

## **The Opposition (pg 176-182)**

### **Fate**

- **Minor Conflict:** 1 Fate/Player
- **Major Conflict:** 2 Fate/Player
- **Climactic Conflict:** 3 Fate/Player

### **Minions**

#### **Average Minions: The Rank and File**

- **Scopes:** One scope at Average (+1).
- **Stress Threshold:** 1
- **Default Group Size:** Five.
- **Best Purpose:** To make the PCs look good.
- **Recommended Power Tier:** Mundane or Extraordinary.

#### **Fair Minions: The Trained Professionals**

- **Scopes:** One scope at Fair (+2) and one at Average (+1).
- **Stress Threshold:** 2
- **Default Group Size:** Four.
- **Best Purpose:** To challenge the PCs a bit or slow them down.
- **Recommended Power Tier:** Extraordinary, if the Minions outnumber the PCs, or Superhuman if they don't.

#### **Good Minions: The Minion Elite**

- **Scopes:** One scope at Good (+3), one at Fair (+2) and one at Average (+1).
- **Stress Threshold:** 3
- **Default Group Size:** Three.
- **Best Purpose:** To drain the PCs of resources, such as Fate Points and consequences. Expect the PCs to pay a price for victory over these Minions.
- **Recommended Power Tier:** On par with the PCs. If they aren't a genuine offensive threat, an encounter with Good-quality Minions is just a grind.

### **Minion Improvement**

All Minions are considered to start out at the mundane tier and can have the power of scopes improved by spending Fate as Refresh. They can also purchase Gifts at the standard rate.

<b>Adversaries</b>	<b>Starting Group Consequences</b>
1-2	2 Minor, 1 Moderate
3-4	4 Minor, 2 Moderate
5-6	6 Minor, 3 Moderate
7+	8 Minor, 3 Moderate

<b>Tier</b>	<b>Milestones</b>	<b>Skill Point Multiplier</b>
Personal	2	0.5
City	4	1
National	6	1.5
Global	8	3
Cosmic	12	6

## **Base Construction Steps (pg 187-192)**

### **Step One: Establish First Elements**

Players pick one element and collaboratively choose element and define an Aspect for it. GM then picks another element to link to it and identify it. Players learn Aspect for both Elements

### **Step Two: Investigation**

Players pick another element to investigate. The players collaboratively build a theory of what base element is and declare Aspect. Players then all roll an appropriate skill at a static difficulty decided by GM. GM consults Base Investigation Table to determine results.

### **Step Three: Rumors**

GM and Players each define a rumor about what they heard about the Element and define an Aspect. They then roll an appropriate skill, and the GM can define a minimum threshold for success. The player who rolled the highest chooses one element and can change one aspect of it. If no players win the GM picks from one of the existing elements and can make minor changes to it.

### **Step 4: Finishing Up**

The Players then can continue to complete steps 2-3 until they have identified all Base Elements.

*The players can stop at any step past the first, which may be required if the characters are on a limited timetable and the GM puts delays between each step.*

### **Base Elements**

1. Location
2. Builder/Owner
3. Purpose
4. Inhabitants
5. Contents
6. Defenses
7. History

## **Advancement (pg 160-161)**

### **Chapter Advancement**

*Choose One:*

- Swap two skills of adjacent skill ratings.
- Replace one Gift with another or, if you have the Refresh to spend, buy a new Gift.
- Earn one skill point, but only useable for a goal.
- Rename a Free aspect.

### **Story Advancement**

*Increase Refresh by One, and then Choose One:*

- One chapter advancement
- One skill point
- Rename a Conviction aspect.
- Upgrade the Power Tier of one skill, if you have the Refresh to spend.

### **Volume Advancement**

*Increase Refresh by One, Clear a Severe Consequence, and then get all of the following:*

- Two chapter advancements.
- One story advancement (No Refresh)
- Rename a Conviction aspect, or turn a Free aspect into another Conviction aspect.

<b>BASE INVESTIGATION TABLE</b>	
<b>Research Rolls</b>	<b>Result</b>
All players succeed	The theory of the players is correct. The gamemaster accepts the new aspect as the players described it.
Half or more (round up) of the players succeed	The theory of the players is mostly correct. The The gamemaster accepts the new aspect but changes one part of it.
Less than half of the players succeed	The theory of the players is mostly incorrect. The gamemaster creates a new aspect but incorporates one part of the player's theory into it.
All players fail	The theory of the players is totally incorrect. The gamemaster creates a new aspect to describe the element

### **Other References: pg #**

- Character Creation: 93-95
- Aspect Usage: 100-101
- Extras/Drawbacks 135-141
- Gifts 148-151

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- Environment: 175-176
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# BASE RAIDERS

## SUPERPOWERED DUNGEON CRAWLING

### The Adjective Ladder

+10	Divine
+9	Mythic
+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

### The Power Tiers

Godlike (G)
Ascendant (A)
Superhuman (S)
Extraordinary (E)
Mundane

### Conflict Options (pg 168-175)

- **Attack:** A direct assault to cause stress and consequences using skills with the *attack* trappings.
- **Defend:** Defend using skills with *defense* trappings.

- **Full Defense:** Sacrifice Action to get +2 on *defense* trappings.
- **Block:** Put up a long term defense against a specific type of action. Time to pass dependant on tier difference. Effort Bonus Increased by +1 per Round resisted.

### The Time Table

Free Action / No Time
An Action / An Instant
A Full Action / A Few Moments
Two Rounds / Half a Minute
Three Rounds / A Minute
A Conflict / A Few Minutes
A Scene / 15 Minutes
Half an Hour
An Hour
A Few Hours
An Afternoon
A Day
A Few Days
A Week
A Few Weeks
A Month
A Season
Half a Year
A Year
A Few Years
A Decade
A Generation
A Lifetime
A Century
Five Hundred Years
A Millennium
An Eon

- **Maneuver:** Generate/Identify aspect with free tag. Contested Roll or static (Standard Diff: 3).
- **Consequences**
  - Minor** absorbs 2 Stress.
  - Major** absorbs 4 Stress.
  - Severe** absorbs 6 Stress.

### The Common Skills (pg 115-116)

- ACADEMICS:** Information, Research, Languages
- ALERTNESS:** Notice, Initiative [Physical]
- ARCANA:** Information, Networking, Research
- ART:** Craft, Repair, Information, Inspire, Networking
- ATHLETICS:** Climb, Dodge, Leap, Move, Move + Unusual: Swimming
- BUREAUCRACY:** Networking, Information, Convince, Influence, Esteem
- BURGLARY:** Examine, Security, Information
- COMPUTERS:** Examine, Information, Research, Networking
- CONTACTING:** Esteem, Networking, Influence, Initiative [Social], Treatment [Social]
- DECEIT:** Guile, Disguise, Dexterity
- DRIVE:** Transport, Information
- EMPATHY:** Insight, Initiative [Mental], Treatment [Mental]
- ENDURANCE:** Stress Capacity [Health]
- INTIMIDATION:** Menace, Initiative [Mental]
- INVESTIGATION:** Examine, Information
- MELEE WEAPONS:** Strike, Strike + Range, Parry, Information
- MIGHT:** Physical Force
- PILOT:** Transport, Information
- PRESENCE:** Conversation, Convince, Inspire, Stress Capacity [Reputation]
- RESOLVE:** Willpower, Stress Capacity [Composure], Initiative [Mental]
- RESOURCES:** Wealth
- SCIENCE:** Craft, Information, Research, Treatment [Physical]
- SHOOTING:** Shoot + Range, Information
- STEALTH:** Stealth + Hide
- SURVIVAL:** Information, Environment [Wilderness], Treatment [Physical]
- TECHNOLOGY:** Craft, Repair, Dismantle, Information
- UNARMED:** Strike, Parry, Information

## Trappings (pg 116-135)

*Trappings marked with a + symbol have Tier Benefits*

### Offense

**Influence (119):** Libel, slander, and public defamation. Deals Reputation stress and Social consequences.

**Menace (122):** Frighten and threaten. Deals Composure stress and Mental consequences.

**Shoot (128):** Attack at range (defaults to 1 zone). Deals Health stress and Physical consequences.

**Strike (129):** Attack in melee. Deals Health stress and Physical consequences.

### Defense

**Dodge (117):** Avoid melee or ranged attacks.

**Esteem (117):** Defend against social attacks.

**Parry (125):** Defend against melee attacks.

**Resist Damage (127):** Defense against Physical attacks through sheer toughness.

**+Stress Capacity [Scope] (128):** Adds boxes to the chosen scope's stress track (Health, Mental, or Reputation).

**Willpower (131):** Defense against Mental attacks such as fear or psychic domination.

### Mobility

**Climb (112):** Move on vertical surfaces.

**+Leap (121):** Jump.

**+Move (123):** Cover ground (on foot, by default).

### Social

**Conversation (113):** Improve someone's attitude toward you.

**Convince (114):** Talk someone into (or out of) a course of action.

**Inspire (120):** Alter the mood of a group of people in a manner consistent with the skill's theme.

**+Networking(124):** Making use of your social circles to glean information and separate rumors from fact.

### Perception

**Examine(117):** Prolonged, active perception of an area.

**Initiative [Scope] (120):** Determines order of actions in the chosen scope (Physical, Mental, or Social).

**+Insight(120):** Assess someone's aspects.

**+Notice (125):** Quick, passive perception of your surroundings.

### Technical

**+Craft (114):** Create permanent works of art or technology.

**Dismantle (116):** Take apart machines or other technological devices using your own scientific or mechanical know-how.

**Information(119):** Call on expert knowledge appropriate to the skill's theme.

**+Languages(121):** Read and write additional languages.

**Repair(126):** Fix things of a mechanical or technological nature.

**Research(127):** Make use of a Workspace to deepen your understanding of a topic.

**+Treatment [Scope] (129):** Clear stress and remove consequences in the chosen scope (Physical, Mental, or Social).

**+Workspace (131):** A physical location to conduct research, experiments, or similar work, such as a library, workshop, or laboratory.

### Subterfuge

**+Dexterity (115):** Sleight of hand and manual finesse.

**+Disguise (116):** Look and sound like someone else.

**Guile (118):** Lie, misdirect, and mislead people, and get away with it.

**Security (127):** Bypass security measures such as tripwires and locks.

**+Steath/Hide (118, 128):** Move silently or remain unseen.

### General

**Environment [Type] (117):** Survive and thrive in the chosen environment type.

**Minions (122):** Gain access to servitors, underlings, henchmen, or some other type of faceless helpers.

**+Physical Force (125):** Apply force to objects in a manner appropriate to the skill's theme.

**Transport (129):** Ride animals or operate vehicles.

### Power Instability

**Untrained Power:** Character does not have enough skill points.

*Invoke/Compel:* Change skill roll or reduce effectiveness of skill.

**Unstable Power:** Character does not have enough refresh.

*Invoked/Compel:* Force the player to reroll rolls made with this skill.

**Chaotic Power:** Character does not have enough skills or refresh.

*Compelled/Invoked:* Activate the Strange Skill at any time, or Prevent Activation

## MISCIBILITY CONSEQUENCES pg 182-186

Burn	Effect
0	None - the character operates normally.
1-3	Strained: The character's maximum composure stress capacity is reduced by 1. If it is already 1, then reduce max health capacity by 1. If health is at 1, then the character suffers a -2 penalty to all rolls.
4-6	Miscibility: The character must take 1 consequence from the Miscibility table.
7-9	Major Strain: The character must halve his composure stress capacity and reduce his maximum health capacity by 1. If health is at 1, then the character suffers a -2 penalty to all rolls.
10-12	Unstable: The character must take 1 new consequence from the Miscibility table.
13-19	Death Throes: The character's body starts to burn away. The character will die in a manner of hours equal to his current refresh rating, with a minimum of 1 hour of time.
20+	System Shock: The character dies from massive internal shock. He lives for a number of minutes equal to his current Fate points before death.

### Minor Consequence

Costs 3 Refresh

- Cosmetic Flaw
- Persistent Stress
- Weakened Power
- Minor Weakness

### Moderate Consequence

Costs 1 Refresh

- Inefficient Power Mixture
- Minor Physiological Change
- Cyclic Power
- Major Weakness

### Severe Consequences

Cost 0 Refresh

- Nullified Power
- Temporary
- Grotesque Physiological Trauma

### Positive Consequences

Cost 1 Refresh

- Power Synergy
- New Power
- New Invincibility

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**COMPUTERS:** Examine, Information, Research, Networking

**CONTACTING:** Esteem, Networking, Influence, Initiative [Social], Treatment [Social]

**DECEIT:** Guile, Disguise, Dexterity

**DRIVE:** Transport, Information

**EMPATHY:** Insight, Initiative [Mental], Treatment [Mental]

**ENDURANCE:** Stress Capacity [Health]

**INTIMIDATION:** Menace, Initiative [Mental]

**INVESTIGATION:** Examine, Information

**MELEE WEAPONS:** Strike, Strike + Range, Parry, Information

**MIGHT:** Physical Force

**PILOT:** Transport, Information

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**SCIENCE:** Craft, Information, Research, Treatment [Physical]

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