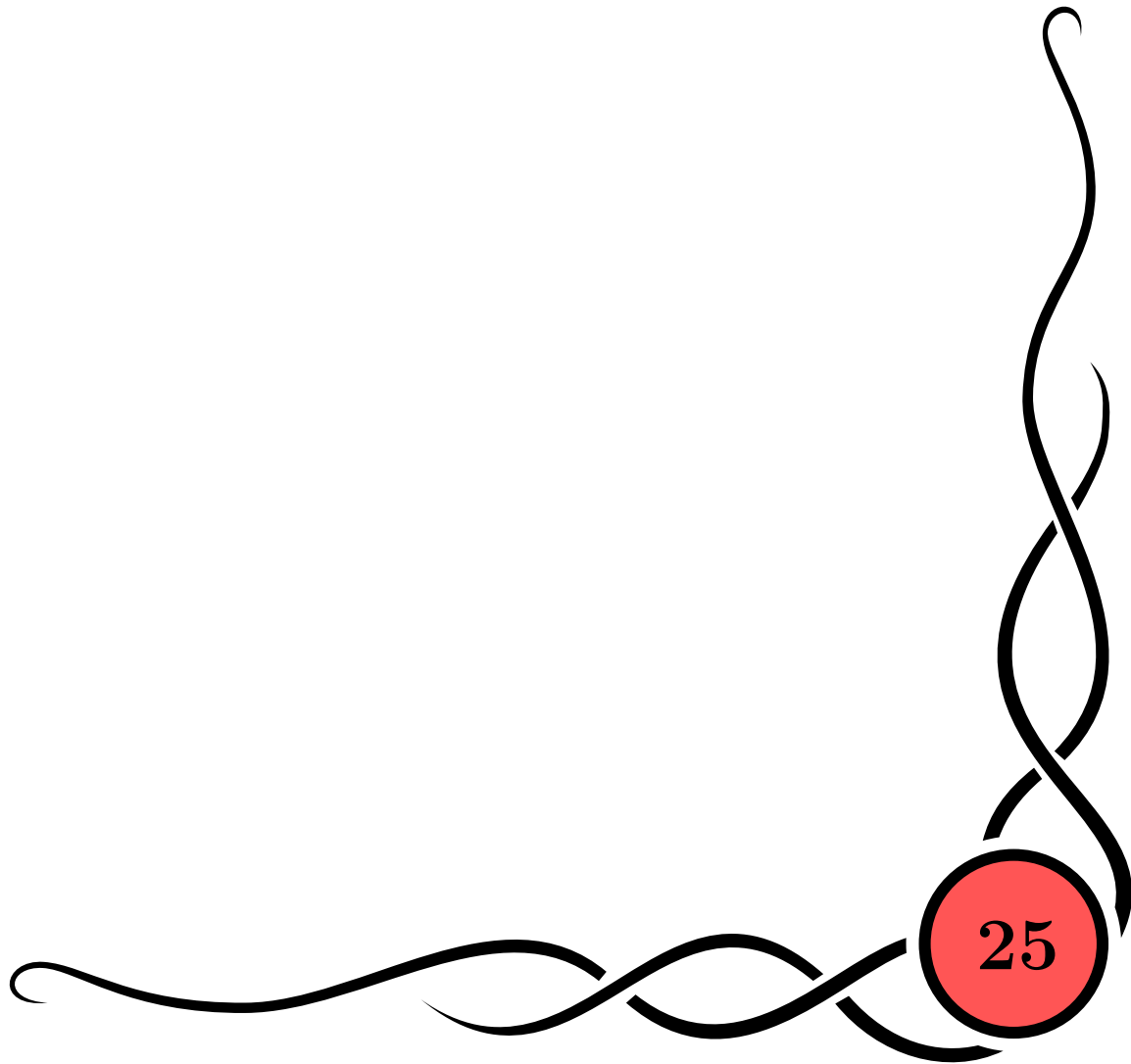


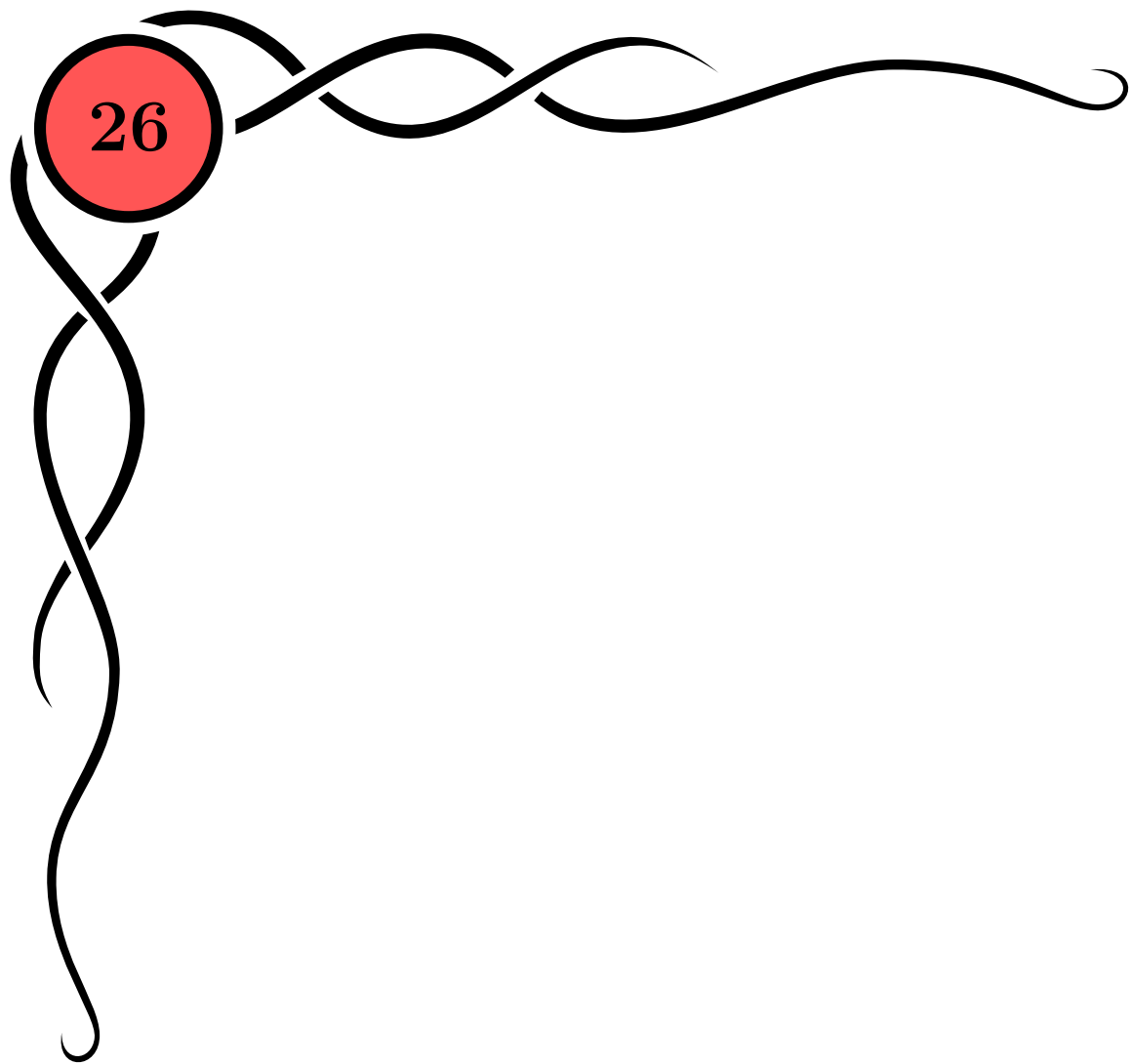
CHAPTER 10
SEMBLANCES





CHAPTER 11
ASPECTS





CHAPTER 12

SKILLS

The skills used in The FATE of Remnant are slightly modified from the default skills presented in the Fate SRD.

GMs should feel free to expand or constrict this list, but should tell the Players in advance so they select proper skills to focus on. During game play GMs should pick the most applicable skill whenever a check is warranted.

12.1 Athletics

Balancing, tumbling, landing, running, jumping, climbing

12.2 Focus

The ability to perform tasks under adverse conditions

12.3 Combat

A combat related skill.

12.4 Craft

A category of skills. Possible Craft Skills

Craft Ammo Refilling of spent cartridges

12.5 Dust use

Dust use is a skill related to using dust for anything more complicated than as ammo/fuel.

12.6 Empathy

Empathy determines how well a character able to deduce another's feelings and motive. It provides the counter to Social checks made to bluff. It aids a character in understanding other's motives.

12.7 Lore

Lore refers to a character's knowledge. When characters make Lore checks, the GM should contextualize the result using the character's aspects and back story. I.e. A character from Vale is given a bonus when trying to know stuff about Vale, a professor at Beacon knows more about Grimm than a student, etc.

For a more complicated Lore system please see Appendix B.

12.8 Notice

Notice characterizes the situational awareness a character possess. The ability to passively notice what is around them.

12.9 Investigate

Examining crime scenes for evidence. Searching a zone for information/items/loot.

12.10 Operate

Operate is a category of skills for vehicle use. See Chapter 18 for how vehicle operation is done. There are four skills of this type

Operate Aircraft Airships, ramjets, bullheads, ...

Operate Landcraft Cars, trucks, motorcycles, ...

Operate Mecha Most non-military characters probably do not have this skill

Operate Watercraft Boats, ships, jetskis

12.11 Shoot

A combat related skill.

12.12 Social

Guile, deceive, charm, bluff, socialize. Navigating social situations is an important part of society. The

better a character's social skills the better they can interact with others.

12.13 Tech Use

Tech use covers the use of any electronic or mechanical system. Fixing/hacking Computers, modifying vehicles, etc.

12.14 Stealth

Sneaky sneaky.

CHAPTER 13

STUNTS

13.1 Fate Core Stunts

Many lists of stunts have been compiled such as <http://evilhat.wikidot.com/fate-core-stunts> which is a listing of the stunts found in the *Fate Core System*, *Fate Core Toolkit*, and *Spirit of the Century*. <http://www.killershrike.com/Fate/Fae/Pathfinder/StuntOptions.aspx> which lists stunts templates and examples for a Pathfinder Fate Hack.

Players should not feel constrained to just these stunts.

13.2 Adding a New Action to a Skill

13.3 Adding a Bonus to an Action

13.4 Creating a Rules Exception

13.5 Example Stunts

MacGyver You get a +2 when using *Craft* or *Tech Use* to *Overcome* passive opposition.

13.6 Stunt Templates

The following sections outline some possible stunts templates.

13.6.1 Because I Am Awesome At...

This stunt gives a +2 under certain circumstances

Because I *[describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome]*, I get a +2 when I use *[Skill]* to *[pick one: attack, defend, create advantage, or overcome]* when *[describe a circumstance]*

Examples

13.6.2 Once Per Session I May...

Because I *[describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome]*, once per session I may *[describe a something cool you can do]*

Examples

Whirlwind Attack: Because I am a potent warrior **once per session** when I attack with a suitable weapon, I may affect all enemy targets in my zone without having to split my shifts between them.

13.6.3 Because I am Extra Good

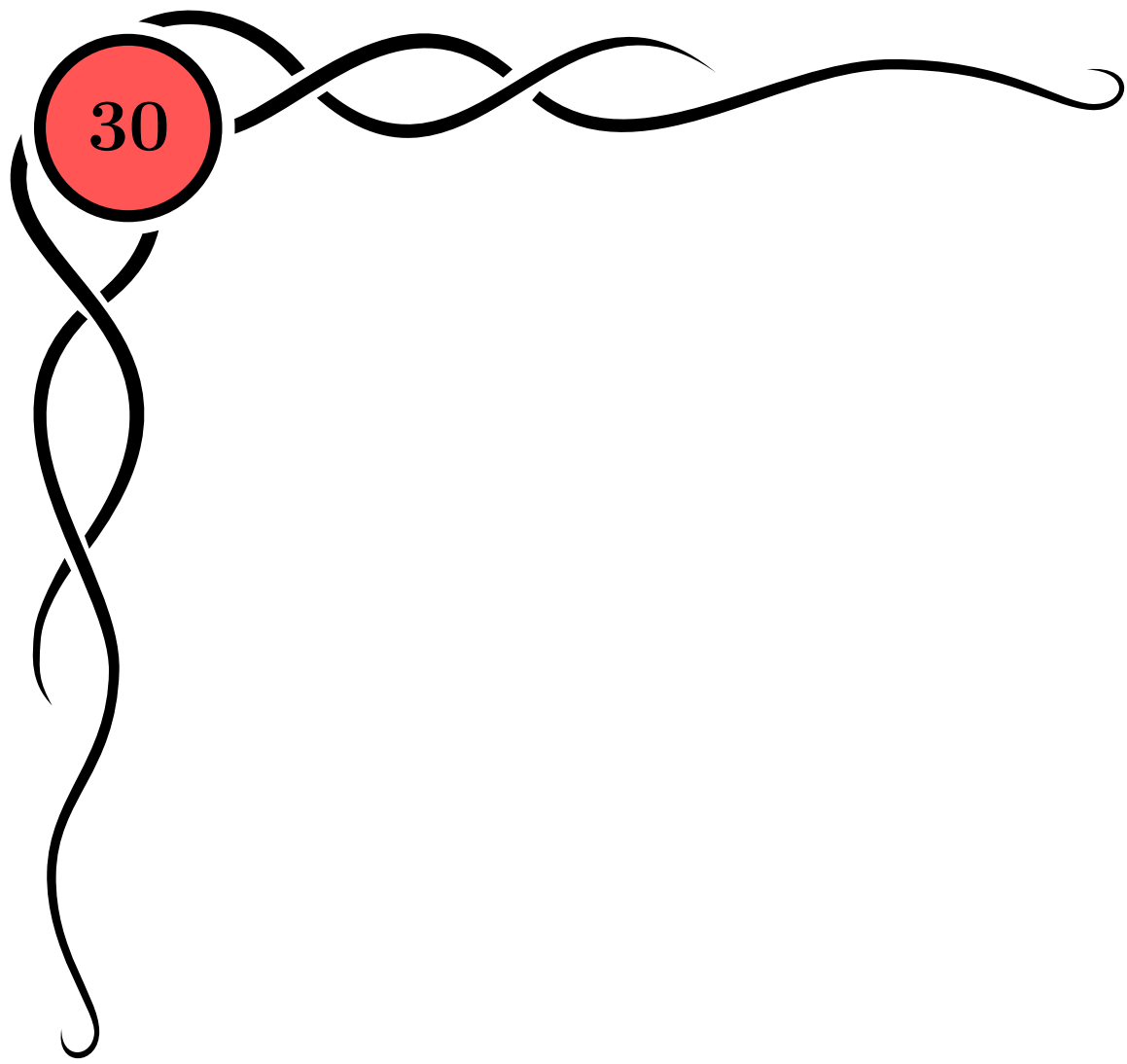
Because I *[describe some way that you are extra good a specific Skill]*, I get a +1 when I use *[that skill]* to *[pick one: attack, defend, create advantage, or overcome]* for *[specific task]*.

Examples

13.6.4 Skill Switch

Because I *[describe some way that you are able to leverage a Skill to do something that is usually accomplished with a different Skill]*, I may use *[Skill]* instead of *[different Skill]* for *[describe the function of the other Skill that you can accomplish]* when I *[describe the circumstances where this Stunt applies]*.

Examples



CHAPTER 14

FATE POINTS

Fate Points are what makes the game system Fate work. They provide act as currency between the GM and Player Characters(PCs) allowing both to influence the narrative direction.

14.1 Refresh

Each Character has a *Refresh* which is the minimum number of Fate Points they may start a gaming session with.

14.2 Spending Fate Points

Characters spend Fate Points to invoke Aspects—either their own or another's.

14.3 Earning Fate Points

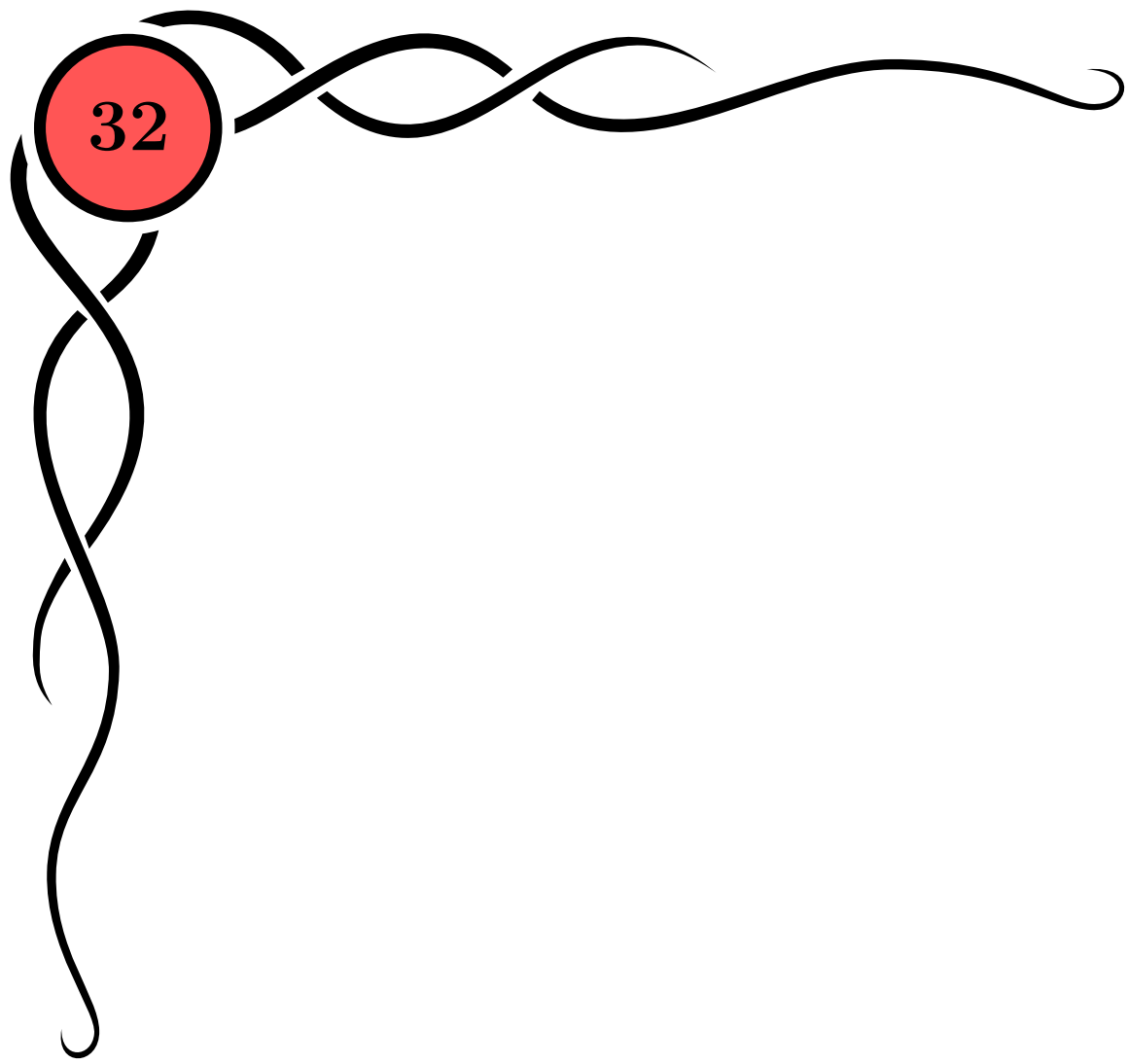
The easiest way to gain Fate Points is to allow them to refresh at the beginning of each session. But this leads to a rather small number of them being available for use. Instead

14.4 Invoking Troubles

Whenever the GM wishes to complicate a PC's life or make the story more interesting they may invoke that PC's Trouble.

14.5 Economy of Fate

During game play the flow of Fate Points should be frequent and in all directions between Players and GMs.



CHAPTER 15

DUST

15.1 Dust "Points"

The implementation of Dust in this game, is to treat it as applying an aspect to whatever invokes it; be that a PC's Semblance or weapon. But unlike normal Aspects, invoking Dust does not normally cost Fate Points. Instead each invocation consumes a unit of Dust.

Units of Dust may be rounds, vials, or raw crystals, and are treated as equipment.

15.2 Types of Dust

This is a list of Dust types that have been seen or mentioned on the show.

- Fire
- Water
- Earth
- Air
- Lightning
- Ice
- Time

15.3 Munitions

The most common way for people to interact with dust in a combat situation. Dust in this form has very simple functions. Usually Fire Dust is used to form gun cartridges and explosives.

Preparing or refilling Dust Munitions requires a Dust Use check.

15.4 Ebbed into Clothing

An archaic method of using Dust. Dust used in such a fashion is sewn into an article of clothing and the user activates the Dust directly through their Aura.

Using Dust in this manner requires prep work on the part of the user. An Aspect describing the exact effect desired from the Dust is applied to the clothing, which

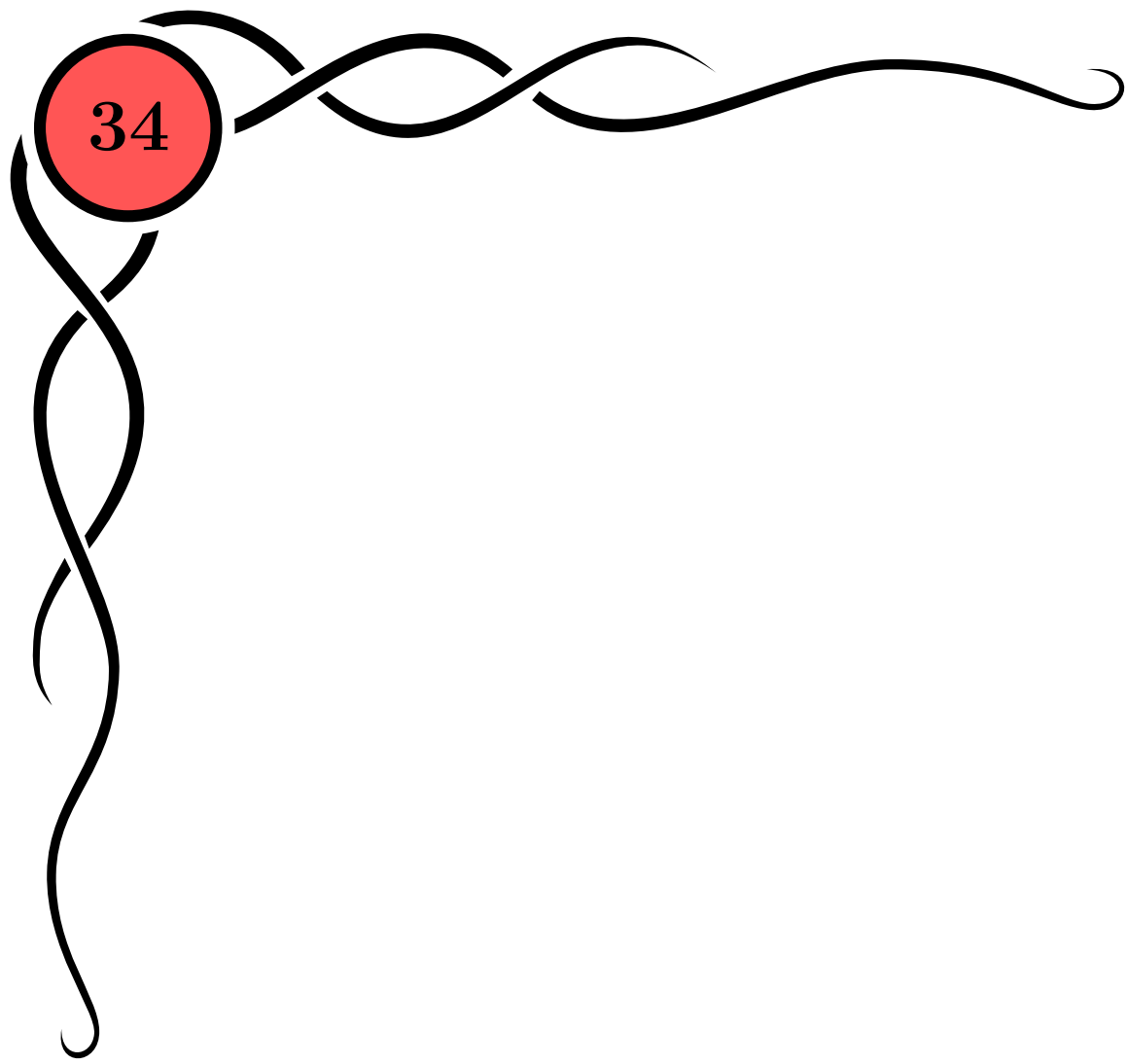
may be invoked by the wearer or anyone else capable of touching the Dust and expanding their Aura over it. Once activated the effect that the preparer desired occurs.

15.5 Fused into a Body

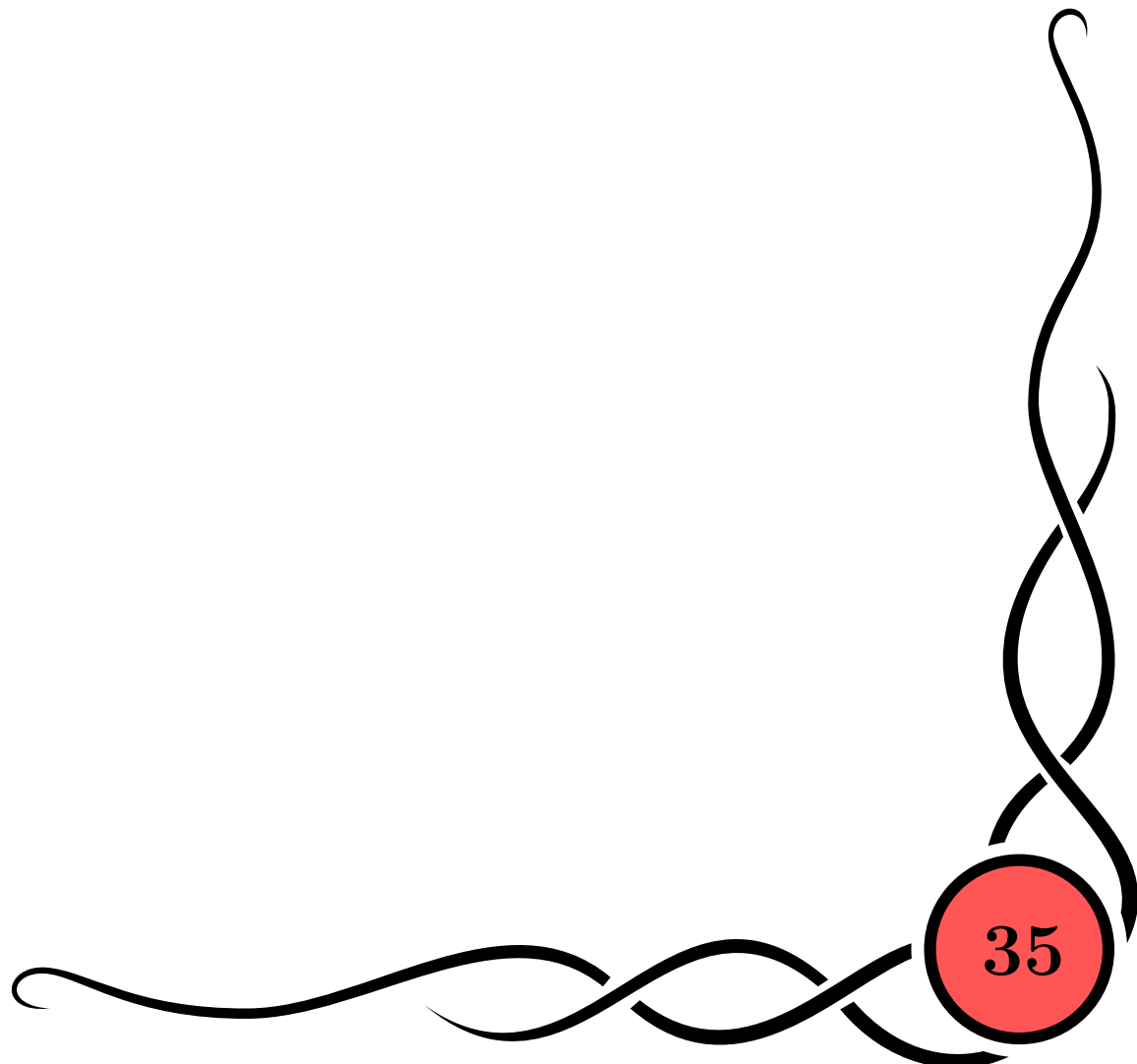
A truly archaic form of using Dust. By fusing Dust directly into themselves a user gains the Aspect of that Dust, and all actions they take become influenced by that Aspect. A character's Semblance becomes greatly amplified by such use, even the most mundane Semblance becomes magic level under such conditions.

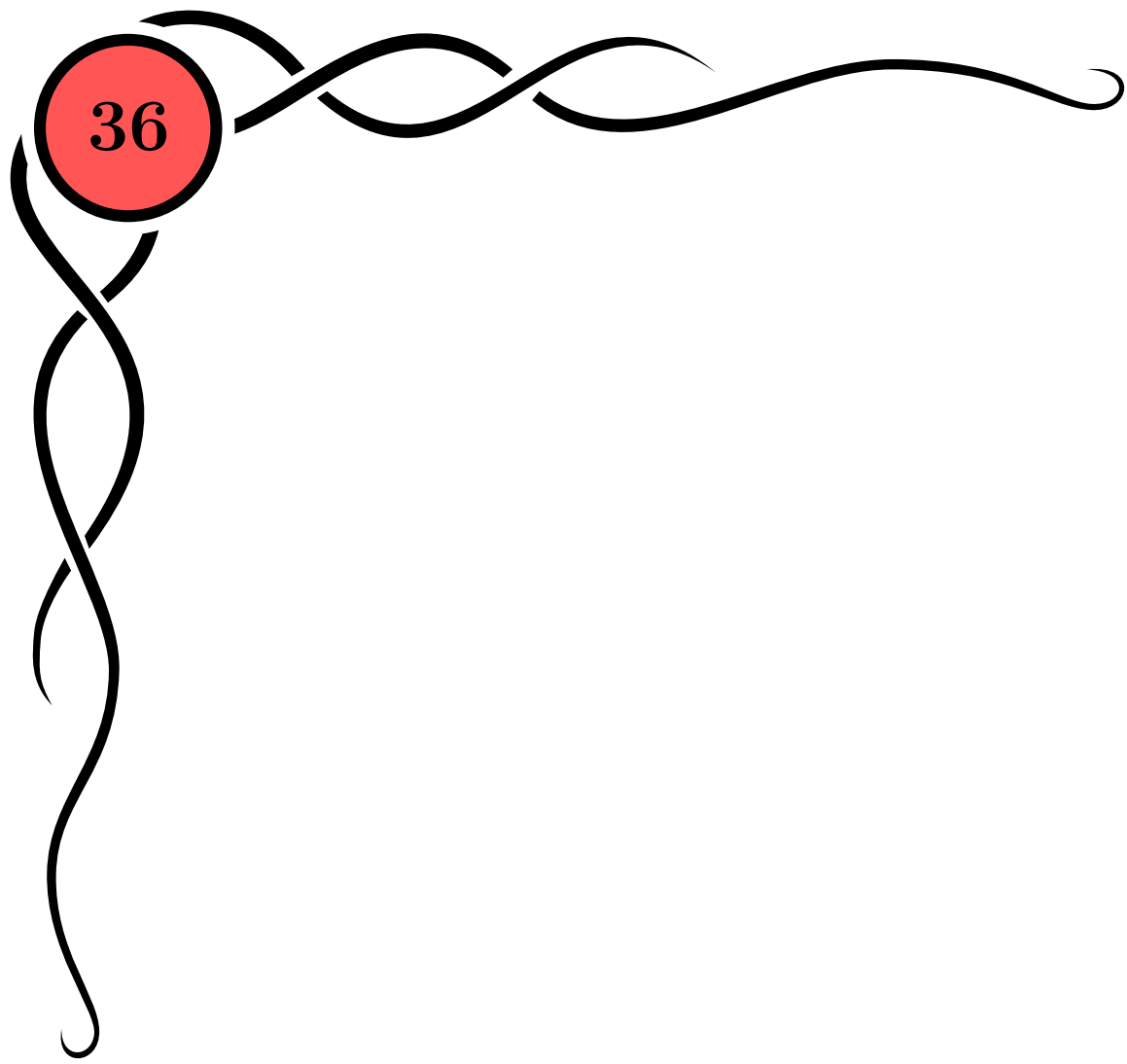
Using Dust in this manner requires a high check on a Dust Use skill check. With failures resulting in the user taking a moderate or severe consequence.

15.6 Mixtures



CHAPTER 16
ACTIONS AND OUTCOMES





CHAPTER 17

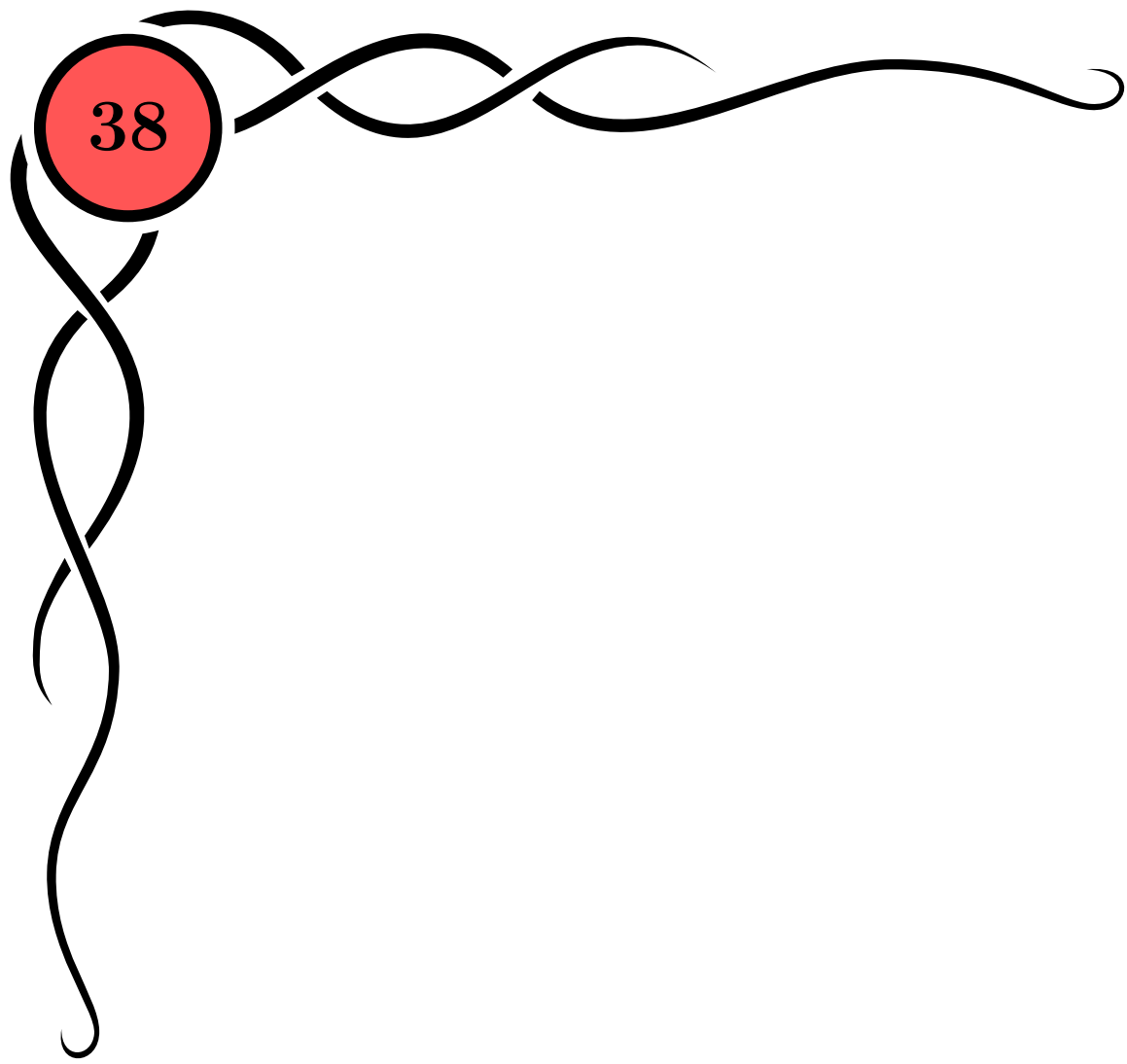
COMBAT

17.1 Simple Combat

Simple combat uses the system presented in the Fate Core SRD.

17.2 Gridded Combat

For combat using a grid please see the Fate Hack: *Combat on a Grid*.



CHAPTER 18

LENSES

Lenses are anything that a player is able to use their skills through. For example a gun does not shoot itself, so it is a *lens* that the wielder uses their *Shoot* skill through.

This chapter deals with more complex lenses.

18.1 Vehicles

Vehicles make extensive use of Fate's Bronze rule:

In Fate, you can treat anything in the game world like it's a character. Anything can have aspects, skills, stunts, stress tracks, and consequences if you need it to.

Generic vehicles are normally defined with One Concept, One Aspect, and One Trouble. Additional aspects can provide individuality to important vehicles.

GMs should decide what licenses or legal structure exists to control the use of vehicles. For help in defining new vehicles consider the following possible Aspects

- Fast
- Nimble
- Well-Armed
- Superior Sensors

and the following possible Troubles

- Fuel Hog
- Horrible Circuit Breakers
- Slow
- Bad Carburetor

GMs should of course feel free to pick any Aspect or Trouble they want that makes narrative sense.

18.1.1 Relevant Skills

Lenses can focus any skill, here is a short list of skills useful for vehicles

Operate make the vehicle move where you want

Shoot use a vehicle's weapons

Notice use a vehicle's sensors

18.1.2 Landcraft

The use of Land vehicles in Remnant is somewhat limited due to the vast distances that are controlled by Grimm. But within major cities Dust powered vehicles are used to move people and goods.

Cars and Trucks

Defining Aspects

Concept Four Wheeled Land Vehicle

Aspect *GMs should select relevant troubles*

Trouble *GMs should select relevant troubles*

Motorcycles

Defining Aspects

Concept Two Wheeled Land Vehicle

Aspect Vroom vroom

Nice and speedy

Trouble No seat belts

Zero safety features, better wear a helmet

Trains

18.1.3 Aircraft

Airship, Passenger

Defining Aspects

Concept Aerial, VTOL

A Vertical Take-Off and Landing, can hover.

Aspect Graceful

Passenger airships are designed for maximum maneuverability so they may safely dock

Trouble Turtle Slow

When you design a propulsion system after turtles, don't expect speed.

Bullhead

Defining Aspects

Concept Aerial, VTOL

A Vertical Take-Off and Landing tiltjet, can hover.

Aspect Bullheaded

Bullheads can take a pounding without being knocked out of the air

Trouble Fuel hog

Keeping a heavily armored airship floating takes a lot of Dust.

Atlesian Dropship

Defining Aspects

Concept Aerial, VTOL

A Vertical Take-Off and Landing, can hover.

Aspect Armed to the Teeth

A military vessel that spared nothing in order to jam as many Dust rounds as possible into it.

Trouble Military Brutalist Design

Designed primarily to carry androids, not much thought was given to comfort.

Atlesian Airship

Defining Aspects

Concept Aerial, VTOL

A Vertical Take-Off and Landing, can hover.

Aspect Armed to the Teeth

A military vessel that spared nothing in an effort to jam as many Dust rounds as possible into it.

Trouble Boondoggle

Totally not compensation.

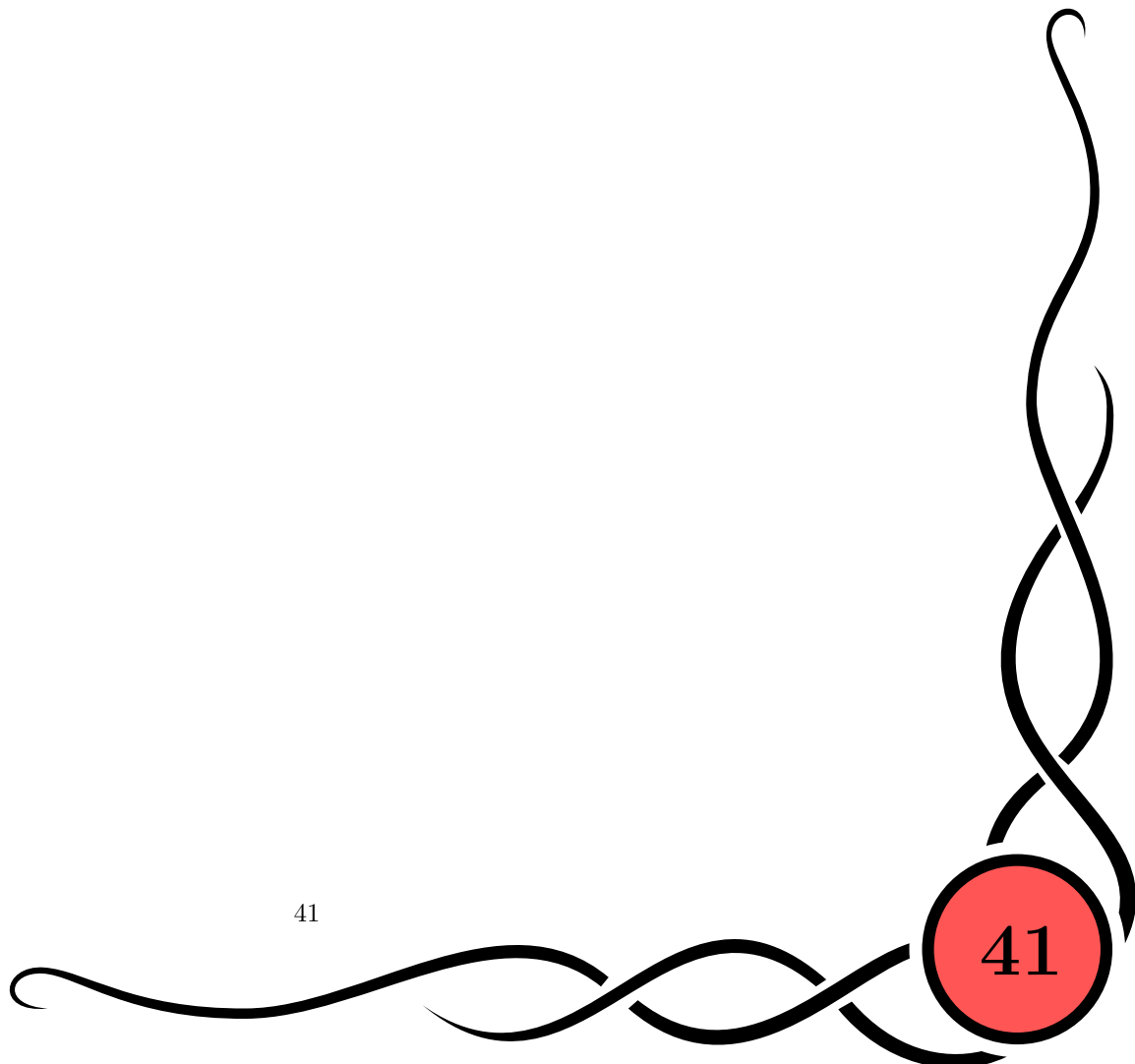
18.1.4 Watercraft

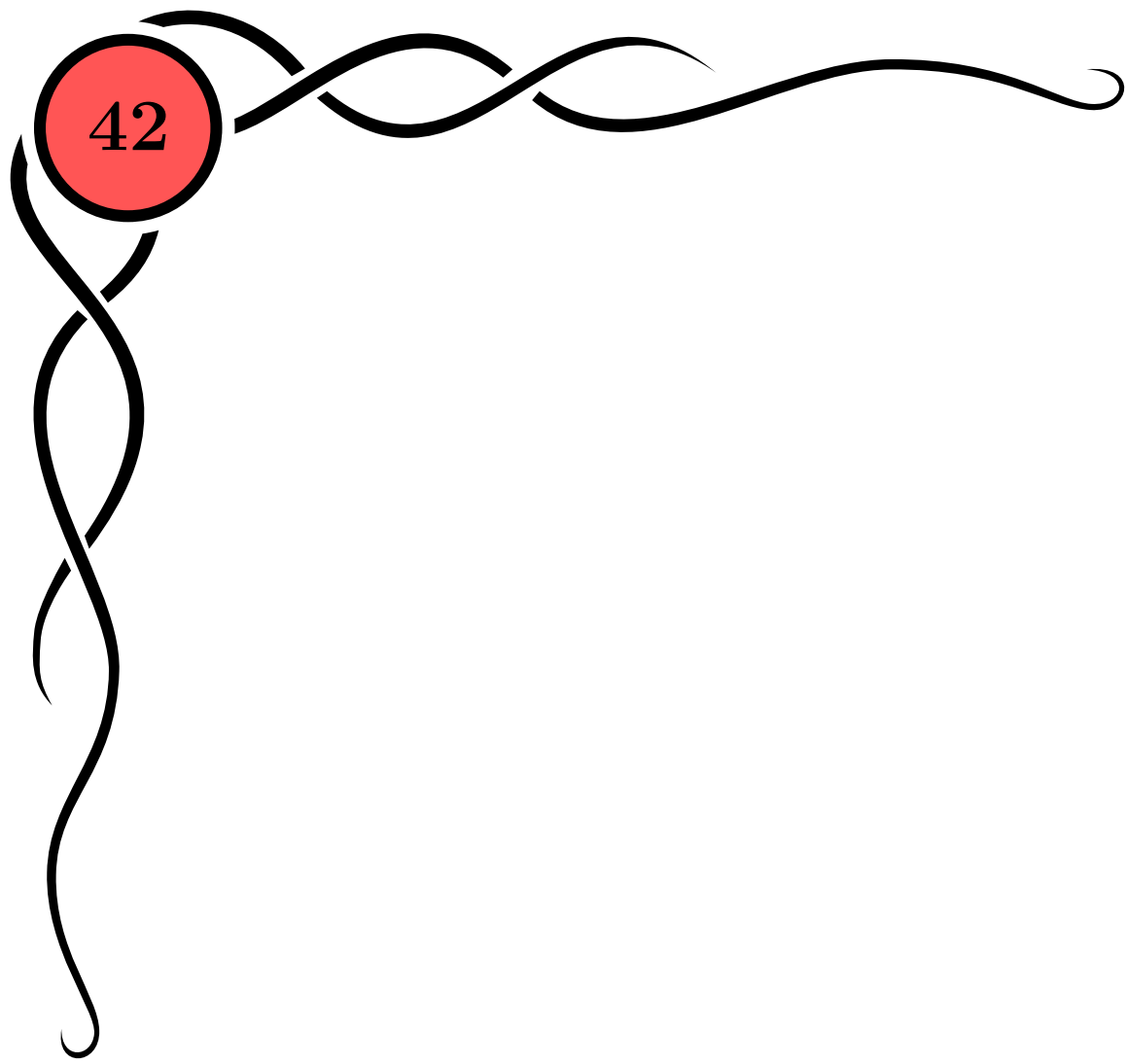
18.1.5 Mechas

As some of you might have heard, this right here is Atlas' newest line of defense against all the scary things in the world.

—Roman Torchwick, referring to the Atlesian Paladin-290

Volume III
Appendices





APPENDIX A

FATE DICE

The **FATE** of Remnant is based on Fate, as such it uses Fate dice¹. Fate dice are six sided dice marked with two "pluses", two "minuses", and two blank sides. Fate dice come in sets of four (4). In this document these possible results will be typeset using the glyphs: **⊕ ⊖ ◻**.

Fate dice may be purchased from friendly local gaming stores (FLGS) or online. They can be found under the names Fate Dice or Fudge Dice in a variety of colors. It is recommended that groups have at least one set of four Fate dice, but it is better that each player have their own set.

A.1 Alternatives

An alternative to buying Fate dice is to create some using some d6s and a permanent marker. See Fig. A.1.

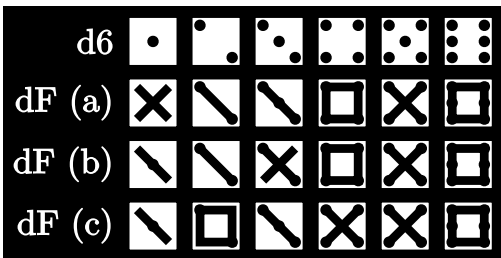


Figure A.1: Three different ways to create a Fate die using a piped six sided die

Another alternative is to use a computer or smartphone program that can simulate dice rolls. Such programs can be found online as websites or as apps in the Android or iPhone stores.

A final alternative to purchasing Fate dice is to use two different colored d6s. Declare one die positive,

¹Fate Dice are also called FATE dice, FUDGE dice, or Fudge dice, but will always be referred to as Fate Dice in this document.

and one die negative. Rolls are performed as

$$1d6 - 1d6 \quad (\text{A.1})$$

this gives a result ranging from -5 to $+5$, but results of ± 5 are read as a 0. The result curve from this is similar to 4dF, but not exact. So GMs should feel free to adjust the difficulty of tasks to match the player's rolls.

A.2 Results of rolling Fate dice

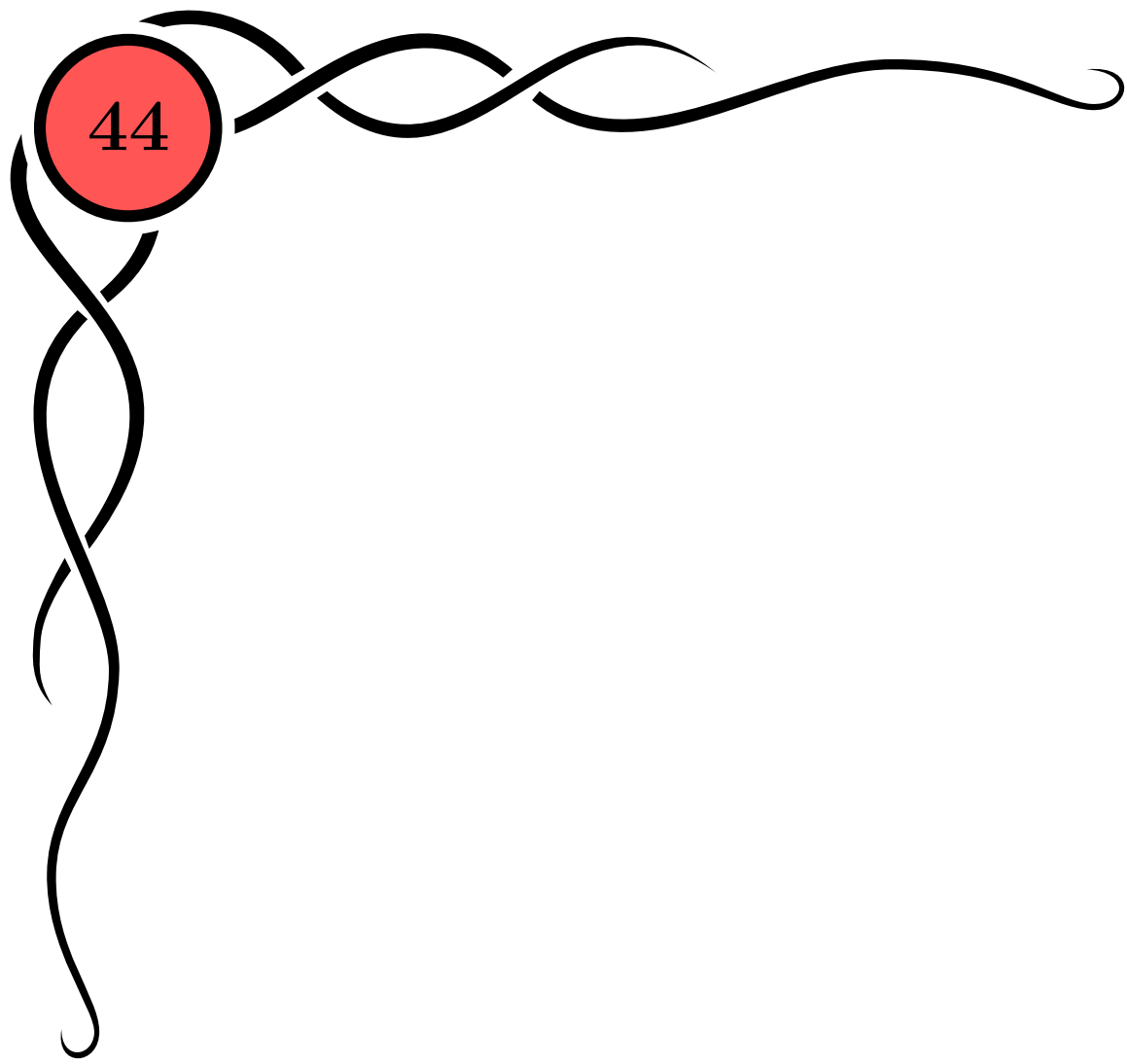
Rolling 4dF returns a set combinations of pluses, minuses, and blanks. The pluses are read as $+1$, the minuses as -1 , and the blanks as 0. The result of the roll is just a simple sum of those numbers.

Table A.1: The Result of Fate Dice rolls

Roll	Meaning				Result
◻◻◻◻◻◻	-1	-1	-1	-1	-4
◻◻◻◻◻◻	0	-1	-1	-1	-3
⊕◻◻◻◻◻◻	+1	-1	-1	-1	-2
◻◻◻◻◻◻	0	0	-1	-1	-2
⊕◻◻◻◻◻◻	+1	0	-1	-1	-1
◻◻◻◻◻◻	0	0	0	-1	-1
⊕⊕◻◻◻◻◻◻	+1	+1	-1	-1	0
⊕◻◻◻◻◻◻	+1	0	0	-1	0
◻◻◻◻◻◻	0	0	0	0	0
⊕◻◻◻◻◻◻	+1	0	0	0	+1
⊕⊕◻◻◻◻◻◻	+1	+1	0	-1	+1
⊕⊕◻◻◻◻◻◻	+1	+1	0	0	+2
⊕⊕⊕◻◻◻◻◻◻	+1	+1	+1	-1	+2
⊕⊕⊕◻◻◻◻◻◻	+1	+1	+1	0	+3
⊕⊕⊕⊕◻◻◻◻◻◻	+1	+1	+1	+1	+4

A.3 Tips for Quick Counting

Fate Dice are convenient because they are very easy to count. Simply remove any **◻** or **⊕⊖** pairs and count the remaining **⊕** or **⊖**.



APPENDIX B

LORE TRACKS

Lore Tracks is an optional rule that provides for more granularity in character knowledge. This rule works by giving characters individual Lore Tracks (ranked 0 to 5) within several knowledge domains: Aura, Dust, General, Grimm, History, Technology, Atlas, Menagerie, Mistral, Vacuo, Vale.

Mechanically Lore Tracks work identically to skills. The major change is that they do not take up slots on the Skill Pyramid. The only other change is in Character Creation and advancement. During Character Creation each Character is automatically given up to a +2 in the Lore relating to their home location; Characters raised in two locations may choose to split the +2 between the locations for a +1 in each.

Additionally Characters pass the schooling age can pick a set of Lores that they have and distribute up to +24, though no Lore Track may rise above +5. Players should consider applying Lore Track points as if their Character was going through life. At the GM's discretion a +1 may be added for each decade of life pass schooling age.

During Character advancement for school aged Characters; for each in game year that passes, Characters receive a +1 in Aura, Dust, Grimm, History, and the location Lore of where they live. They may additionally gain a +1 in a Lore Track of their choosing.

An alternate development path for school aged Characters not in Huntsmen Academies is to receive +1 in General, History, Technology, and the location that they live in. Choose one of Dust or Aura and gain a +1 in it. And a +1 in a Lore of their choosing.

No Lore Track may never rise above +5, any Lore Track points from advancement that would make one go above this limit are converted into the player's choice. Some example Lore Tracks are provided in Tables B.1 to B.3.

Table B.1: Lore Track for Professor Port

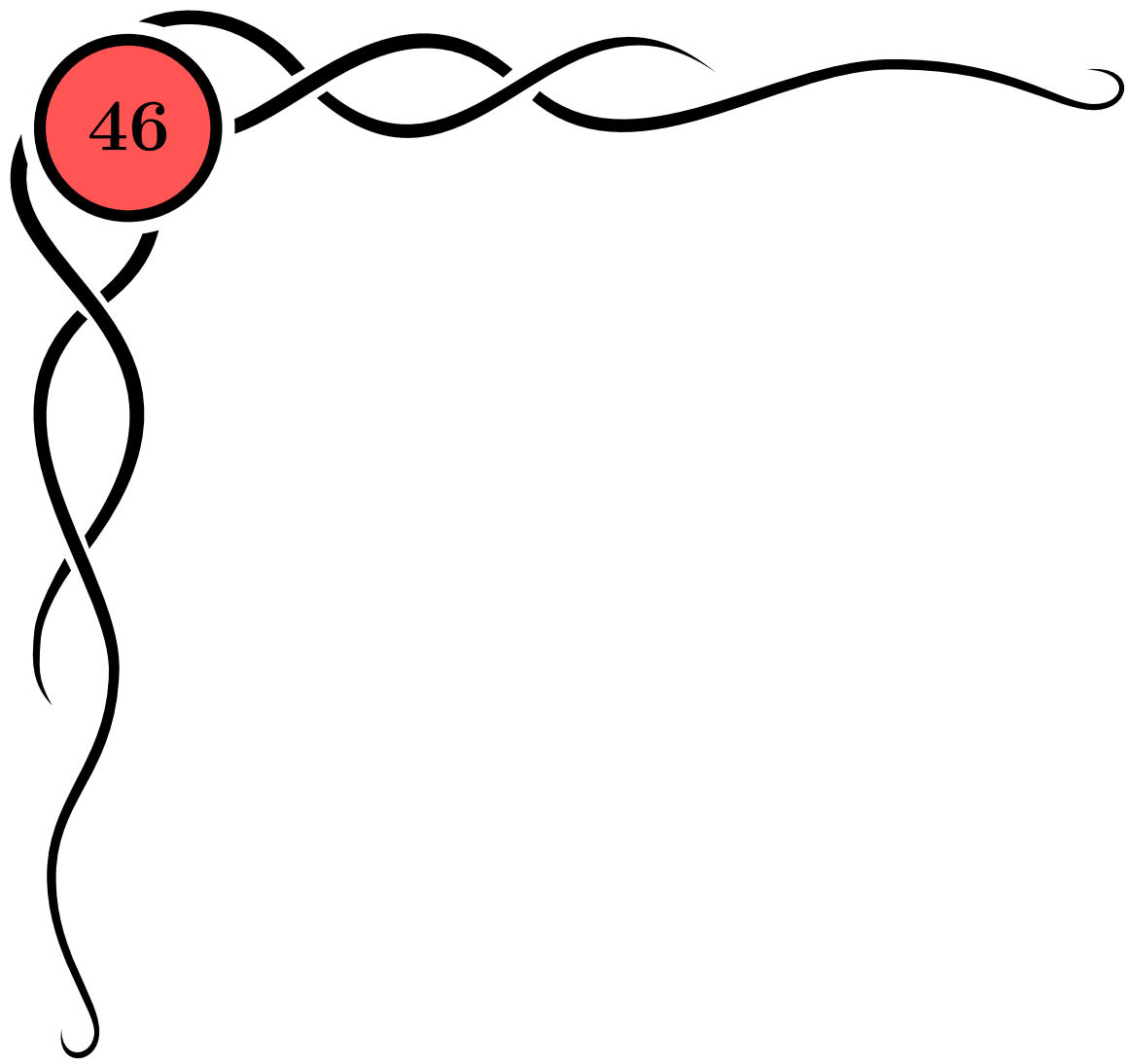
Track	+1	+2	+3	+4	+5
Aura	X	X	X	X	
Dust	X	X	X	X	
General	X	X			
Grimm	X	X	X	X	X
History	X	X	X	X	
Technology					
Atlas	X				
Menagerie					
Mistral					
Vacuo	X				
Vale	X	X	X	X	X

Table B.2: Lore Track for Ruby Rose (Vol. 2)

Track	+1	+2	+3	+4	+5
Aura	X				
Dust	X				
General					
Grimm	X				
History	X				
Technology	X				
Atlas					
Menagerie					
Mistral					
Vacuo					
Vale	X	X	X		

Table B.3: Lore Track for Sun Wukong (Vol. 2)

Track	+1	+2	+3	+4	+5
Aura	X				
Dust	X				
General	X				
Grimm	X				
History	X				
Technology					
Atlas					
Menagerie					
Mistral					
Vacuo	X	X			
Vale	X				



GLOSSARY

Aspect Features of characters, settings, items, etc. that provide a mechanical effect. 19, 31, 33

Aura The projection of a beings will power to influence the world. 9, 19, 33

Dust A naturally occurring energy propellant. 7, 9, 33

Fate Point Points which agents can expend to invoke aspects. 19, 31, 33

Faunus A species of humanoids possessing animalistic traits. 11, 19

GM Game Manager. v, 31, 43, 45

High Concept The Aspect which defines a character. 19

Human The majority species in the Four Kingdoms. 11, 19

PC Player Character. 31, 33

Refresh The rate at which characters generate Fate Points. 19

Schnee Dust Company A closely held megacorporation with a near monopoly on Remnant-wide Dust production and distribution. 12

Semblance A special Aspect of Humans and Faunus that provides a unique ability to everyone. 33

SRD System Reference Document. v

Trouble The Aspect which provides a complication to a character's life. 19, 31

Whitefang A Faunus rights group that has turned to violence and terrorism. 11