

The logo features the word "FATE" in a large, blue, stylized font with a white outline. Above the "A" in "FATE" is the text "POWERED BY" in a smaller, blue, sans-serif font. To the right of "FATE" is the text "of the Nations" in a black, sans-serif font.

POWERED BY FATE of the Nations

This Fate Accelerated hack uses the Bronze Rule AKA Fate Fractal to represent whole nations instead of a single character. It is intended for those games where you want to explore the management of a nation, gathering resources, developing cities, make trade agreements, train armies and make them wage wars against their neighbours or play the diplomacy card.

You could adopt pretty much any scale for this. Your group might want to play just small barbarian clans of few dozens of people that live within the same region, a single province part of a big country or even a whole intergalactic empire. Usually, all players will play as an entity of about the same scale so no extra rules are needed but if it is important to you, you could play with the Scale rules from the Fate Toolkit.

Nation Aspects

As suggested in Fate rules, make sure you pick good aspects, that they are Double-Edged, Say More Than One Thing and use Clear Phrasing.

People: Think of what differentiates your nation from all the others. How do others perceive the people from those lands? *Harsh barbarians of the Northlands* is a good example.

Personality: One person or group from your nation has a lot of influence who are they? e.g. *The Grand Duke Archenfold, The Merchant's Guild, Red Guard Mercenaries*

Tradition: What are the beliefs of your people? What are their standards and customs? e.g. *Matriarchal society, Cult of the One True God, Superstitious, Sacrificial rites.*

Other: Choose any other Aspect. It could be that your nation has a powerful artifact, or it can represent that *Powerful Navy* which your nation is well known for, or whatnot!

Flaw: Every civilization has its flaws and downfalls. Yours is no exception. e.g. *Reckless behavior, Nobody trusts us, Bastard bloodline, Territorial forest denizens*

Nation Approaches

Here you'll find some example of approaches your nation can have and few examples of actions you can do with them. Feel free to modify that list or add to it for things specific to your setting. For example, if you are playing as a civilization through history, maybe you'll want to add some kind of Research approach for discovering new technologies. When you create your nation, it starts with one approach at Good (+3), two at Fair (+2). three at Average (+1) and one at Mediocre (+0), as per rules as written in FAE.

- **Culture:** Attract people from other lands, get a nation in awe, spread your beliefs.
- **Development:** Build projects, settle new cities, discover new resources or lands.
- **Diplomacy:** Sign peace treaties, influence a nation to betray an ally, come to an agreement into giving up part of your lands in exchange for military support.
- **Economy:** Gather resources, bribe a neighbour, buy food in time of need.
- **Intrigue:** Espionage, deception, surveillance, scheming, assassination.
- **Military:** Wage war, move troops, train recruits, scout border, build entrenchments.

Territory Aspects

It is best to use some kind of map for this style of game. Separate the map into defined Zones and stick the following aspects to each zone.

Topography: What the territory looks like? Is there a prominent geographic feature?
e.g. *Arid deserted wasteland, Galaxy's Outer Rim, The Sundered Peaks*

Resource: What is the main natural resource? If you are using a map, take a look at it, it might give you hints and ideas of things you'd find in those lands.
e.g. *Deep Iron mine, Fishful Middle Lake, Fertile hills, Old oaks of the Gray Woods*

Feature: Any other feature you can find on this territory. It could be a specific race of dangerous creatures, or a famous site like "The Great Pyramid".

How it works?

The game plays pretty much as a big Conflict. Each player make an exchange by taking an action for his nation. This goes on... well, pretty much until you guys have enough of this campaign and decide to end it there. If you're playing with only players without GM¹ (yup, you can do that!), you could be playing a kind of "King of the Hill" tournament where the last man standing becomes the sole ruler of the lands.

Stress and Consequences

As any FAE character, your nation has 3 stress boxes. Call it stability, population, influence, in fact it represents all of that. It also have one mild, one moderate and one severe consequence that will represent difficulties like *food shortage* and such.

As most actions will be attacks, being taken out doesn't always mean the nation is defeated. The outcome of being taken out just means the winner gets what he wanted. You could very well take out a neighbouring nation with Diplomacy attacks and taking it out would only mean they agree to sign the peace treaty.

¹ If you are playing GM less, you can either only authorise self compels or go the other way around by enabling players to freely compels each other without paying a FP for it.

Actions

It's important to remember that each player can only take one action per exchange.

"That's so unrealistic! IRL I'd be able to build multiple projects, send envoys to sign a peace treaty all at the same time I'm sending reinforcements on the frontline!"

Only the action you choose to do on this exchange has "camera time", the rest is implied in the narrative. It is just to keep things simple and keep the game flowing. It's boring to have to wait for the other players to finish their turns when it takes 30 minutes each to complete.

You will undoubtedly come in a situation where you'd want to do more than one thing. Troops are sieging your capital, food is on shortage and you really need to form an alliance with that neighboring faction. Though decisions like this are not only exciting to play but it represents well what nation's leaders have to face.

So, let's say you chose to try to secure that alliance as your action (good choice, I would have done the same). You roll a Diplomacy check but that doesn't mean your troops stop defending themselves because you didn't do any Military check. It just means that there's no breakthrough; both defenders and attackers stand their grounds. What you can do, though, is if you got a success with style, stick that free invoke on another Aspect or create a relevant Boost. For example, you succeeded with style at your diplomacy check, not only would the nation accept to join your cause but they may bring some needed *Food and supplies* or send a small *Quick reaction force* that would be able to attack the enemy by surprise. You would use that free invoke or Boost when making your defend check on the enemy's turn or could use it as passive opposition if it makes more sense.

NPC nations

All nations that are not player controlled are NPC nations. As per FAE rules, you can stats NPCs more simply than PCs. You just need to choose few things they're good at and few things they suck in and give them respectively +2 and -2. They also get 1 or 2 aspects. Finally, give them two stress boxes.

Actions involving other nations

There's two way to handle actions. First, you might want to create an advantage that involves another nation. Normal rules for creating advantages applies, meaning if another nation has an aspect that they could use against your action, it provides passive opposition.

On the other hand, if you are creating an advantage that would profit all the involved nations, if all parties agree, the difficulty for the task will be lowered. It's never an instant success though, as there's always a possibility something goes wrong in the process.

You are trying to sign a free exchange agreement with a willing nation but then you envoys gets killed by the nations guards. The nation's leader say he has nothing to do with it, still, someone in his court didn't want the agreement to be signed and successfully plotted against his leader. The agreement is not signed, even though both nations agreed.

On a success, both nations gain the proper aspect but only the nation that made the check decides where he place the free invocation(s).

The other way to resolve your action is by making attacks. It means if you want to convince another nation to sign a trade treaty, you'll need to "attack" it with your Diplomacy approach while creating aspects with other approaches if needed, likely Economics in this example. Once the nation is *taken out* (or they concede, if there's a GM), you get what you wanted and the treaty is signed.

This is the default action when you are dealing with a NPC nation and there's no GM.

Armies

There isn't really a new rule system to manage armies and troops. If you want to create a new army, you just need to Create an advantage with your Military approach. The only stretch here is that you can move these aspects pretty much the same as you'd move a character. So you're able to do a "free" move of 1 zone with one of your armies on each exchange. If the zone is blocked or you want to move your army more than one zone, you'd need to succeed at a Military Overcome check. If you have no GM, set the default difficulty at Mediocre (+0) and for each aspect you can find that would hinder that army's movement, add +2 to it.

Free invokes you stick to those armies aspects shows the strength of the army, be it be the units, some heroes or great general in the ranks or just sheer numbers. You can use these free invocations when doing any check related to that specific army.

Scenes, & Milestones and Refresh

Scenes beginnings and ends are a little less obvious than in traditional games. In fact, scenes in Fate of the Nations don't really exist. It's way better to just take account of Milestones since they naturally happen as the story unfolds. The Alliance Treaty of the Three Kingdoms finally been signed? That's a milestone. The infamous Pirate of Covenstone's been arrested? Yep, milestone! South and North just declared war? Also milestone.

You'll just need to sort out which kind of milestone an event is. At the very least, you could have a minor milestone at the end of a play session. In all cases, it should follow the normal progression: minor, significant and major. It means that you won't have a significant major before you previously had a significant milestone. On the other hand, you could have multiple minor milestones before having a single significant milestone.

All milestones count as a refresh.

Playing without a GM

This kind of game is well suited for GMless games. If you so wish, here's a list of default difficulties you can rely on. In all cases, if a player thinks there are reasons for the difficulty to be higher or lower, let everyone discuss about it in a round of maximum 2 minutes then take a decision!

Set the default difficulty to +2 Fair.

Usually, +1 Average is enough but having a bit higher difficulty keeps Fate Points flowing as there's no GM around to use Fate Points against the players' actions.

For each aspect on the table that hinders directly the action, raise the difficulty by +1. This doesn't require any invoke. This mimics the GM setting aspects as passive oppositions.

For example, if a Nation tries to create a Supplies advantage with its Economy approach and there's a Highway Bandits aspect on his territory, it raises the default difficulty to +3.

When two player-controlled nations agree on the terms for creating a mutual aspect, difficulty drops to Average +1.

NPC actions

NPC-controlled nations don't take active actions per se. On the other hand, if you use the random events (see below), the outcome may imply one of these nations' action.

The random event Alliance is rolled. The players at the table agree that after all these years of trading and sharing a mutual enemy, it would make sense that the NPC-controlled nation of Jilijad would want to sign a defensive pact with its long-time friendly PC neighbour.

Random Events

Your group could decide that they want a bit of randomness added to their game especially if there is no GM. You would decide of a fixed moment (could be after each exchange, or once per session, or whatever you feel like). Anyways, when that moment comes, you'd pick an event at random. All the events are Aspects that you stick to your nation with one free invoke. Each player could roll once, or you can do a single roll and randomly decide which player receives the effect, or take turns. Here's few ideas:

Dice	Event
⊕ ⊕ ⊕ ⊕	Alliance e.g. <i>Trade partnership, Knights services, Reinforcements</i>
⊕ ⊕ ⊕	Saved by the bell e.g. <i>Enemy troops delayed, Truce, Late winter</i>
⊕ ⊕	Fortune smiles e.g. <i>Plentiful harvest, Treasure found, A prince is born!</i>
⊕	Festival / Holiday e.g. <i>Halloween, Spring Fair, Day of the Sun God</i>
■	Time passes (new day, new season, new era) e.g. <i>Day, Night, Summer, Winter, Modern Age</i>
⊖	Problem e.g. <i>Crime, Pollution, Disease, Refugees</i>
⊖ ⊖	Death/disband of an important person/group e.g. <i>Death of the Prince, Exile of the Masons</i>
⊖ ⊖ ⊖	Disaster e.g. <i>Drought, Flood, Heat wave, Tornado, Fire, Plague</i>
⊖ ⊖ ⊖ ⊖	Revolution! e.g. <i>Slave Revolt, Desertion of troops, Anarchy</i>

Nation Template



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The Ruhks

Neverending woods, Centuries old Redwoods, The Colden Wall

People: *Nomadic barbarian tribes*

Personality: *Garok of the Wolfriders' tribe*

Tradition: *Shamanism - Animal spirits*

Other: *The infamous Mandrai*

Flaw: *Chaotic*

Approaches: Culture +0, Dev. +2, Diplomacy +1, Economy +1, Intrigue +2, Military +3

Stunts: Mounted Skirmishers, Bloody Scalps, Animal messengers

Stress: ○ ○ ○

Consequences : Mild (2) _____ Moderate (4) _____ Severe (6) _____

FP: ○ ○ ○

Refresh: 3