

FATES

A roleplaying game of Storytelling Proportions

Brief:

Players portray the roles of the Fates as they narrate the events that affect the Storyteller's journey. A simple dice-less system is used to determine which of the Fates maneuvers the journey of the Storyteller in his attempts to reach his goal.

Requirements:

At least three people, with one playing the Storyteller

1 standard Deck of playing cards per Player

1 pencil

1 small notebook (for the Storyteller)

BASIC RULES AND CONFLICT RESOLUTION

Unlike most role-playing games, in FATES, the Storyteller is not the sole person who handles resolution and determines the flow of the story. Instead, the players act as the very Fates that interfere or support the Storyteller's plot with their decisions and influence.

Each Player creates a FATE persona that he or she will represent. The player will also choose one particular card between 1-10 which will represent the FATE's symbol of power.

The FATE persona must have the following three elements:

- 1) A name which should include a title that helps define the concept of the Fate. (Examples include: Morrigan, the Bringer of War or Vevovadan of laughter and song)
- 2) A taboo: Some object, color, situation or action which the FATE has been wholly prohibited from doing. The other FATES must agree that the taboo is neither too encompassing or too narrow in scope. (Examples include: Lying to the Hero, Killing non-humanoids, or even Ignoring anyone who invokes his name directly)
- 3) A passion: Some action, object, situation or event which the FATE is almost powerless to ignore. The other FATES must again agree that the passion is neither too encompassing or too narrow in scope. (Examples include: Answering direct prayers, speaking in riddles, Visiting imprisoned people)

The Storyteller then proceeds and creates the basic Hero of the story. The Hero can be as weak or strong as the Storyteller deems him to be. The Hero shall be given a beginning, and is expected to reach three

major accomplishments, and eventually reach his goal. The Storyteller comes up with three major accomplishments, which may vary from strange to dramatically epic. Examples may include "Defeating an army alone" to "Coming face to face with the Gods themselves to debate with them on the judgment of his dead loved one's soul".

The Storyteller finally begins to declare what the ending will be with the help of the FATES. Each one states one word or adjective which will contribute to how the story ends. The Storyteller will draw one card from each FATE as he contributes his word or adjective to the ending. These cards are placed face-up for all to see the value. The value in these cards can affect events in the game which the FATES contest as explained later in the system. If a Jack, Queen or King is drawn here, the FATE whom that card came from MUST be present with the Hero during the ending.

The Storyteller announces the beginning of the game by drawing face down one card from each Fate. The Storyteller then narrates the story of the Hero as he learns of an epic quest he must undertake. The Storyteller will suggest the ending based on the ending words given earlier that had the highest face-up card. For this purpose, a Jack, Queen or King is valued at 5. If tied, the Storyteller can choose either of the tied cards.

During each scene the storyteller narrates of the hero accomplishing his quest, the FATES can attempt to maneuver the Hero's life by contesting the events that are supposed to transpire. One's desire to contest the events are declared by flipping open a card from the FATE's deck.

If any other FATES contest the declared outcome, they may opt to flip face-up a card from their own deck. The FATE with the highest card wins the contest. Note however that those who contest the declared scene with a word from the ending words declared can add that ending word's face-up value to their total at the cost of flipping face-down another card. Evidently, some endings will be more beneficial than others.

The Storyteller continues to narrate each scene that the Hero goes through, weaving a tale based on the FATE's whims and the ending words that have been determined that were used to influence events.

At any time the card that was flipped over happened to be the symbol of power of a particular FATE, that FATE is considered to have twelve as his value for that contest, but afterwards must flip-down three cards from his deck.

THE THREE MAJOR ACCOMPLISHMENTS

When the Storyteller feels it is time, or if one of the FATEs declares the Hero has reached the point in the story to accomplish one of the three Major Accomplishments, the Storyteller should first announce that the Hero is now being watched directly by all the FATEs.

Each FATE then should flip face-up five cards and all FATEs check if their symbols of powers have emerged. Those whose symbols of power have emerged can freely contest narratives of the Storyteller on how the Major Accomplishment is achieved. Those whose symbols did not emerge can contest only by flipping-down an extra card face down for each contest they engage in. Each engagement is resolved with FATEs using only the face-up cards for resolution. Other face-down cards may still be flipped-down to gain the benefits of narrating something in line with the ending words.

FATEs who successfully win at least two contests during a Major Accomplishment are permitted to reshuffle all their face-down cards back to their deck. Those who did not cannot. If there is any FATE by this time who has lost all his or her cards, that FATE can only reshuffle and start with a full deck by not participating in a number of contests equal to the number of players in the game.

THE ENDING SEQUENCE

When the story finally reaches the ending sequence, Each FATE can only use a total number of cards equal to the number of the card of their own Ending word. Of all these drawn cards, the FATE holds them in his hands and chooses which one to bid when any contests occur.

At the cost of discarding face-up one of the cards in his hand, the FATE can bid TWO cards and total their values during a single contest.

The final winner of course, determined most likely as the FATE with the highest bid once all FATEs have run out of cards to bid with, or once the Storyteller feels the story has reached that point, narrates the ending of the Hero's quest.