

The Fate Point Economy

	Invoke	Hostile Invoke	Compel - Event	Compel - Decision
Definition	If you're in a situation where an Aspect* is beneficial to your character, you can invoke it yourself.	If you're in a situation where an Aspect* could be disadvantageous, it can be invoked against you by an NPC(GM), or another PC.	If you're in a situation where having, or being around, an Aspect* means your PC's life could be more interesting, dramatic, or complicated, the GM can Compel it. NB: Players can <i>suggest</i> a Compel but only the GM can negotiate and apply it.	
Who Spends?	The invoking PC or NPC(GM) immediately spends a Fate Point (FP) from their pool of Fate Points (FP).	The invoking NPC(GM) or PC immediately spends a Fate Point (FP) from their pool of Fate Points (FP).	The GM offers the target PC a Fate Point (FP) from their reservoir of Fate Points (FP) to accept the complication.	
Who Earns?	The Fate Point goes into the GM's reservoir of Fate Points (FP), immediately .	The Fate Point goes into the target PC's (or NPC's) pool of Fate Points (FP) at the end of the scene .	The target can either immediately accept the complication & its consequences and add the Fate Point (FP) to their pool, or immediately spend a Fate Point (FP) from their pool to buy off the Compel. That FP goes to the GM's reservoir.	
Example: The PC intends break in to a Zarainsen safe-house. You have the Aspect ... Working for the Zarainsens is dangerous	e.g. You force the shutters ... [rolls and fails] ... so it looks like you're going to draw attention of a guard around the front but you recognise the risk because you have the Aspect Working for the Zarainsens is dangerous ... You spend a FP, invoke the Aspect, and either add +2 or re-roll the dice.	e.g. You're forcing the shutters ... but Working for the Zarainsens is dangerous ... the GM spends a FP from his pool to represent your nervousness and the increased risk of being noticed ... so the passive opposition to your roll increase by +2 ... roll against +4 instead of +2.	e.g. Working for the Zarainsens is dangerous ... so it makes sense that, unfortunately, their thugs are watching the safe-house and intervene before you can open the shutters ... Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.	e.g. Working for the Zarainsens is dangerous ... so it makes sense that you'd bottle the break-in and insist on the other PCs finding other ways to find out what you need to know ... Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.
Example: The PCs are fighting a group bandits. You have the Aspect... Protective of my friends	e.g. You attack a bandit confronting another PC ... [rolls and fails] ... so it looks like you're going to miss but he's a friend and you are Protective of my friends ... You spend a FP, invoke the Aspect, and either add +2 or re-roll the dice.	e.g. You and another PC are hard pressed by a bandit ... but you're Protective of my friends ... the GM spends a FP from his pool to represent your over-eagerness to save the PC ... +2 to the bandit's defence ... roll against the +2 defence.	e.g. Protective of my friends ... so it makes sense that in an effort to catch you, the bandit chief leads you one way while sending most of his men to catch your friends. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.	e.g. Protective of my friends ... so it makes sense that you rush towards your friend shouting without thinking. The bandits have a knife to his throat and surround you ... Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.

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<p>Example: There's a creak from the axle of the wagon with Huginn & Muninn with you race towards a sharp turn in the road. You have the Aspect ... Huginn & Muninn sometimes agree.</p>	<p>e.g. You roll Ride ... [rolls and fails] ... and it looks like you're going to lose control of the wagon but ... Huginn & Muninn agree sometimes and give you some clear advice for once. You spend a FP, invoke the Aspect, and either add +2, or re-roll the dice.</p>	<p>e.g. You need to keep control of the wagon but ... Huginn & Muninn sometimes agree ... the GM spends a FP from his pool to represent that this time, they don't, and distract you with their shouting ... +2 to the difficulty of controlling the wagon ... roll against +4 instead of +2.</p>	<p>e.g. Huginn & Muninn agree sometimes, so it makes sense that, even before leaving the stable, their arguing attracts unwelcome attention from the Lord's men. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>	<p>e.g. Huginn & Muninn agree sometimes, so it makes sense that their confused shouting forces you to pull up and risk the pursuers catching you. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>
<p>Example: You need to find Jamys, the disreputable trader, in the busy town on market day. You have the Aspect... I was dragged up on the streets.</p>	<p>e.g. You decide to look for people who might know him and roll Contacts ... [rolls and fails] ... and it looks like you're coming up dry but ... I was dragged up on the streets so you spend a FP to have swiftly made friends with members of the underclass ... add +2, or re-roll.</p>	<p>e.g. You're looking for people who might know him ... but I was dragged up on the streets ... the GM spends a FP from his pool to remind you that while disreputable he is quite rich ... +2 to passive opposition due to the need to mix with better off locals who don't like your accent.</p>	<p>e.g. I was dragged up on the streets, so it makes sense that your rough accent means a group of apprentices pick on you. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>	<p>e.g. I was dragged up on the streets, so it makes sense that you'd waste the morning by checking all the roughest taverns first, and find nothing. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>
<p>Example: An NPC put the Consequence (or Condition) Stunned on you when they hit you very hard but their friend used up the free invoke that earned to hit you again!</p>	<p>e.g. You want the NPC to think you're no longer a threat so you play dead and roll Deceive ... [rolls and fails] ... and he turns towards you but you're still ... Stunned ... You spend a FP to add +2 to the failed roll, or re-roll.</p>	<p>e.g. You're defending against their attacks ... but you're Stunned ... the GM spends a FP from his pool to represent a touch of concussion and they get +2 to their attack roll.</p>	<p>e.g. You're Stunned, so it makes sense that you don't notice the arrival of more enemies until they have cut off your escape. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>	<p>e.g. You're Stunned, so it makes sense that you give up you hide even though it will put the other PCs at greater risk. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>
<p>Example: You are in an area where the Situation Aspect Fire has taken hold</p>	<p>e.g. You want to beat the NPC to the door using Athletics ... [rolls and fails] ... and it looks like he'll get there first but there's a ... Fire ... You spend a FP to say the NPC is distracted ... add +2 or re-roll.</p>	<p>e.g. You want to beat the NPC to the door using Athletics ... but there's a Fire ... the GM spends a FP from his pool to represent that how much this stimulates them and they get +2 to the opposition to their roll.</p>	<p>e.g. There's a Fire, so it makes sense that, unfortunately, you don't notice the arrival of reinforcements until they have cut off your planned exit. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>	<p>e.g. There's a Fire, so it makes sense that, unfortunately, you hit the auto extinguisher, even though it may cause the synth to malfunction. Damn your luck! You can agree to this and take the GM's FP, or spend a FP of to make this go away.</p>

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