Wonderland

**Actions**

**Wonderland** uses the same actions as FATE core plus a special action *distort*, covered in detail later. The basic actions are summarized below as they apply in **Wonderland.**

**Overcome:** You tackle some sort of challenge, engaging task, or hindrance related to your skill.

**Create an Advantage**: Whether you’re discovering something that already exists about an opponent or creating a situation that helps you succeed, creating advantages allows you to discover and create aspects, and lets you get free invocations of them.

**Attack:** You try to inflict harm on someone, physically, mentally, emotionally, or perhaps even otherwise.

**Defend:** You try to prevent someone from harming you, getting past you, or creating an advantage to use against you

**Skills**

**Conversion s from FATE Core**

Athletics 🡪 Nimbleness & Brawn

Burglary & Deceive 🡪 Skullduggery

Contacts removed

Crafts 🡪 Craftsmanship

Drive 🡪 Animal Husbandry

Empathy 🡪 Psychology

Fight 🡪 Melee

Notice 🡪 Vigilance

Investigate 🡪 Insight

Lore 🡪 Logic

Physique 🡪 Vigor

Rapport 🡪 Speechcraft

Resources removed

Shoot 🡪 Marksmanship

Nimbleness

Brawn

Craftsmanship

Skullduggery

Animal Husbandry

Psychology

Melee

Vigilance

Insight

Logic

Nonsense\*

Vigor

Provoke

Speechcraft

Stealth

Marksmanship

Willpower

Luck

**Animal Husbandry**

Animal Husbandry is the handling and care of non-sapient animals and creatures. The Animal Husbandry skill might be used in any situation related to riding, taming, calming, or otherwise interacting with animals. Note that on the *Other Side* the line between animal and intelligent being is often hazier than in our reality, and attempting to use the skill on otherworldly creatures may yield strange results.

**Overcome:** Animal Husbandry can be used to attempt to influence the temperament of a non-sapient animal (e.g. soothing an angry bear), or even tame animals over long periods of time. When riding an animal, Animal Husbandry is used in place of Nimbleness rolls.

**Create an Advantage:** You can use Animal Husbandry to direct the power of animals in your favor. For example, an equestrian might excite her horse before a race to declare her racehorse is ***frothing at the bit*.**  Or perhaps you might use your knowledge of baits and animal calls to attract ***a pack of wild bears!*** Be wary as the fauna on the *Other Side* are often quite different from what you would expect from classical training

**Attack**: Animal Husbandry isn’t usually used as an attack skill unless permitted by a stunt, such as one that allows for mounted combat maneuvers.

**Defend:** Animal Husbandry is used in place of Nimbleness when avoiding attacks while riding. You can also use it to oppose advantages being created against an animal.

**Distort:** Animal Distortion is the art of twisting the physical and mental makeup of animals and yourself. The trained mind might be able to alter his form into that of a beast, or alter the qualities of an animal into something more primal. A rabbit might be coerced into adopting the jaws of a wolf. Powerful minds are rumored to be able to induce these qualities in sapient opponents and call upon creatures from the darkest parts of the *Other Side* to do their bidding.

**Brawn**

Brawn is your raw physical strength. Lifting, dragging, pulling, carrying, climbing, smashing, and attacking with fists or melee implements all fall under Brawn.

**Overcome:** Brawn is used to overcome obstacles requiring your physical strength. Punching a hole in a wall, lifting a boulder off of a fallen comrade, opening an unnecessarily large door—if the task at hand calls on your anaerobic muscle, roll Brawn.

**Create an Advantage:** You can create an advantage any way your meaty brain can think of putting its muscles to clever use. Applications of Brawn could include pushing bookshelves over into the path of an opponent, grappling your adversary, digging entrenchments, and even attempts to stun your appointments through groin shots.

**Attack**: You make up-close and personal physical attacks using your brawn. This is how hard you can punch someone…or hit them with a sledgehammer.

**Defend:** Strength can be used to defend against all close ranged attacks. You cannot use Brawn to avoid ranged attacks unless otherwise permitted by a stunt or circumstance.

**Distort:** Brawn Distortion may just give you that extra boost you need to push aside that boulder…or crush it to dust. Brawn Distortion may be used to perform feats of exceptional strength or boost physical attacks, but in the long run may permanently deform one’s physical state.

**Craftsmanship**

**Insight**

**Logic**

**Nonsense\***

**Luck**

**Nimbleness**

**Provoke**

**Psychology**

**Skullduggery**

**Speechcraft**

**Stealth**

**Vigilance**

**Vigor**

**Willpower**