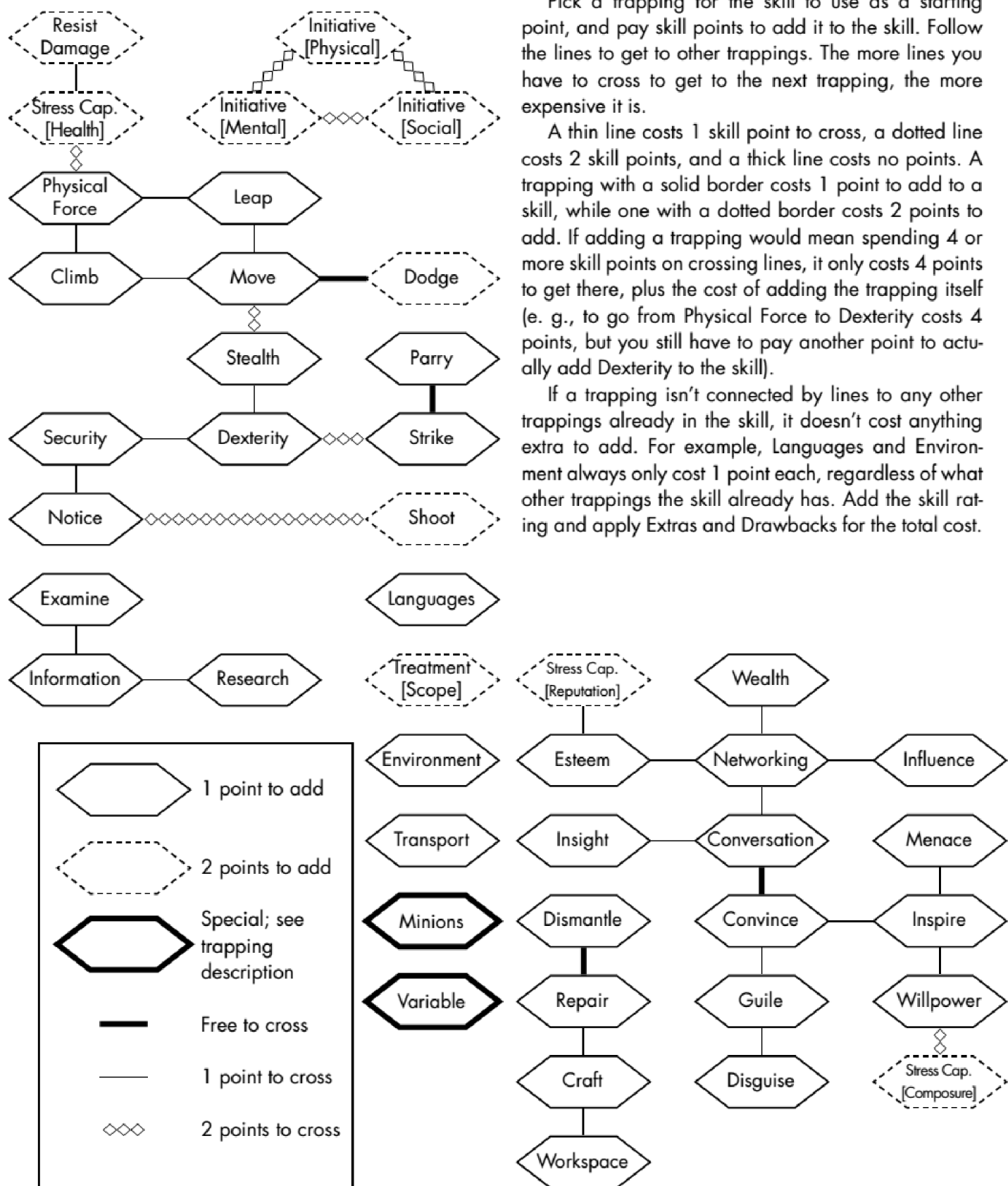


Skill Trapping Diagram



How to Use This:

Pick a trapping for the skill to use as a starting point, and pay skill points to add it to the skill. Follow the lines to get to other trappings. The more lines you have to cross to get to the next trapping, the more expensive it is.

A thin line costs 1 skill point to cross, a dotted line costs 2 skill points, and a thick line costs no points. A trapping with a solid border costs 1 point to add to a skill, while one with a dotted border costs 2 points to add. If adding a trapping would mean spending 4 or more skill points on crossing lines, it only costs 4 points to get there, plus the cost of adding the trapping itself (e. g., to go from Physical Force to Dexterity costs 4 points, but you still have to pay another point to actually add Dexterity to the skill).

If a trapping isn't connected by lines to any other trappings already in the skill, it doesn't cost anything extra to add. For example, Languages and Environment always only cost 1 point each, regardless of what other trappings the skill already has. Add the skill rating and apply Extras and Drawbacks for the total cost.

Skill Summary

1. What do you want the skill to do? This is the skill's theme.
2. Does the skill represent some sort of supernatural power?
 - Yes: It's a Strange skill. Continue to step 3.
 - No: It's not a Strange skill. Continue to step 3.
3. Is what you want the skill to do adequately represented by a common skill?
 - Yes: Just use the common skill instead of building one. Skip to step 5.
 - No: You'll build a skill. Continue to step 4.
4. Go to the Skill Trapping Diagram. Follow the instructions given earlier to add trappings to the skill.
 - Every trapping you add to the skill must be appropriate to its theme.
 - If it's a Unique skill, Information and Networking are free to add (except for crossing lines).
5. Apply Extras to the skill's trappings, as desired.
 - Extras increase the skill's cost.

The skill's Power Tier reduces your Refresh, as indicated below.

Mundane Tier: -0 Refresh
Extraordinary Tier: -1 Refresh
Superhuman Tier: -2 Refresh
Ascendant Tier: -4 Refresh
Godlike Tier: -6 Refresh

Minor Invulnerability [Narrow Category]: -1 Refresh
Major Invulnerability [Narrow Category]: -2 Refresh
Minor Invulnerability [Broad Category]: -2 Refresh
Major Invulnerability [Broad Category]: -4 Refresh
Minor Weakness: +1 Refresh
Major Weakness: +2 Refresh

6. Apply Drawbacks to the skill, as desired.
 - Drawbacks decrease the skill's cost. The minimum cost of a skill is its rating.
 - Every Strange skill has to have at least one Drawback. (See step 8.)
 - Common skills in the Mundane Tier cannot have Drawbacks.
 - Unique skills in the Extraordinary Tier or above must have either a Conviction aspect or a Complication aspect. This is optional for Unique skills in the Mundane Tier. (See step 8.)
7. Determine the new total cost of the skill and pay skill points for it.
8. Set the skill's Power Tier and pay Refresh for it.
 - If the skill's Power Tier is Superhuman or higher, it's automatically a Strange skill. Go back to step 6, if necessary.
 - If it's a Strange skill, the Power Tier can be as high as Godlike.
 - If it's a Unique skill, the Power Tier can be either Mundane or Extraordinary.

Extras Summary Table

Name	Cost	Description
Psychic	+1	The trapping operates via supernatural mental ability.
Range	+1	The trapping's effective range increases.
Spray	+1	The trapping affects multiple targets in the same zone simultaneously.
Unusual	+1	The trapping operates by some non-standard principle appropriate to the skill's theme.
Zone	+2	The trapping affects all targets in a zone simultaneously (and indiscriminately).

Drawbacks Summary Table

Aspect	Description
Complication	A nuisance (Minor) or recurring problem (Major) in the character's life
Conviction	An additional Conviction aspect
Flaw	Description
Charges	Skill can be used a limited number of times per scene (Minor) or session (Major)
Delay	Skill takes time or effort (Minor) or both (Major) to activate
Focus	Character needs a device (Minor), possibly breakable (Major), to use the skill
Snag	Skill's functionality is reduced occasionally (Minor) or frequently (Major)
Taxing	Player must spend a Fate Point each time the skill is used
Transform	Skill requires a brief (Minor) or lengthy (Major) transformation before it can be used