

# New Skills for Fate's Edge

## Introduction

This chapter presents a collection of new skills designed to expand character capabilities and provide more specialized options for players in the Fate's Edge setting. These skills follow the established progression system (0-5 rating) and integrate with the existing skill framework while offering unique mechanical and narrative benefits.

Each skill includes:

- **Description:** What the skill represents and covers
- **Approach:** Which attributes it typically uses
- **Applications:** Common uses and situations
- **Special Effects:** Unique mechanical benefits
- **Deck Hooks:** Integration with travel and consequence systems

## Combat and Tactical Skills

### Tactics (Wits or Presence)

The art of battlefield command, strategic planning, and tactical coordination.

**Applications:** Commanding units, planning ambushes, reading enemy formations, coordinating complex maneuvers.

**Special Effects:**

- At level 3+: Once per battle, grant all allies +1 die on one coordinated action
- At level 5+: Convert one Club complication into a tactical advantage for your forces

**Deck Hooks:** In military regions, convert war-related Clubs into strategic opportunities.

**Weaponcraft (Wits + Body)**

Specialized knowledge of weapons construction, maintenance, and combat techniques.

**Applications:** Crafting and repairing weapons, identifying weapon qualities, specialized combat techniques.

**Special Effects:**

- At level 2+: Identify weapon origin and quality automatically
- At level 4+: Modify weapons for specific purposes (+1 effect on one type)

**Deck Hooks:** In crafting regions, reduce Diamond costs for weapon-related leverage.

**Armorcrafft (Wits + Body)**

Knowledge of armor construction, maintenance, and defensive techniques.

**Applications:** Crafting and repairing armor, identifying armor qualities, defensive combat techniques.

**Special Effects:**

- At level 2+: Reduce harm from one attack by one level per scene
- At level 4+: Create improvised armor from available materials

**Deck Hooks:** Convert physical Clubs (gear damage) into armor modification opportunities.

## Social and Cultural Skills

**Courtly Etiquette (Presence)**

Knowledge of formal social protocols, court behavior, and noble customs.

**Applications:** Navigating noble courts, formal diplomacy, social events, protocol adherence.

**Special Effects:**

- At level 3+: Gain +1 die on all social rolls in formal court settings
- At level 5+: Once per session, turn a social faux pas into a charming anecdote

**Deck Hooks:** In noble regions, convert Hearts complications into social advantages.

**Streetwise (Wits)**

Knowledge of urban underworlds, criminal networks, and informal economies.

**Applications:** Finding black market goods, navigating criminal elements, urban survival.

**Special Effects:**

- At level 2+: Know three useful contacts in any major city
- At level 4+: Once per session, find exactly what you need on the black market

**Deck Hooks:** Convert Diamond complications into underground network advantages.

### Linguistics (Wits)

Study of languages, translation, and communication across cultures.

**Applications:** Learning new languages, translation, code-breaking, linguistic analysis.

**Special Effects:**

- At level 3+: Learn basic communication in any language within one day
- At level 5+: Create and teach simple pidgin languages for multi-cultural groups

**Deck Hooks:** In multi-cultural regions, downgrade language barrier Clubs to minor delays.

## Craft and Trade Skills

### Engineering (Wits)

Design and construction of complex structures, machines, and systems.

**Applications:** Building construction, siege engines, mechanical devices, infrastructure projects.

**Special Effects:**

- At level 3+: Design structures that are +1 die more resilient to damage
- At level 5+: Create innovative solutions to engineering problems under pressure

**Deck Hooks:** Convert Clubs related to structural failures into engineering challenges.

### Alchemy (Wits + Spirit)

Creation of potions, elixirs, and chemical substances through mystical means.

**Applications:** Potion brewing, poison creation, material transmutation, experimental chemistry.

**Special Effects:**

- At level 2+: Identify alchemical substances automatically
- At level 4+: Create alchemical items with reduced material costs

**Deck Hooks:** Convert Clubs (failed experiments) into new recipe discoveries.

### Mercantile (Presence + Wits)

Expertise in trade, economics, and commercial negotiation.

**Applications:** Trade negotiation, market analysis, supply chain management, investment.

**Special Effects:**

- At level 3+: Gain +1 die on all trading rolls; find better deals automatically
- At level 5+: Establish trade relationships that provide ongoing benefits

**Deck Hooks:** Convert economic Clubs into market opportunity discoveries.

## Exploration and Survival Skills

### Navigation (Wits)

Finding one's way through various terrains and conditions.

**Applications:** Land, sea, and air navigation; map reading; route planning; wayfinding.

**Special Effects:**

- At level 2+: Never get truly lost in familiar terrain
- At level 4+: Create accurate maps from memory and observation

**Deck Hooks:** Convert Clubs (getting lost) into scenic route discoveries.

### Survival (Wits + Body)

Living off the land and enduring harsh conditions.

**Applications:** Finding food and shelter, weather prediction, wilderness first aid, tracking.

**Special Effects:**

- At level 3+: Ignore first level of environmental Fatigue in wilderness settings
- At level 5+: Thrive in conditions that would challenge others

**Deck Hooks:** Convert environmental Clubs into survival opportunity advantages.

### Tracking (Wits)

Following trails, reading signs, and understanding movement patterns.

**Applications:** Pursuing targets, wildlife tracking, forensic investigation, path reading.

**Special Effects:**

- At level 2+: Follow any trail regardless of age or conditions
- At level 4+: Predict target behavior based on tracking evidence

**Deck Hooks:** Convert Clubs (losing the trail) into environmental clue discoveries.

## Lore and Knowledge Skills

### Arcane Lore (Wits + Spirit)

Study of magical theory, spell construction, and mystical phenomena.

**Applications:** Spell research, magical item identification, theoretical magic, arcane history.

**Special Effects:**

- At level 3+: Reduce magical Backlash by 1 point when researching spells
- At level 5+: Identify and counteract magical effects without rolling

**Deck Hooks:** Convert magical Clubs into research breakthrough opportunities.

### Historical Knowledge (Wits)

Understanding of past events, cultures, and their impacts on the present.

**Applications:** Historical research, cultural analysis, precedent identification, ancient language.

**Special Effects:**

- At level 2+: Recognize historical patterns in current events
- At level 4+: Recall specific historical details relevant to current situations

**Deck Hooks:** Convert Clubs (historical confusion) into precedent-based solutions.

### Natural Philosophy (Wits)

Study of the natural world, scientific principles, and empirical observation.

**Applications:** Scientific observation, hypothesis testing, natural phenomenon explanation.

**Special Effects:**

- At level 3+: Make accurate predictions about natural phenomena
- At level 5+: Develop innovative solutions to natural world challenges

**Deck Hooks:** Convert Clubs (natural disasters) into scientific understanding opportunities.

## Stealth and Infiltration Skills

### Stealth (Wits + Body)

Moving unseen and unheard through various environments.

**Applications:** Sneaking, hiding, silent movement, misdirection.

**Special Effects:**

- At level 2+: Move silently in most environments without rolling
- At level 4+: Create distractions that misdirect attention automatically

**Deck Hooks:** Convert Clubs (being detected) into misdirection opportunities.

### Lockpicking (Wits + Body)

Opening locks and secured mechanisms without keys.

**Applications:** Lock picking, trap disarming, security system bypass, mechanical puzzle solving.

**Special Effects:**

- At level 2+: Identify lock complexity and security level automatically
- At level 4+: Create specialized tools from available materials

**Deck Hooks:** Convert Clubs (lock failure) into security system understanding.

### Disguise (Presence + Wits)

Creating and maintaining false identities and appearances.

**Applications:** Identity creation, costume design, behavioral mimicry, social infiltration.

**Special Effects:**

- At level 3+: Maintain simple disguises without rolling
- At level 5+: Create complex identities that withstand scrutiny

**Deck Hooks:** Convert Clubs (disguise failure) into character development opportunities.

## Healing and Medicine Skills

### Medicine (Wits + Spirit)

Healing injuries, treating diseases, and understanding anatomy.

**Applications:** Wound treatment, disease diagnosis, surgical procedures, pharmaceutical preparation.

**Special Effects:**

- At level 2+: Stabilize dying patients automatically
- At level 4+: Reduce recovery time for treated injuries by 50%

**Deck Hooks:** Convert Clubs (medical complications) into treatment innovation opportunities.

### Herbalism (Wits + Spirit)

Knowledge of medicinal and poisonous plants and their applications.

**Applications:** Plant identification, remedy preparation, poison creation, natural healing.

**Special Effects:**

- At level 2+: Identify medicinal properties of plants automatically
- At level 4+: Create enhanced remedies with additional beneficial effects

**Deck Hooks:** Convert Clubs (plant misidentification) into new botanical discoveries.

### Psychology (Wits + Spirit)

Understanding of mental states, behavioral patterns, and psychological healing.

**Applications:** Mental health treatment, behavioral analysis, trauma therapy, mind reading.

**Special Effects:**

- At level 3+: Calm panicked individuals automatically in most situations
- At level 5+: Help others overcome psychological traumas and fears

**Deck Hooks:** Convert Clubs (mental breakdowns) into therapeutic breakthrough opportunities.

## Regional and Cultural Skills

### Utaran Law & Precedent (Wits or Presence)

Imperial codes, edicts, and forum custom from Ecktoria to the marches.

**Applications:** Legal proceedings, bureaucratic navigation, precedent research, contract drafting.

**Special Effects:**

- At level 3+: Downgrade one legal issue in this leg to Bureaucratic Delay
- At level 5+: Mint a temporary Stay of Writ (Debt Flip: a clerk demands a future favor)

**Deck Hooks:** In Vhasia/Viterra ports, convert quarantine/levy Clubs to inspection (softer bite).

### Stone-Tongue (Spirit)

Read the memory of stone, unworked rock to vault masonry.

**Applications:** Archaeological investigation, structural analysis, historical stone reading.

**Special Effects:**

- At level 3+: Ask the GM 1-3 questions about who carved/used/strained this stone
- At level 5+: Once per Aeler leg, peek at the next leg's travel complications

**Deck Hooks:** Convert stone-related Clubs into historical revelation opportunities.

### Monsoon-Reckoning (Wits)

Seasonal winds and their social/economic knock-on effects.

**Applications:** Weather prediction, trade route planning, seasonal activity coordination.

**Special Effects:**

- At level 3+: Shift a weather complication down one rank or convert to Forecast boon
- At level 5+: Predict major weather events up to one week in advance

**Deck Hooks:** Convert weather Clubs into strategic advantage opportunities.



### Heraldry & Lineage (Presence)

Houses, devices, marriages, feuds.

**Applications:** Noble identification, family history research, heraldic symbol interpretation.

**Special Effects:**

- At level 3+: Gain Controlled position vs titled NPCs; ask 1 specific House-Truth on success
- At level 5+: Create Letters of Lineage pass (acts as a local Warrant)

**Deck Hooks:** Convert noble-related Clubs into alliance opportunity discoveries.

### Geasa & Oath-Weaving (Spirit)

Binding promises, taboos, and loopholes.

**Applications:** Oath creation, taboo navigation, promise binding, loophole exploitation.

**Special Effects:**

- At level 3+: Attach a 4-segment geas clock to a willing target; define trigger & consequence
- At level 5+: Create complex oath networks that bind multiple parties

**Deck Hooks:** Theona/Valewood 9s can satisfy or complicate a geas condition.

## Specialized Professional Skills

### Espionage (Wits + Presence)

Intelligence gathering, covert operations, and spy craft.

**Applications:** Information gathering, surveillance, counter-intelligence, covert communication.

**Special Effects:**

- At level 3+: Establish secure communication channels automatically
- At level 5+: Create and maintain deep cover identities

**Deck Hooks:** Convert Clubs (exposure) into intelligence windfall opportunities.

**Diplomacy (Presence + Spirit)**

Negotiation, treaty crafting, and international relations.

**Applications:** Peace negotiations, treaty drafting, conflict resolution, alliance building.

**Special Effects:**

- At level 3+: Reduce tension in hostile negotiations automatically
- At level 5+: Forge lasting peace agreements between former enemies

**Deck Hooks:** Convert Clubs (diplomatic failures) into creative solution opportunities.

**Investigation (Wits)**

Crime solving, evidence analysis, and logical deduction.

**Applications:** Crime scene analysis, suspect interrogation, evidence collection, mystery solving.

**Special Effects:**

- At level 3+: Notice crucial evidence others miss automatically
- At level 5+: Solve complex mysteries through logical deduction

**Deck Hooks:** Convert Clubs (misleading evidence) into breakthrough opportunities.

## Skill Progression Guidelines

### Rating 0 - Untrained

Rely on raw Attribute dice only. No special effects.

### Rating 1 - Familiar

Basic competence in the skill. May attempt related actions with standard difficulty.

### Rating 2 - Skilled

Reliable training. Special Effect 1 unlocked for this skill.

### Rating 3 - Expert

Professional mastery. May train others in the skill. Special Effect 2 unlocked.

### Rating 4 - Master

Renowned in your field. Others seek your expertise. Special Effect 3 unlocked.

### Rating 5 - Legendary

Near-mythic talent. Your name is known in connection with this skill. Special Effect 4 unlocked.

## Skill Synergies

Many skills work well together:

- **Tactics + Command:** Battlefield leadership
- **Alchemy + Medicine:** Advanced healing remedies
- **Engineering + Survival:** Wilderness shelter construction
- **Linguistics + Heraldry:** Cultural translation and protocol
- **Investigation + Psychology:** Behavioral profiling
- **Navigation + Tracking:** Comprehensive pursuit capabilities

These synergies can be reflected in group rolls or combined actions where appropriate.