

DISGUISE

Score: **CHARM**

This skill allows the Hero to transform their facial appearance to mimic nearly any humanoid (of the approximate size and race) they've seen. The Hero must have specific gear, **Theater Bag**, to perform this skill. The Hero's voice will not be a perfect mimic but very brief, gruff statements can go undetected. Fate should apply penalties to the Challenge Roll if the disguised Hero encounters close family members, group members, or dear friends.

This skill will only be effective against non-magical detection. Any spell that's designed to identify an individual will succeed in revealing a Disguised Hero's true identity.

The disguise will be lost if the Hero participates in hard labor or activities, such as melee combat. The Hero will be required to perform a successful **CR: Charm** every 20 minutes.

DETECT DISGUISE

A Hero with this skill can detect someone using a Disguise. Upon the encounter, Fate would secretly perform a **Challenge Roll** for the Hero. If successful, Fate would inform the player of the Disguised individual's attempted deception.

A Penalty or Bonus to the Hero's Challenge Roll is assigned based on which, the Disguised or the Hero, has the greater Charm score. Unless otherwise stated, Fate should assign **Charm: 9** for the Disguised.

FORGERY

Score: **CHARM**

This allows the Hero to create, with the necessary supplies available; documents, objects, or items that can be substituted for the authentic object. The Hero must have held the original object, inspected, studied, or have a copy.

DETECT FAKE

A Hero with this skill can also detect a fake item produced by Forgery. Upon the encounter, Fate would secretly perform a **Challenge Roll** for the Hero. If successful, Fate would inform the player of the attempted deception. A Penalty or Bonus to the Hero's Challenge Roll is assigned based on which, the Forger or the Hero, has the greater Charm score. Unless otherwise stated, Fate should assign **CHARM: 9** for the Forger.

EXAMPLE

The Hero has been given an item to sell to a local Merchant.

Hero's Charm Score: 12
Forger Charm Score: 9
Difference **+3**

This would result in a **CR: Charm (+3)**. Fate would need to roll a **15** or lower (12+3) to determine the object is a fake.

EXAMPLE

The Hero has met the new council member, but there's something 'off' about them.

Hero's Charm Score: 10
Disguised Charm Score: 14
Difference **-4**

This would result in a **CR: Charm (-4)**. Fate would need to roll a **6** or lower (10-4) to notice the disguise.