

GOTHELREALM UNIVERSITY

OF ESOTERIC STUDIES AND ARCANE ARTS



Welcome to our Campus!

A truly elite Magical University. Our student body is selected from the powerful hidden families who rule the world (and a few students on scholarship). You may be Wizards, Faerie, Vampires, Werewolves, or other more esoteric monsters. Imagine Dresden Files, Grimm, Harry Potter, and other modern fantasy playfully mashed together with Ivy League competition. See you in class.

WE VALUE DIVERSITY!

Please be aware there are a wide variety of students at Gothelrealm. Many of whom you may have not had the pleasure of meeting before. We strive for an open and welcoming atmosphere here. Some of the magical ‘families’ you may run into include:

Dragons: In human form may pass as a mundane although there is always some small tell, in Dragon form have Supernatural physique, tough scales, claws, winged flight, and can breathe fire, may entrance or terrorize weaker wills

Faeries: Perform Supernatural glamour and make binding promises, can communicate with animals and with effort other parts of nature such as trees, rocks, streams, etc, entrance weaker wills, Supernatural senses, often have retained favors to obtain magical and mundane assistance, may be injured but cannot die, vulnerable to cold iron

Ghosts: Apparently indestructible but cannot interact physically without an act of will, may pass through non-magical barriers, may vary opaqueness to become nearly invisible to nearly normal, may change appearance by an act of will, may possess and/or terrorize those of weaker will

Nephilim: Ancient parasitic spirits with access to fragmented memories stretching over eons, able to heal body from most any damage given enough time, can perform Supernatural evocative magic (fire, water, air, spirits, and earth), tend to slowly ‘burn out’ host, terrifying but vulnerable when outside a body

Vampires: Using blood may have Supernatural physique and tenacity, may entrance weaker wills, change into mist, move nearly undetected in shadows, vulnerable to sunlight. May lose control when they are hungry.

Werewolves: In human form may pass as mundane with some small tell, in were form nearly indestructible unless silver used, superhuman senses, Supernatural physique, and tenacity, may terrorize weaker wills

Wizards: Can perform Supernatural magic, cast spells with wand/staff, create potions and enchanted items, detect magic, utilize magical locations and/or rituals for more powerful effects. Somewhat long lived but otherwise physically Mundane.

Zombies: When eating brains, and to a lesser extent blood or flesh, may take on the Memories, Attributes, and/or Aspects of those whom they consume. When angered or hungry have Supernatural physique and tenacity. Highly resistant to physical injury. May lose control when they are hungry.

And many others. Please ask about any special situations and introduce yourself to your fellow students. You may be surprised at what you find.

Gothelrealm University of Esoteric Studies and Arcane Arts, as the oldest known existent magical institution in the world, is unique and historic. Set within the Alps at an ancient magical juncture Gothelrealm has been a hub of magical activity stretching back into antiquity. There is no clear date of its foundation, but teaching existed near Gothelrealm in some form in 496 and developed rapidly from 667.

Early on, as a response to rioting between town and gown (townspeople and students) primitive residence associations were established. These were succeeded by the first formal halls of residence' under the supervision of a **Master** faculty member. These ancient and venerable original Houses: **Cerebus, Sekhet, Kalisto, and Draconus**, are still with us today.

In 1188, the seer-historian, **Xeres**, gave a public reading to the assembled Gothelrealm dons telling of the glories to come. Around 1190 the arrival of Emo of Gwyllion and his companion Lady Neive, the first known visiting students, set in motion the University's tradition of international and interdimensional scholarly links. By 1201, the University was headed by a **Magister Scolarum**, on whom the title of **Chancellor** was conferred in 1214, and in 1231 the masters were recognised as *Professorum Universitas*.

In the 11th century, a small academic hall was established for women and they were admitted to provisional membership in the University. The original four all-male houses soon after, changed their statutes to admit both women and men. The remains of the original women's hall may be found at the edge of the **Shadowoods**. Ghosts of the original boarders may be found there to this day.

Less than a century later, Gothelrealm had achieved eminence above every other seat of magical learning, and won the praises of kings and sages by virtue of its antiquity, curriculum, doctrine and privileges. In 1355, his eminence **Evern the Grand Dragon** paid tribute to the University for its invaluable contribution to learning and for the services rendered to the world by distinguished Gothelrealm graduates.

The 18th century, when Gothelrealm was said to have forsaken politics, was an era of scientific discovery and magical revival. **Corelanus, Professor of Celestial Geometry**, predicted the return of the comet that bears his name. The University assumed a leading role in the Victorian era, especially in the burgeoning mystical versus scientific controversy. From 1833 onwards **The Gothelrealm Movement** sought to revitalise the Universal aspects of magical research going back to ancient texts in an extensive 'resourcement'. Many of these original manuscripts are still kept in the **Foundational Repository** in the main library.

During the 20th and early 21st centuries, Gothelrealm added to its universal core a major new research capacity in the natural and applied mystical sciences, including applied thaumaturgy, interdimensional mathematics and sub-mystical particle experiments. In the newly refurbished **Grand Hall of Hermeneutical Sciences** groundbreaking discoveries are made every year. In so doing, it has enhanced and strengthened its traditional role as an international focus for learning and a forum for intellectual development.



Gothelrealm University is divided into two academic divisions, the College of Esoteric Studies and the College of Arcane Arts as well as the Chancellor's office which handles all administrative affairs and the grand houses which exist as semi-autonomous institutions within the penumbra of campus life. Each college has a unique mission, and resources, with a Dean and faculty to reach the highest standards in our unique educational experience. For each major and minor field of study, certain minimum courses and usually some electives must be taken for conferral of a degree.

Chancellor and Vice Chancellor Offices 301 Drake Evern Hall

Esoteric Studies involves both the mundane and supernatural worlds and may include social sciences such as psychology, sociology, anthropology and other social studies, linguistics, writing, literature, and communication, philosophy, classical studies, and others.

Dean and Assoc. Dean Offices 6 Corelanus Hall

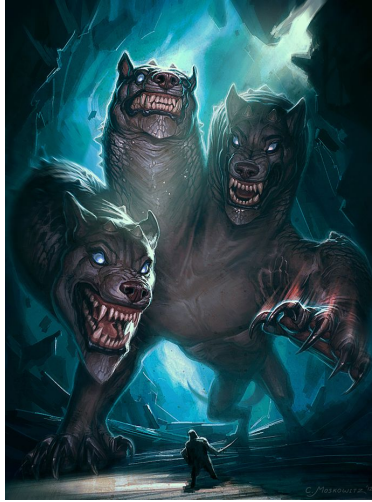
Arcane Arts involves hard sciences, magic, engineering, alchemy, math and theoretical extraplanar research. The arcane arts forge new knowledge at the edges of sanity and existence. Private and institutional grants into both theoretical and practical research place our faculty at the forefront of development.

Dean and Assoc. Dean Offices 105 Xeres Hall

Typically, Colleges include a rather large number of departments offering a significant number of majors/minors or courses of study. Such departments/majors commonly include the major divisions. Other fields of study may be developed into a College; however, certain specialized and professional fields are taught in more specialized colleges or schools and certain graduate level schools.



THE VENERABLE HOUSES



House Amarak

Colors Red and Black

Mottos “Power conquers all”

“No pity for the weak”

“Many minds, one heart”



House Korel

Colors Orange and Brown

Mottos “Ready for all, yielding to none”

“Listen, learn, then speak”

“May we be as one”

THE VENERABLE HOUSES



House Tashron

Colors: Purple and Silver

Mottos: “Ever changing, ever new”

“Weight the hearts of the worthy”

“Loyal forever”



House Dakar

Colors Gold and Green

Mottos “Secrets must not be forgotten”

“There is a pattern to everything”

“Deeds not words”

Gothelrealm University



Main campus.

Drake Evern Hall

Top left Amarok.

Top right Korel.



Bottom left Tashron.

Bottom left Dakar.

The four large towers at each corner are the Student Houses. The two smaller towers to the front are Security. The large central tower is Dining, the Theater, Administration, and the Faculty in Residence including the Chancellor's office and residence.

Academic Buildings

**Corelanus Hall
for Esoteric Studies**



Gorlensen Library

**Xeres Hall
for Arcane Arts**



**Grand Hall of Hermeneutical Sciences
(Still under construction)**

Other Areas of Interest

**Entrance to
Catacombs**

**Faculty
Retirement Hall**



**Reflection Pool
and Meditation Garden**

**Athletic
Facilities**

**Gothelrealm
Village**

**Storage, Crafting,
and Facilities**



**Stables
and Post Office**

A Classic Architectural Style



Timeless and built to inspire!

Gorlensen Library



Main Shelves



**The Foundational Repository
and Gothelrealm Museum**

Other Facilities



Main Lecture Room



Theater

The Village



**Just Down the Hill,
Quaint Streets With Friendly People**



Visit the Local Pub and Enjoy Your Time Off Campus

Surrounding Countryside



Sky Lake

**Enjoy fishing, swimming, and relaxing
in the crisp clean air.**



Mount Nexus

Pleasant hiking, nature watching, and stargazing.

Off Limits



Shadow Woods



Catacombs and Caverns

Please do not go anywhere near these areas without **supervision and written Faculty approval**. There are many dangers in the surrounding areas. We do not want to lose any more students. **If you ignore these precautions be advised the waiver you signed at orientation absolves Gothelrealm entirely**. Seriously, do not go anywhere near these places. You could die. Or die again. Or be hurt really bad. This means you!

KISMET

Gothelrealm University uses *KISMET* a tabletop roleplaying game, where you and your friends gather around and tell stories full of danger, excitement, and adventure. Here's what you'll need to play:

- Three to five people. One of you will be the gamemaster, the others players. We'll talk about what those mean later.
- Fate Dice™, a special kind of six-sided dice that are marked on two sides with a plus symbol [+], two sides with a minus symbol [-], and two sides are blank [].
- Character sheets for each player.
- Index cards or sticky notes or similar slips of paper.
- Tokens for fate points. These can be poker chips, beads, pennies, or anything similar. Get a handful—about 30 or 40.

Now it's time to start writing stuff down. Grab a pencil and a copy of the character sheet. Find the **Student Application** on the next page to go through this outline for creating your character step by step. The different components are further explained on the pages following the application.



Student Application

- Select a Heritage (pg XX) and write down the associated Power Facts
- Choose up to 6 Aspects (must select at least Concept, Trouble, and House to play)
- Rank Attributes distributing +4, +3, +2, +1, +1, 0. Then add +1 to one of them
- Choose up to three free Stunts
- Start with a Refresh of 3 (pg XX), may sacrifice Refresh for additional Stunts

ASPECTS (pg XX)

Tell us about yourself! How does your Aspects help/hinder you? Good Aspects do both.

Concept: This is a single phrase or sentence that neatly sums up your character.

Trouble: Next, decide on the thing that always gets you into trouble.

House: Write down one of your house's mottos.

Social: How you fit into your house and the school.

Extra: Anything else you want to put down to round out your character.

Secret: What is something that you and one other character knows?

ATTRIBUTES (pg XX)

What can you do? Aspects and Power Facts highly color how you use your Attributes.

Physique: Raw physical ability. Lifting, jumping, swimming, and unarmed combat.

Prowess: Martial training. Weapons, planning, understanding strategy and tactics.

Tenacity: Will and determination to go on, regardless of whatever stands in your way.

Grace: Creativity, expression, and natural charm. Making what resonates or allures

Cunning: Cleverness and ability to deceive. See patterns when others do not.

Lore: Memory and learning ability. Know from your studies what others do not.

STUNTS (pg XX)

What are the Innate Talents, Training, Items, Pets, Allies, and Locations which give you an advantage? Note: GM may compel first part of a Stunt like an Aspect if relevant.

- Because I [say how you are exceptional, have a cool item, pet, location, or are otherwise awesome], I get a +2 to use [pick Attribute] when I [attack, defend, discover, create advantage, or overcome obstacle] while [describe a circumstance]
- Because I [describe some way that you are exceptional, have a cool item, pet, location, or are otherwise awesome], once per game session I [describe something cool you can do that normally would not be possible].

STRESS AND CONSEQUENCES (pg XX)

Characters start with 3 Stress boxes and Mild, Moderate, and Severe Consequence slots.

- +1 or +2 Tenacity add a Stress box
- +3 or +4 Tenacity add a Stress box and mild consequence
- +5 Tenacity add two stress boxes and mild consequence

HERITAGE

Start by choosing a Heritage and writing down the associated Power Facts. This makes you a member of the associated “Magical Family. Each of these have very different social dynamics.

Dragons: In human form may pass as a mundane although there is always some small tell, in Dragon form have Supernatural physique, tough scales, claws, winged flight, and can breathe fire, may entrance or terrorize weaker wills



Faeries: May perform Supernatural glamour and make binding promises, can communicate with animals and with effort other parts of nature such as trees, rocks, streams, etc, entrance weaker wills, Supernatural senses, often have retained favors to obtain magical and mundane assistance, may be injured but cannot die, vulnerable to cold iron

Ghosts: Apparently indestructible but cannot interact physically without an act of will, may pass through non-magical barriers, may vary opaqueness to become nearly invisible to nearly normal, may change appearance by an act of will, may possess and/or terrorize those of weaker will





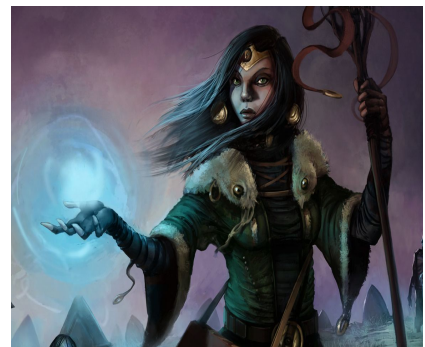
Nephilim: Ancient parasitic spirits with access to fragmented memories stretching over eons, able to heal body from most any damage given enough time, can perform Supernatural evocative magic (fire, water, air, spirits, and earth), tend to slowly ‘burn out’ host, terrifying but vulnerable when outside a body

Vampires: Using blood may have Supernatural physique and tenacity, may entrance weaker wills, change into mist, move nearly undetected in shadows, vulnerable to sunlight. May lose control when they are hungry.



Werewolves: In human form may pass as mundane with some small tell, in were-form nearly indestructible unless silver used, superhuman senses, Supernatural physique, and tenacity, may terrorize weaker wills

Wizards: Can perform Supernatural magic, cast spells with wand/staff, create potions and enchanted items, detect magic, utilize magical locations and/or rituals for more powerful effects. Somewhat long lived but physically Mundane.





Zombies: When eating brains, and to a lesser extent blood or flesh, may take on the Memories, Attributes, and/or Aspects of those whom they consume. When angered or hungry have Supernatural physique and tenacity. Highly resistant to physical injury. May lose control when they are hungry.

Power Facts are a description of the specific narrative permissions conveyed by one or more of your Aspects. The abilities of members of the Magical Families are more clearly defined by writing them down ahead of time. This description may be edited during play if something is obviously missing with the GM's permission. These do not cover every single thing a character can do. They are meant to convey the signature abilities or features that are likely to come up in play. (*Power Facts H/T Bill Garrett, Four Color FAE, <http://station53.blogspot.com/2014/08/the-essential-four-color-fae.html>*)

ASPECTS

Next select your aspects. These are a descriptive word, phrase, or sentence that describes something centrally important to your character. It can be an ideal your character lives by, a personality quirk, a description of a relationship you have with another character, an important possession or bit of equipment your character has, or any other part of your character that is vitally important.

Concept: First, decide on your character's Concept. This is a single phrase or sentence that neatly sums up your character, saying who you are, what you do, what your "deal" is. This comes with one free invoke.

Trouble: Next, decide on the thing that always gets you into trouble. It could be a personal weakness, or a recurring enemy, or an important obligation—anything that makes your life complicated.

House: Choose one of your house's mottos for your own (see below).

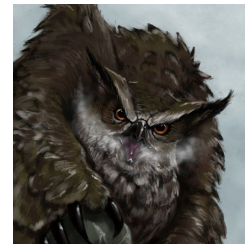


Amarok

"Power conquers all"
"No pity for the weak"
"Many minds, one heart"

Kallisto

"Ready for all, yielding to none"
"Listen, learn, then speak"
"May we be as one"

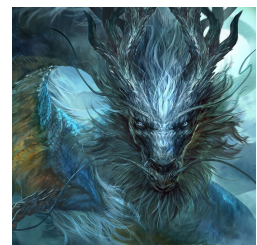


Sekhet

"Ever changing, ever new"
"Weight the hearts of the worthy"
"Loyal forever"

Drakonus

"Secrets must not be forgotten"
"There is a pattern to everything"
"Deeds not words"



Social: How you fit into your house and the school. Are you a favored student or notable member of one of the Magical Families? Do you fill a significant role or position at the school? Maybe you are avoiding your responsibilities...

Extra: Anything else you want to put down to round out your character. If you wish, you may leave this blank right now and fill it in after the game has started.

Secret: What is something that you and one other character knows? A secret should be something that you would not want others to know, that would at least embarrass you, but this doesn't have to be awful.



Aspects allow you to change the story in ways that tie in with your character's tendencies, skills, or problems. You can also use them to establish facts about the setting, such as the existence of a useful ally, dangerous enemy, or secret organization.

ATTRIBUTES

Attributes replace Approaches. Your Aspects and especially your Power Facts will highly color how you are able to use your Attributes.

Physique: This represents your raw physical ability. Lifting, pushing, tearing, pulling, punching, jumping, wrestling and other forms of unarmed combat.

Prowess: This reflects your martial training. Using weapons, surviving on a battlefield, understanding strategy and tactics.

Tenacity: This represents your will and determination to go on, regardless of whatever stands in your way. Whenever you face danger, make selfless decisions, or fight through the pain.

Grace: This represents your creativity, expression, and natural charm. Embark on a creative endeavor or create that which resonates or allures.

Cunning: This is a measure of your ability to see what others are trying to hide and find solutions for difficult problems, put together an elaborate plan from disparate parts and see patterns where others cannot.

Lore: Memory and learning ability. Know from your studies what others do not.

Under the correct circumstances, most these can be used to Discover, Overcome, Create Advantage, Attack, or Defend.



STUNTS

Stunts include Innate Talents, Training, Items, Pets, Allies, and Locations which change how an Attribute works for your character. Generally this means you get a bonus (almost always +2) in certain situations, but sometimes it gives you some other ability or characteristic. Note: the GM may compel first part of a Stunt like an Aspect if relevant.

There's no definitive list of stunts that you pick from; much like aspects, everyone composes their own stunts. There are two basic templates to guide you in composing your stunts, so you do have something to work from.

- Because I [say how you are exceptional, have a cool item, pet, location, or are otherwise awesome], I get a +2 to use [pick Attribute] when I [attack, defend, discover, create advantage, or overcome obstacle] while [describe a circumstance]
- Because I [describe some way that you are exceptional, have a cool item, pet, location, or are otherwise awesome], once per game session I [describe something cool you can do that normally would not be possible].

These templates exist to give you an idea of how stunts should be constructed, but don't feel constrained to follow them exactly if you have a good idea.

REFRESH

Your refresh is the number of fate points you begin each game session with—unless you ended the previous session with more unspent fate points than your refresh, in which case you start with the number you had left last time. By default, your refresh starts at three and is reduced by one for each stunt *after* the first three you choose—essentially, your first three stunts are free! Your refresh may never go below one.

SAMPLE STUDENTS

There are several sample students at the end of the book. If you have any problems with your application do not hesitate to see how others have filled theirs out before you.

HOW TO DO STUFF: OUTCOMES, ACTIONS, AND ATTRIBUTES

Now it's time to start doing something. You need to leap from one moving train car to another. You need to search the entire library for that spell you really need. You need to distract the guard so you can sneak into the fortress. How do you figure out what happens?

First you narrate what your character is trying to do. Your character's own aspects provide a good guide for what you *can* do. If you have an aspect that suggests you can perform magic, then cast that spell. If one of your aspects describe you as a swordsman, draw that blade and have at it. These story details don't have additional mechanical impact. You don't get a bonus from your magic or your sword, unless you choose to spend a fate point to invoke an appropriate aspect. Often, the ability to use an aspect to make something true in the story is bonus enough!

How do you know if you're successful? Often, you just succeed, because the action isn't hard and nobody's trying to stop you. But if failure provides an interesting twist in the story, or if something unpredictable could happen, you need to break out the dice.

TAKING ACTION: THE 30-SECOND VERSION

1. Describe what you want your character to do. See if someone or something can stop you.
2. Decide what action you're taking: create an advantage, discover, overcome, attack, or defend.
3. Determine the appropriate Attribute.
4. Roll dice and add your Attribute's bonus.
5. Decide whether to modify your roll with Aspects using Fate Points.
6. Figure out your outcome.

DICE

Part of determining your outcome is generating a random number, by rolling four Fate Dice. You roll Fate Dice in a set of four. Each die will come up as [+], [], or [-], and you add them together to get the total of the roll. For example:

$$\begin{array}{l} \ominus \oplus \square \oplus = +1 \\ \oplus \ominus \square \square = 0 \\ \oplus \oplus \oplus \ominus = +2 \\ \ominus \square \square \square = -1 \end{array}$$

OUTCOMES

Once you roll your dice, add your Attribute bonus and any bonuses from aspects or stunts. Compare the total to a target number, which is either a fixed difficulty or the result of the GM's roll for an NPC. Based on that comparison, your outcome is:

- You fail if your total is *less than* your opponent's total.
- It's a tie if your total is *equal to* your opponent's total.
- You succeed if your total is *greater than* your opponent's total.
- You succeed with style if your total is at least *three greater than* your opponent's total.

Now we can talk about actions and how outcomes work with them.



ACTIONS

So you've narrated what your PC is trying to do, and you've established that there's a chance you could fail. Next, figure out what action best describes what you're trying to do. There are five basic actions that cover anything you do in the game.

Create Advantage

Creating an advantage is anything you do to try to help yourself or one of your friends. The target of your action may get a chance to use the defend action to stop you. The advantage you create lets you create a new situation aspect or take advantage of an existing aspect.



If you're creating a new aspect:

- If you fail: Either you don't create the aspect at all, or you create it but an *opponent* gets to invoke the aspect for free. You may have to reword the aspect to show that it benefits the other character instead of you—work it out in whatever way makes the most sense with the player who gets the free invocation. You can still invoke the aspect if you'd like, but it'll cost you a fate point.
- If you tie: If you're creating a new aspect, you get a boost. Name it and invoke it once for free—after that, the boost goes away.
- If you succeed: You create the aspect, and you or an ally may invoke it once for free. Write the aspect on an index card or sticky note and place it on the table.
- If you succeed with style: You create the aspect, and you or an ally may invoke it *twice* for free. Usually you can't invoke the same aspect twice on the same roll, but this is an exception; success with style gives you a BIG advantage!

If you're trying to take advantage of an aspect you already know about:

- If you fail: You don't get any additional benefit from the aspect. You can still invoke it in the future if you'd like, at the cost of a fate point.
- If you tie or succeed: You get one free invocation on the aspect for you or an ally to use later. You might want to draw a circle or a box on the aspect's note card, and check it off when that invocation is used.
- If you succeed with style: You get *two* free invocations on the aspect, which you can let an ally use, if you wish.

Overcome

You use the overcome action when you have to get past something that's between you and a particular goal. Taking some action to eliminate or change an inconvenient situation aspect is usually an overcome action; we'll talk more about that in *Aspects and Fate Points*. The target of your action may get a chance to use the defend action to stop you.



- If you fail: You have a tough choice to make. You can simply fail. Or you can succeed, at a serious cost. The GM helps you figure out an appropriate cost.
- If you tie: You attain your goal, but at some minor cost.
- If you succeed: You accomplish what you were trying to do.
- If you succeed with style: As success (above), but you also gain a boost.

Discover



You use the discover action when revealing information, either with passive or active opposition. You may uncover facts and information or you may uncover an aspect. This doesn't inherently come with a free invocation, because you're observing rather than applying change. (H/T Ryan Macklin, *Fate: The Discover Action*, ryanmacklin.com/2014/10/fate-the-discover-action/)

- If you fail: Either you don't discover the information or aspect at all, or you discover it at a serious cost. This includes the possibility that an *opponent* gets to invoke the aspect for free. You may have to reword the aspect to show that it benefits the other character instead of you—work it out in whatever way makes the most sense with the player who gets the free invocation. You can still invoke the aspect if you'd like, but it'll cost you a fate point.
- If you tie: You discover the information or aspect at a minor cost. No free invoke.
- If you succeed: You discover the information or aspect. No free invoke.
- If you succeed with style: You discover the information or aspect, and you or an ally receive a boost related to the information or a free invocation of the discovered aspect.



Attack

Use an attack when you try to hurt someone. (We'll talk about this in *Ouch! Damage, Stress, and Consequences*, but the important thing is: If someone gets hurt too badly, they're knocked out of the scene.) The target of your attack gets a chance to use the defend action to stop you.

- If you fail: Your attack doesn't connect. The target parries your sword, your shot misses, your target laughs off your insult.
- If you tie: Your attack doesn't connect strongly enough to cause any harm, but you gain a boost.
- If you succeed: Your attack hits and you do damage. See *Ouch! Damage, Stress, and Consequences*.
- If you succeed with style: You hit and do damage, plus you have the option to reduce the damage your hit causes by one and gain a boost.

Defend

Use defend when you're actively trying to stop someone from doing any of the other three actions. Usually this action is performed on *someone else's turn*, reacting to their attempt to attack, overcome, or create an advantage. You may also roll to oppose some non-attack actions, or to defend against an attack on someone else, if you can explain why you can. When you do, you become the target for any bad results.



- If you fail: You're on the receiving end of whatever your opponent's success gives them.
- If you tie or succeed: Things don't work out too badly for you; look at the description of your opponent's action to see what happens.
- If you succeed with style: Your opponent doesn't get what they want, plus you gain a boost.



Getting Help

An ally can help you perform your action. When an ally helps you, they give up their action for the exchange and describe how they're providing the help; you get a +1 to your roll for each ally that helps this way. Usually only one or two people can help this way before they start getting in each other's way; the GM decides how many people can help at once.

Roll the Dice, Add Your Bonus

Time to take up dice and roll. Take the bonus associated with the Attribute you've chosen and add it to the result on the dice. If you have a stunt that applies, add that too. That's your total. Compare it to what your opponent (usually the GM) has.

Decide Whether to Modify the Roll

Finally, decide whether you want to alter your roll by invoking aspects—we'll talk about this a lot in *Aspects and Fate Points*.

CHALLENGES, CONTESTS, AND CONFLICTS

We've talked about the four actions (create an advantage, overcome, attack, and defend) and the four outcomes (fail, tie, succeed, and succeed with style). But in what framework do those happen? Usually, when you want to do something straightforward—swim across a raging river, hack someone's cell phone—all you need to do is make one overcome action against a difficulty level that the GM sets. You look at your outcome and go from there. But sometimes things are a little more complex.

CHALLENGES

A challenge is a series of overcome and create an advantage actions that you use to resolve an especially complicated situation. Each overcome action deals with one task or part of the situation, and you take the individual results together to figure out how the situation resolves.

To set up a challenge, decide what individual tasks or goals make up the situation, and treat each one as a separate overcome roll. Depending on the situation, one character may be required to make several rolls, or multiple characters may be able to participate. GMs, you aren't obligated to announce all the stages in the challenge ahead of time—adjust the steps as the challenge unfolds to keep things exciting.

CONTESTS

When two or more characters are competing against one another for the same goal, but not directly trying to hurt each other, you have a contest. Examples include a car chase, a public debate, or an archery tournament. A contest proceeds in a series of exchanges. In an exchange, every participant takes one overcome action to determine how well they do in that leg of the contest. Compare your result to everyone else's. The first participant to achieve three victories wins the contest.

If you got the highest result, you win the exchange—you score a victory (which you can represent with a tally or check mark on scratch paper) and describe how you take the

lead. If you succeed with style, you mark two victories. If there's a tie, no one gets a victory, and an unexpected twist occurs. The GM creates a new situation aspect reflecting this change and puts it into play.

CONFLICTS

Conflicts are used to resolve situations where characters are trying to harm one another. It could be physical harm (a sword fight, a wizard's duel, a battle with laser blasters), but it could also be mental harm (a shouting match, a tough interrogation, a magical psychic assault).

1. Set the scene.
2. Determine turn order.
3. Start the first exchange.
4. On your turn, take an action.
5. On other people's turns, defend against or respond to their actions.
6. At the end of everyone's turn, start a new exchange or end the conflict.

Setting the Scene

Establish what's going on, where everyone is, and what the environment is like. Who is the opposition? The GM should write a couple of situation aspects on sticky notes or index cards and place them on the table. Players can suggest situation aspects, too. The GM also establishes zones, loosely defined areas that tell you where characters are. You determine zones based on the scene and the following guidelines:

- Generally, you can interact with other characters in the same zone—or in nearby zones if you can justify acting at a distance (for example, if you have a ranged weapon or magic spell).
- You can move one zone for free. An action is required to move if there's an obstacle along the way, such as someone trying to stop you, or if you want to move two or more zones. It sometimes helps to sketch a quick map to illustrate zones.

Determine Turn Order

Your turn order in a conflict is based on your attributes. In a physical conflict, compare your Quick Attribute to the other participants'—the one with the fastest reflexes goes first. In a mental conflict, compare your Careful Attribute—attention to detail will warn you of danger. Whoever has the highest Attribute gets to go first, and then everyone else goes in descending order. Break ties in whatever manner makes sense, with the GM having the last word.

GMs, it's simplest if you pick your most advantageous NPC to determine your place in the turn order, and let all your NPCs go at that time. But if you have a good reason to determine turn order individually for all your NPCs, go right ahead.

Exchanges

Next, each character takes a turn in order. A character can take one action per turn. Resolve these to determine outcome. The conflict is over when only one side remains.



SCALE RULES



For situations where scale would be relevant we will use a modified version of the rules from the Fate Tool Kit, and Dresden Files Accelerated. The GM sets base scale for all characters.

Mundane	Non-magical people and creatures
Supernatural	Most magical people and creatures
Otherworldly	Powerful members and/or leaders of the Magical Families
Legendary	Major named powers of the many worlds
Transcendent	Godlike entities. the mightiest beings of all the many worlds

Absent mitigating factors (such as special items, advanced training, situational aspects, etc) and subject to GM approval, the following effect applies.

The higher scale entity may treat a challenge, contest, or conflict as a modified Overcome action including the ability to succeed at a cost. If successful, they receive a +1 per scale level difference to their effect, if needed. The lower scale entity may take Stress and/or Consequence to make up for a deficit in effect and continue if desired.

OUCH! DAMAGE, STRESS, AND CONSEQUENCES

When you're hit by an attack, the severity of the hit is the difference between the attack roll and your defense roll; measured in shifts. Either you suffer stress and/or consequences, but you stay in the fight or you get taken out, which means you're out of the action for a while.

What Is Stress?

If you get hit and don't want to be taken out, you can choose to take stress. Stress represents you getting tired or annoyed, taking a superficial wound, or some other condition that goes away quickly. Characters start with three boxes in the stress track. Bonuses to tenacity add to this and (at higher levels) adds to your consequences.

- +1 or +2 Tenacity add a Stress box
- +3 or +4 Tenacity add a Stress box and mild consequence (one damage type)
- +5 Tenacity add two stress boxes and mild consequence (two damage types)

When you take a hit and check a stress box, the box absorbs a number of shifts equal to its number: one shift for Box 1, two for Box 2, or three for Box 3. You can only check one stress box for any single hit, but you *can* check a stress box and take one or more consequences at the same time. You can't check a stress box that already has a checkmark in it!

What Are Consequences?

Consequences are new aspects that you take to reflect being seriously hurt in some way. Your character sheet has three slots where you can write consequences. Each one is labeled with a number: 2 (mild), 4 (moderate), or 6 (severe). This represents the number of shifts of the hit the consequence absorbs.

You can mark off as many of these as you like to handle a hit, but only if blank to start with. If you have a consequence written down, you can't take another one until the first one goes away! A major downside of consequences is that each consequence is a new aspect that your opponents can invoke against you. And the character that creates it (in

this case, the character that hit you) gets one free invocation on that consequence. They can choose to let one of their allies use the free invocation.

Getting Taken Out Or Giving In

If you're unable to absorb all of a hit's shifts—by checking a stress box, taking consequences, or both—you're taken out. If you get taken out, you can no longer act in the scene. Whoever takes you out narrates what happens to you. It should make sense based on how you got taken out—maybe you run from the room in shame, or maybe you get knocked unconscious.

If things look grim for you, you can give in (or concede the fight)—but you have to say that's what you're going to do *before* your opponent rolls their dice. Your opponent gets some major concession from you—talk about what makes sense in your situation—but it beats getting taken out and having no say at all. Additionally, you get one fate point for conceding, and one fate point for each consequence you took in this conflict. This is your chance to say, “You win this round, but I'll get you next time!” and get a tall stack of fate points to back it up.

STRESS & CONSEQUENCES: THE 30-SECOND VERSION

- Severity of hit (in shifts) = Attack Roll – Defense Roll
- When you take a hit, you need to absorb the damage. You can check a stress box to handle some or all of a hit. You can absorb a number of shifts equal to the number of the box you check: one for Box 1, two for Box 2, three for Box 3.
- You may also take one or more consequences to deal with the hit, by marking off consequence slots and writing a new aspect for each. Mild consequence = 2 shifts; moderate = 4 shifts; severe = 6 shifts.
- If you can't (or decide not to) handle the entire hit, you're taken out. Your opponent decides what happens to you.
- Giving in before your opponent's roll allows you to control how you exit the scene. You also get one or more fate points for doing this!
- Stress and mild consequences vanish at the end of the scene, provided you get a chance to rest. Other consequences take longer.

GETTING BETTER: RECOVERING FROM STRESS AND CONSEQUENCES

At the end of each scene, clear all of your stress boxes. Recovery from a consequence is a bit more complicated; you need to explain how you recover from it—whether that’s an ER visit, taking a walk to calm down, or whatever makes sense with the consequence. You also need to wait an appropriate length of time. Consequences resolve as follows:

Mild: Clear at the end of the scene, provided you get some appropriate rest.

Moderate: Clear at the end of next session, provided it makes sense.

Severe: Clear it at the end of the *scenario*, provided it makes sense.

Renaming Moderate and Severe Consequences

Moderate and severe consequences stick around for a while. Therefore, at some point you may want to change the name of the aspect to better fit what’s going on in the story. For instance, after you get some medical help, *Painful Broken Leg* might make more sense if you change it to *Hobbling on Crutches*.



ASPECTS AND FATE POINTS

An aspect is a word or phrase that describes something special about a person, place, thing, situation, or group. Almost anything you can think of can have aspects. A person might be the *Greatest Swordswoman on the Cloud Sea*. A room might be *On Fire* after you knock over an oil lamp. After a time-travel encounter with a dinosaur, you might be *Terrified*. Aspects let you change the story in ways that go along with your character's tendencies, skills, or problems.

You spend fate points—which you keep track of with pennies or glass beads or poker chips or some other tokens—to unlock the power of aspects and make them help you. You earn fate points by letting a character aspect be compelled against you to complicate the situation or make your life harder. Be sure to keep track of the fate points you have left at the end of the session—if you have more than your refresh, you start the next session with the fate points you ended this session with.

What Kinds of Aspects Are There?

There's an endless variety of aspects, but no matter what they're called they all work pretty much the same way. The main difference is how long they stick around before going away.

Character Aspects: These aspects are on your character sheet, such as your concept and trouble. They describe personality traits, important details about your past, relationships you have with others, important items or titles you possess, problems you're dealing with or goals you're working toward, or reputations and obligations you carry. These aspects only change under very unusual circumstances; most never will.

Situation Aspects: These aspects describe the surroundings that the action is taking place in. This includes aspects you create or discover using the create an

advantage action. A situation aspect usually vanishes at the end of the scene it was part of, or when someone takes some action that would change or get rid of it. Essentially, they last only as long as the situational element they represent lasts.

To get rid of a situation aspect, you can attempt an overcome action to eliminate it, provided you can think of a way your character could accomplish it. An opponent may use a Defend action to try to preserve the aspect, if they can describe how they do it.

Consequences: These aspects represent injuries or other lasting trauma that happen when you get hit by attacks. They go away slowly, as described in *Ouch! Damage, Stress, and Consequences*.

Boosts: A boost is a temporary aspect that you get to use once (see “*What Do You Do With Aspects?*” next), then it vanishes. Unused boosts vanish when the scene they were created in is over or when the advantage they represent no longer exists. These represent very brief and fleeting advantages you get in conflicts with others.

PVP

The only time that fate point might not go to the GM is when you’re in conflict with another player. If you are, and you invoke one of that player’s character aspects to help you out against them, they will get the fate point instead of the GM once the scene is over.

What Do You Do With Aspects?

There are three big things you can do with aspects: invoke aspects, compel aspects, and use aspects to establish facts.

Invoking Aspects

You invoke an aspect to give yourself a bonus or make things a bit harder for your opponent. You can invoke any aspect that you a) know about, and b) can explain how you use it to your advantage—including aspects on other characters or on the situation. Normally, invoking an aspect costs you a fate point—hand one of your fate points to the GM. To invoke an aspect, you need to describe how that aspect helps you.

What does invoking the aspect get you? Choose one of the following effects:

- Add a +2 bonus to your total. This costs a fate point.
- Reroll the dice. This option is best if you rolled really lousy (usually a -3 or -4 showing on the dice). This costs a fate point.
- Confront an opponent with the aspect. You use this option when your opponent is trying something and you think an existing aspect would make it harder for them. For instance, an alien thug wants to draw his blaster pistol, but he's *Buried in Debris*; you spend a fate point to invoke that aspect, and now your opponent's level of difficulty is increased by +2.
- Help an ally with the aspect. Use this option when a friend could use some help and you think an existing aspect would make it easier for them. You spend a fate point to invoke the aspect, and now your friend gets a +2 on their roll.

Important: You can only invoke any aspect once on a given dice roll; you can't spend a stack of fate points on one aspect and get a huge bonus from it. However, you *can* invoke several different aspects on the same roll.

If you're invoking an aspect to add a bonus or reroll your dice, wait until *after* you've rolled to do it. No sense spending a fate point if you don't need to!

Free invocations: Sometimes you can invoke an aspect for free, without paying a fate point. If you create or discover an aspect through the create advantage or discover action, the first invocation on it (by you or an ally) may be free (see the action descriptions above). If you cause a consequence through an attack, you or an ally can invoke it once for free. A boost grants one free invocation, then it vanishes.

Compelling Aspects

If you're in a situation where having or being around a certain aspect means your character's life is more dramatic or complicated, anyone can compel the aspect. You can even compel it on yourself—that's called a self-compel. Compels are the most common way for players to earn more fate points.

There are two types of compels.

Decision compels: This sort of compel suggests the answer to a decision your character has to make. If your character is *Princess of Alaria*, for example, you may need to stay to lead the defense of the Royal Alarian Castle rather than fleeing to safety. Or if you have a *Defiant Streak a Mile Wide*, maybe you can't help but mouth off to the Dean of Discipline when he questions you.

Event compels: Other times a compel reflects something happening that makes life more complicated for you. If you have *Strange Luck*, of course that spell you're working on in class accidentally turns the dour Potions Master's hair orange. If you *Owe Don Valdeon a Favor*, then Don Valdeon shows up and demands that you perform a service for him just when it's least convenient.

In any case, when an aspect is compelled against you, the person compelling it offers you a fate point and suggests that the aspect has a certain effect—that you'll make a certain decision or that a particular event will occur. You can discuss it back and forth, proposing tweaks or changes to the suggested compel. After a moment or two, you need to decide whether to accept the compel. If you agree, you take the fate point and your character makes the suggested decision or the event happens. If you refuse, you must *pay* a fate point from your own supply. Yes, this means that if you don't have any fate points, you can't refuse a compel!

How Many Fate Points Does the GM Get?

As GM, you don't need to track fate points for each NPC, but that doesn't mean you get an unlimited number. Start each scene with a pool of one fate point per PC that's in the scene. Spend fate points from this pool to invoke aspects (and consequences) against the PCs. When it's empty, you can't invoke aspects against them.

How can you increase the size of your pool? When a player compels one of an NPC's aspects, add the fate point to your pool. If that compel ends the scene, or when an NPC gives in, instead add those fate points to your pool at the start of the next scene.

Fate points you award for compels do NOT come from this pool. You never have to worry about running out of fate points to award for compels.

Establishing Facts

The final thing that aspects can do is establish facts in the game. You don't have to spend any fate points, roll dice, or anything to make this happen—just by virtue of having the aspect *Mortal Enemy: The Red Ninjas* establishes that the setting has an organization called the Red Ninjas and that they're after you for some reason. When you establish facts of the setting this way, make sure you do it in cooperation with other players. The facts you establish through your aspects should make the game fun for everyone.

Composing Good Aspects

When you need to think of a good aspect (we're mainly talking about character and situation aspects here), think about two things:

- How the aspect might help you—when you'd invoke it.
- How it might hurt you—when it would be compelled against you.

Obviously, your trouble aspect is supposed to cause problems—and thereby make your character's life more interesting and get you fate points—so it's okay if that one's a more

one-dimensional, but other character and situation aspects should be double-edged.

Sample Student: Wizard



POWER FACTS: Can perform Supernatural magic, spells with wand or staff, create potions and enchanted items, detect magic, utilize magical locations and/or rituals for more powerful effects. Somewhat long lived but otherwise physically Mundane,

ASPECTS

Concept: **Sneaky Wizard of House Drakonus**
Trouble: A Deeper Magic is Calling Me
House: There is a pattern to everything
School: Student Assistant Librarian
Other: Inherited family bargains
Secret:

ATTRIBUTES

Physique +1
Prowess 0
Tenacity +2
Grace +1
Cunning +3
Lore +5

STUNTS

- Because I am a ***Sneaky Wizard of House Drakonus***, I get a +2 to use Lore to Attack when casting a rote spell
- Because I am a ***Student Assistant Librarian***, I get a +2 to use Lore to Overcome Obstacles when doing book research
- Because of the ***Inherited Bargains of my Family***, once per session I can call upon a magical servant perfect for the job.
- Because I have a ***Faerie Token From Fosterage in the Summer Court***, I get a +2 to use Cunning to Create Advantage when trying to mislead but not lie.

MILD
 MODERATE
 SEVERE

STRESS

REFRESH: 2

Sample Student: **Zombie**



POWER FACTS: When eating brains, and to a lesser extent blood or flesh, may take on the Memories, Attributes, and/or Aspects of those whom they consume. When angered have supernatural Physique and Tenacity. Highly resistant to physical injury. Do not approach when they are hungry.

ASPECTS

Concept: **Shy Zombie of House Kallisto**
Trouble: Brains! Must have Braaaaaiiiiinnsss!
House: Ready for all, yielding to none
School: Junior Assistant Prefect
Other: Quiet As the Dead
Secret:

ATTRIBUTES

Physique +2
Prowess +3
Tenacity +5
Grace +1
Cunning 0
Lore +1

STUNTS

- Because I am a *Shy Zombie of House Kallisto*, I get a +2 to use Prowess to Attack when *Angry*
- Because I am a *Junior Assistant Prefect*, I get a +2 to use Tenacity to Overcome Obstacle when trying to determine the truth
- Because I am *Quiet As the Dead*, I get to use Tenacity rather than Cunning to Overcome Obstacle when trying to be unnoticed so long as I don't move.
- Because I have *Flashbacks and Borrowed Talents*, I get a +2 to use Tenacity to Create Advantage when trying to be like someone from whom I ate.
- Because I have *Flashbacks and Borrowed Talents*, once per game session after eating brains I can change around my Attributes and replace my Trouble Aspect and one other Aspect to be like those from whom I ate.

MILD
 MILD
 MODERATE
 SEVERE

STRESS

REFRESH: 1

Sample Student: Vampire



POWER FACTS: Using blood may have supernatural Physique and/or Tenacity, may entrance weaker wills, change into mist, move nearly undetected in shadows, vulnerable to sunlight. Do not approach when they are hungry.

ATTRIBUTES

Physique +1
Prowess +4
Tenacity +1
Style +4
Cunning +2
Lore 0

ASPECTS

Concept: **Arrogant Vampire of House Amarok**
Trouble: On Academic Probation
School: Gladiatorial Team Captain
Other: My Will Must Be Supreme!
Other: Blindingly Fast
Secret:

STUNTS

- Because I am an *Arrogant Vampire of House Amarok*, I get +2 when I use Prowess to Attack someone who is more powerful than I.
- Because I am the *Gladiatorial Team Captain*, I get a +2 when I use Prowess to Create Advantage when helping someone on my team
- Because *My Will Must Be Supreme!*, I get a +2 when I use Style to Overcome Obstacle when mesmerizing someone
- Because I am *Blindingly Fast*, once per game session I can get to an altercation so long as the location can be reached physically.
- Because I am *Blindingly Fast*, I get +2 when I use Physique to Overcome Obstacle when running.

STRESS [] [] [] []

Sample Student: Werewolf



POWER FACTS: In human form may pass as mundane with some small tell, in were form nearly indestructible unless silver used, superhuman senses, superhuman Physique, and Tenacity, may terrorize weaker wills

ATTRIBUTES

Physique	+5
Prowess	+1
Tenacity	+3
Style	0
Cunning	+2
Lore	+1

ASPECTS

Concept:	Bullying Werewolf of House Amarok
Trouble:	Savagery Just Under the Surface
School:	Cadet Drill Sergeant
Other:	The Pack Is My Life
Other:	Finely Tuned Senses
Secret:	

STUNTS

- Because I am a *Bullying Werewolf of House Amarok*, I get a +2 to use Physique to Create Advantage with my fangs and claws
- Because I am a *Cadet Drill Sergeant*, once per game session I can shake it off and reduce a consequence by one slot.
- Because *The Pack Is My Life*, I get a +2 to use Tenacity to Defend when helping my friends
- Because I have *Finely Tuned Senses*, once per game session I can track someone automatically.

STRESS [] [] [] [] []

Sample Student: Dragon

POWER FACTS: In human form may pass as a mundane although there is always some small tell, in Dragon form have supernatural Physique, tough scales, claws, winged flight, and can breathe fire, may entrance or terrorize weaker wills

ATTRIBUTES

Physique +3
Prowess 0
Tenacity +1
Style +2
Cunning +5
Lore +1

ASPECTS

Concept: **Shrewd Dragon of House Kallisto**
Trouble: Difficulty Understanding Non-Dragons
School: Potential Donor For School Expansion
Other: Moves Like a Hurricane
Other: My Lovely Mounds of Gold
Secret:

STUNTS

- Because I am a *Shrewd Dragon of House Kallisto*, I get +2 to Cunning to when I Create Advantage in conversation
- Because I am Potential Donor For School Expansion, , I get +2 to Cunning to Overcome Obstacle with faculty when I offer to donate to the school
- Because I *Move Like a Hurricane*, I get +2 to Physique when I Attack with my jaws and claws
- Because I have *My Lovely Mounds of Gold*, once per game session I can have any item I need so long as it can be purchased.

STRESS [] [] [] []

Sample Student: Ghost

POWER FACTS: Apparently indestructible but cannot interact physically without an act of will, may pass through non-magical barriers, may vary opaqueness to become nearly invisible to nearly normal, may change appearance by an act of will, may possess and/or terrorize those of weaker will

ATTRIBUTES

Physique 0
Prowess +1
Tenacity +3
Style +2
Cunning +4
Lore +2

ASPECTS

Concept: **Nerdy Ghost of House Sekhet**
Trouble: Unfinished Business on the Mortal Plane
School: Student Representative To the Faculty Council
Other: Formed from the Deep Magic
Other: Already Thought of It
Secret:

STUNTS

- Because I am a *Nerdy Ghost of House Sekhet*, I get a +2 to use Cunning to Attack when scaring someone
- Because I am the *Student Representative To the Faculty Council*, I get +2 to Style to Overcome Obstacle when trying to convince a Faculty member
- Because I *Already Thought of It*, I get a +2 to use Cunning to Create Advantage when something goes wrong with a plan
- Because I am *Formed From the Deep Magic*, once per game session I can enter a place that would normally be entirely inaccessible.

STRESS [] [] [] [] []



This work is based on Fate Core System and Fate Accelerated Edition (found at <http://www.faterpg.com/>), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

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