



Fate Crave

Index

- Introduction
- The Gods
 - The Courage
 - The Corruption
 - The Romance
 - The Chaos
 - The Status Quo
- Goal of the Game
- The Rules
 - Phase 1: Narration
 - Phase 2: Discussion
 - Phase 3: Truth
 - Phase 4: Points
- The Island
 - Places
 - Inhabitants

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Fate Game

Introduction

This game takes place in a lonely village situated in a floating island. For obvious reasons, the islanders cannot escape from that small place. But, that's not all.

The real thing is that they are only toys. Their lives and deaths are only a matter of fun or boredom for those who really have the control of that island. Those are, The Gods.

Fate Game is a type of play which has been played for millenniums by all kinds of Gods. Once and once, and once, and once... They play again and again for becoming the most powerful God. Once it is decided, they come back in time and repeat everything from scratch.

And YOU are one of those Gods.

The Gods

All Players act as gods. One of them is The Judge, acting as a impartial arbiter and narrator of events. Everyone else must pick randomly a Dominion.

The Dominion is the main source of power of a God. It's the principle which defines the god's solely existence and purpose. Also, it's his/her moral constraint; the player cannot do something that is forbidden.

Those are the available Dominions. Remember to choose one randomly at the start (except the Judge, of course).

The Courage

Protects virtue, heroic acts and self-sacrifice made to protect somebody. Is a totally partial god and should act whenever someone is willing to risk something precious to gain a benefit for others. Also, that acts must be pure and free of greedy purposes.

The Corruption

Enjoys on bringing people to the darkest side of their soul. It represents not the evil itself, but the act to bring the worse of oneself to achieve a personal benefit. Egoism in the most pure state, the suppression of our own moral to gain something is a corruption. *The higher the rise, the harder the fall.*

The Romance

Of course, it protects any symptom of "love" between people, but without any are about social clichés or position: It can also benefit two passionate teenagers than an extramarital incestuous forbidden drama; this God represents a concept of love absolutely moral-free and thus it could be as twisted and strange as romantic and healthy.

The Chaos

It means when the situation a person thought is totally distorted and starts doing things they will normally never do. Soldiers panicking, a wise meditative man with sudden bursts of joy and tears... Doesn't matter if negative or positive, when people start doing things which were not supposed to and totally crashed their inner world and beliefs, Chaos gains power.

The Status Quo

It's a permanent enemy of Chaos. Status Quo tries to keep things right where they are. The less the

global situation has changed between turns, the more power for this God. Of course things are evaluated in "big" scale, life is after all a dynamic process, but it's important to keep it like that: people loves and fights, but that don't affect the entire nation and the entire social system and whatever. A big change which affects more people will develop into a bigger problem to Status Quo so this god always tends to maintain and preserve order. At all means.

Goal of the Game

To reach 100 points.

Whenever some player (maybe more than one!) reaches 100 points, he/she wins the game and must conclude with whatever ending finds appropriate. ¡End of the Story!

The Rules

Each Fate Game has three phases:

PHASE 1: The Narration

This phase is made by all gods. The player with lesser points in the previous turn starts and so on until the winner of previous round.

Each god has one minute for proposing their actions. During that minute, **NOBODY** excepting The Judge can speak or intervene.

In that minute, the God has to continue the story with all previous things and can control almost everything: he can make someone fall ill, can trigger a sudden storm, can do that someone forges a sword or make two persons to encounter suddenly in a romantic passage near the lake.

BUT there's thing you cannot do. The Judge is responsible for you to mind this (and you'll mind because you have little time) :

- A God should not necessary continue another God's narration. You can start anew with the

same character or move to another part of the story or elaborate details of a previous God narration and continue his narration. Whatever you want. Think you all are "creating a destiny" for those poor humans.

- A God cannot interfere in human's death. You can expose them to danger, a lot, but not kill.
- The more coherent and logical you are, the better for you. If you say "then a ghost came and scared everyone" or "the kid had a mythrill armor plate behind his shirt that blocked the sword" the Judge is not gonna take you seriously and your idea will usually end discarded.
- Generalizing, you can make all kinds of events occur, but cannot decide the result of that events. So you can make someone jump a cliff or to attack a person, but not decide if he is successful or not.
- The Judge can negate any action and is not obligated to explain you why. You must continue doing things.
- The Judge can ask you anything about your version.

In your early games this phase can be a lot of confusing, but bear in mind that you, as a God, proposes ideas and the Judge has the right to approve or discard them.

When all players have done their Narrations, starts Phase 2

PHASE 2: The Discussion

This phase is really simple. Every person usually would have their own vision of the story and would want someone to do something. This phase is for discussion whose story and why should prevail. The Judge must be convinced of this. Because, in the end, there's gonna be only one result. The truth.

PHASE 3: The Truth

Everyone remains silent. The Judge then decides a story based on his judgement and the ideas which have convinced him. Then starts talking and tells, taking the time necessary, what happened.

Whatever the Judge says, it really happened in the story; so it must be reflected in next turn narrations.

PHASE 4: The Points

Then, according to what has been discussed, The Judge assigns points to every God. In total their punctuations shall be in a range from 0 to 1. A orientative guide could be like this:

From 0 to 5. Story's results for the God. If the story fulfills a lot or not the God's Dominion. For example, if in the story someone rescued a damsel in distress, The Courage will get more points.

From 0 to 3. The Player's adherence to their Dominion in his narration. If a Chaos player has done very little for increasing Chaos and only limits himself to little details and not wrecking havoc, it should have zero points.

From 0 to 2. A reward for good unexpected ideas which you have liked.

But in the end, The Judge has the last word in everything.

The Island

So, it's time to take a look to the Island. Details may vary as The Judges estimates. It could be useful to have the Places and Characters descriptions for players to consult.

Places

The Island itself floats in the sky, so is virtually impossible to escape from there (in principle, but it may vary). The technological level is very low (but you can change this!) for people to develop aerial vehicles and so. The people itself do not know that they are floating in sky, so a discovering like that could awake skepticism (although if it were proved it could cause a true revolution in their minds!)

Village

This is where the most part of population lives. It's been there since the beginning and since there's none other, the village is simply The Village. It has a Pub, a Church, an Old Mansion, an Infirmary, a Bureau, a small Town Council and a Town Square.

Forest

The island is entirely surrounded by a big forest. The forest is darker and deeper the more you go to the edges, making it nearly impossible to walk to the edges. There are some strange and mysterious legends about it, too.

Swamp

In some place in the forest, there's a swamp. It's not too big, but enough dangerous for most people to want to stay away. Rumors and tales say there are witches living there.

Crag

It's not a proper mountain, but some part of the island has a complicated orography, so it's called the Crag. When it's cold on winter, it may have a little snow in the top. But usually the climate of the Island is too warm for that.

River

It's a small river which comes down from the Crag and interns itself in the forest. Nobody knows where it goes from then, because when entering the forest the river becomes agitated with some dangerous rapids, rocky edges and small waterfalls.

The river also runs through the Village and is calm and clear when doing so. A lot of people depend on the river for their daily activities.

Inhabitants

These here are NOT the only people in the Village, of course, but it can be useful to have them to define the story. Be free of introducing new characters in the story or using some of them mentioned in these descriptions.

Ms. Keeton

Woman, ~60 years.

White hair, tall, imponent, serious face and discrete dress.

Lives in the top floor of the Town Council.

A wonderful lady which regents the Village. Has put a lot of effort into procuring everyone a good life, but loves quiet and rest too much and that had become into her having a strong temper and little tolerance to disturbs. She can be a bit cruel and cold when it comes to take measures for preserving peace towards the village.

She's a bit old, around her sixties, and is a widow from her deceased husband, Mr. Keeton, who died two years ago in strange circumstances. Bad tongues says that she's a witch from the Swamp and her husband discovered her doing her black magic, so she had to kill him. But most probably this could be just badmouthing.

Domenico Galvan

Man, ~40 years.

Black hair, very tall and robust, strong, muscled, half face deformed.

Lives in the Forge.

Domenico started workin since he was capable of stand on foot. Since then, iron and fire run through his veins. Surly and not very talkative, he is although a good person and cares a lot of her daughter Millie and his wife Gillien. He is wise and is appreciated by most of the people as a logical mind and his opinions are always heard.

The accident in the forge was a lot of years ago and since then Domenico is a bit depressed. Although his wife really cares about him, Domenico deep inside has a terrible fear of her

running away due to this ugliness. Domenico is very sensible to this topic.

Gillien Galvan

Woman, ~30 years.

Red hair, slim and incredibly beautiful, almost as a teenager.

Lives in the Forge.

Gillien is the biggest child of the Malcker family, the noble family of the village (recognized by everyone as the descendants of the village's founder). Gillien dedicates her time to practicing poetry, painting and in general all expressions of art. She tries to inculcate this to her daughter Millie but it seems she is not very interested. She has a husband, Domenico the blacksmith, whom she loves passionately, but his depression and the youth rebellious daughter makes her stressed and sometimes she flies away into the forest.

Some says that she has secret love flirts in the forest, others suggest that she has a pact with the witches so she can maintain that incredible beauty.

Tarik Malcker

Man, 23 years.

Red hair, a bit fat but with high presence. Not specially handsome but very good-manned.

Lives in the Old Mansion

The young brother of Gillien, when their parents died he assumed the control of the Old Mansion and lives there. Although the Old Mansion still has a bit of that rusty gothic decadence, Tarik is making a lot of effort on reelaborating the image of the Malcker as an dominant family of the village. Once a week, Tarik will host a exclusive party in his house and invite select influent people. He has tried to invite Ms.Keeton a bunch of times, but she always find a new excuse for not assisting.

In between, Tarik loves to take walks on the village and visiting her sister and his other friends. Tarik has put his eye in some pretty girls and don't care a bit about other things like boyfriends or marriage proposals. He's a bit lusty, but he takes it with humor and says it's part of his charm. Because of this attitude and snobbism some people dislike him.

And then there's the mystery: nobody knows what he and the people invited do that nights once a week in his house.

Panch Monarch

Man, ~30 years.

Dark hair. Thin and slender.

Lives in the Infirmary

Panch is a nervous man who acts as a doctor in the village. He is although a good doctor from a distinguished family. He is single, but has not much interest in women. Although the people are distressed because he sometimes absents from the Infirmary for even an entire week, so the nurse Lola must take care of everything.

Where does he go? That's a mystery not solved. But when he comes back, he is usually extra nervous and altered. There are a lot of tranquilizer extracts specially made for him when he comes back.

Lola Baker

Woman, ~26 years.

Blonde hair, a bit short. A bit fat.

Lives in her house but very near the Infirmary

Lola is a nurse dedicated in body and soul to the people's health. Also, she's the confident of a lot of them, in special the young ones. Even "too" much, because some rumors said that he has developed a romance with a young one, Romeo Cold. Strangely enough, Lola laughs and remains silent about this.

But the truth is, that Lola is a caring person and a very capable nurse. She spends all day (more when the doctor is gone) working and going to visit delicate people.

Cornell Cold

Man, ~70 years.

Dark hair, tall. Old, but strong

Lives in the outskirt of village.

The Colds are a family of rangers which keeps the frontiers of the village from occasional dangers as wolves and patrol the village at night. There are more rangers but the Colds are by tradition the main guards and everyone directs to his head, Cornell Cold, to ask advice about issues.

So, Cornell is a strong person and is very strict in his discipline. So strict, he is the only one who has the power to imprison someone and free him, by decision of the town council.

It is said that there's also a chamber of torture inside his house, but nobody has never confirmed this...

Halo Neith

Man, 26 years.

Blond hair, tall, slim.

Lives in the swamp.

The Neith is a family with the important task of caring about the wood cut in the forest. But, Halo had another worries so soon he leaved the family business and dedicated himself to poetry and music. He had a scandal with a girl, so his family recommended him to take a leave and go live outside the village. This was ok with him and decided to make home near the swamp, in a particular area known as the Flower Circle because strange beautiful flowers grow in there. Although most people think the swamp is no good (even some of them think there are witches living there!) Halo takes advantage of this to create himself a myth. So, once in a month, he comes back to the village and starts singing and reciting poetry in the town square and pub. This secrecy and that mysterious way of living has made himself a legend so he is considered the romantic Adonis in the village by most girls.

There was rumours that some of the wives, even, are falling for his charm. But in reality nobody know a thing about Halo Neith, and whatever secrets he may hide.

Jamani

Woman, 17 years.

Dark hair. Strong green eyes, kind of beauty.

Lives in the Village

Jamani is a woman since she was 12 years old. Abused and battered by her parents, she ran from house and that just saved her life. Months later, her old house burnt and she became orphan.

Jamani has since then adopted a crude vision of the world. She started working in the fields collecting cereal, but soon she saw some new opportunities. When she was old enough for stand two beers, she went to the pub and occasionally meet a friend or two with whom she would make "business". So is that, Jamani soon saw this could be a serious way of gaining enough money to build her own house.

And that's the story. Some rumors start circulating because the village is, after all, a little town. But she is right now accumulating an exorbitant quantity of money for herself to buy a house. Jamani does not distinct between man and woman when it comes to business, so this service is, for her, a newly fresh thing. Old people don't see it that way, though...