



PITCH PAGE

Fate, Foes & Fortune

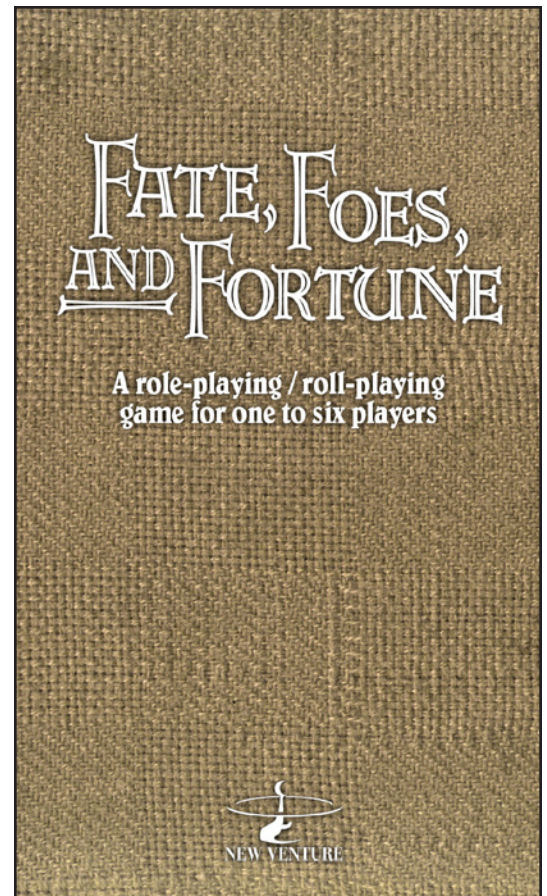
Fantasy Adventure Role-Playing Game

Type: Roll Playing
Ages: 10+

Players: One to ??
Duration: 15+ minutes

Synopsis:

Fate, Foes, and Fortune is role-playing for the novice. This game combines a map of terrain squares (that will vary with every game) with a unique combat system (simple and fast yet very realistic in its effects). A deck of "Fate" cards call for die rolls each time they're drawn, making every adventure unique. Comes with Hero stat sheets, record-keeping sheets, terrain squares, plus decks of Fates and Foes. (The game can also be played solo.)



Equipment & Features:

- 40 terrain tiles
- 100 "Fate" and "Foe" cards (black borders)
- 100 "Fortune" cards (white borders)
- 32-page "Guidebook"
- Hero, Foe, and Timekeeping Stat Pages (suitable for copy)
- Four six-sided dice





PITCH PAGE

Fate, Foes & Fortune

The Rules:

FF&F rules are far too extensive to reproduce here on a single page, but in summary, the way the game works is as follows.

The "Guidebook" is set up in 10 chapters:

1. Definition of Terms. In this section, the basics of the game are defined, and the vocabulary of the game play is described.
2. Creating The Hero. Each player will determine, by choice or randomly, the unique attributes of the Hero they will play in the game. Each Hero has several basic statistics which determine their effectiveness at certain tasks: Strength, Agility, Stamina, and Intelligence. In this game, because it is primarily conflict-based, these are manifest in their ability to survive encounters with mostly hostile foes. Therefore, emphasis is placed on combat abilities, or the use of magic against a foe.
3. Equipment for the Hero. There is a table in the guidebook showing various items and weapons and armor available to the Heros. When they acquire a certain amount of treasures, they can return to their home tile and purchase equipment which gives them a greater advantage in their encounters. They may also acquire items through Fate encounters, or as Fortunes gained along the path.
4. The Cards. One deck contains the Fates & Foes (black borders) which can be either random events and encounters or small tables of Foe descriptions, with variables to be rolled for these randomly encountered "monsters." The other deck is the Fortune deck, containing the booty gained from successful encounters, and occasional lucky finds along the trails.
5. Playing The Game. Terrain tiles are placed in a growing grid on the table as the Heros explore their world, and each terrain tile denotes probabilities of encounters. Depending on a die roll, players then draw a Fate/Foe card to see what event they must play out. If this involves a Foe, rolling of dice determines the number and nature of these foes, then additional rolling resolves the encounter, with damage or fatigue tallied against the Heros on their stat sheets. As this cycle repeats, the players act as a team in some decisions, or each player takes their turn to act in resolving conflicts. The players decide how to react to events and where to move in the unique world they've explored and (hopefully) mastered.
6. The Combat System. The system is simple in that it uses only four six-sided dice. From the totals rolled, a simple table (easily memorized) determines initiative, fatigue, and damage modifiers from the total rolled. Conflicts are resolved very quickly, and with a degree of realism.
7. The Magic System. Players can choose to play without the magic system if they like, but some Foes will utilize and be affected by magic exclusively. Offensive and Defensive magic is treated more or less like a weapon or like armor, but with a different range of probabilities. In addition, there is healing, finding, and persuasion magic which will be very valuable as the adventure progresses.
8. Healing & Resting. When player Heros are injured or fatigued, rest and recuperation is in order. This chapter explains the process, and how long it takes for the Heros to recover sufficiently to continue their adventure - or how long it takes for their injuries to overcome them entirely.
9. Equipment. Here, the equipment is described in detail, along with cost, weight, and effects.
10. Reference Tables. The back cover of the Guidebook displays the only two tables: the Magic Spell Results and Combat Results tables. All other stats are reflected on the Hero Stat Sheets or Foe Stats on the cards.