

FATE OF CTHULHU ACCELERATED

Fate of Cthulhu and *Fate Accelerated Edition* are built using the same *Fate Core* skeleton, and as a result very little needs to be changed: aspects, stunts, actions and outcomes, and basic scene structures (including use of the timeline track) are all the same.

Replace Skills with Approaches

Instead of skills, PCs have a list of six **APPROACHES**; rather than concerning what a character does, approaches determine *how* they act. Rank one at Good (+3), two at Fair (+2), two at Average (+1), and the last at Mediocre (+0).

- ▼ **Brutal:** Use direct, overwhelming force. Throw a haymaker, shout a cutting insult, wrestle a monstrous beast.
- ▼ **Bold:** Act decisively with flair and attention-grabbing confidence. Lay out a daring plan, impress someone at a party, act as the bait in a trap.
- ▼ **Cautious:** Take action slowly, with care and precision. Line up a long-range shot, search a crime scene for clues, translate an ancient text.
- ▼ **Clever:** Use quick thinking and ingenuity. Predict an opponent's moves, crack a cypher, jury-rig a weapon.
- ▼ **Covert:** Act with subtlety, stealth or misdirection. Sneak past guards, lie convincingly, cover up the tentacles sprouting from your back.
- ▼ **Fast:** Focus on speed and agility. Dodge an enemy's blow, win a race, flee from an expanding ball of arcane fire.

Characters can use any approach to take any sort of action, so long as the player can justify how they are acting in that fashion; it's easy to see how you might Brutally attack a cultist, but hard to justify Brutally sneaking away.

The GM may also adjust the opposition to an action based on its approach; it's possible to evade a roving Mi-Go by moving Cautiously, but easier if you're Covert.

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MAGIC AND BACKLASH

You may use any approach to perform magic, for instance using Bold arcane sigils or Brutal bloody sacrifice.

Likewise, you can use any approach to defend against backlash or time lashing out, like using Cautious focus to ground yourself, or being somehow Fast enough to evade lashing tendrils of reality.

Because PCs will usually use their best approach here, the GM gets an additional tool to give eldritch forces more teeth: they may invoke one of each character's corrupted aspects for free.

APPROACHES AND ADVANCEMENT

At a minor milestone, you may switch the ranks of two approaches. At a major milestone, you can increase the rank of one approach by one step; you do not need to maintain a column structure, however no approach may exceed Great (+4).

Combined Stress

PCs have a single four-box long stress track to absorb both physical and mental stress. You do not get extra boxes or consequence slots based on your approaches.

Each box can take one point of stress, and you may check as many as needed to absorb a hit.

Corruption Stunt Templates

Fate of Cthulhu already has templates for creating standard stunts, and those work much the same aside from the skill component. Instead, you'll use an approach rather than a skill to fill out the template. You may use a similar construction when making corruption stunts:

- ▼ “Because I have/am [Corrupted aspect], I can mark corruption to get +4 to [approach]ly [action] when [specific circumstance],” or
- ▼ “Because I have/am [Corrupted aspect], I can mark corruption to [approach]ly [do a thing you can do that's well beyond human limitations].”

For example:

Because I have CHITINOUS PLATING, I can mark corruption to get +4 to Brutally defend when attacked by a melee weapon.

Because I am DRIFTING OUT OF PHASE WITH REALITY, I can mark corruption to Covertly phase through solid walls.

Creating and Adapting NPCs

When creating NPCs, aspects and stunts work as normal. Give them stress boxes based on how threatening they should be: major opponents will have six boxes, minor threats might have just one.

Minor NPCs don't need approaches, just a list of one to three things they are Good (+2) or Bad (-2) at; a basic cultist might be Good (+2) at Following Orders and Bad (-2) at Self-Control, for instance.

More potent enemies can use approaches, but they don't necessarily have the entire set of six; if they lack an approach, they never act in that manner. A shoggoth is often Brutal but **never** Clever.

The pre-gen NPCs in the timelines can be used largely as is; if they need a combined stress track, just make it equal to the longer of their physical or mental tracks.

You can simply keep their skills the same. It's the easiest option, it won't break anything, and especially for minor NPCs it will save you a lot of trouble.

But if you want to give a pre-gen NPC approaches, here's the 30-second conversion:

- ▼ Decide which approach best summarizes the NPC's strengths. Use your instincts: Jürgen Saur's high Lore and Will suggests he's mostly Clever, Reverend Leroy Anderson's high social position suggest he's Bold, and the Red Magdalena's whole *deal* is clearly Brutal.
- ▼ Give the NPC that approach at a rating one step lower than their highest skill—if their apex skill is Great (+4), their best approach will be Good (+3). Then give them the two next-most appropriate approaches at the next step down, then two more at the step below that, and the last one at the next step down.
- ▼ If at any point you reach Mediocre (+0), stop; any approaches the NPC doesn't have at least one point in are approaches they will never use.
- ▼ Once assigned, check their stunts, and reframe them to use approaches instead of skills. Try to stay true to the spirit of the stunt; a bonus to Fight might seem like it would naturally translate to Brutal, but the stunt might actually be describing a Covert backstab, a Fast sucker-punch, or a Clever maneuver.

NAME

ASPECTS

HIGH CONCEPT

CORRUPTED?



TROUBLE



RELATIONSHIP



OTHER ASPECT

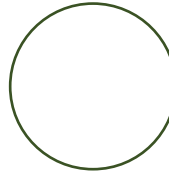


OTHER ASPECT



VITALS

REFRESH



Starts at 3.

CORRUPTION



When filled, erase all marks and corrupt an aspect.

STRESS



CONSEQUENCES



MILD



MODERATE



SEVERE

REGULAR STUNTS

Start with two stunts for free. You may buy additional stunts for 1 Refresh each, so long as your Refresh remains at or above 1.

CORRUPTION STUNTS

Whenever one of your aspects becomes corrupted, you also gain a corruption stunt at the next minor milestone.



APPROACHES

Start with one Good (+3), two Fair (+2), two Average (+1), and one Mediocre(+0).

+ ___ Brutal

+ ___ Bold

+ ___ Cautious

+ ___ Clever

+ ___ Covert

+ ___ Fast