# Tales of Fate and Fortune: Setup & Rules
2-4 Players

Summary   Players take the role of daring bounty hunters seeking fortune. Throughout the game, each hunter will fight evil foes and face treacherous perils in the hunt for rare loot and loyal companions.

Objective   The object of the game is to defeat the kingdom's top bounties, or die trying.

Setup   Each player chooses a race from the hunter deck. Place the race card and its associated ability card in front of you. There may be no more than 2 players of the same race per campaign. Collect gems to indicate your health and mana. Health is listed on the hunter card, and maximum mana is equal to intelligence. White tokens are worth 1 health, yellow tokens are worth 5 health, red tokens are worth 10 health, and blue tokens are worth 1 mana. You may use these same tokens to represent the damage done to enemies. Next, choose a bounty to pursue. These bounties are openly posted, so you may either choose them at will, or choose randomly for an extra challenge. You may hunt as many bounties as you wish, proceeding from one hunt to the next in sequence, and may go in any order you choose. The difficulty of bounties may be approximated by the number of fates on their card, with a high number being more difficult. Once you have selected, flip the top fate from the fate deck to begin the hunt!
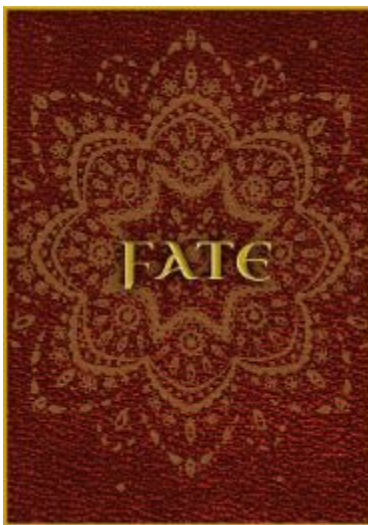
Basics   The players must survive through the number of fates listed for each bounty in order to reach them (this is the distance the bounty is away from town). These occur one after the other until the bounty is fought. Once a fate is drawn, all players must face it together, whether it is an enemy or challenge (combat is described below). Challenges require you to complete a skill roll in order to pass, which involves rolling the d20 and adding the character's associated stat value to it. Many allow for a choice in how to attempt the roll, but you may only make one roll. Players may make their rolls in any order, and each must succeed individually in order to pass. Players who pass face the pass conditions, while players who fail face the fail conditions.

       Each fate may have one or more fortunes as a reward, drawn from the fortune deck. Each player keeps items they have acquired in their inventory, limited in capacity by their strength. Upon completion of a fate, players may manage their inventories, use items, and perform any applicable abilities before the next fate is drawn, or the bounty is reached. During these periods, players may freely exchange items between them if they wish. Once the bounty has been defeated, the characters return to town, recovering all health and mana. No fates are drawn on the return journey.

Combat   Combat proceeds in order of highest to lowest initiative. Initiative is equal to agility for the players and speed for the enemies. If players tie for initiative, the players decide who goes first. Enemies always go first if they tie. A player may choose to attack, evade, or use an ability or item. Only one of these actions may be performed per turn. If a player chooses to attack, they roll a d20 to determine their accuracy. Any effects that modify accuracy are applied, then the result is compared to the enemy's dodge. If their accuracy exceeds the enemy's dodge, the attack hits and damage is dealt equal to the player's strength or the ability's damage, plus any damage modifiers. If a player evades, their dodge is increased by 3 for the round. If an ability or item is used, the player first pays any cost listed, then the effect is activated. When it's an enemy's turn, roll a d20 and look at its card to determine what it does. Enemies target the player with the highest health unless otherwise specified. When the health of any participant has dropped to 0, they die. Combat continues until either the enemy, or all players, have died.

Mechanics Explained

Fates Fates are challenges you must face along your journey to your bounty. There are many different kinds, some requiring combat to pass, some requiring skill checks, and some offering other opportunities entirely.

Fortunes Fortunes are your loot - things you find along your journey to the bounty.

Mana Each character's maximum mana is equal to their intelligence. Their available mana may not exceed their maximum mana.

Round When a card refers to a "round", it means one cycle of turns. So if an effect lasts one round, it lasts until it is once again the turn of the player or enemy who activated the effect.

Stat Check When a card refers to a stat check (e.g. "strength check", "fortitude check", etc.), roll a d20, and add the result to your character's skill in that stat. If your result is higher than the number needed for the stat check, you pass. For example: you must roll and 8 strength test. You roll a d20 and get a 7. Your character's strength is 2, and 2+7 is 9, meaning you pass the 8 strength test.

Failing a Fate When you fail a fate and are unable to pass it, you must stay at that fate while all players who passed the fate can continue without you unless stated otherwise. It is up to the party to decide what to do at that point - they can continue on to the next fate without the player(s) that failed, or can go back to help you. For example, a fate may require a fortitude check, but will allow you to piggyback on an ally's passed fortitude check if you pass an agility check. If your fortitude is bad but your agility is good, an ally with good fortitude can come back for you, because they are likely to pass the fortitude check while you're likely to be able to piggyback on their pass. Doesn't it feel good to be carried?

Piercing Piercing attacks damage you directly, ignoring armor or other forms of damage reduction.

General Rules

Remember, house rules always trump stock rules. Feel free to develop house rules to your liking!

1. You can't change races in the middle of a campaign.
2. If you die, you are out, and cannot rejoin. Your party can loot your corpse for your fortunes up to their carrying capacity.
3. Your strength is your carrying capacity - you can never hold more fortunes than your strength unless specified otherwise (some races have different carrying capacities, and some fortunes don't count towards your carrying capacity).