

Burn Notice in Fate Core – Skills and Their Stunts

Skills and stunts marked * are from **MyGURPS** instead of *Fate Core*. Skills marked † are from *Fate Core* but have important notes on **MyGURPS**. Those marked ‡ are found in *Building Stunts* (pp. 88-95) instead of the skill list. Note that “SWS” is short for “Succeeding with Style” while “DWS” (defending with style) refers to Succeeding with Style on a defense roll.

Athletics

Dazing Counter (DWS vs. Fight gives you “Dazed” advantage on foe); Hardcore Parkour (+2 to overcome when chasing across rooftops, etc.); Sprinter (move two zones for free in a conflict, instead of just one).

Burglary

Always a Way Out (+2 for escape advantage); Security Specialist (resist Burglary with Burglary); Talk the Talk (use as Contacts w/thieves); You’re Never Safe‡ (destroy someone’s confidence to make mental attacks).

Computers*

Financial Expert* (+2 for finances); Firewall* (+2 obstacle to trace you); Google-Fu* (use as Lore when online).

Contacts

Ear to the Ground (use for initiative on home turf); Followers* (multiple weak minions); Recruiter* (replace followers quickly); Rumormonger (+2 for rumor advantage); Sidekick* (one reliable NPC), The Weight of Reputation (use as Provoke for fear advantages).

Deceive

Fast Talk‡ (+2 if you only need a few sentences); Hey What’s That?‡ (+2 to distract); Instant Cover‡ (after overcoming, add a scene aspect with one free invocation); Lies Upon Lies (+2 to dupe someone *again*); Mind Games (mental attacks); One Person, Many Faces (1 FP for “I met him before!”); Quick Disguise‡ (disguise with no prep time). (*Ignore any prerequisites.*)

Drive†

Hard to Shake (+2 for pursuit); Pedal to the Metal (you win ties in races); Ramming Speed (you take two less stress from your own vehicular attacks).

Empathy

Lie Whisperer (+2 to detect); Nose for Trouble (use for initiative if you’ve prepared); Psychologist (once per session, reduce someone’s mental/social consequence).

Explosives*

Always Loaded* (have charges handy); Careful Mixer* (safer, easier charge creation); Explosion Surfer* (use as Athletics for blasts, and take less stress).

Fight†

Backup Weapon (1 FP to turn “Disarmed” into a mere boost); Heavy Hitter (SWS gives you an advantage instead of a boost); Killing Stroke (1 FP to shift a foe’s consequence down one step, once per scene); Riposte‡ (DWS to inflict 2 stress instead of taking the boost).

Gadeteer† (uses Crafts rules)

Always Making Useful Things (always have tools handy); Better than New! (repair SWS gives you an aspect instead of a boost); Surgical Strikes (can attack *selectively* when making whole-zone attacks).

Investigation

Attention to Detail (resist Deceive); Eavesdropper (discover an extra aspect when doing so); The Power of Deduction (1 FP to potentially discover *several* aspects about a scene).

Lore†

Cross-Trained* (better agency purview modifiers); I've Read About That! (1 FP to use as almost any skill); Linguist* (add free languages + linguistic knowledge); Shield of Reason (resist Provoke); Specialist (+2 for one field of study).

Medicine*

Bedside Manner* (+2 or use Medicine for having your doctor advice listened to); Drug-Resistant* (+2 or use Medicine to resist); Triage* (once per session, reduce someone's physical consequence).

Notice

Danger Sense (roll at no penalty to detect danger, even if concealed); Body Language Reader (use as Empathy); Reactive Shot (use as unsafe Shoot).

Physique

Grappler (+2 for advantages); Take the Blow (resist Fight, but take 1 stress minimum); Tough as Nails (once per session, 1 FP to reduce your mild or moderate physical consequence).

Provoke

Armor of Fear (resist Fight, until you take stress); The Fight in the Dog‡ (use as Physique for entering contests); Okay, Fine! (use as Empathy to learn aspects via bullying); Provoke Violence (invoke an advantage to draw aggro).

Rapport

Best Foot Forward (turn a boost into an advantage, twice per session); Demagogue (+2 when giving a speech); Popular (use as Contacts in an area where you're well-liked).

Resources

Money Talks (use as Rapport when bling would help); Savvy Investor (extra invoke on advantages that represent investments from a previous session); Trust Fund Baby (two free "windfall" boosts per session).

Shoot

Called Shot (1 FP to add a situation aspect to target if you hit); Lead in the Air‡ (+2 opposition vs. sprints if firing full auto); Quick on the Draw (use for initiative); Uncanny Accuracy (extra invoke on "aim" advantage, once per conflict).

Stealth

Backstab‡ (use to attack unaware foes); Face in the Crowd (+2 to blend); Ninja Vanish ("Vanished" boost once per scene, lasts until invoked or overcome via foe's Notice); Slippery Target (resist Shoot when you're in darkness at least a zone away).

Survival*

Animal Ken* (commune with animals); Herb Lore* (use as Medicine in the wild); Pathfinder* (never get lost).

Will

Hard Boiled (ignore a consequence for a scene, but then it comes back worse); Indomitable (+2 to resist Provoke attacks of intimidation or fear); Strength From Determination (use as Physique for feats of strength).