



# Conflict Outline

## ONE Set the Scene

- ◆ **Generally:** Who's involved in the conflict? Is the conflict physical or mental in nature? Describe the environment.
- ◆ **Scene aspects:** GM, look for three to five fun, interesting, or useful elements from the location or environment to codify as aspects.
- ◆ **Zones:** If you think it would help, divide the space into two to four zones. Is it difficult to move between any of these?
- ◆ **Establish sides:** If necessary, group characters into opposing teams.

## TWO Determine Turn Order

- ◆ In a **physical** conflict, rank characters by **Notice**. If tied, then use **Athletics**, then **Physique**.
- ◆ In a **mental** conflict, rank characters by **Empathy**. If tied, then use **Rapport**, then **Will**.
- ◆ GM, pick your NPC with the best relevant skill, and have all your NPCs go at the same time.

## THREE Exchange(s)

- ◆ On your turn, take one action and resolve it.
  - **Generally:** On your turn, you'll either be attacking another character or creating an advantage (usually as a scene aspect) for yourself or others to use.
  - **Full defense:** At the expense of foregoing your action for this exchange, you gain +2 to all defense rolls.
  - **Resolve attacks:** Shifts of success must be absorbed by stress boxes and/or consequences. If this isn't possible, the target is taken out.
- ◆ On other characters' turns, defend or respond as necessary.
- ◆ When all players have acted, begin a new exchange. Redetermine turn order if necessary.

## FOUR End the Conflict...

- ◆ ... When one side concedes or is taken out.
- ◆ **Gain fate points:** Your GM will award fate points to you if...
  - **A)** Any of your character's aspects were compelled during the conflict, or
  - **B)** Your character (or her team) conceded the conflict.
- ◆ **Reset stress boxes and note consequences.**