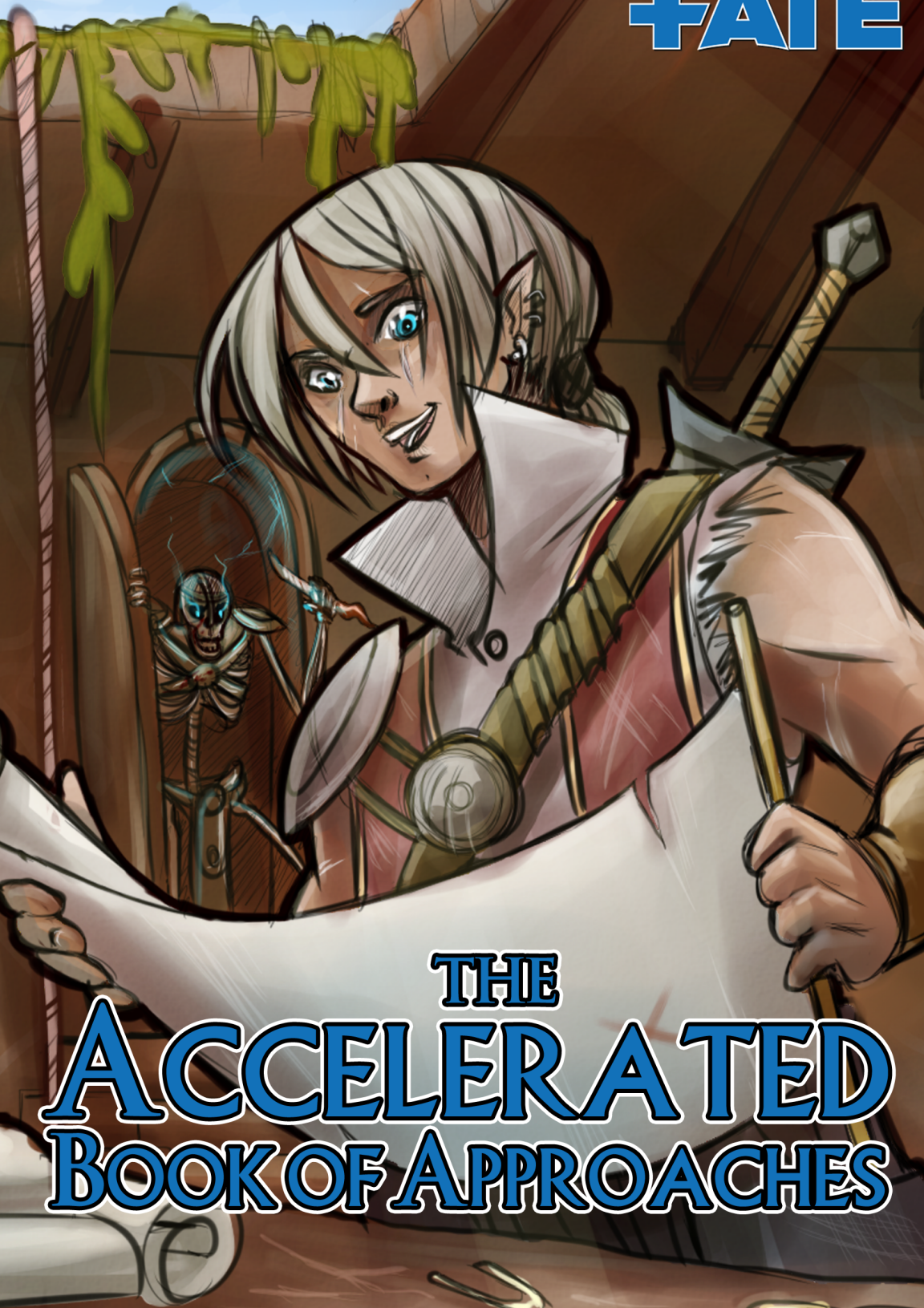


POWERED BY
FATE



THE
ACCELERATED
BOOK OF APPROACHES

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ACCELERATED
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DICE MONKEY GAMES



INTRODUCTION

When Fate Accelerated premiered, I realized the game I had been working on was a lost cause. Both my game and FAE filled the same niche, and FAE did it much better. I'm very glad to see FAE released under the OGL, to allow me to play around with the system. The Accelerated Book of Approaches is the first of, what I hope to be, many. I will cover each of the various elements of FAE to provide a larger variety of play. I hope you enjoy.

Approaches are one of the most accessible and easy to learn parts of the Fate Accelerated Edition system, familiar to players of traditional games as well as players brand new to roleplaying. While the FAE Core Rulebook provides an excellent set of approaches, they may not work for all games. This book hopes to remedy that by providing new approaches to replace those found in the Fate Accelerated rules.

This book will be looking at the six classic approaches and what they mean for your character. In addition, we have multiple sets of Approach swaps, allowing you to change what approaches are used in your game in order to personalize it to your particular setting.

THE SIX CLASSIC APPROACHES

When interacting with the world around you, you tend to have a “default mode” you put yourself into. This is your stance. As you go through life, are you noticing the small details? Are you doing things to draw attention to yourself? Are you always running everywhere, or speaking with a silver tongue? Your character in FAE is doing the same thing.

While playing your character, look at the highest ranked approach. This is your character’s default stance. We’ll look at these approaches and stances and what it means to you and your character.

CAREFUL

“A Careful action is when you pay close attention to detail and take your time to do the job right. Lining up a long-range arrow shot. Attentively standing watch. Disarming a bank’s alarm system.”

If you are acting carefully, you will also be more prone to noticing small details. If you begin looking through a dusty old library, you’re the first (or possibly the only one) to notice that one of the books is devoid of dust. When you talk to an angry thug or bouncer, you’re sure not to rock the boat or say something that might make the brute upset. This is an ideal stance for spellcasters, as it means you aren’t rushing through your meticulously planned spells or potions.

The downside to being careful is you often aren’t as quick or flashy as others. It takes you time to formulate a response to an insult, or you may have difficulty solving the riddle on the wall as the chamber walls close in on the party.

If you’re in a careful stance, your game master should be the first to give you the subtler of information.

Familiar Characters of this Archetype: John Watson, The cast of CSI.

CLEVER

“A Clever action requires that you think fast, solve problems, or account for complex variables. Finding the weakness in an enemy swordsman’s style. Finding the weak point in a fortress wall. Fixing a computer.”

As a clever character, you have the quickest mind, the most interesting and intelligent solution to any solution. When a puzzle is presented to the group, you are the first to be given any meta-game clues. You are the most insightful. That writing on the wall? You’re the only one who knows pieces of the ancient language it’s written in. That old book the careful character noticed? You can tell how long it’s been since it was disturbed.

The downside to being clever is that you are sometimes seen as too distant. People think you arrogant, which can get in trouble with your diplomacy.

If you’re in the clever stance, your game master should supply you with the more esoteric knowledge and hints of the game.

Familiar Characters of this Archetype: Sherlock Holmes, Gandalf, Morpheus, Belgarath the Sorcerer.

FLASHY

“A Flashy action draws attention to you; it’s full of style and panache. Delivering an inspiring speech to your army. Embarrassing your opponent in a duel. Producing a magical fireworks display.”

A flashy character is all about themselves. Often narcissists, they are often quick with a joke and do everything with great flourish. As you walk down the street, you’re doing it with style. You are the star of the show, even if only in your own mind. That book the clever and careful characters are looking over? It’s a forbidden tome the librarian would be furious to see them reading. The flashy character draws the librarian’s attention away by regaling them with tales of their exploits.

The downside to being flashy is that you're usually not very careful. Your flair for the dramatic can turn more serious characters off, and cause tension not only within the group, but among the NPCs as well.

If you're in a flashy stance, the game master should point out any features in the current scene, which could be used to make things more... interesting.

Familiar Characters of this Archetype: Captain Jack Sparrow, Han Solo.

FORCEFUL

“A Forceful action isn't subtle—it's brute strength. Wrestling a bear. Staring down a thug. Casting a big, powerful magic spell.”

A forceful character takes situations by the horns and wrestles them to the ground. They have little time for timidity. They often use muscle where tact is needed, and are always ready for a fight. Forceful characters have dominating personalities and, if not physically dominating, tend to shove their weight around regardless. When the party is attempting to distract the librarian, and all other methods fail, the forceful character knocks over a bookshelf.

The downside to being a forceful character is that they tend not to be very sneaky. The



forceful character, by nature, tends to draw attention to themselves, often to the detriment of the party.

If you're in a forceful stance, the game master should point out the potential threats as your character sizes everyone and everything up.

Familiar Characters of this Archetype: Chewbacca, The Mountain from Game of Thrones, anyone The Rock has ever played.

QUICK

“A Quick action requires that you move quickly and with dexterity. Dodging an arrow. Getting in the first punch. Disarming a bomb as it ticks 3... 2... 1...”

A quick character is nimble and agile, both in body and mind. They are the fastest in the group, often acting first before carefully thinking through what you *should* be doing. The quick character would rather get a move-on than wait for other minds to come up with a plan. They often improvise on the spot in order to keep things moving. In combat, they're the “fly like a butterfly” type, dodging in and out of attacks. In the library, when the librarian realizes what's going on, it's the quick character who grabs the book and runs.

The downside to a quick character is that their speed can tend to override any kind of stealth. Sometimes matters should be considered rather than rushed headlong into, something the quick character has trouble with.

If you're in a quick stance, you're always the first to act in a scene.

Familiar Characters of this Archetype: Aladdin, Young Obi-Wan Kenobi, The Flash.

SNEAKY

“A Sneaky action is done with an emphasis on misdirection, stealth, or deceit. Talking your way out of getting arrested. Picking a pocket. Feinting in a sword fight.”

The sneaky character is a master of the unseen. Whether it's prestidigitation, sleight-of-hand, lying or doing anything underhanded, the sneaky character is a master. Sneaky characters will always find a reason to be sneaky, even when it is unnecessary. In the library, while the quick character runs off with the book, librarian pursuit, it's the sneaky character who *actually* has the real book on him.

When a character is sneaky, they tend to be far less forceful. When confronted with a situation where their sneakiness is worthless, they freeze up like a fox in a trap.

When in a sneaky stance, the game master should point out details a sneaky character could use for their benefit: the sizes of coin purses, badly hidden traps, things like that.

Familiar Characters of this Archetype: Silk of the Belgariad, Varys the Spider.



ATTRIBUTE APPROACHES

There's certainly no reason you can't switch up the approaches, changing their names and properties to more closely match the game you're playing. When doing so, be sure to create approaches that all characters can use within the game. Below, you can see multiple new approaches as appropriate for various settings.

D20 APPROACHES

Most, if not all role-players are familiar with the OGL and the D20 system, as well as D&D, which it spawned from. You can easily take the six attributes and convert them over into approaches for FAE, either to make the game more familiar to players new to the Fate System, or simply because you enjoy the attributes. A quick way to tie the system in closer to the D20 system for players used to D20 is to rename Talents by calling them Feats.

Strength: Your strength is your physical might. This approach is good for breaking down doors, lifting heavy objects, hitting the enemy with your sword or winning an arm-wrestling match.

Dexterity: Your dexterity is how quick and nimble you are. It's good for dodging attacks, making ranged attacks, picking locks or outrunning the city guards. Dexterity can also be used to attack with ranged strikes or quick, nimble jabs.

Constitution: Your constitution is your physiological toughness. Constitution is useful for fending off the effects of poison, ignoring an attack against you, or seeing how long you can keep running or performing some other physically exhausting action.

Intelligence: Your intelligence measures your level of intellect. Intelligence is good for casting a spell, recalling important information or using an arcane or mechanical item.

Wisdom: Your wisdom is your awareness. Wisdom can be good for noticing things, reading people's emotions and body language and hearing sounds no one else can.

Charisma: Your charisma is your personal charm. Charisma can be used to bluff, get out of sticky situations by talking, winning beauty contests and being generally an enjoyable person to be around. Many spell casters use their Charisma to channel magic and spells.

D6 APPROACHES

The D6 system is now under the open game license, and once had a large and prosperous market, including the West End Games' Star Wars RPG, Indiana Jones, Ghostbusters, Men in Black and more. There are some great attributes not unlike the D20 system's, which are ripe for conversion to the FAE system. While many different attributes have appeared in D6 games over the years, presented here are six, which should cover most situations.

Knowledge: Your knowledge measures your strength of memory and ability to learn. It also can be used to analyze your actual level of education, both formal and informal.



Presence: This measures a character's emotional strength, physical attractiveness, and personality.

Perception: Perception gives indication of your attention to detail. Your perception shows how well you are able to notice things using your ability to listen, spot, taste and sense the world around you.

Agility: This is a measure of balance, limberness, quickness, and full-body motor abilities.

Reflexes: Reflexes gauge a character's gross motor coordination. i.e. the ability of mind and muscle to react to a potential threat or a sudden occurrence. Examples of skills that rely on Reflexes include- dodging an attack, fighting with a melee weapon (sword, knife, etc.), and balancing on a tightrope.

Strength: Strength represents a character's physical power- his ability to lift heavy objects and to inflict damage with hand-held weapons (swords and knives).

MONGOOSE TRAVELLER APPROACHES

Traveller is one of the oldest RPG systems, and the oldest science fiction roleplaying game. Mongoose Publishing currently owns the rights, and has released the rule set online under the Open Game License. If you particularly like Traveller, or simply like their characteristics system, this may be the approach system for you.

Strength: This is a character's physical strength, fitness and forcefulness.

Dexterity: Your hero's physical co-ordination and agility, reflexes.

Endurance: This is a character's ability to sustain damage, stamina and determination.

Intelligence: This measures a character's intellect and quickness of mind.

Education: This is a measure of a character's learning and experience.

Social Standing: Social standing shows a character's place in society.

SKILL APPROACHES

If the focus of your game is tightly tied to a particular setting, it may behoove you to apply approaches much like you would skills in another roleplaying game.

Below are some examples of approaches, which would apply directly to particular genres.

ACTION APPROACHES

In a classic action movie, you don't necessarily need to know how to do things in any particular way. What you need are a gun, a girl and a car. These approaches allow you to easily mimic any Mission Impossible or James Bond-style action film.

Driving: How well you can handle all manner of cars, boats, motorcycles or trucks. With a loud, "HANG ON!" to your passengers, you blaze through a barricade, explosions everywhere.

Shooting: How well can you leap into a room, gun in each hand, unloading your weapons on a room full of Triad thugs while their bullets blaze uselessly by you?

Close combat: You know kung-fu! Also kendo, mixed martial arts, barroom brawling and back-alley knife fighting.

Hacking: If it can be hacked, you can do it. You can break into any system, bypass any subroutine.

Sneaking: You move within the shadows, unseen. When a guard moves around the corner to spot you, he walks right by as you hang from the ceiling.

Seduction: Man, woman, it doesn't matter. You can get anyone to do what you want through body language, your voice and a good dose of flirtation.

WIZARDING SCHOOL

In this setting, characters take on the roles of young students within a world of magic and dark arts. As the characters progress, give the characters one Major Milestone at the end of each school year.

Charms: Charms are used for enchanting both objects and other people. It's the flick of the wrist that levitates objects, it's the authoritative shout in pseudo-Latin which ties up your opponent in magical ropes.

Transmutation: How do you turn a teacup pig into a teacup? Transmutation, of course! Change lead into gold, sprout wings to fly: Transmutation can teach it all.

Physicality: It's not all about spell-casting and studying for the next exam. When that enormous snake, awakened by dark powers, tries to eat you whole, you'd better be ready to leap out of the way. Physicality is useful for all sorts of physical



activities including broomstick riding.

Divination: Divination is about using the stars to see the future, reading tealeaves and staring into crystal balls. Through divination a wizard may analyze prophecy and determine the course of the future.

Herbology: in herbology, you learn how to identify and cultivate all manner of enchanted components for magical spells and potions. Special roots and plants are particularly magical and

Potion-Making: You have learned the arcane art of brewing and creating potions. Be it a love potion, a sleeping potion or even a potion of death, you learn how to create the most potent of concoctions.

SPACE KNIGHTS

The Space Knights defend the galaxy from threats both internal and external. For thousands of years they have protected the realm, fighting alongside one another.

Alteration: Your noble hero is able to alter and change the environment around him. This may be with telekinesis, healing others of grievous wounds, generating a supernatural elemental force to attack your enemies, or any other idea you can think of.

Extrasensory: This allows you to see beyond what your senses can detect, hearing, smelling and seeing beyond the abilities of most. You can detect lies by the rhythm of the other's heartbeat, you may see far distances without the help of binoculars, you can detect poison in a glass before you taste it.

Control: You are able to modify your own body, leaping great distances, healing yourself of wounds, slowing your breathing down to an almost undetectable level.

Study: Much time is spent in the archives of the temple, searching for information long thought lost. Your ability to research

and uncover ancient star systems or forgotten laws from the early days of civilization could play an important role in the future.

Weapon Training: All Space Knights are trained in martial combat, preferring to fight in close quarters rather than at a distance. This approach represents your training in this respect.

Telepathy: This is your character's ability to read minds and speak to them. You may speak into the minds of those around you to convince them of your innocence, your trustworthiness and that they should work for you.

CONCLUSION

I would like to thank the following people for their input on the book and for taking the time out of their busy schedules to give some pointers to me: Enrique Bertran, Andrew Gatlin, Jay Kint, Christopher Ruthenbeck, James Stowe and Tracy Barnett. I would also like to thank the Prismatic Art Collection for the use of their images licensed under Creative Commons. I'd finally like to thank Fred Hicks and the crew at Evil Hat Games for their fantastic Fate system, which, I hope, will lead to years and years of game-playing enjoyment among my gaming party.

Keep an eye out for future books from Dice Monkey Games, in particular, future "Accelerated Book of..." books. Please follow my thoughts, reviews and previews of gaming at <http://dicemonkey.net>.

Keep rolling those +'s, and don't forget to be awesome.

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