



7.



Oh, yes. It's called Creating an Advantage. That's how you prepare for a journey, provide cover fire, give a friend a leg up, ... It's also how you win most Confrontations.

Can I shoot the pebbles in front of the tiger to catch his attention while Tina creeps up on him with the anaesthetic?

You can certainly try. Roll as usual. Did you roll at least the Difficulty? You have just created a temporary Aspect. More than the Difficulty? You get a Free Invocation of that Aspect, - "Free" means that you can use it without spending a Fate Point. Succeeded With Style? You get two.

Tiger  
Aspects  
- Distracted by the flying pebbles.

If you roll under, though, you have created an Aspect against you or given a Free Invocation to the enemy.

All these Aspects disappear once they stop making sense.

Can I create or use multiple advantages for a single roll? Like preparing very, very carefully an ambush?

No problem. Also, you can give your Free Invocations to other characters, so you're really stronger with friends.

8.



A Confrontation is any situation in which you and your enemy are actively attempting to hurt each other. Could be a fight...

...or I could be trying to bankrupt them at poker!

...or a Paradox could be attempting to break the Continuum.

Grandfather Paradox  
Skills:  
- Breaking the Continuum: Good (+2)

Not cool, Paradox!

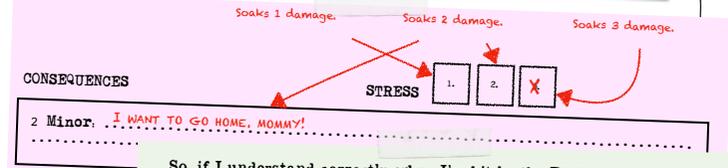
Both Attacker & Defender roll as usual. If Defender scores higher, no Damage. In case of tie, the Attacker gets a one-time free Boost: either +2 or re-roll on the next roll. If Attacker scores higher, each level of difference is one Damage.



So, get hit, lose hit points. Just like pretty much every other RPG, right?

9.

Yes and no. See, Fate doesn't have Hit Points. That's because Damage gives you the impact on the flow of the story, but not on the character. You tick one Stress box if it doesn't hurt (yet). You pick Consequences once it does. But you still decide what happened, exactly.



So, if I understand correctly, when I'm hit by the Disintegration Ray for only one Minor Consequence... I twisted my ankle while trying to dodge?

If you wish. Or, if you prefer, your backpack got disintegrated, or the Ray missed entirely and killed a friendly character or you get a panic attack, etc. In any case, this Consequence is an Aspect and can be Compelled as usual.

What about weapons? Armours? Superpowers?

Remember how Fate is about the flow of storytelling, not consistency? All these things have no impact on that flow. You typically use weapons & to describe what happened, but they don't exist in the rules.



If they are very important to your character, you can turn them into Stunts or Aspects, though.

10.

Now, if you take Damage and you don't have enough Stress/Consequences to soak it, you're Taken Out.

So, we're... dead?

Well, Death is not part of the rules, either. The winner gets to tell what happens to you. Could be death, bankruptcy, nervous breakdown, being fired, the Continuum being torn to pieces, your children being brainwashed, ...

Much better to Concede the Confrontation, in which case you get to tell what happens to you.

Wait, I decide whether we're taken prisoners or we fall down the cliff and the enemy assumes we're dead even if they haven't found our bodies?

Exactly. As long as it makes sense in the story, go for it.

Also, each character who Concedes gets one Fate Point to help the story bounce back in their favour, plus one Fate Point per Consequence taken during the Confrontation.



Sweet! But how does the GM cope?

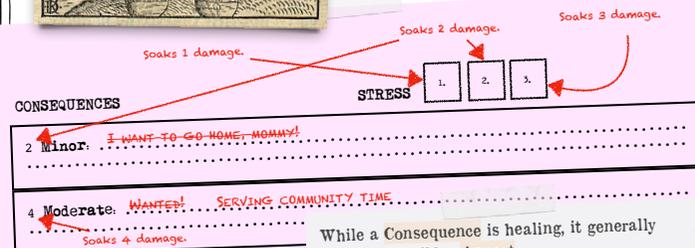
As a GM, I expect to improv a lot! You will, too.

11.



So, if weapons and superpowers and death don't exist in the rules, I imagine that healing doesn't make sense, either.

Pretty much, yes. Once the Conflict is over, you recover Stress immediately. Consequences are recovered whenever it makes sense. This may require surgery, or therapy, or a new job, or fixing Paradoxes. So that's where healing goes: in the story, not in the rules.



While a Consequence is healing, it generally becomes a milder Aspect.

12.

One last thing. This game is a lot about improv but the most important part is to sit down, relax and have fun! So don't worry, and don't hesitate to discuss any oddball idea you have with me and other players.

I think we're ready to kick ass and take names! I'm coming for you, Space Tiger!

Say hello to the Tiger for me. Also, here are your starting 3 Fate Points.

