Amber Accelerated - RULES

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INTRODUCTION

In writing a response to a question about "What would be your **perfect game**" during #RPGaDay2022 I described an RPG based in Roger Zelazny's AMBER Universe, using simple but flexible rules, ideally suited to a game with lots of creative input from Players as well as GM. I had already attempted this a couple of times over the years. First with a homebrew based on D20 Modern in about 1998 that lasted about 20 sessions, then with a homebrew based on Fate Accelerated in 2016 that lasted 17 sessions.

I think minor differences in the expectations of Players & GM as well as the inherent vagueness of the rules and definitions of the Powers (particularly Shadow-Walking, Shadow-Manipulation, Trump Communication, Trump Artistry & Shapechanging) made both campaigns a mixed success.

I've even tried it briefly Solo before, using an "Ambersworn" homebrew of the Ironsworn rules. In that case a run of bad dice and overly pessimistic interpretations of results led me to grind to a halt after only half-a-dozen sessions of spiralling failure.

I've played a few more Solo and GM-less/Co-operative games since then, so I think it's worth having another crack at AMBER.

I originally decided to try Amber **SOLO**, then hopefully Player & GM won't have mismatched expectations, and BOTH will have the same amount of love for the setting. It's also good practice for a future Cooperative Game. I've since been running it as a traditional GM with 2 or 3 players too.

I'm running this game on Roll20 and plan to include screenshots at various points in the document.

I've recently run 25 sessions of a multi-player game with Amber Accelerated, with me acting as a traditional GM (rather than a co-op GM-less game). The Game System is working well, but there are a few elements that seem to need re-balancing and adjusting as Player rolls are getting too many bonuses and too easily reaching typical Challenge Targets. This update is aimed to generally reduce the "Power Creep" issue by making "Skills" more tightly defined and Powers don't give bonuses to Rolls, just bonus Power Track (stress points)…

- Stunts (which includes Powers and Skills) are more tightly defined
    - Skills give a +1 bonus to a specific use case, either a VERY specific narrative situation or to a specific Action. Eg. "+1 to ATTACK with a Sword" or "+1 to DEFEND with a Sword" or "+1 to DEFEND when unarmed" or "+1 to CREATE AN ADVANTAGE using Shadow Manipulation"
    - Having additional Power Stunts in the same general area (eg. For PATTERN-based Powers, having Shadow-walking, Shadow Manipulation and Pattern Lens) **does NOT give +1 on Rolls to use the Powers**. It does continue to give additional boxes on the Power's Stress Track.

THE GAME SYSTEM

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I plan to use Fate Accelerated based on Evil Hat's FATE Accelerated SRD game with a few minor amendments and using the same names for Approaches as suggested for their Dresden Files Accelerated system… **Flair**, **Focus**, **Force**, **Guile**, **Haste** & **Intellect**
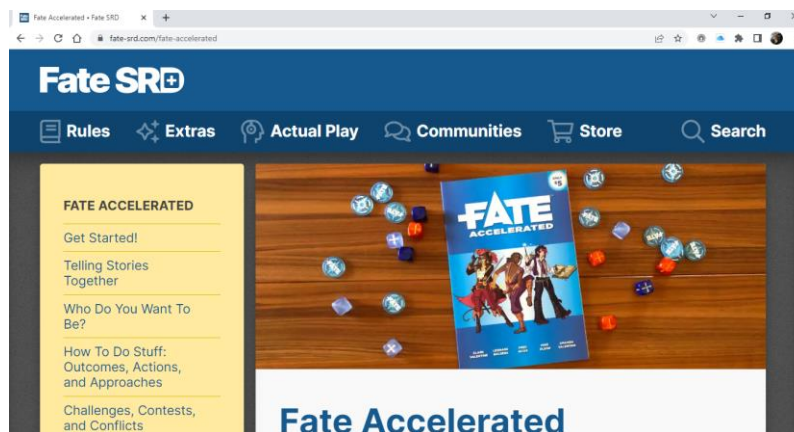
Focus will be used for most Pattern, Logrus, Magic & Willpower activities. It covers Force of Will and "mystic/psychic" Expertise. High Focus doesn't grant mystical or psychic powers, but is the Approach that is used to make use of such Powers.

Guile will be used for most Social interactions as well as Stealth and Trickery, including insight and reading of body-language etc.

Intellect will cover most Learning/Knowledge and Problem-solving activities.

Flair will include most overt (and unnecessarily risky) acts of Performance and (probably) some acts of Agility and Balance done with an unnecessary but impressive flourish. As Flair is mostly supposed to be about causing an emotional impact on observers, it's always a tricky one to adjudicate. I'd probably allow a character to be their own observer and boost their own confidence by doing something with Flair. **Flair will also be used for CREATING ART such as Trump Sketch and Trump Artistry.**

Force is about endurance and strength as well as covering a lot of physical combat particularly with the intent of damaging an opponent. It ISN'T force of will in this game – that's Focus.

Haste can be used to do anything where speed is important. GMs may wish to be careful that doing some things quickly MIGHT be more difficult than doing them at the normal speed and not allow a Hasty character to just do EVERYTHING quickly. Because I tend to over-rule a lot of Haste usage, I might also use it for ranged attacks where it seems you might need to make the attack swiftly to get past a parry or as a momentary opportunity to shoot occurs.

The Approaches are not 100% rigidly enforced but using an Approach that doesn't seem fully applicable (in the GM's opinion) may mean a higher difficulty or just not be allowed.

Amber Accelerated player characters have two **Consequence** boxes, the effects are cumulative

- "Fatigued" worth 3 Stress and giving a -1 Penalty to all rolls
- "Broken" worth 6 Stress and giving a -2 Penalty

If you have both ticked, and the character has to take any more Stress, the character will be unconscious and at the mercy of the situation.

Being "Of the Blood of Amber" or "Of the Blood of Chaos" will be **ORIGINS**, as will choosing to start as a "T'iyga" or a "Human". Each Origin is a small package of starting character features that allow choices of relevant types of Ability Stunts. There is little attempt at game balance between the different Origins, being of the "Blood of Amber" or "Blood of Chaos" clearly makes an initially more capable character than being "Human" or "T'iyga" – however characters with these two "lesser" Origins will typically start with more FATE Points in their FIRST session and will be able to build-up and store a higher number of FATE Points (the new use for "Refresh").

Using the Dresden Files Accelerated Charactersheet.

DFA isn't part of the Open Gaming / SRD License, but the Charactersheet available in Roll20 for DFA is suitable for running AMBER Accelerated games if you can't use my **Custom** Amber Accelerated Charactersheet (you'd need a PRO Account with roll20 to use a **Custom** Charactersheet)...

Amber Accelerated's "ORIGINS" fulfil a similar role to "**Mantles**" in Dresden Files Accelerated and, if you use the Roll20 Dresden Files Accelerated charactersheet, you could put the Origin in the field for Mantles.

I also plan to have a Condition Track for "**FAVORS**" to track how many Favors your character has received from NPCs. This will act as a penalty on asking for future Favors, until the character has done some payback. On the Roll20 charactersheet, you could use the charactersheet's existing "**Indebted**" track to monitor this general level of obligations incurred. You can't overtype the label for this one.

You can use the Doomed and In Peril Consequences on the DFA Sheet for…

"**Fatigued -3 Stress (-1 on ALL rolls)**" and "**Broken- 6 Stress (-2 on ALL Rolls)**", just over-type the labels.

For more information on using this DFA Charactersheet and useful Macros for roll20, email me at mick.hand@igm4u.com and I'll send another document with the details.

Using the Dresden Files Accelerated Sheet…

Using my Custom Amber Accelerated Sheet…

GEAR

Leather Armour
Longsword
Dagger
Bag of old gold coins and small gems

NOTES...

Red is a combination of Familiar and Beast Companion.

RELATIONSHIPS

Julian (Father)

Michael - Ranger Captain (Rival)

King Random (friendly)

Queen Vialle (friendly)

Dierdrie - favourite Aunt

Llewella - an acquaintance

+Add   Modify

YOUR TRUMPS

Julian

Dierdrie

Llewella

+Add   Modify

FAVOURS OWED BY YOU

+Add   Modify

HAS YOUR TRUMP

Julian

King Random

Llewella

+Add   Modify

SPELLS

Find Familiar - "Red" an enhanced super-Hawk

Fog Cloud

Produce Flame

+Add   Modify

AMBER ACCELERATED   **iGM4U.com**

If you want the HTML and CSS for the Custom sheet, and associated Macros for Roll20 please email me at mick.hand@igm4u.com

AMBER'S POWERS (Ability Stunts)

The Amber universe has the following five "**POWERS**", each of which has a number of Ability Stunts the Characters can select…

- **PATTERN** including Basic Stunts - Shadow-walking, Shadow Manipulation & Pattern Defence and Advanced Stunts – Lens, Create Pattern Artefact & Shadow Mastery
- **LOGRUS** including Basic Stunts - Shadow-walking, Tendrils & Defence and Advanced Stunts – Lens, Shadow Tendrils, Way Mastery, Create Logrus Artefact & Shadow Mastery
- **SHAPECHANGING** including Basic Stunts - Demon Form, Beast Form, Disguise, Self-healing & Blood Creatures, and Advanced Stunts - Other Healing, Other Beast Form, Other Disguise
- **TRUMP** the use of Trump artworks for mental communication and teleportation as well as the CREATION of trump artworks, including Basic Stunts –Communication, Teleport, Sketch and Advanced Stunts – Artistry, Tarot and Create Trump Artefact.
- **MAGIC** the casting of spells – including the Basic Stunt Sorcery and the Advanced Stunt – Create Magic Artefact

Each of the Powers also has its own Stress Track associated with it that can be drained to use the associated abilities.

To activate any of the major Powers, you HAVE to use at least one Stress point from either that Power's Track or tick a Consequence (either Fatigued or Broken for PCs). If the use of a Power costs more than 1 Stress, you can pay the rest of the cost with the relevant Power Stress or with Consequences (Fatigue or Broken) NOT NORMAL STRESS BOXES.

The first point of Stress from each Power Track recovers 1 after an Hour of rest and then each subsequent point recovers every 4 hours of rest. If there is a significant time jump (a couple of days), Power Tracks recover in full.

The Pattern, Logrus and Shapechanging Tracks can **also** be used to absorb injury **when you run out of Standard Stress boxes** because they have such a fundamental effect on the toughness/resilience of the character.

PATTERN

Pattern is an inherent property of those with the Blood of Amber and to items, places and Shadows (worlds) that are imbued with Pattern. This property encourages Stability and Authority along with resistance to the effects of Logrus.

For your first Pattern Power, you gain a Pattern Track with 2 boxes which represent additional Stress you can take because of the strength of the Pattern in your blood. Any additional Pattern powers you take grant an additional 1 box.

You can't take an Advanced Pattern Stunt until you have taken ALL three of the Basic ones.

PATTERN:Shadow-walking

Concentration (a Focus Roll), movement and changing visual stimuli are required to begin Shadow-walking. Small details (just around the corner) are changed so the Walker begins to move between Shadows.

The Difficulty of the Roll and the Time taken to initiate the Walk depend on the current Pattern Axiom. The further from Amber you are, the easier and quicker it is. You can attempt to shift shadows more quickly at the risk of making it more difficult. Shadow Walking ALWAYS causes at least one Pattern Stress (or a Consequence – Fatigued or Broken) to initiate.

From Shadow Earth (Pattern Axiom +2 because Corwin and Flora spent so much time there) it takes 2 hrs to initiate, with a Standard Difficulty of Good (+3) or 20 mins to initiate with a Legendary result.

PATTERN:Shadow-walking Table

PATTERN AXIOM	10 mins	20 mins	30 mins	1 hr	2hrs	3hrs
-4	DC 1	DC 0	DC 0	DC 0	DC 0	DC 0
-3	DC 2	DC 1	DC 0	DC 0	DC 0	DC 0
-2	DC 3	DC 2	DC 1	DC 0	DC 0	DC 0
-1	DC 4	DC 3	DC 2	DC 1	DC 0	DC 0
0	DC 6	DC 4	DC 3	DC 2	DC 1	DC 0
+1	DC 8	DC 6	DC 4	DC 3	DC 2	DC 1
+2	impossible	DC 8	DC 6	DC 4	DC 3	DC 2
+3	impossible	impossible	DC 8	DC 6	DC 4	DC 3
+4	impossible	impossible	impossible	DC 8	DC 6	DC 4

Shadows can appear greatly different but share the same mechanical characteristics (ie. The Axioms of Magic, Technology & Pattern). A High Tech world might be a barren wilderness, but it is one in which Technology WOULD WORK if there was any. A High Magic world might not have any "magical" creatures in it, but it is one where Magic WOULD WORK.

After a successful Shadow Walk, you get to narrate the general properties of the landscape. It is impossible to get to places that are **too congruent** to known worlds because as you get close the "gravity" of the known world pulls you to that Shadow instead.

> *Nb. This is a bit of a departure from the canon of the novels, but you can't reach an identical Shadow with identical People doing identical things. You <u>can</u> find a physical doppelganger of a person if you look hard enough (as you probably could find a look-a-like in our world), but their memories, personality, skills and knowledge will be totally different.*

Finding places where you are important!

In the novels, they talk about finding a shadow where they are worshipped as a God or Hero of Ancient Myth, usually in order to raise an army of fanatics who then follow them to their deaths.

As the Character Creation mentions this sort of thing as a **purchasable** feature, it is going to require you to purchase the Stunt – Personal Shadow Realm.

PCs are free to locate Shadows that are ripe for conquest, or ripe for being "saved" from some threat, but if the PC wants to acquire troops and other followers in this way, it will need to be played out (possibly over multiple sessions) in the Campaign.

Hell-Ride

If you are really in a hurry, and you want to move to a Shadow with a lower Pattern Axiom, you can attempt to Hell-Ride. Use the 10-minute time periods and the same difficulties, but the cost is 2 Stress for each attempt (Pattern Stress or Consequences – Fatigued or Broken). When you succeed in changing the Pattern Axiom, it moves up to **2 steps** in the direction you want it to go. The other two Axioms both vary at random. Roll a single Fudge Dice for the Axioms you are NOT trying to change. If the result is Positive, move the Axiom 1 to Positive. If the result is Negative, move the Axiom 1 to Negative. If the result is zero, they stay the same. If the random variation gets BOTH the other Axioms to the settings you are seeking, they don't vary any more unless you fail your Focus roll.

The general terrain and environment is ALWAYS dramatic and hostile – Storms, Swamps, Jungles. There are always hostile creatures in the area.

Whatever the result, generate a dramatic and hostile encounter for your traveller to overcome at each stage of the journey.

Pattern:Shadow Manipulation

Minor changes can be made to the probability of something occurring or being present just out of view in the current Shadow. No movement or visual stimuli is required for this, but the change must occur out-of-sight.

Eg. a set of clothes might be changed **if nobody is looking at them**, for something that better fits the surroundings.

Eg. in an **unexplored** pocket you might have enough coins to make a phone call or pay for a meal.

The required change has to be something "reasonable" in the context of the current Shadow.

PATTERN Shadow Manipulation Table

PATTERN AXIOM	1 min	2 mins
-4	DC 1	DC 0
-3	DC 2	DC 1
-2	DC 3	DC 2
-1	DC 4	DC 3
0	DC 6	DC 4
+1	DC 8	DC 6
+2	impossible	DC 8
+3	impossible	DC 10
+4	impossible	impossible

Pattern:Defence

By concentrating on a mental image of the Pattern for an Action, you can add +2 to either a Mental or Physical Defence roll or to a roll to resist some hostile environment, spell, poison or disease. It costs 1 Stress (Pattern Stress or Consequences – Fatigued or Broken) to initiate but then lasts for an hour or until the first failure of a Defence Roll.

If the attacking force or power is based on Logrus, the bonus is +4.

Pattern:Lens (Advanced)

By concentrating on a mental image of the Pattern for a minute, and losing 1 Stress (Pattern Stress or Consequences – Fatigued or Broken), and making a Focus Roll that beats twice the Pattern Axiom (ignoring the negative sign) you can add +2 to an Overcome or Create Advantage roll or to discern something "mystical" about the true nature of an object, person of place that you can see. So it is harder to do in negative Pattern Axioms or in positive Pattern Axioms.

Pattern:Create Pattern Artefact (Advanced)

By Walking the Pattern while holding an Artefact you have made (including a Blood Creature or magically-summoned Beast) you can attempt to imbue them with Pattern Power instead of using the Pattern to Teleport to any place of your choice. Of course you are then left at the centre of the Pattern without the Teleport and may need to Walk it in reverse to get out (or use a Trump Teleport).

You can give the Artefact or Beast…

- You sense where they are and can call them to you at a rate of 1 hour hellride per Axiom difference (a Beast will arrive with 1 Stress per Axiom travelled – so might die on the way!).
- They can travel to you at their own instigation with the same risks and time taken as above.
- Gain +6 Stress Boxes due to being reinforced by the image
- Gain +2 Bonus to an Approach
- Gain a Basic Stunt you have.

Pattern:Shadow Mastery (Advanced)

In any Shadow where the current Axiom is less than 0, by concentrating on a mental image of the Pattern for eight hours, at the cost of 1 stress (Pattern Stress or Consequences – Fatigued or Broken) per hour and a successful Focus Roll equal to the Current Pattern Axiom, the Shadow Master can increase, reduce, or change the flavor of, the Shadow's Magic or Tech Axiom or reduce the Pattern Axiom by 1.

The moment you succeed at the first hourly Roll, all other people with either Pattern or Logrus abilities in the Shadow become aware and can see lines in the sky pulsing with power that point to you.

If you reduce the Pattern Axiom below -4, the Abyss spills over into the Shadow and it will be consumed in 1-100 days (you will not know how long it takes but disasters and destruction will begin immediately).

A Shadow that has been the target of a Shadow Mastery Attack can be returned back to its original Axioms by a prolonged effort, taking…

5 days and 5 Stress and a Focus Roll of +5 to get back to Pattern-4,

4 days and 4 stress and a focus Roll of 4+ to get back to Pattern-3

3 days and 3 stress and a Focus Roll of 3+ to get back to Pattern-2

2 days and 2 stress and a Focus Roll of 2+ to get back to Pattern-1

Once the Pattern Axiom is restored to its original value, the Shadow Master can continue working at the current costs to recover any other Axioms that had been affected.

It is rumoured that there is a Stunt called Pattern:Ultimate Shadow Mastery that can only be taken when you have all the Basic and Advanced Stunts. If this is true, Ultimate Shadow Mastery would allow the destruction and recovery of Shadows with Pattern Axioms of zero and above!

Shadow Mastery also allows you to Ward a Shadow, or a Location in Shadow, against Shadow Walking. This usually means that attempts to Shadow Walk into the Shadow meet increasingly hostile resistance and can either lead to a physical Obstacle or a hostile and dangerous Guardian or an "all roads lead to a specific place" effect.

Shadow Warding takes about 10 days and 10 points of Stress (with additional days and Stress based on the current Pattern Axiom). If Warding a Location, rather than the whole Shadow, the Shadow Master has to circumnavigate the area to be warded while performing the Ritual.

It is rumoured that with Pattern:Ultimate Shadow Mastery, the Warding effect can reach out into surrounding Shadows and target Shadow Walkers who are merely passing by, drawing them to the Obstacle, Guardian or Location.

LOGRUS

Logrus is an inherent property of those with the Blood of Chaos and to items, places and Shadows (worlds) that are far from the Pattern. This property encourages Change, Illusion and Delusion but is susceptible to the effects of Pattern.

For your first Logrus power, you gain a Logrus Stress Track with 2 boxes that can only be used for Logrus abilities. Each additional Logrus Power you take adds +1 box.

To take the Logrus Advanced Stunts, you need to take at least two Basic Logrus Stunts first. To take Logrus:Shadow Tendrils, you need to have taken Logrus:Tendrils first.

LOGRUS:Shadow-walking

Concentration (a Focus Roll) movement and changing visual stimuli are required to begin Shadow-walking. Small details (just around the corner) are changed so the Walker begins to move between Shadows.

The Difficulty of the Roll and the Time taken to initiate the Walk depend on the current Pattern Axiom. The further from Amber you are, the easier and quicker it is.

You can attempt to shift shadows more quickly at the risk of making it more difficult. Shadow Walking ALWAYS causes at least one Stress (Logrus Stress or Consequences – Fatigued or Broken) to initiate.

Logrus:Shadow-walk is **prevented by any positive PATTERN** Axiom.

LOGRUS Shadow-walking Table

PATTERN AXIOM	10 mins	20 mins	30 mins	1 hr	2hrs	3hrs
-4	DC +3	DC +2	DC +1	DC +0	DC +0	DC +0
-3	DC +4	DC +3	DC +2	DC +1	DC +0	DC +0
-2	DC +6	DC +4	DC +3	DC +2	DC +1	DC +0
-1	DC +8	DC +6	DC +4	DC +3	DC +2	DC +1
0	impossible	DC +8	DC +6	DC +4	DC +3	DC +2
+1	impossible	impossible	impossible	impossible	impossible	impossible
+2	impossible	impossible	impossible	impossible	impossible	impossible
+3	impossible	impossible	impossible	impossible	impossible	impossible
+4	impossible	impossible	impossible	impossible	impossible	impossible

Shadows can appear greatly different but share the same mechanical characteristics (ie. The Axioms of Magic, Technology & Pattern). A High-Tech world might be a barren wilderness, but it is one in which Technology WOULD WORK if there was any. A High Magic world might not have any "magical" creatures in it, but it is one where Magic WOULD WORK.

After a successful Shadow Walk, you get to narrate the general properties of the landscape. It is impossible to get to places that are too congruent to known worlds because as you get close the "gravity" of the known world pulls you to that Shadow instead.

A Logrus Master extruding a Logrus:Tendril (see below)

Logrus:Tendrils

Wit Time, Concentration and the cost of 1 Stress (Logrus Stress or Consequences – Fatigued or Broken) a Tendril of either flesh & muscle or smoke emerges from your body and stretches up to 30 ft. Tendrils are as strong and capable as if you were using your natural arm and hand – regardless of the physics of leverage and momentum! At over 20 ft length the Tendril is about as thick as a pencil. At up to 20ft it is as thick as your wrist. Regardless of the thickness, it retains your strength.

You may embed a single sense organ on the Tendril and either see, hear, taste, smell or touch through it in addition to your existing senses.

PATTERN AXIOM	Action	30 secs	1 min
-4	DC-0	DC -1	DC -2
-3	DC+1	DC -0	DC -1
-2	DC+2	DC +1	DC 0
-1	DC+3	DC +2	DC +1
0	DC+4	DC +3	DC +2
+1	DC+6	DC +4	DC +3
+2	DC +8	DC +6	DC +4
+3	DC +10	DC +8	DC +6
+4	-	DC +10	DC +8

You can choose this power again to get double the reach, +2 Strength and an additional sense organ.

Logrus:Defence

By concentrating on a mental image of the Logrus, you can add +2 to either a Mental or Physical Defence roll or to a roll to resist some hostile environment or against a spell, poison or disease. It costs 1 Stress (Logrus Stress or Consequences – Fatigued or Broken) to initiate but then lasts for an hour or until the first failure of the Defence Roll. If the attacking force or power is based on Pattern, the bonus is only +1.

Logrus:Lens (Advanced)

By concentrating on a mental image of the Logrus for a minute and the cost of 1 Stress (Logrus Stress or Consequences – Fatigued or Broken), and a Focus Roll that beats the current Pattern Axiom (it's easier to use than the Pattern Lens), you can add +2 to an Overcome or Create Advantage roll or to

discern something "mystical" about the true nature of an object, person of place that you can see. If your Logrus Sight sees anything imbued with Pattern the Lens is shattered and you take 2 points of Stress if it has Basic Pattern Powers and 4 points of Stress if it has any Advanced Pattern Powers.

Logrus:Shadow Tendrils (Advanced)

This Stunt has similar effects to Pattern:Shadow Manipulation but the mechanism is different, you reach through adjacent Shadows with a Tendril that looks like smoke and drag an object (that you could physically break off, pick up or drag).

The object must be physically reachable from some "outdoors" location, so you can't get into a locked bank vault or safe. There is no limit to the length of the shadowy tendril.

The object must not be being held or worn by a living creature.

You are unaware of the Shadow Tendril's surroundings – it has some semblance of sentience and simply seeks the desired common object or something similar.

Make the Focus Roll as you would for Shadow Manipulation after 1 minute or 2 minutes and pay the Stress Cost, then make a Guile Roll to find the object. The GM should set the target difficulty based on the likelihood of finding such an object in a world similar to the current one.

If you fail to find the object, you can continue to search in 1 or 2 minute intervals for another point of stress until you make the Guile Roll to locate the item.

PATTERN AXIOM	1 min	2 mins
-4	DC 2	DC 0
-3	DC 3	DC 1
-2	DC 4	DC 2
-1	DC 5	DC 3
0	DC 6	DC 4
+1	impossible	impossible
+2	impossible	impossible
+3	impossible	impossible
+4	impossible	impossible

Logrus:Way Mastery (Advanced)

A Logrus Way Master can "burn" permanent Ways between places in a Shadow or places in adjacent Shadows (where the Axiom differences are no more than plus or minus 1).

This takes 10 days with the loss of 10 points of Stress (loss of stress can be reduced by 1 for each additional Way Master helping. The time can be reduced by 1 day for each additional Way Master helping – all the Way Masters take the same amount of Stress. After the 10 days, the Way Master must succeed on a Fantastic (+6) Focus Roll, with a bonus of +1 for each additional Way Master helping.

Ways cannot lead to Shadows with positive Pattern Axioms.

Create Logrus Artefact (Advanced)

By Assaying the Logrus while holding an Artefact you have made (including a Blood Creature or magically-summoned Beast) you can attempt to imbue them with Logrus Power instead of using the Logrus to Teleport to any place of your choice. Of course you are then left at the centre of the Logrus without the Teleport and may need to Walk it in reverse to get out (or use a Trump Teleport).

You can give the Artefact or Beast…

- You sense where they are and can call them to you at a rate of 1 hour hellride per Axiom difference (a Beast will arrive with 1 Stress per Axiom travelled – so might die on the way!).
- They can travel to you at their own instigation with the same risks and time taken as above.
- Gain +6 Stress Boxes due to being reinforced by the image
- Gain +2 Bonus to an Approach
- Gain a Basic Stunt you have.

Logrus:Shadow Mastery (Advanced)

This works exactly like Pattern:Shadow Mastery except that you can begin the destruction of worlds with up to a +2 Pattern Axiom (with a time period of 10 years) or +1 Pattern (with a time period of 1 year) or +0 Pattern (with a time period of 1 month), and can only recover Pattern Axioms of damaged Shadows back to -2.

SHAPECHANGING

Shapechanging has many sub-disciplines. The most common (because it is part of the Blood of Chaos Origin) is Demon Form. The three Stunts that affect "Other"s are considered Advanced. You can't take an Advanced Stunt until you have the basic version of that Stunt plus at least one other Shapechanging Stunt.

For your first "Shapechange" power, you gain a Shapechange Track with 2 boxes that can be used for any physical stress. Each additional power adds +1 box.

Shapechanging:Demon Form

When you gain this Power, you choose a fixed form to be your natural Demon Form. You can switch back and forth between Human and Demon Form as an Action, by succeeding at a Focus Roll with a target equal to the Pattern Axiom of the current Shadow. If your Demon Form includes a resistance to a specific environment and you are unexpectedly exposed to it, you may need to make the Focus Roll to **prevent** shifting if you prefer to remain in another Form (in this case the target is the absolute value of the Pattern Axiom – ignoring the negative sign). You can choose when you first gain the Demon form whether you include being damaged as an automatic trigger for the shapechange.

The Demon Form allows for choosing 3 benefits…

- Larger: gain +2 Stress boxes and +2 Force each time Larger is picked
- Smaller: lose 1 stress box but gain +1 Haste or +1 Guile (and -2 Force) each time Smaller is picked (can't be mixed with Larger)
- Faster (+2 Haste)
- Sneakier (+2 Guile)
- Improved Senses
- Body Weaponry
- Body Armor (you might auto-shapeshift if you see an incoming physical attack)
- Flight: Lose 1 stress box for lighter bones
- Amphibian
- Special Physical Skill
- Damage Immunity to either Fire, Cold, Electricity, Radiation, Poison, Magic
- Damage Resistance to two of… Fire, Cold, Electricity, Radiation, Poison, Magic
- Immunity to Mental Magic or Trump Contact
- Damage Resistance to Physical Impact (other than one of Silver or Iron)
- Rapid Healing
- Additional 3 Stress boxes

You may take the "Demon Form" Stunt more than once to get EITHER…

- **An alternate Demon Form with 2 features**
- **A single additional Feature to a Demon Form**
- **An ability to manifest one Feature of a Demon Form without full transformation**

Shapechanging:Beast Form

When you gain this Power, you choose a fixed form to be your Beast Form. You can switch back and forth between Human and Beast Form as an Action, by succeeding at a Focus Roll with a penalty equal to the Pattern Axiom of the current Shadow (if the Pattern Axiom is negative, you get a bonus to the Focus Roll).

The Beast Form can allow for choosing up to 5 benefits (using the same list as the Demon Form but without Damage Resistances, Immunities or Rapid Healing)

You can gain any "Special Physical Skill" the Beast Form is particularly known for.

You must select "Smaller" or "Larger" if the Beast is more than twice your mass or less than half your mass. You must select it an additional time if the Beast is more than 3 times your Mass or less than one third of your Mass.

Eg. A Large Wolf is about half the size of a Human so would be Smaller, Improved Senses (scent), Special Skill (Tracking), Body Weaponry (fangs), Special Skill (Running)

Eg. An Eagle is less than 1/3rd the mass of a Human so would be Smaller & Smaller again, Improved Senses (sight), Flight, Body Weaponry (talons)

You may take the "Beast Form" Stunt more than once to get EITHER…

- **An alternate Demon Form with 3 features**
- **A single additional Feature to a Beast Form**
- **An ability to manifest one Feature of a Beast Form without full transformation**

Shapechanging:Disguise

With an expenditure of Stress, you can adopt a disguise (roughly similar in mass) for upto 1 hour.

The cost in Stress of the Disguise sets the target for any Focus, Guile or Intellect rolls to see through it. A person would have to have some reason to suspect or be in your company for an hour or more in order to even attempt to see through the disguise.

Additional Stress put into the Disguise can instead double the duration to 2 hrs, 4hr, 8hrs, 16hrs.

In Shadows with Pattern +3 or +4, the Stress cost of Disguise is doubled.

Shapechanging:Self-healing

This can heal only Stress lost on your standard Stress Track.

It requires a single "Exchange"and a Focus Roll equal to the total number of Stress boxes you want to Recover. If you heal ALL your Stress and Succeed with Style, you can recover Fatigued too.

Shapechanging:Blood Creatures

For the loss of Stress boxes, you can create a bright red creature from your own blood up to half your mass (or your size bigger if you choose to give it the "Larger" trait, twice your size if you choose that trait twice).

It will have zeroes in all its Approaches but you can give it points equal to the number of Stress Boxes you use. You don't recover the lost Stress boxes until you withdraw your power from it. If it is killed, you recover the lost boxes at the normal rate of healing.

The creature may have 1 of the abilities from the usual Shapechanger table, plus more for additional points of Stress.

The creature will have 3 stress boxes (more if the "+3 Stress Boxes" option is taken.

It gains any "Special Physical Skill" the Beast Form is particularly known for.

The creature obeys your verbal commands and can sense your direction and, if you have a Shadow-walking or Shadow-Trail power, it can move through Shadow to find you.

Shapechanging:Other Healing (Advanced)

Requires 1 Shapechanging Stress or a Consequence – Fatigued or Broken) and continuous physical contact for 1 rounds plus a number of rounds equal to the positive Pattern Axiom and a Fair (+2) Focus roll (plus the Positive Pattern Axiom) to initiate. Each subsequent round, you can heal the recipient with the same mechanism as Self-Healing but you lose as many Stress as you Heal on the

recipient. You can freely alternate between Self Healing and Other Healing without breaking Contact.

Shapechanging:Other Beast Form (Advanced)

Continuous physical contact for 1 hour plus a number of hours equal to the positive Pattern Axiom and a Fair (+2) Focus roll (plus the positive Pattern Axiom) to initiate. The "victim" then transforms to a Beast Form until you withdraw the power. Each subsequent round of contact after the transformation you can then give up 1 Shapechanging Stress box (or Fatigued or Broken Consequence) to grant the "victim" one of the Beast Form powers.

You don't recover the lost Stress boxes or Consequences until you withdraw your power from it. If it is killed, you recover the lost boxes at the normal rate of healing

Shapechanging:Other Disguise (Advanced)

Continuous physical contact for 1 hour plus a number of hours equal to the positive Pattern Axiom and a Fair (+2) Focus roll (plus the positive Pattern Axiom) to initiate. The "victim" then gains the benefit of Shapechangeing:Disguise using your Stress boxes or Consequences to pay for it.

You don't recover the lost Stress boxes or Consequences until you withdraw your power from it. If it is killed or the Disguise expires, you recover your lost boxes at the normal rate of healing

TRUMP

The images in the Trump cards above were all generated by Midjourney AI (a text to art generator) and are based on famous actors.

Trump is the use (and creation) of Art that enables mental communication, scrying and teleportation. This usually takes the form of Tarot Cards depicting the subject. Concentrating on the image for a minute or so can activate a psychic link to the Subject. Sub-disciplines are Trump Communication, Trump Teleport, Trump Sketch and Advanced Stunts Trump Artistry and Trump Tarot. Player Characters can't start with the Advanced Stunts and must take Trump:Communication before Trump:Tarot, and Trump:Sketch before Trump:Artistry.

For your first Trump power, you gain a Trump Stress Track with 2 boxes that can only be used to take Stress from Trump activities – after that you have to take normal Stress to use Trump abilities. If you take additional Trump-related powers, you gain +1 box on this Track

Trump:Communication
Activating a Trump for Communication usually takes about a minute of concentration and a Fair (+2) Focus Roll. It can be done much quicker with a more difficult roll (+2). The attempt causes 1 Trump Stress or 1 Consequence ("Fatigued" or "Broken") which pays for a call of up to 5 minutes duration. Each additional Trump Stress or Consequence, pays for another 5 minutes.

You can initiate a Trump Communication even if you do not have this Power, but it requires a Great (+4) Focus roll to achieve in a minute or a Fair (+2) Focus Roll to do in 5 minutes.

If the subject of a Trump is a place, it takes twice as long, and Trump Stress/Consequence costs are doubled, and the Focus Roll is a minimum of Great (+4).

Trump Contact as a Distraction
A determined effort can be made to force a Trump contact to open (or force an existing Trump contact to remain open). Such an attempt would be distracting to the unwilling (or too busy) recipient so an enemy could do this in order to Create Advantage (+2) against the recipient.

The attacker would have to succeed in a Create Advantage with Focus opposed by the recipient's Defend with Focus (with both counting their usual bonuses for Trump Stunts) and pay the Trump Fatigue Cost of the Call to get a distraction for a single Exchange.

Succeeding with Style could also cause 1 Stress or get the Advantage to last for a second Exchange.

 As the Trump Distraction attempt costs a Trump Stress or a Consequence (Fatigued or Broken), it's not an efficient form of attack, but could be used to help distract them or to finish off somebody who was on their last point of Stress

Trump:Teleport

With a two-way Communication already established, either party can pull through another if both are willing. One of them must accept a point of Trump Stress or a Consequence (such as Fatigued or Broken) – the person at the receiving end decides who takes this Stress. If other people are in physical contact with the person being pulled-through, they come too

With a one-way Link to a Trump Subject that is a place rather than a person, it takes double the Stress and a minimum of Great (+4) Focus Roll to activate the Trump as a Portal.

Opening a Way

If both communicants at either end of the link have the Trump Teleport Stunt, they can choose to open a one-way "WAY" between the two locations. This takes a point of Trump Stress (or a Consequence – Fatigued or Broken) and a minute to initiate and an effort of sustained will - a Fair (+2) Focus roll each minute. The Portal can expand to up to 20 feet wide and high. With 1 Trump Stress or Consequence per minute, it remains open – during which time many people can pass through (but not the ones holding it open).

Trump:Sketch

Ten minutes and some drawing/sculpting materials, including a drop of fresh blood from the subject or some materials from the Place, and a Great (+4) **Flair** roll can create a One-use (1 minute max) Trump Image that costs double the usual amount of Trump Stress or Consequences to use and gives you -2 on the Focus Roll to establish communication. The Artist loses 1 Trump Stress or Consequence for the attempt and may choose to re-roll at the cost of further Trump Stress or Consequences until they succeed.

Trump:Artistry (Advanced)

One Day (8 hrs effort) and some expensive drawing/sculpting Materials, including a drop of fresh blood from the subject or some materials from the Place and a Good (+3) **Flair** roll can create a Permanent Trump. The subject must be present (visible to the Artist) for the entire 8 hours, but breaks can be taken. The Artist loses 1 Trump Stress or Consequence for the attempt and may choose to re-roll at the cost of further Trump Stress or Consequences until they succeed.

Trump:Create Trump Artefact

By using Trump Artistry to draw onto an Artefact or Tattoo a Beast you have made (including a Blood Creature or magically-summoned Beast) you can attempt to imbue them with Trump Power.

It takes 8 hours for the Artist to attempt this and requires a **Flair** Result of 8+ (with a penalty equal to the number of times you have already done it to this Artefact or Beast.

The Artist loses 1 Trump Stress or Consequence for the attempt and may choose to re-roll at the cost of further Trump Stress or Consequences until they succeed, or the Artefact/Beast is destroyed. Once you have begun, you MUST finish of the Artefact/Beast is consumed by the process.

This can allow them to either…

- Communicate with you as though they have a Trump of you and you don't need to have a trump of them to Communicate with them (Beasts only).
- Teleport to you at their own instigation as though you pulled them through with a Trump or at your Instigation
- Gain +6 Stress Boxes due to being reinforced by the image
- Gain +2 Bonus to an Approach

- Gain a Basic Stunt you have.

Trump:Tarot (Advanced)

One hour and a quiet place to sit, shuffling and dealing a pack of at least 12 Trumps, and tick a box of Trump Stress (or a Consequence such as Fatigued of Broken) to get a chance to make a Focus roll , target Superb (+5), to see some hint in the cards about what's to come. This creates an Advantage Aspect relating to the topic and grants a FATE Point.

The GM should make up something which can include overhearing whispers of conversations and even strong surface thoughts from those depicted in the cards as well as visions of possible futures.

MAGIC (Sorcery)

Sorcery

Sorcery is the use of prepared Spells and Rituals. Spells that are prepared become unprepared when you move to a different shadow unless they are "hung" inside either a Pattern or a Logrus framework.

Like other Powers, gaining a Magic Stunt gives you a Magic Stress Track with 2 boxes and 3 spells (equivalent to Zero or 1st-level). Each time you gain another Magic Stunt, you gain an additional **2** boxes in the Magic Stress track and 3 more spells (but can learn spells up to 2nd-3rd, then 4th with higher levels of Magic).

Hanging spells causes 1 standard Stress per level of the highest-level spell hung. This stress cannot be recovered until the hanging of the spells is stopped.

I plan to use the Spells from 5th Edition D&D – just the basic SRD list of spells. Amber Accelerated is using the Spell Descriptions as a guide for the effect and power-level of the Spell – in most cases, just the name of the spell should give you enough of an idea to imagine the game mechanics.

In general treat 0 and 1st level spells as though they can only cause or cure 1 Stress boxes unless you succeed with Style, then 2.

In general treat 2nd level spells as though they can only cause or cure 2 Stress boxes unless you succeed with Style, then 4.

In general treat 3rd level spells as though they can only cause or cure 3 Stress boxes unless you succeed with Style, then 6.

In general treat 4th level spells as though they can only cause or cure 4 Stress boxes unless you succeed with Style, then 8.

If the Level of the Spell is lower than the Magic Axiom, add the difference to the damage.

Spells that seem like they should affect multiple people will generally cause or cure 1 less Stress per person affected.

Spells can only cure **Standard** Stress boxes.

Spells that should grant a bonus or penalty to something use the same numbers for Effect and Effect with Style.

Spells that require Concentration to maintain, require a Focus Roll equal to the Spell's Level or the amount of Stress damage taken, when the spell caster is damaged.

Gaining the MAGIC Skill for the first time, choose a School of Magic and you learn Cantrips and 1st Level spells from that School.

Gaining the MAGIC Skill for the second time, choose either a different School of Magic and you learn Cantrips and 1st Level spells from that School, or choose the same School and learn 2nd & 3rd Level spells from that School. **In either case you get +1 to all Magic Rolls**.

Gaining the MAGIC Skill for the third time, choose either a different School of Magic and you learn Cantrips and 1st Level spells from that School, or choose the same School and learn 4th Level spells from that School. **In either case you get +1 to all Magic Rolls.**

Spells can be cast with a Focus Roll equal to the Spell's Level, with a bonus or penalty equal to the Magic Axiom of the Shadow and take a number of Actions equal to 5 - The Magic Axiom (so Negative Magic Axioms make it take longer and Positive Magic Axioms make it quicker.

Successfully casting a spell costs 1 Magic Stress of a Consequence such as Fatigued or Broken. Failing to Cast a spell costs additional normal Stress up to the Spell's Level (minimum of 1)

Eg. if the Magic Axiom is **+2** and you cast a 1st level spell with DC-1 and it would normally take 3 Actions, so you can cast in 2 Actions for DC+0, or 1 Action for DC-1

Eg. if the Magic Axiom is **-2**, the highest level spell that can be attempted is 2nd and to cast a 1st level spell it would normally take 2 Actions but the Negative Axiom increases it by 2, to 4 Actions and a difficulty of +3.

You can attempt to cast more quickly, adding 1 to the difficulty for each Action you skip.

You can attempt to cast more slowly DOUBLING the number of Actions for each reduction in difficulty.

Schools of Magic
- Abjuration
- Conjuration
- Divination
- Enchantment
- Evocation
- Illusion
- Necromancy
- Transmutation

Sorcery Example: Esther chooses to have THREE Sorcery Stunts and chooses…

Divination Level 1 (allowing cantrips and Level 1 spells from the Divination School)

Divination Level 2 (allowing up to Spell Levels 2&3 from the Divination School)

Illusion 1 (allowing cantrips and Level 1 spells from the Illusion School)

This gives her 6 Magic Stress boxes.

With Sorcery 3, she can Prepare/Hang up to 9 spells. While Spells are Prepared/Hung she must keep a number of Standard Stress boxes ticked equal to the highest level of Spell Prepared/Hung.

Preparing a spell to cast will take 10 mins per Spell Level, but casting prepared/hung spells only takes a number of Actions (6-seconds each) depending on the Level and the Magic Axiom of the Shadow you are in.

The list of Schools can be found at the bottom of http://dnd5e.wikidot.com/spells and you can click on the names of the Schools to get the specific lists of spells.

Please note that the Spell Lists are to be used mainly for the name and general flavour of the spell, not for its exact D&D mechanics.

Create Magic Artefact

By using a Magic Ritual to draw onto an Artefact (or Tattoo a Beast) you have made (including a Blood Creature or magically-summoned Beast) you can attempt to imbue them with Magical Power.

It causes 3 Magic Stress (which can also be paid in Consequences such as Fatigued and Broken) and takes 8 hours for the Sorcerer to attempt this and requires a Focus Result of 8+ (with a penalty equal to the number of times you have already done it to this Artefact or Beast).

You can give the Artefact or Beast…

- You sense where they are and can call them to you instantly if they are in your Shadow
- They can travel to you at their own instigation instantly.
- Gain Stress Boxes equal to the highest level of Spell you can cast, plus the positive Magic Axiom
- Gain +2 Bonus to an Approach
- Gain a Basic Stunt you have
- Gain +1 Damage plus the positive Magic Axiom
- Give them one or more of your Magic Stress boxes and the ability to cast one of your Spells.

If they move to another Shadow, they **may** lose the Magical bonuses until they return. Roll Focus with a target of Great (4+) with a penalty equal to the Magic Axiom.

OTHER POWERS (General Stunts)

The Power-related Ability Stunts are listed in the Amber's Powers section (above), the following are the General Stunts…

SHADOW TRAIL

The ability to find existing Trails or Ways between Shadows and follow them. Trails can also be left by recent Shadow-walking activity or recent Shadow Storms. Ways are permanent passages that have been opened by either Logrus Way Masters (as long as the Pattern Axiom is zero or below), or by frequent, repeated travel by Pattern:Shadow-Walking.

If you are within a mile of a Shadow-walker you can choose to automatically follow the trail as quickly as you can move. Otherwise…

Shadow Trail Table

PATTERN AXIOM	1 hour	2 hrs	3hrs	4hrs	5hrs	6hrs
-4	DC +3	DC +2	DC +1	DC +0	DC +0	DC +0
-3	DC +4	DC +3	DC +2	DC +1	DC +0	DC +0
-2	DC +6	DC +4	DC +3	DC +2	DC +1	DC +0
-1	DC +8	DC +6	DC +4	DC +3	DC +2	DC +1
0	impossible	DC +8	DC +6	DC +4	DC +3	DC +2
+1	impossible	impossible	DC +8	DC +6	DC +4	DC +3
+2	impossible	impossible	impossible	DC +8	DC +6	DC +4
+3	impossible	impossible	impossible	DC +10	DC +8	DC +6
+4	impossible	impossible	impossible	impossible	impossible	impossible

ARTEFACT

You have, and are attuned to, an Artefact imbued with one of the other Powers. It is somehow linked to you in a way that allows you to sense its direction. You sense it, even if it is in a different Shadow and, if you are free to move towards it you will Shadow-walk towards it. Agree with your GM the single ability Power-related Stunt this Artefact has. It will allow you to perform a specific action relating to the Ability Stunt with a +1 bonus. If it is a Pattern or Logrus ability, it will have the -2 Penalty if YOU have not done the relevant "Walked the Pattern" or "Assayed the Logrus".

BEAST COMPANION

You have, and are attuned to, a Beast imbued with one of the other Powers. It is somehow linked to you in a way that allows you to sense its direction. You sense it, even if it is in a different Shadow and, if you are free to move towards it you will Shadow-walk towards it.

Create the Beast as a Significant NPC but with "Body" & "Mind" scores of +3 and -2. They get three aspects and 2 Stunts and 3 Stress boxes and Consequences Fatigued (2 Stress) and Broken (2 Stress).

They can only have Pattern or Logrus Stunts that you already have and cannot exceed your skill + Approach in them. For other Stunts, the choice is free, but must make narrative sense.

You can choose this more than once for the same Beast and increase all their Approaches by +1 and add double their Stress Track and give them another 2 Stunts.

ALLY

You have a powerful ally – either from the Court of Amber or from the Courts of Chaos. This Ally will have its own Track for Favors with 4 boxes, separate from the usual Favors track. The Favors on this track recover at a rate of 1 per Adventure, without needing the character to actually do anything to return the favors.

Create the Ally as a Significant NPC but with "Body" & "Mind" scores of +5 and +2 if they are from Amber and +4 and +1 if they are from The Courts.

They get three aspects and 2 Stunts and 6 Stress boxes and Consequences Fatigued (2 Stress) and Broken (2 Stress).

If they have Ability Stunts they will have 3-box Tracks for each Power with 1 more box for each additional Stunt relating to the same Power.

They can have any selection of relevant Abilities and Skills that makes narrative sense. If you choose a legendary character from the Novels, feel free to give them higher Approaches and additional Stunts and Tracks and Consequences as required to match.

You can choose this more than once for the same Ally and increase all their Approaches by +1 and add +2 boxes to the Track.

PERSONAL SHADOW REALM

There is a Shadow that you have found (some might say created) where you are the Ruler. You have spent so much time there (or something incredible occurred to link you to the Shadow – perhaps tremendous self-sacrifice that you barely survived) that it has become particularly "real".

The Player is free to make up the Shadow Axioms.

It can have Pattern up to +4 if the character has Pattern Abilities or as low as Pattern -4 if the character has Logrus Abilities – otherwise the Pattern Axiom is limited to +3 to -3.

You have troops, doctors, scientists, magicians etc whatever you envision, who can help you in many ways with up to +3/+1 in their relevant Body/Mind and up to +2 in a relevant skill or Stunt. They can only have Pattern or Logrus Stunts that you already have and cannot exceed your skill + Approach in them. For other Powers and Stunts, the choice is free, but must make narrative sense.

Create a Track for the Personal Shadow Realm with 4 boxes to track Realm Favors. The Favors on this track recover at a rate of 1 per Adventure, without needing the character to actually do anything to return the favors.

You can tick off a box on this Track to have 1-3 of your subjects accompany you to other Shadows.

You can tick off 2 boxes to have a much larger group of subjects accompany you on adventures.

These boxes don't recover until you return them for a holiday in their home Shadow.

You can choose this more than once for the same Realm and increase all their Approaches by +1 and add +2 boxes to the Track.

SKILLS

You have a special Skill or unusual Knowledge of a particular field of study. You gain +1 when using this Skill **for a specific ACTION (Attack, Defend, Create Advantage, Overcome)**. The same Skill may be selected multiple times, **either giving an additional +1 or spreading the skill to include a second type of Action**.

Examples of useful skills…

- **ATTACK with Swords**
- **OVERCOME when Running**
- **OVERCOME when Tracking**
- **OVERCOME when Spellcasting**
- **ATTACK via Computers**
- **CREATE ADVANTAGE via Poetry**
- **DEFEND via Military Strategy**
- **ATTACK with Unarmed Combat**
- **DEFEND by Dodging**
- **OVERCOME by Stealth**
- A specific usage of an Ability Stunt you already have

APPROACH POINTS

PCs can purchase a General Stunt that adds a point to an Approach.

To raise an Approach above +5, requires the Stunt to be purchased twice for +6, twice more for +7 and twice more for the maximum +8.

CHARACTER ADVANCEMENT

This replaces the usual Fate Accelerated Milestones.

Whenever there is a significant time-jump in the narrative (no more than once per session) Players can choose to modify one of their Aspects (not their Key Concept Aspect).

After approximately Five sessions of Play (assuming 3-hr minimum Sessions)…

- Players should add 1 to their character's Maximum FATE Points (our version of "refresh"). At this time they can choose to reduce the Maximum FATE Points to purchase one or more Stunts as long as there is a narrative justification for it.
- Players can also choose to modify their Key Concept Aspect or Trouble Aspect as long as there is a narrative justification for it.

CHARACTER CREATION

1. Choose an ORIGIN (Blood of Amber, Blood of Chaos, T'iyga, Human)
   a. Base Approaches are +3, +2, +2, +1, +1 & 0
   b. Note any bonus points for Approaches due to the ORIGIN. These can be used to raise any of the Approaches
   c. Some Origins grant a starting Ability Stunt from a Power which MAY give an additional Consequence/Stress Track
2. Define Aspects - High Concept, Trouble, a Third Aspect
3. Name & General Description
4. Stunts: Starting player characters in this Amber setting are much more competent than those in typical Fate Accelerated games.
   a. Ability Stunts: Choose zero, one, two or three Ability Stunts from Powers allowed by your ORIGIN. You can choose the same Ability Stunt again to get a +2 bonus to its use and +2 boxes on the Power's Track if it has one or choose a different Ability Stunt from the same Power to add ~~+1 to the use of all Ability Stunts from that Power and~~ +1 box to the Power's Track. Each one you don't select will add +1 to your Refresh.
   b. General Stunts: Choose one, two or three General Stunts. These include Special Items, Companions, Allies, Personal Shadow Realms and Skills. Each one you don't select will add +1 to your Refresh.
5. Set Standard Stress Boxes to 6
6. Set any additional Stress Tracks for Powers
7. Set Refresh to 4 minus any adjustment for Origin. +1 for each unchosen Ability Stunt and each unchosen General Stunt) – this governs the minimum FATE Points you start with in each Session.
8. Discuss with the GM how many Trump cards you begin with and whether anyone else has a Trump of you. Typically, an Amberite or Chaosite might start with 3 Trumps and with 3 people having their Trump even if they don't have any Trump-based Stunts. If a character has chosen a Trump-based Stunt then give them 3 more (Player's choice who the Trumps are of and who has them) for each such Stunt. The GM may choose to limit Trumps or might decide to give you a full set of all the Elders and other Player Characters too.

LADDER
+8 Legendary
+7 Epic
+6 Fantastic
+5 Superb
+4 Great
+3 Good
+2 Fair
+1 Average
+0 Mediocre
-1 Poor
-2 Terrible

Note that REFRESH doesn't work the same as normal F.A.E. It governs the number of FATE Points you begin with as a starting character, but then forms the maximum number of FATE Points you can store. Only 1 FATE Point is automatically recovered at the start of a new Session. The rest have to be earned via COMPELs and SELF-COMPELS.

ORIGIN – Blood of Amber

You are part of the lineage of Dworkin (the Creator of The Pattern) and his son Oberon. You are most likely either one of Oberon's children (major characters from the original novels) or one of his grandchildren.

You are stronger, fitter and tougher than a normal mortal and most descendants of Chaos, and it's very likely that your ageing will slow down significantly once you reach about 30. Gain +4 to spend on your Approaches (no more than +2 to any one Approach) and you must have at least +2 for Force.

The Pattern is in your blood and helps you resist change. Only those with the Blood of Amber are able to choose PATTERN Ability Stunts.

When choosing Ability Stunts, you may choose from any of the Pattern Ability Stunts (starting first with Pattern:Shadow-walk) and any of the Logrus, Shapechanging, Trump or Magic ones. If you choose a Logrus Ability Stunt or the Pattern:Shadow-walk Stunt, you must immediately choose whether you have "Assayed the Logrus" or "Walked the Pattern" or done neither. For each of those you choose to have not yet done, all uses of abilities from that Power will be at -2 penalty. For each one you haven't yet done, you gain +1 Refresh. If/when you eventually "Walk the Pattern" and "Assay the Logrus", you will lose the bonus Refresh and the penalty.

Those with Blood of Amber have TOUGHNESS 2 which reduces incoming damage by 2 Stress Points (to a minimum of 1 Stress) and do +2 damage in Melee and with manually-propelled missiles and bows.

You lose TWO Refresh so start with 2 (+1 for every Stunt you don't select).

ORIGIN – Blood of Chaos

You are descended from one of the Great or Minor Houses of the Courts of Chaos.

You are stronger, fitter and tougher than a normal mortal, but not as much as those with the Blood of Amber (at least in your human form). Gain +2 to spend on your Approaches and you must have a minimum +1 for Force.

You have the Power of Shapeshifting so gain a Stress Track for Shapeshifting with 2 boxes. You start with "Shapeshift:Demon Form" as a free Ability Stunt.

When choosing Ability Stunts, you may choose from any of the Logrus Ability Stunts in addition to any of the Shapechanging, Trump or Magic ones.

If you choose any of the Logrus Ability Stunts, you may choose to have "Assayed the Logrus" as a starting Stunt which unlocks greater control of the Logrus Power and gives you one of the Logrus Ability Stunts. If you don't start with this, you gain +1 Refresh but -2 penalty to all uses of Logrus abilities. If/when you eventually "Assay the Logrus" you will lose the bonus Refresh and the penalty to Logrus abilities.

Those with Blood of Chaos have TOUGHNESS 1 which reduces incoming damage by 1 Stress Point (to a minimum of 1 Stress) and do +1 damage in Melee and with manually-propelled missiles and bows.

You lose ONE Refresh so start with 3 (+1 for every Stunt you don't select).

ORIGIN – T'yiga

A T'yiga is a bodiless spirit capable of possessing a human, humanoid or beast body.

For Approaches, you only have one +3, one +2, two +1 and one +0. Your FORCE Approach and Stress Boxes are determined by your Host body. You gain an additional sense that can be activated to reveal the presence of Pattern and Logrus with a successful Focus roll.

You can't select Pattern or Logrus or Shapechanging Powers.

When the Host body is killed, the T'yiga becomes a free-floating spirit that looks like a smoky humanoid form and can move slowly and attempt to enter a new Host. If it doesn't enter a new Host within an hour, it is drawn back to The Abyss - effectively lost to the Campaign unless re-summoned by a ritual. Possession requires a Contest of Focus and wears away at the victim's Stress boxes (all Stress lost during this Contest of Wills is recovered instantly when the T'yiga wins the struggle).

Most T'yiga are summoned and controlled by their Summoner and set on some mission/quest. As Player Characters you will start after your Summoner has died and the Mission has become impossible so that your T'yiga is free-willed.

You lose ONE Refresh so start with 3 (+1 for every Stunt you don't select).

ORIGIN – Human

You know what a human looks like!

You start with the base set of Approaches +3, +2, +2, +1, +1 & 0

When choosing Ability Stunts, you can't select Pattern or Logrus or the "Shapechange:Demon Form" Powers, but can select from any of the other Powers and can use your "Ability Stunt" slots to pick more General Stunts instead..

You don't lose any Refresh so start with 4 (+1 for every Stunt you don't select)

SHADOW AXIOMS

Each of the three Axioms can have a numeric value between -4 and +4. For most Shadows, the Tech & Magic Axioms may have a very brief set of keywords to flavour them if they are significantly different from the Shadow Earth we are familiar with.

TECH Axiom

TECH+4 is way beyond our modern Earth technology which would be TECH+2. Imagine Blade Runner style flying cars, Replicants & AIs. Solar System colonized, asteroids mined and O'Neill Cylinders.

TECH+3 is a bit beyond our modern Earth technology which would be TECH+2. What we've got but better, smaller, faster. Moonbases and a possible Marsbase.

TECH+2 could indicate anything from 1960s to 2020s, so there is still quite a bit left to imagination. Tech+1 indicates anything from the beginnings of the Steam Age and Industrial Revolution all the way up into the 1950s.

TECH+0 would cover from Roman Times up to the Age of Steam. TECH-1 would be Iron Age. TECH-2 would be Bronze Age. TECH-3 would be Stone Age. TECH-4 would be Pre-history not even worked-stone tools.

This Axiom describes the level of technology that is SUPPORTED by the Shadow, not always the level of Technology you will actually find there. In a TECH-1 Shadow, if you took a modern plastic device from a Tech+2 or Tech+3 or Tech+4 Shadow, it would swiftly erode and fail to operate.

PATTERN Axiom

PATTERN+4 is only found in Amber and any other place containing a Pattern. It is impossible for most Logrus powers to work there and very hard to cause changes to the place by effort of Will (such as Shadow Walking & Shadow Manipulation).

PATTERN+3 is only found in the innermost Golden Circle Worlds that surround Amber and get a lot of traffic with Amber and are permanent home to one or more of the Blood.

PATTERN+2 is common in the Golden Circle Worlds that surround Amber and get a lot of traffic with Amber. It is also the Pattern Axiom of our Shadow Earth due to the extended stays of Corwin and Flora who have both spent more than 200 years there.

PATTERN +1 describes a world with a reasonable amount of Stability and Logic and a resistance to sudden changes and anarchy.

PATTERN+0 describes a world that is usually stable but can experience violent and unexpected turbulence, both physical and psychological. Civilisations and Religions tend to collapse after a couple of hundred years.

PATTERN-1 describes a world that is experiences frequent violent and unexpected turbulence, both physical and psychological. Civilisations and Religions tend to collapse in under a century.

PATTERN-2 describes a world that is experiences constant violent and unexpected turbulence, both physical and psychological.

PATTERN-3 describes worlds similar to Pattern-2, but where there are also areas where the veils between Shadows are so thin and variable that things slip through. Such worlds are plagued by Shadow Storms that pick up and deposit things from other worlds.

PATTERN-4 describes The Courts of Chaos (actually many clustered Shadow worlds around the one central Shadow that contains The Abyss) which are subject to the Will of the Great Houses. The landscape itself can be moulded and the Waymasters can fold space so that paths lead to places that are not physically close to each other and paths that pass between Shadows.

MAGIC Axiom

You can see from the description of the MAGIC (Sorcery) Stunt, what the effect of the MAGIC Axiom is.

Again, this Axiom controls what is POSSIBLE, not necessary whether the use of Magic is commonplace or not.

Usually there would be keywords describing one or more particular flavours of Magic that work in the Shadow or are easier to perform while other flavours of Magic would be at -2 on the roll or plain impossible.

If you visit an unknown Shadow (and didn't create it via Shadow-walking) you might need to cast some spells to work out what the Keywords are for the MAGIC Axiom.

RUNNING THE GAME

The beauty of Fate (and Fudge Dice in particular) for SOLO play, is that a lot of things can be quickly decided by a roll of one or more Fudge Dice. The outcome ranges from -4 to +4 but the extremes are EXTREMELY rare and outcomes of +1, 0 & -1 come up a lot more often. This means that if the GM has an idea of roughly how powerful something is, they can roll the dice to get a reasonable variation which can still throw up some surprises.

You can decide that a mugger probably has +1 combat skill, then roll dice to check for a variation.

GM Decisions

Often in a game with a GM the players ask questions and the GM weighs-up what they know of the situation and decides the answer. Eg. Yes, No, it's blue etc.

Just as often, the GM ponders which of two possibilities seems most likely eg. The door is locked, the night watchman has fallen asleep.

For deciding things like that in this SOLO game, I'll either imagine a couple of outcomes and the likelihood of the first one, or just ask a Yes/No question if I don't want to think of the alternative outcome in detail yet. Fudge Dice seem a bit too restrictive for this and dealing with the negatives is too fiddly, so I'm using the "Ask the Oracle" rules from the excellent Ironsworn RPG. With "matches" 11, 22, 33, 44, 55, 66, 77, 88, 99, 00 being more extreme results, either for good or bad. (https://ironswornrpg.com)…

Estimated Likelihood	Target Roll for d100	Or else the other thing happens…
Almost Certain	11+	Something almost impossible
Likely	26+	Something unlikely
50/50 First Option	51+	The second option
Unlikely	76+	Something more likely
Small Chance	91+	Something else, or the situation is not what it appears

How Tough are NPCs?

NPCs in Amber Accelerated are either Mooks (with very simple mechanics) or Significant NPCs (with simple "Body", "Speed" & "Mind" Approaches, more Stress, a Consequence and similar Ability & General Stunts to PCs).

Combat and Damage

Unarmed Damage is typically 1 Stress Box but Blood of Amber characters get +2 damage with unarmed, melee or any manually-propelled ranged weapons, and absorb 2 damage due to their Toughness (although Toughness only reduces the damage to a minimum of 1). Blood of Chaos characters get +1 damage and absorb 1 damage due to Toughness.

A small weapon adds 1 to the damage.

A typical sword (or similar) adds 2 to the damage

A typical pistol is 3 damage (but doesn't get the Amberite/Chaosite extra damage bonus)

A heavy pistol, machine gun, shotgun or rifle is 4 damage (but doesn't get the Amberite/Chaosite extra damage bonus).

Magically-enhanced weapons add 1 or 2 damage.

Succeeding with Style (beating the target number by 3) doubles the total damage. Each extra 3 doubles the total damage again.

Mooks

- What this mook is skilled at. They get a +2 to all rolls dealing with this short list of things.
- What this mook is bad at. They get a −2 to all rolls dealing with these things.
- Everything else gets a +0 when rolled.
- Give the mook an aspect or two to reinforce what they're good and bad at, or if they have a particular strength or vulnerability. Keep it SIMPLE.
- For NPCs an Aspect can just act as a constant +1 bonus (as they don't have FATE Points)
- Mooks have ZERO boxes in their normal stress track
- ~~Mooks can't take consequences. If they run out of stress boxes they are at -2 on everything and the next hit takes them down.~~
- Mooks have Fatigued (-1) and Broken (-2) Consequences, but these only absorb 2 Stress each and any Stress received while "Broken" immediately takes them down.

To randomize Mook NPCs a bit more for the purpose of this SOLO experience, I plan to roll Fudge Dice and any positive result above +2, will indicate their Highest Approach+Skill and give them additional Normal Stress Boxes equal to that result (ie. 3 or 4). In those rare situations where it seems unlikely there is an elite Special Forces warrior with a +4 Skill, the result could indicate multiple opponents or an unexpectedly potent special weapon.

Better than Mooks (Significant NPCs)

Slightly more significant NPCs should have three broad approaches…

> Body & Speed & Mind, one at +2, one at +1 and one at 0

They get three aspects and a stunt and 3 Stress boxes and Fatigued (-1) and Broken (-2) Consequences, but these only absorb 2 Stress each and any Stress received while "Broken" immediately takes them down.

To randomize NPCs a bit more for the purpose of this SOLO experience, I plan to roll Fudge Dice and any positive result above +2, will indicate their Highest Approach+Skill. In those rare situations where it seems unlikely there is an elite Special Forces warrior with a +4, the result could indicate multiple opponents or an unexpectedly potent special weapon or beneficial situation.

If you want to make a major NPC an expert fencer like a hero, make one of their aspects a fencing aspect and give them one item from each swordplay element.

For significant NPCs an Aspect can just act as a constant +2 bonus. (as they don't have FATE Points)

Monsters

The sections on "Mooks" and "Better then Mooks" really describe human/humanoid NPCs. Monsters, Robots & Beasts aren't restricted to those definitions.

Minor Monsters (or Monster Mooks)

Like "significant" NPCs, these should have Body, Speed & Mind Approaches but aren't limited in the numbers. GMs should assign numbers as feels narratively right. Add a couple of basic Aspects.

Determine whether they have 1 or 2 or 3 points of Armor/Toughness or none based on the Aspects.

Determine number of Standard Stress as 2 + combat or toughness-related Aspects.

Minor Monsters have Fatigued (-1) and Broken (-2) Consequences, but these only absorb 2 Stress each and any Stress received while "Broken" immediately takes them down.

For entirely random "monsters", you could roll stats using four Fudge Dice for each but maybe have a minimum/maximum value in mind for each. Take the highest of Body and Speed as the base for their total "Combat" skill and add +1 for each combat-related Aspect. The "Combat" number can also be the base damage they might do on a hit (+1 per shift – so it's a minimum of 1).

For most "Beasts" the Mind number is an indication of raw cunning and perception – it doesn't indicate they have human-level intellect.

Major Monsters

As with Minor Monsters but add a third Aspect and a couple of Stunts.

Determine number of Standard Stress as 2 + combat or toughness-related Aspects.

The extra Aspect and Stunts can boost the effective "Combat"

Give it one additional Consequence "Wounded" worth the same number as Standard Stress and giving -2 on future Rolls.

After their "Wounded" Consequence, they also get Fatigued (-1) and Broken (-2) Consequences, but these only absorb 2 Stress each and any Stress received while "Broken" immediately takes them down.

Can You Try Again?

In general, you can retry a failed roll if it makes narrative sense and as long as you didn't get a NEGATIVE Result. Retries will always cause 1 Stress and always have a cumulative penalty of 1 on the Roll for each time you fail.

Walking the Pattern

In-game, this shouldn't be something that PCs turn to as an easy way to get a free instant teleport. It should be a Stress-inducing and potentially lethal, risky activity.

To this end, I propose making it a series of challenges that will remain a challenge, regardless of how much Pattern-related skill and knowledge you have. The more Pattern Stunts you have, the stronger the Pattern resists you getting to the centre, so the level of Challenge remains the same.

Narratively, the various Veils of the Pattern (curtains of rainbow-fire that flare up as you go) will bombard you with images - memories – bad and good, visions of hoped-for or feared futures, distractions, intimidations and lures to step off the Pattern.

Mechanically, a five-step Challenge needing increasing levels of Success with increasing levels of Stress. Each Step could offer a way to use Focus to push through, or a random alternative Approach.

If you run out of Consequences and then take more Stress, you are utterly consumed.

The final Target difficulty will be the Walker's number of Pattern Stunts plus Trump Stunts (because the Pattern always seemed to me to be drawn as an artefact of Trumo Artistry) plus (double the number of Logrus Stunts) with a minimum of +5. Each earlier Veil will require a target of one less down to a minimum of +1. These would all be Overcome tests.

Succeed with Style – No Stress for passing this Veil and it creates either a Boost for the next Veil or the visions create an Advantage for some future action not related to Walking the Pattern.

Succeed - Pass through with only 1 Stress

Tie – Either take 1 Stress and have to retry, or Pass through taking Stress equal to difference between your result and the target of the roll, or Pass through but lose something major (an Artefact, a Blood Beast or a Personal Shadow Realm or a random number of Trump cards or all your Prepared/Hung Spells). If you have an already open Trump connection you could be Teleported off, but you can't open a new Trump connection (even as a recipient) until you reach the other side of the Veil.

Fail – Take Stress equal to the target of the Roll or the difference between your result and the target of the Roll (whichever's highest). You must retry. The pressure is too great, any open Trump connection is lost and a new one cannot be established until you reach the other side of the Veil.

You can choose to spend an Action trying to Create an Advantage, if you have any Pattern Stress boxes left but that brief pause in momentum costs you a point of Pattern Stress whether it succeeds or fails.

When you get through to the centre…

- +1 FATE point
- Any Pattern Stress lost during the Walk is recovered – normal Stress and Consequences, is not recovered, nor are any Artefacts, Blood Beasts, Personal Shadow Realms, Trump and Focus Approach points lost during this Walk
- Any curse or disease or poison or mental or magical influence or similar affliction is burned from your body or mind.
- You may Teleport anywhere you can imagine (you can't use this to find a missing thing, vague concept or person)
- You can remain at the centre of The Pattern as long as you like – even for days and weeks if you have food and drink.
- You can Use Trumps from here. If you summon somebody else there through the Trump they can come (if they aren't of the Blood of Amber they will be instantly incinerated). Being teleported to the centre does not confer any of the other abilities gained by Walking the Pattern, and the only way they can leave is to Walk the Pattern in reverse (toughest Veil to easiest) or Trump Teleport. Walking it in reverse confers no benefits.

Assaying the Logrus

In-game, this shouldn't be something that PCs turn to as an easy way to get a free instant teleport to any Shadow with a non-positive Pattern Axiom. It should be a Stress-inducing and potentially delirium-inducing, risky activity.

To this end, I propose making it a series of challenges that will remain a challenge, regardless of how much Logrus and Shapeshifting-related skill and knowledge you have. Perhaps the more Shapeshifting and Logrus Stunts you have, the stronger the Logrus resists you getting to the centre, so the level of Challenge remains the same.

Narratively the various Coils of the Logrus (sections of hostile environment) will bombard you and seek to make you lose control of your Shapeshifting and drive you into Delirium

Mechanically, a five-step Challenge needing increasing levels of Success with increasing levels of Stress. Each Step could offer a way to use Focus to push through or a random alternative Challenge

such as physical strength, actual curtain of Fire, section of underwater tunnel, a huge leap, poisonous smoke etc.

If you run out of Consequences and then take more Stress, you are utterly dissolved.

The final Target difficulty will be the Walker's number of Shapeshifting Stunts plus Logrus Stunts plus (double the number of Pattern Stunts) with a minimum of +5. Each earlier Coil will require a target of one less down to a minimum of +1. These would all be Overcome tests.

Succeed with Style – No Stress for passing this Coil and it creates either a Boost for the next Coil or something in the challenge creates an Advantage for some future action not related to Assaying the Logrus.

Succeed - Pass through with only 1 Stress

Tie – Either take 1 Stress and have to retry, or Pass through taking Stress equal to difference between your result and the target of the roll, or Pass through but lose something major (an Artefact, a Blood Beast or a Personal Shadow Realm or a random number of Trump cards or all your Prepared/Hung Spells). If you have an already open Trump connection you could be Teleported off, but you can't open a new Trump connection (even as a recipient) until you reach the other side of the Coil.

Fail – Take Stress equal to the target of the Roll or the difference between your result and the target of the Roll (whichever's highest). You must retry. The pressure is too great, any open Trump connection is lost and a new one cannot be established until you reach the other side of the Coil. Make a note of each failure. If you survive, after 1-6 days (reduced by the number of failures to a minimum of 1-6 hours, you will be forced into your Demon Form and go on a Rampage of mindless destruction with +1 on all Force and Haste rolls for each failure. The Rampage will last 1 full day per failure. If you have gone through official channels to Assay the Logrus, the Keepers of the Logrus will lock you up for a month or until after the delirium has passed.

You can choose to spend an Action trying to Create an Advantage, if you have any Logrus or Shapechanging Stress boxes left but that brief pause in momentum costs you a point of Logrus or Shapechanging Stress whether it succeeds or fails.

When you get through to the centre…

- +1 FATE Point
- Any Logrus and Shapechanging Stress lost during the Walk is recovered – normal Stress, is not recovered, nor are any Artefacts, Blood Beasts, Personal Shadow Realms, Trump and Focus Approach points lost during this Assay
- You may Teleport anywhere you can imagine that has a non-positive Pattern Axiom (you can't use this to find a missing thing or person)
- You cannot remain at the centre of The Logrus, must Teleport away immediately or be destroyed.

Recovering Stress and Consequences

- The first point of Stress from each Power Track recovers 1 after an Hour of rest and then each subsequent point recovers every 4 hours of rest.
- The Broken Consequence recovers after 24 hours of Rest but will not recover while the character is Fatigued.
- The Fatigued Consequence recovers after 8 hours of Rest.
- If there is a significant time jump (a couple of days), Power Tracks and Consequences recover in full.

A Note about Languages – Thari

To prevent too much concern over speaking the right language for a Shadow, most places that are "imagined" into existence, will be created speaking Thari (English) at least as one of the world's major languages.

When new Scions of Amber arrive in Amber for the first time, if they don't already speak Thari, the language will be magically gifted to them, usually by Queen Vialle who is able to project the knowledge of the Language directly into the subject's brain by touching their forehead and concentrating for a few minutes. The Courts of Chaos have a few such "Language Teachers" available.

This ability also allows the "Language Teacher" to touch two people at once and copy a Language from one to the other.

There are Magic spells (Comprehend Languages and Tongues) that can remove Language Barriers temporarily too.

Tactical Movement & Cover

Most of the time, combat in Amber Accelerated doesn't require a Grid and is handled narratively. Sometimes it will be easier to describe with the use of a Map. In these cases…

- Squares are 5ft
- Movement Rate is 4+HASTE squares. Using Action to DASH gives a Roll+HASTE extra squares and adds +2 to DODGE vs Ranged attacks
- Difficult Terrain (marsh, stairs etc) cost 2 squares per 5ft.
- 1 Third Cover = +1 to Dodge or off Ranged Attack
- 2 Thirds Cover = +2 to Dodge or off Ranged Attack
- Full Cover = +4 to Dodge or off Ranged Attack (unless transparent) AND the Cover counts as Armor

Plot Ideas

You can always roll on the Ironsworn Oracle tables for Action & Theme on my Tools page at https://aigm.igm4u.com/amber_oracles.html

There are dozens more Oracle Tables to help you there too.

However, for a deeper Plot/Scheme/Story with a more AMBER feel to it, you really need a bit more work…

You could start by deciding whether the SOLO/GM should know much about the Plot in advance or whether to let events unfold and then try to retro-fit a Plot to explain them. I think both work, but first, I'll examine knowing the APPARENT PLOT and then trying to fit future events in to it and later making a check to see if the APPARENT PLOT is actually the REAL PLOT.

Building an Apparent Plot in Advance

To challenge an Amber Player/Character, you ideally want to present a PLOT or SCHEME by either another Amberite, or a Chaos Lord or a Cabal of Chaosites or maybe a group in a Shadow that's significant to the character or (less likely) some as-yet unknown agency or a mixed bag.

There should also be a chance that the apparent ENEMY is not the ACTUAL Enemy, but we'd roll for that when the Character uncovers the Apparent plot.

So, let's randomly determine an Apparent Enemy.

Roll 1d6	
1	Amberite
2	Cabal of Amberites
3	Chaos Lord
4	Cabal of Chaosites
5	Shadow Organisation
6	Other or Roll Twice!

Let's break this down further to people with the power and influence needed to challenge a PC.

Amberites

Roll 1d6		
1	An Elder Amberite	
2	An Amberite of the PC's generation	
3	A Senior Court Noble	
4	A Cabal of Nobles	
5	Golden Circle Shadow	Merchant, Soldier, Ruler
6	Other Person with POWER from either Amber or a Golden Circle Shadow or other Shadow	Logrus Master, Trump Artist, Sorcerer, Shapechanger

How could the Enemy hope to Lure, Capture or otherwise Defeat a character of the PC's power level? Should they start with…

1. Friendly contact – ask for help with something? Convince King Random or somebody else the PC respects, to get them to "help"? Hire the PC to bring some "Trump", "Pattern", "Logrus" or "Sorcery" Macguffin to the Enemy
2. Kidnap attempt. Would need to be a significant attempt, knowing the Power of the PC". Using Mercenaries or Relatives or Beast with Shadow Trail, to carry out the attempt?
3. Murder attempt. Send some Trump-artefact beast with Shadow Trail? Mercenaries? Relatives of the Enemy, Tricked/Misdirected good-guys? Bribed or Tricked Servant to attempt Poison?
4. Set some Chaos Mercenaries on to the PC, with a clue in their possession that suggests the Enemy is also on their list – this one looks like a mere Kidnap attempt but is expected to fail – very suited to an devious Amber Intrigue
5. Threaten somebody significant to the PC
6. Some kind of Trump Trap / Domination attempt

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Revisions

V0.9.1 - 19/08/2022 – AMBER > Chaos > shadow & Monsters

Throwing Game Balance further to the winds, in order to reflect one of the major genre elements from the novels. Those with the Blood of Amber should be stronger and tougher than those with the Blood of Chaos and MUCH stronger and tougher than mere Shadows.

- Those with Blood of Amber count as if their skin is armor:2 and do +2 damage against Shadows.
- Those with Blood of Amber count as if their skin is armor:1 and do +1 damage against those with the Blood of Chaos.
- Those with Blood of Chaos count as if their skin is armor:1 and do +1 damage against Shadows.

Added a section on Mino and Major Monsters.

V0.9.2 - 20/08/2022 – A Note about Languages

Added a section on "Thari" and magically learning it from Queen Vialle. Also how Shadows you imagine will typically have a language you imagine too.

Thari is spoken by most Shadow Walkers (from Amber or Chaos).

V0.9.3 - 23/08/2022 – Use of POWER Stress Tracks

During play-testing it occurred to me that there is no benefit to using the Stress Tracks relating to POWERS (Pattern, Logrus, Trump, Shapechanging, Magic) instead of the Standard Stress track, if they take longer to recover.

I'm changing it so that you HAVE to use at least one point from the Power's Track, or tick a Consequence (such as either Fatigued or Broken for PCs) to activate a Power but can pay the rest of any cost with Standard Stress. This limits Shadow-based NPC Mooks quite a bit (as they have no Consequences), but adds to the overall superiority of Chaos and Amberite individuals.

V0.9.4 - 31/10/2022 – Expanding on Spells, Tactical Movement & Cover

Sorcery Example: Esther chooses to have THREE Sorcery Stunts and chooses…

Divination Level 1 (allowing cantrips and Level 1 spells from the Divination School)

Divination Level 2 (allowing upto Spell Levels 2&3 from the Divination School)

Illusion 1 (allowing cantrips and Level 1 spells from the Illusion School)

With Sorcery 3, she can Prepare/Hang up to 9 spells. While Spells are Prepared/Hung she must keep a number of Standard Stress boxes ticked equal to the highest level of Spell Prepared/Hung.

Preparing a spell to cast will take 10 mins per Spell Level, but casting prepared/hung spells only takes a number of Actions (6-seconds each) depending on the Level and the Magic Axiom of the Shadow you are in.

The list of Schools can be found at the bottom of http://dnd5e.wikidot.com/spells and you can click on the names of the Schools to get the specific lists of spells.

Please note that the Spell Lists are to be used mainly for the name and general flavour of the spell, not for its exact D&D mechanics.

Tactical Movement & Cover

Most of the time, combat in Amber Accelerated doesn't require a Grid and is handled narratively. Sometimes it will be easier to describe with the use of a Map. In these cases…

- Squares are 5ft
- Movement Rate is 4+HASTE squares. Using Action to DASH gives a Roll+HASTE extra squares and adds +2 to DODGE vs Ranged attacks
- Difficult Terrain (marsh, stairs etc) cost 2 squares per 5ft.
- 1 Third Cover = +1 to Dodge or off Ranged Attack
- 2 Thirds Cover = +2 to Dodge or off Ranged Attack
- Full Cover = +4 to Dodge or off Ranged Attack (unless transparent) AND the Cover counts as Armor

V0.9.5 - 30/04/2023 – Various Rules Updates

I've now run about 15 sessions of a multi-player game with Amber Accelerated, with me acting as a traditional GM (rather than a co-op GM-less game). The Game System is working well, but there are a few elements that seem to need re-balancing and adjusting. This update hopes to fix minor problems such as…

- The Use of Trump Teleport is too fatiguing for NPCs
- Creating Trump Sketches and Trump Cards is too fatiguing even for PCs!
- I still want to limit the number of times Trumps can be used in a session as it's too easy to make things trivial if you can **ALWAYS** nip home to fetch equipment or instant escape.
- In 2-3 hour sessions of such a narrative-focussed game, significant Dice Rolls are too infrequent to reduce the PCs' FATE Points and make it worthwhile triggering their TROUBLE Aspect. I intend to switch between REFRESH as a number of points to begin with each session and make it the MAXIMUM number the PC can hold. PCs will gain only 1 FATE Point at the start of a session so that they will need to self-compel and GM-compel if they want more.

  COMPELS are part of the standard Fate Accelerated rules, but are basically events/actions that make life more interesting/challenging for the PC. If the player suggests a SELF-COMPEL and it seems acceptable to the GM, they get a FATE Point for it. If the GM suggests a COMPEL the player will be offered a Fate Point but would have to PAY a Fate Point to refuse the suggestion. GMs are encouraged to COMPEL in order to make the story more fun for everyone as well as to help the Player gain FATE Points.
- The "Haste" Approach doesn't get much use as I often allow a PC to either **dodge** (with Haste) or "tough it out" (with Force) instead. I plan to switch so that dodging (with Haste + bonuses for combat skill) will avoid all damage but "toughing it out" (with Force) will always cause 1 Stress.
- Added a section on Combat and Damage
- NPC Mooks, Significant NPCs, Minor and Major Monsters will now ALL have the Fatigued and Broken "Consequences" but these will only be worth 2 Stress each. This allows an NPC to make a Trump call or two without falling unconscious. It should still allow for one-hit knockouts of Mooks, so they will have 0 Normal Stress, a 2-point Fatigued and a 2-point Broken "Consequence"
- The PATTERN Stress track can no longer be used to activate other Powers such as Trump.
- Adjustments to the rate at which Stress of various types recovers.
  - The first point of Stress from each Power Track recovers 1 after an Hour of rest and then each subsequent point recovers every 4 hours of rest. If there is a significant time jump (a couple of days), Power Tracks recover in full.
  - The Broken Consequence recovers after 24 hours of Rest but will not recover while the character is Fatigued.
  - The Fatigued Consequence recovers after 8 hours of Rest.
- Minor changes to the "A Note about Languages" section
- Logrus:Shadow-walk is **prevented by any positive PATTERN** Axiom.
- Minor changes to the sections on Trump Mental Conflict, Trump Teleport and Trump Artefact, Magic and Magic Artefact, Advancement, Logrus and Shapechanging Powers
- Removed Section on Mental Conflict via Trumps and replaced with the use of Trump as a distraction
- Added images of the new CUSTOM Roll20 Charactersheet

V0.9.6 – Update on 01/09/2023

I've recently run 25 sessions of a multi-player game with Amber Accelerated, with me acting as a traditional GM (rather than a co-op GM-less game). The Game System is working well, but there are a few elements that seem to need re-balancing and adjusting as Player rolls are getting too many bonuses and too easily reaching typical Challenge Targets. This update is aimed to generally reduce the "Power Creep" issue by making "Skills" more tightly defined and Powers don't give bonuses to Rolls, just bonus Power Track (stress points)…

- Stunts (which includes Powers and Skills) are more tightly defined
  - Skills give a +1 bonus to a specific use case, either a VERY specific narrative situation or to a specific Action. Eg. "+1 to ATTACK with a Sword" or "+1 to DEFEND with a Sword" or "+1 to DEFEND when unarmed" or "+1 to CREATE AN ADVANTAGE using Shadow Manipulation"

Having additional Power Stunts in the same general area (eg. For PATTERN-based Powers, having Shadow-walking, Shadow Manipulation and Pattern Lens) **does NOT give +1 on Rolls to use the Powers**. It does continue to give additional boxes on the Power's Stress Track.