

IT'S TIME TO PLAY **FATE**!

I WANT TO PLAY A SPY!

FATE DOESN'T HAVE A DEFAULT SETTING, WE'LL CREATE ONE TOGETHER AT THE END OF THIS EXPLANATION OF THE RULES. HOWEVER, HOLD THAT THOUGHT - FATE WORKS BEST WITH CHARACTERS WHO ARE PROACTIVE, CAPABLE PEOPLE LEADING DRAMATIC LIVES.

THAT'S ALL OF MY CHARACTERS EVER!

WHEN YOU WANT TO DO SOMETHING INTERESTING, YOU ROLL FOUR OF THESE **FATE DICE** AND SUM UP THE RESULTS.

SO  $\oplus \oplus \ominus \blacksquare = +1$ , FOR EXAMPLE.

SO THE RANGE OF OUR ROLLS IS ONLY BETWEEN... -4 AND +4?..

YEP! THE HIGHER THE RESULT, THE BETTER YOU SUCCEED AT WHAT YOU WERE TRYING TO DO.

THE TWO MAIN WAYS TO INCREASE YOUR RESULT ARE YOUR CHARACTER'S **SKILLS** AND **ASPECTS**.

**SKILLS** ARE THE THINGS YOU'RE GOOD AT. DIFFERENT CAMPAIGN SETTINGS HAVE DIFFERENT SKILLS, BUT YOUR CHARACTER WILL ALWAYS HAVE TO RANK THEM BETWEEN **+1 TO +4**.

SKILLS			
Great (+4)			
Good (+3)			
Fair (+2)			
Average (+1)			

MY SPY WILL HAVE **+4 STEALTH**!

SURE, WHICH MEANS SHE'LL ADD +4 TO EVERY ACTION THAT'S BASED ON HER STEALTH.

SKILLS CAN ALSO HAVE **STUNTS**, TO ALLOW FOR SPECIAL USES OR EXTRA PLUSES.

LIKE... +2 TO STEALTH IN AN URBAN ENVIRONMENT?

FOR EXAMPLE. OR **BACKSTAB**, WHICH LETS YOU USE **STEALTH** FOR PHYSICAL ATTACKS IF THE TARGET ISN'T AWARE OF YOU.

STUNTS CAN MAKE YOUR CHARACTER BOTH POWERFUL AND **UNIQUE**. THEY'RE COOL.

**ASPECTS** ARE FATE'S **BIG THING**. THEY ARE SIMPLE PHRASES THAT DESCRIBE SOMETHING SIGNIFICANT ABOUT A CHARACTER OR A SITUATION. IT CAN BE A PERSONALITY TRAIT, PART OF YOUR HISTORY, A CATCHPHRASE, ALMOST ANYTHING.

YOU CREATE YOUR CHARACTER'S ASPECTS WITH THE GM AND THE OTHER PLAYERS, SO THAT EVERYONE UNDERSTANDS WHAT YOU MEAN BY YOUR ASPECT.

THE ASPECTS OF THE LOCATION OR THE SCENE ARE USUALLY DETERMINED BY THE GM, BUT YOU CAN ALSO CREATE NEW ONES USING ACTIONS (WE'LL GET TO THAT IN A BIT).

**ASPECTS**

- High Concept: Suave spy
- Trouble: Can't teach an old dog new tricks
- Trained by MI6
- "I am the one who knocks"

Back alley

- blinking street light
- you can cut the tension with a knife

WHEN YOU **USE** AN ASPECT, YOU CAN EITHER **REROLL THE DICE** OR **ADD +2 TO YOUR ROLL**, WHICHEVER IS MORE HELPFUL. IN ANY CASE, YOU CHOOSE **AFTER** YOU MAKE THE ROLL.

THAT'S CALLED **INVOKING THE ASPECT**.

TO INVOKE AN ASPECT YOU FIRST NEED TO EXPLAIN HOW THAT ASPECT IS HELPFUL TO THE ACTION YOU JUST ROLLED.

I TRIED TO SNEAK INTO THE DARK ALLEY... I "**FEEL AT HOME IN THE SHADOWS**", SO CAN I USE THIS ASPECT?

YUP! BUT TO DO SO YOU MUST ALSO SPEND A **FATE POINT**.

EACH PLAYER GETS A FEW FATE POINTS AT THE BEGINNING OF EACH SESSION.

THEY'RE **REALLY** USEFUL. IN ADDITION TO INVOKING ASPECTS, YOU CAN ALSO USE THEM TO ACTIVATE ESPECIALLY POWERFUL STUNTS, OR TO ADD A SPECIFIC DETAIL TO THE STORY--

THERE'S A DRAGON IN THE CRATE!

--THAT'S BASED ON ONE OF YOUR ASPECTS.

IT'S A DRAGON SPY!

SEEMS LIKE WE'LL BE SPENDING FATE POINTS LEFT AND RIGHT... CAN WE GET MORE SOMEHOW?

YEP, THROUGH **COMPELLING**!

IT'S THE OTHER SIDE OF EVERY ASPECT. WHEN SOMEONE COMPELS ONE OF YOUR ASPECTS (DOESN'T HAVE TO BE THE GM!), THEY ANNOUNCE HOW THAT ASPECT **COMPLICATES** YOUR LIFE.

HEY EMILY, THE PERSON WHO'S SHOOTING AT YOU - SHE'S YOUR FRIEND FROM YOUR TRAINING IN MI6!

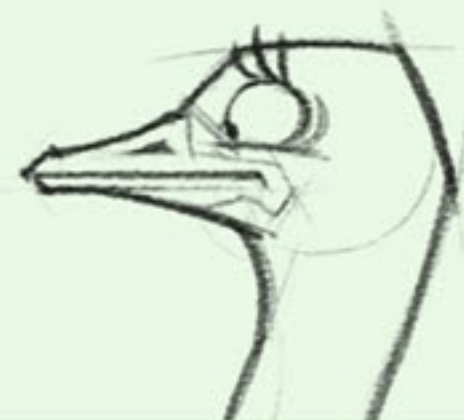
WHAT!

YOU CAN EITHER ACCEPT THE COMPLICATION AND **RECEIVE** A FATE POINT... OR PAY A FATE POINT TO PREVENT THE COMPLICATION FROM HAPPENING.

YOU ALSO RECEIVE A FATE POINT IF YOU **CONCEDE** IN A CONFLICT...

CONCEDE? NEVER!

...WHICH LEADS US TO **ACTIONS**.





WHEN YOU'RE ROLLING IN FATE, YOU ALWAYS ROLL A **SKILL** WITH **ONE OF THE FOUR TYPES OF ACTIONS** - DEPENDING ON WHAT YOU'RE TRYING TO DO.

1 THE "CLASSIC" ROLL IS TO **OVERCOME** SOMETHING.

YOU ROLL AGAINST A DIFFICULTY LEVEL, TAKEN FROM THE **LADDER**.

THE WALLS IN THIS BACK ALLEY ARE OLD AND FULL OF HOLES, SO IT'S A **+2 FAIR CHALLENGE**.

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

LIKE CLIMBING TO THE ROOF TO FACE THE SHOOTERS!

WITH EVERY ROLL, THE STORY ADVANCES. EVEN IF YOU FAIL, YOU CAN CHOOSE INSTEAD TO **SUCCEED WITH A COST** (YOU MAKE IT TO THE TOP, BUT LOSE YOUR GUN), OR MAYBE YOU GIVE YOUR OPPONENT A NEW ADVANTAGE.

IF YOU ROLL AT LEAST 3 HIGHER THAN YOU NEEDED, YOU **SUCCEED WITH STYLE**, GETTING AN ADDED BENEFIT.



2 YOU CAN ALSO ROLL TO **CREATE AN ADVANTAGE**, WHICH ADDS A TEMPORARY ASPECT TO THE ENVIRONMENT, THE SITUATION, OR EVEN TO SOMEONE ELSE.

IF YOU SUCCEED, YOU CREATE A SITUATION ASPECT, WITH **ONE "FREE" INVOCATION**. ANY OF YOU GUYS CAN NOW USE THAT ASPECT, AND THE FIRST INVOCATION IS MADE **WITHOUT PAYING A FATE POINT**.

I ROLL **STREET TALK** TO GIVE THE SHOOTERS THE **"DISTRACTED AND TAUNTED"** ASPECT...

NOW EMILY CAN GET **+2** OR **REROLL** ON HER **GUNS** ROLL AGAINST THEM.

ARE YOU SAYING MY GUNS AIN'T GOOD ENOUGH?

3 AND THEN THERE'S **ATTACK**

THAT'S WHEN YOU TRY TO **HARM SOMEONE IN A CONFLICT**. ANY CONFLICT! COMBAT, SOCIAL, POLITICAL... WHATEVER YOU WANT, ACCORDING TO YOUR SKILLS AND DESCRIPTION.



WHEN YOU SUCCEED ON AN ATTACK, YOU INFLICT A **"HIT"** - THE HIGHER YOUR ATTACK COMPARED TO THEIR DEFEND, THE BIGGER THE HIT.

THE TARGET MAY NOW TRY AND **"BUY OFF"** THE HIT BY TAKING **STRESS** OR **CONSEQUENCES**; OTHERWISE, THEY'RE OUT OF THE CONFLICT, AND YOU DECIDE THEIR FATE.

(IF YOU SEE YOU'RE LOSING, YOU CAN - AND SHOULD - **CONCEDE** IN ORDER TO ESCAPE ON YOUR TERMS).

4 WHICH IS ALWAYS OPPOSED BY **DEFEND**.

YOUR OPPONENT ROLLS AGAINST YOUR ATTACK, AND YOU TRY TO BEAT EACH OTHER'S RESULT.

**DEFEND** CAN ALSO BE ROLLED AGAINST A **CREATE AN ADVANTAGE** ACTION, IF IT'S DIRECTED AT SOMEONE.



WE. WILL. **NEVER CONCEDE!**

SO... HOW CAN WE TELL IF WE'RE LOSING?... WHERE ARE THE HIT POINTS?

EACH CHARACTER HAS A FEW PHYSICAL AND MENTAL "STRESS BOXES" THAT REPRESENT THE HARM YOU CAN TAKE WITHOUT ANY LONG TERM EFFECT. THEY RESET AT THE END OF EVERY CONFLICT.

IF YOU'VE TAKEN A HIT BUT THERE ARE NO MORE AVAILABLE STRESS BOXES TO CHECK, YOU MUST TAKE A **CONSEQUENCE** INSTEAD: MILD, MODERATE, OR SEVERE.

THESE ARE NEW, DANGEROUS ASPECTS... AND YOU'LL NEED TIME (AND MAYBE AN EMERGENCY ROOM) TO RECOVER FROM THEM.

PHYSICAL STRESS (Physique)

1 2 3 4

MENTAL STRESS (Will)

1 2 3 4

CONSEQUENCES

2 Mild Slightly dizzy

4 Moderate

6 Severe

IT ALL SEEMS PRETTY STRAIGHTFORWARD SO FAR, BUT WHAT ABOUT MAGIC, OR SUPER-TECH, OR WHATEVER?

THESE ARE CALLED **EXTRAS**, AND WHILE THEY CAN HAVE SOME SPECIAL RULES, THEY'RE USUALLY JUST AS STRAIGHTFORWARD AS THE REST OF FATE!

CHOOSE A **SKILL**, ADD A **STUNT**, ROLL AN **ACTION**, AND INVOKE AN **ASPECT**.

I'D LIKE TO BE ABLE TO APPEAR ANYWHERE OUT OF THE SHADOWS...

I WOULD SAY IT "MAKES A SKILL AWESOME", SO IT'S A **STUNT**.

HOW ABOUT: ONCE PER SESSION YOU CAN SPEND A FATE POINT TO SUDDENLY BE IN THE SHADOWS OF A SCENE ANOTHER PLAYER IS IN.

EXCELLENT.

THAT'S IT! WE CAN NOW START THE GAME, BY FIRST **CREATING IT TOGETHER**.

LET'S THINK ABOUT THE TWO BIG **ISSUES** AND ABOUT THE MAIN **FACES AND PLACES** OF OUR SETTING. ALL OF THESE ARE **ASPECTS**, BY THE WAY.

WE NEED DRAGON SPIES, **OBVIOUSLY**.

OH, MAYBE ALL NATIONS USE SPIES WHO ARE SHAPESHIFTING DRAGONS?

THEN WE'VE GOT AN **IMPENDING ISSUE**:

"ADVANCES IN TECHNOLOGY ARE MAKING US OBSOLETE".

I HATE OUR OPERATORS FOR ABANDONING US!! (BUT I LOVE WHERE THIS IS GOING!)

WE'RE GONNA HAVE A BLAST.

