

Friendship is Strange

A fan made My Little Pony: Friendship is Magic RPG based on the Fate system
by Juniper Jazz

Changelog

v0.2

- Lowered the base refresh rate from 8 to 5.
- Added rudimentary stunt templates. May make them more robust later.
- Changed number of powers/stunts from 5 to 4, not including Restricted Tactile Telekinesis.
- Made a distinction between Harmony and Skill stunts.

v0.2.2

- Made the magic system for unicorns less game breaky.
- Added more specific guidelines for spell usage.

v0.3

- Made a couple organization changes.
- Added the setting creation phase (finally).
- Added weapons rules (needs playtesting).

v0.4

- Overhauled Friendship is Fate to be more Strange Fate.

Need Minion rules and to finish the Pet gift. Also, make an original trappings chart/navigation explanation.

v0.4.1

- Minions and Pets done.

Fate basics

What is an RPG, you might ask? An RPG is a roleplaying game, a **collaborative storytelling game** in which players take on the roles of protagonists (called the “mane cast” in Friendship is Fate) in the story. Some RPGs use a **game master** (the “executive producer” in FiF), one player who basically directs the story and the world it takes place in for the other players. This does not mean that the players are powerless though. The GM is there to facilitate their story and the players have an arsenal of skills, dice and other resources to direct the story in their own way.

Friendship is Fate is based on the Fate RPG. Specifically the Strange Fate variant. There are

some differences between this and vanilla Fate and we'll go through the basics of this system now.

The Adjective Ladder

Every quantifiable entity, from skills to time, is rated on the adjective ladder. When you roll dice, take your skill's rating and add the result of your roll to its rating on 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

Rolling Dice

One of the major ways a mane cast member (player) will be influencing the world is with dice. These represent chance and randomness in the story when things are not certain. They are mostly used to give an element of randomness to challenges and conflicts.

Fate is by default played with fudge dice. These are special dice which look like regular six sided dice, but instead of numbers they have two positive signs representing an additional 1 (+), two blank sides representing 0 (), and two negative sides representing -1 (-).

In conflicts and challenges, the result of your roll is usually added to a skill and compared to either an opposing roll + skill in conflicts **or** a difficulty number set by the executive producer in challenges. The higher number wins.

The margin of success determines your shifts for this roll, which you can spend to inflict stress, move the target to another zone, reduce the time it takes to complete the action, and so on.

For example, say Twilight Sparkle wants to reshelv her library. This is probably a Great (+4) level feat. I can't imagine many other ponies being able to do this on the scale which she does, with all of her books flying about her library in organized rows. Let's assume that her Academics skill is at Great (+4) as well, as that is the skill which would be used in this case.

If she rolls all 0s then she may have just barely completed the task. Any positive amount would make the feat easier in story. Maybe if the executive producer had made it a complex action (detailed later) then she would have gotten it done in fewer rounds. However, since this is played as a simple action then her success is simply an either/or thing.

Skills

Skills are one way which a player can direct the story and affect the narrative. When a course of action is uncertain and has the possibility for interesting failure or success the player can take a chance and affect the outcome with a roll of the dice. Skills provide a definite bonus to the roll and tell you what your character is good at.

Aspects and Fate Points

Aspects drive the fate point economy. Each player character gets a number of fate points, which can be spent to tip the odds in their favor or received as compensation for bad stuff happening because of aspects.

An aspect is a short phrase that describes a narrative truth about a subject. They can be used in anything and should be multi-layered. An aspect can be used in two ways, to give a mechanical modification of a roll or to make a difference in a situation. An aspect might let you move just a little farther in a combat situation or meet a convenient supporting cast character in a search for information.

Fate points can be spent to...

Add a +1 to a roll

Assess an aspect (more on this in a little bit)

Tag an aspect to improve a situation (add a +2 to a roll or apply a narrative effect that makes their situation easier, many times both)

There are also ways to regain fate points...

Each player character has a refresh rate. Your fate points reset to your refresh rate every session, or when a significant amount of time passes in game.

Tag one of your character's aspects to complicate their situation (subtract 2 from their roll or apply a narrative effect that complicates their situation)

Setting creation

Mane cast creation and setting creation are linked. It definitely helps to think about the character you want to play as you're building the setting and construct the setting so that it reinforces your concept.

It is recommended to devote your first session of play toward setting and mane cast creation. This way you have a solid stage on which to play out your adventures. Doing them both at the same time is also fun.

Setting creation comes in four main phases...

- Themes. The main points of the setting.
- Supporting cast. The NPCs that the mane cast regularly interact with. Characters like Applebloom and Princess Celestia.
- Locations. All the different places that the mane cast can explore and use.
- Threats. A pool of antagonists to build your adventures around.

Themes

The executive producer should choose one broad theme on which to base the rest of the setting. This will provide direction for the mane cast players to build upon. This theme should be broad enough to encompass, or at least not contradict, the other themes that the mane cast players will be making.

Next step is for the mane cast players, with the help of the executive producer, to each create other, less broad themes to be used as aspects in the game and as guides for the supporting cast and locations. These should not directly conflict with the broad theme, but they can go

outside it.

Themes should carry with them a sense of the setting, both in tone and effect. Everypony Knows Everypony may be a good theme aspect. Cozy Little Town is a great one.

Supporting Cast and Locations

The supporting cast is all the characters outside the mane cast that they will be regularly interacting with. Bosses, siblings, teachers, and so on. Of course, there are also locations where they can be found and that the mane cast can interact with. Characters and their locations are often linked. Where would Twilight Sparkle be without her library or Mr. and Mrs. Cake without Sugarcube Corner?

Supporting cast members are made up of...

- A name.
- One or more aspects, no more than four. One of these may tie into one of the themes. At least one must tie into an aspect of another cast member - either a fellow supporting cast member or one of the mane cast.
- A location where they are most likely to be found. More than one character can reference a single location.

Locations are made up of...

- A name.
- One or more aspects to define the location.
- A supporting cast member who represents the location.

Together with the executive producer, the mane cast should come up with about nine to twelve supporting cast members and locations total.

Keep in mind, the supporting cast should not generally be antagonists on the level of, say, Trixie or the Parasprites. Those are threats. However, a supporting cast member can become a threat over time (and vice versa). A good example of this kind of development is Princess Luna in the pilot.

Threats

Threats are the antagonists of your setting. Characters like Nightmare Moon, The Great and Powerful Trixie, and the Parasprites.

A threat is different from a supporting cast member in that it is built like a mane cast member, but sometimes with more powerful skills.

You need several things to create a threat.

- A concept. What is the idea behind the threat?
- A Talent aspect.
- An Ambition aspect.
- An aspect tying them to one of the mane cast.
- One fantastic, two superb, and three great skills. You can go higher if it makes sense.
- Social, Mental, and Physical stress tracks, as in the mane cast creation.

You should probably make a handful of threats at the conceptual level in this first session and one as a full character.

When you are done, you should have a pretty complete view of the setting that your game takes place in, the characters that the mane cast will know and meet, and the kinds of stories that you wish to tell.

Mane Cast

Player characters, or the mane cast, all have...

Name

Concept (a summary of the character in a single phrase to help guide the construction of the character)

Quirk (Everypony has their quirks. Must Everything Be Just So or are they Really bad at Manners.)

Occupation (Most everypony gets to do what they love for a living.)

Ambition (What does your character want? This could be as simple as throwing parties for other ponies or as lofty as becoming one of the Wonderbolts.)

Talent (An aspect describing your character's special talent. This is worth two fate points when compelled.)

Four free aspects

Skills (See the sub-section on Skills. Every mane cast character gets 35 skill points to spend)

Stress tracks (Physical, Mental, and Social each default at 3. See Combat for how they work.)

Refresh (Depends on how powerful the mane cast are meant to be. Heroic [6], Legendary [8], or Mythic [10])

Skills

Skills are used in this game in order to adjudicate what your character can and cannot do in a conflict. They are rated on the adjective ladder.

Skills can be used in many different ways in a conflict, depending on their Trappings. Trappings are basically just what the skill does in a particular situation. Each skill has Trappings associated with it in order to help the executive producer and player judge whether the skill is applicable in this situation and how it can be used.

Each mane cast character gets thirty five skill points to spend at character creation.

Skills in Friendship is Fate are divided into three categories: Common skills, Talent skills, and Harmony skills. They are also rated in tiers, which cost refresh.

Common skills are skills which most everypony has the capacity to use. Cooking, Academics, and Presence are all common skills. These each cost one skill point and cannot go above Mundane tier.

Talent skills (Partying, Fashion Design) and Harmony skills (Sonic Rainboom, The Stare, Element of Magic) are special skills which are unique to your character. They are built with **Trappings**, which are chosen from the Trappings chart and tell you what you can do with it and must be within the realm of the skill's **theme**; and **Extras and Drawbacks**, which provide

unique customization to how the skill operates. Each Trapping or Extra costs either one or two skill points and each Drawback decreases the price of the skill by one or two skill points. Talent skills may be either Mundane or Extraordinary tier. Harmony skills may be any tier.

Harmony skills also have a required Drawback: **Requires Harmony**, which is detailed with the other Drawbacks.

The tiers are Mundane, Extraordinary, Supernatural, Ascendant, and Godlike. Each tier costs a point of refresh and all skills default to Mundane. So to raise a skill to Supernatural tier costs 2 refresh. Tiers come into play when there is a tier difference between two skills in a conflict. The character with the higher tiered skill gets to replace one of their fudge dice with a d6 for each tier they are higher.

So a Talent or Harmony skill may have...

Name: (The theme of the skill)

Tier: (Which tier it is, including how many refresh it subtracts)

Trappings: (What the skill allows you to do. See the Trappings Chart)

Extras: (Custom bits which make the skill more useful)

Drawbacks: (Bits which restrict the use of the skill)

Common Skill list

ACADEMICS

Broad, formal education

Information, Research, Languages

ARMS

Proficiency with hoof-to-hoof weapons of all kinds

Strike, Strike + Range, Parry, Information

ART

Artistic knowledge and ability

Craft, Repair, Information, Inspire, Networking

ATHLETICS

Physical fitness and mobility

Climb, Dodge, Leap, Move, Move + Unusual:

Swimming

BRAWN

Muscular strength

Physical Force

BUREAUCRACY

Corporate and political etiquette and finesse

Networking, Information, Convince, Influence,
Esteem

BURGLARY

Breaking and entering

Examine, Security, Information

CONTACTING

Social circles, rumors and gossip

Esteem, Networking, Influence

CRAFTSMANSHIP

Practical arts, mechanics

Craft, Repair, Dismantle, Information

DECEIT

Deceptive speech or appearance, sleight of hand

Guile, Disguise, Dexterity

EMPATHY

Ability to assess and understand people

Insight

ENDURANCE

Physical stamina and toughness

Stress Capacity [Health]

FLIGHT

A Pegasus', griffon's, or other flying creature's general ability to fly.

Move, Leap, Dexterity, Dodge

KUNG FU

Unarmed combat

Strike, Parry, Information

INTIMIDATION

Forceful persuasion

Menace

INVESTIGATION

Active perception

Examine, Information

MARKSMANSHIP

Proficiency with firearms and projectile weapons

Shoot + Range, Information

PRESENCE

Charisma, friendly persuasion, force of personality

Conversation, Convince, Inspire, Stress Capacity

[Reputation]

RESOLVE

Mental fortitude, self-discipline

Willpower, Stress Capacity [Composure]

RESOURCES

Access to personal assets

Wealth

SCIENCE AND MAGIC

Formal education in theoretical and applied sciences and magic

Craft, Information, Research

STEALTH

Moving silently, hiding

Hide, Skulk

SURVIVAL

Outdoorsiness

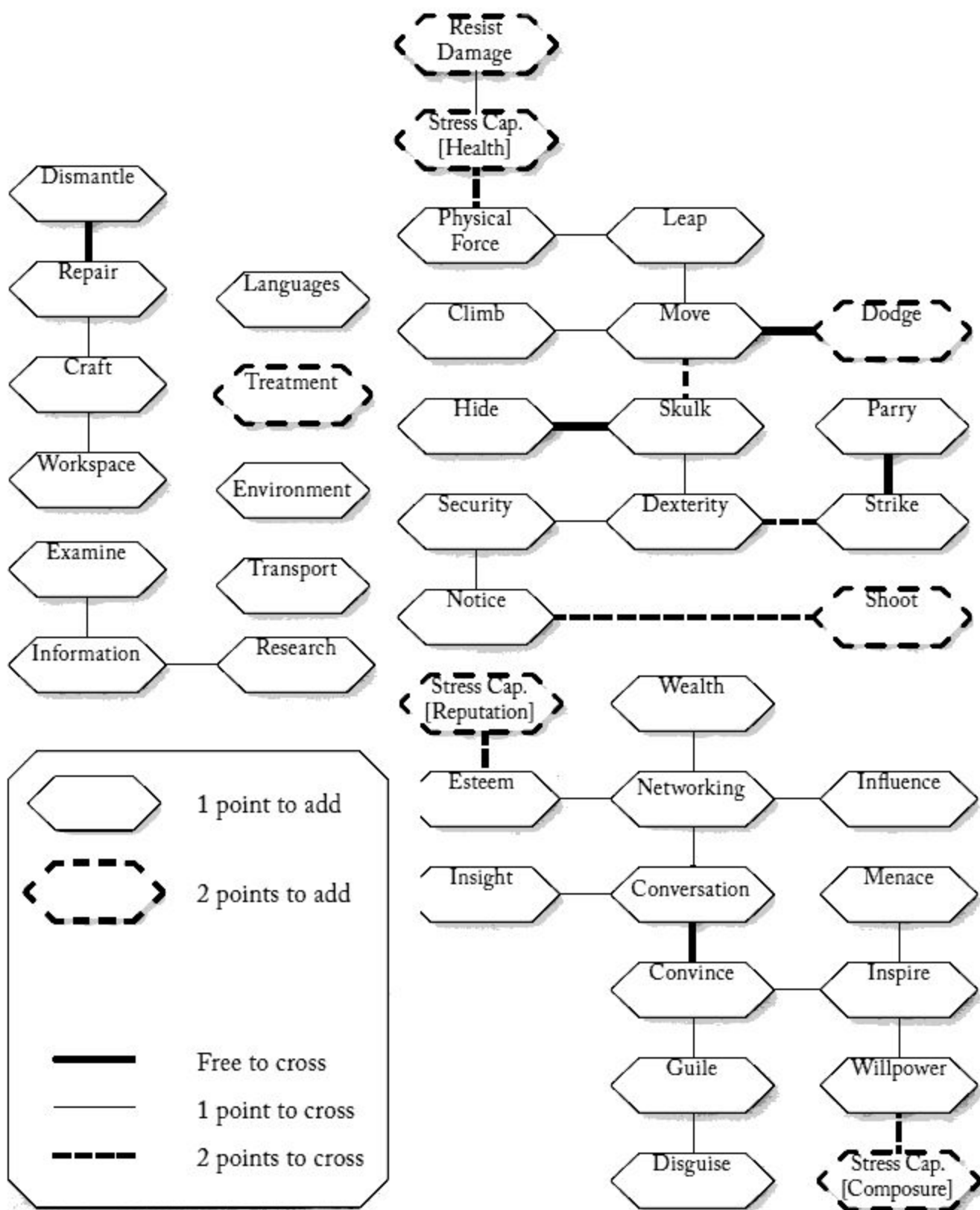
Information, Environment [Wilderness]

UTILITY MAGIC

General utility magic, such as light, levitation, and transformation

Trappings

Pick a Trapping for the skill to use as a starting point, and pay skill points to add it to the skill. Follow the lines to get to other Trappings. The more lines you have to cross to get to the next Trapping, the more expensive it is. A thin line costs 1 skill point to cross, a dotted line costs 2 skill points, and a thick line costs no points. A Trapping with a solid border costs 1 point to add to a skill, while one with a dotted border costs 2 points to add. If adding a Trapping would mean spending 4 or more skill points on crossing lines, it only costs 4 points to get there, plus the cost of adding the Trapping itself (e. g., to go from Physical Force to Dexterity costs 4 points, but you still have to pay another point to actually add Dexterity to the skill). If a Trapping isn't connected by lines to any other Trappings already in the skill, it doesn't cost anything Extra to add. For example, Languages and Environment always only cost 1 point each, regardless of what other Trappings the skill already has. Add the skill rating and apply Extras and Drawbacks for the total cost.



Trapping Descriptions

coming soon

Extras

Magic (+1 skill point)

The Trapping works by magic. All ponies are magic, but some ponies are more obviously magic than others. This Extra simply makes it so that the way the skill works is not by obvious mental or physical exertion, but rather by magical will. Pinkie Sense and Levitation Spell are both magical skills. The effects of this Extra are dependent on the theme and the intention of the players and executive producer. Pinkie Sense is a limited future sight that manifests in twitches and the Levitation Spell can let you move things without touching them.

Magic affects every Trapping on the skill.

Range (+1 skill point)

The range of the Trapping increases. Each rank in this lets you reach one more zone away.

Spray (+1 skill point)

The Trapping effects more than one target. Before the result is made subtract a shift from your roll for every Extra target.

Zone (+2 skill points)

The Trapping affects everypony in a zone.

Drawbacks

Drawbacks are limitations on a Talent or Harmony skill which lower the cost to create it. It cannot be lowered below its rating on the adjective ladder. They are divided into Flaws, which impose boundaries on the skill's use, and Aspects, which fill a free aspect slot with a negative aspect. A Drawback can be Minor (-1 skill point) or Major (-2).

Flaw: Requires Harmony (Major) [REQUIRED FOR ALL HARMONY SKILLS]

Choose one of the conditions below. Unless that condition is met then the skill automatically fails, but it also gives you a Moderate consequence, and awards you two fate points.

Laughter || The player must make the other players laugh.

Loyalty || The character must be doing it entirely for the benefit of another.

Kindness || The character must be doing it to protect others.

Generosity || The character must be giving something up for the benefit of another.

Honesty || The character must have revealed earlier in the session, or be in the process of revealing a truth.

Magic || Another harmony skill must be in play at the same time.

Flaw: Charges (Minor or Major)

The skill can only be used a certain number of times in a scene equal to its rating on the adjective ladder. If it is minor then the restriction only lasts per scene. If it is major then it last the whole session.

Flaw: Delay (Minor or Major)

The skill takes up one round (Minor) or more than one (Major) before it can be used. Perhaps it needs to be prepared.

Flaw: Focus (Minor or Major)

The skill comes from an external source, like a magical necklace, that can be taken away or broken. As a Major flaw it should take up one of your aspects to define the focus. Taken as a minor Drawback it does not take up an aspect.

Flaw: Snag (Minor or Major)

A simple requirement or condition for the skill to be effective. Like, “Only works on animals” (minor) or “No access to normal senses while using the skill” (Major).

Flaw: Taxing (Major)

The skill requires a fate point to use.

Aspect: Complication (Minor or Major)

One of the character’s free aspect slots must be taken up with a complicating aspect. A minor one is a nuisance with pops up from time to time to cause trouble. A bratty little sister or a childhood fear. A major complication is a constant source of struggle for the character and may hold them back in major ways. This might be a long list of phobias or even a mortal enemy.

Gifts

Gifts are enhancements to a skill that provide a bonus or bend the rules in the character’s favor. Each mane cast player gets one free and any additional gifts cost a point of refresh.

Pet

A loyal pet. This is a companion who will stick with them through thick and thin.

They are like a mini minion with some benefits (see Minions in Combat).

Each time you take this gift you may either create another Pet or give three more of the following benefits to a pet you already own.

Aspect The Pet gains an aspect (but no Fate Points).

Quality Increase the Pet's quality by +1, to a maximum of Good (+3). A Fair (+2) Pet has one Average (+1) skill, one Fair (+2) skill, 3 boxes in one stress track and 2 boxes in the other two, and a Good (+3) Pet has one Average (+1) skill, one Fair (+2) skill, one Good (+3) skill, and 3 boxes in each stress track.

Communication The character and the Pet have a special mode of communication in keeping with their capabilities. This could be a portable wireless telegraph, teleported letters, or whatever else is within reason for the character. Attempts to break this communication link between the two are made against a difficulty of 2 + the Pet's quality.

Independent The Pet can act on their own without needing to spend a Fate Point, unless the Pet's sent off on a mission of significant story importance (comparable with something a PC might do, for example). While the Pet is so separated, they have access to the main character's Fate Points and two of their aspects relevant to their bond.

Keeping Up If the main character has some unusual form of locomotion, the Pet can somehow follow along without getting left behind.

Skilled The Pet gains 3 skill points. None of a Pet's skill ratings can exceed his or her quality.

Gifted The Pet gains one of the following Gifts: Impact, or Theme. This improvement can't be taken more than twice per Pet.

Empowered Upgrade the Power Tier of one of the Pet's skills. Empowered counts as two improvements.

Numerous Each time this improvement is taken, the main character gains one additional Pet.

Summonable The Pet can show up at the main character's beck and call without needing to resort to conventional means. This takes one round by default; for a Fate Point, the Pet arrives in An Instant. The Pet automatically vanishes at the end of the scene.

Impact

Choose one of your skills (whether Common, Talent or Harmony). When you use that skill and obtain spin, you can declare a fragile aspect on yourself, your opponent, or the scene (as appropriate) as a free action.

Signature Aspect

Choose one personal aspect. You may invoke that aspect for free once per scene.

Skilled

Receive another 5 skill points.

Theme

Choose three skills (whether Common, Talent or Harmony) that share a thematic connection, such as Academics, Art, and Science (education). Each of these skills receives one (and only one) of the following benefits. This Gift can be purchased multiple times, but no skill can ever receive more than one benefit.

A +1 bonus in narrow circumstances, such as +1 Athletics when jumping or +1 Kung Fu when outnumbered.

A +2 bonus when using that skill to maneuver or Block.

Use the skill in place of another skill in narrow circumstances, such as using Brawn instead of Athletics when chasing someone, using Firearms instead of Athletics to defend against ranged attacks.

Ignore circumstantial or environmental penalties equal to or less than the skill's rating.

Advancement

Of course, going on awesome adventures with your friends is going to make you better at going on awesome adventures with your friends. It will change your character, and your aspects and skills should reflect that.

Character advancement comes in three grades...

Minor

Minor advancement happens when a character's story advances. It's called minor just because it's a change to a single character. When it is dramatically appropriate, swap out one aspect for a new one.

Moderate

This is when a milestone for the entire group happens and the world changes because of it. Newsworthy events that might not shake the world, but are important anyway. Dragonshy and Swarm of the Century are examples of episodes that would end with an instance of moderate advancement.

All mane cast members may swap up to two aspects and spend two skill points.

Major

This is the, well, major stuff. Saving the world from a thousand years of night is a good example. In this event, the party has impacted the world in a profound way, or realized a great destiny, or just saved the whole world from destruction. This might also apply to significant time skips of two or more years. Each mane cast member gets eight skill points to spend, can take a total of two tiers in any skills, and reassess any number of aspects they wish.

Action Resolution

Action resolution in Friendship is Fate is simple.

There are three types of standard actions you can take. A simple action, a contest, and an assessment.

Simple Actions

A simple action is an action where nobody is opposing you, but there is some challenge. The executive producer will decide on the difficulty on the adjective ladder and the player rolls 4df (four fudge dice) + applicable skill + modifiers. The player must meet or exceed the difficulty to succeed.

Contests

A contest is when somebody is opposing you. you both roll 4df + skills + modifiers. The higher number wins. If the higher number is at least 3 shifts above the opposing roll, then the winner has done something that is quite spectacular.

Assessments

An assessment is when you are trying to reveal or declare a target's aspects with a skill. Roll against a target difficulty as in a simple action. If it's against another character, roll as in a contest.

Aspects

During any sort of action, you can tag aspects in the scene in order to help or hinder your effort. Each tagged aspect gives either a +2 or a -2, depending on how they apply. If an aspect helps, then add a +2 to your roll and spend a fate point. If it hinders your efforts, add a -2 and receive a

fate point. If the executive producer compels the aspect, then you may spend a fate point in order to resist it.

Shifts

The difference between the target number (or opposing roll) and your roll is measured in shifts. Each shift is a rung on the adjective ladder. Shifts from a successful roll can be used in simple actions in order to make an effect last longer, take less time to put into effect, make it better quality, and so on.

Complex Actions

Certain actions, like building a gadget, might take longer to perform or have complex steps involved. When this happens, assign the complex task a target difficulty. For every shift that is rolled over the difficulty, lower it. For every shift below add one to the difficulty. When the tasks' position on the adjective ladder drops to zero then the task is complete.

Combining Skills

Sometimes it is necessary to use multiple skills at once. For example, when trying to cast a spell while balancing on a platform. To do this, decide which skill is being used primarily (in this example, Magic) and the skill that it depends on (in this case, Dexterity). Roll for the primary skill. If the secondary skill is higher, add a +1 to the roll. If it's lower, subtract a -1.

Combat

Determine the kind of combat it is, Physical, Mental, or Social.

Establish all the different groups of combatants.

Begin round

Determine actions

Take action - Actions go in this order...

Movement (Moving across zones can happen at any time during the Take action step, usually before or after a character's main action for that round)

Speaking (Speaking actions, such as in a debate)

Maneuvers (Establishing aspects on the scene and characters)

Blocking (Defending another thing, or obstructing a path)

Attacking (Physical violence)

Begin next round

Determine Combat Type

Establish what kind of conflict is taking place. Which stress track should primarily be referenced?

Establish Groups

Make sure it's clear who's fighting who, over what. Make sure everybody knows who's who for the purposes of this combat.

Determine Actions

When taking action, determine the actions being done at the beginning of the round. Actions all go in the order above. If two of the same kind of action are declared in the same round, then go in alphabetical order by character name.

Take Action

When performing an attack (Speaking or Attacking could be an attack) on another character's stress track, define who it is that is attacking and defending. The attacking character rolls a skill to attack with and the defender rolls a skill to defend with, as in a Challenge action.

If the defense beats the offense by 2 or less, then nothing happens. If the defense beats the offense by three or more, then the defender can make a counter attack on the same round against the attacker's base defensive skill, in addition to their normal action.

If the offense beats the defense in an attack, then subtract the resulting shifts from the defender's stress. However, some of that stress damage can be absorbed by taking a consequence. Only one consequence may be taken per character per combat round.

Consequences

Consequences are aspects that are applied to a character as the result of an attack. They allow a character to go on at the cost of injury declared by that player's character.

A Minor consequence takes off up to 2 points of stress damage resulting from attack and goes away after the scene is over. This is generally something like a momentary embarrassment or a minor abrasion. You may take up to 4 in a single scene.

A Moderate consequence takes off 3 to 4 points of stress damage and last an entire session. These are things like a bloody nose or a significant social faux pas. You may take up to two in a single scene.

A Major consequence lasts an entire adventure and takes off 5 to 7 points of stress damage.

You may take only one in a single scene.

Maneuvers

Maneuvers are used to create tactical advantages with aspects. Roll a skill that you could use to make the maneuver possible. If you are setting a maneuver aspect on an object, roll against a number set by the executive producer. If you are setting a maneuver aspect on a character, then it's a contest and you must roll against a defense roll.

Maneuvers come in two types, Fragile and Strong. A fragile maneuver is created if you roll 0 to 2 over the target number. It goes away after the next round. A strong maneuver is achieved if you roll 3 or more over the target number. They go away at the end of the scene.

Movement

Space in combat is divided up into zones. These are logical divisions of space in combat and can even have aspects. They depend on the focus of the scene. The Grand Galloping Gala might be divided up into a few zones with aspects like The Punch Bowl is Spiked or Everypony on the Dance Floor.

Characters may move through one zone each combat round in addition to their main action at any time during the combat round. However if they need to get someplace quickly then they can use a skill with a movement trapping.

There may also be obstacles in between zones, which take effort to get over. These require you to use a movement skill to get over in a timely manner.

Blocking

Blocking is an important tactical maneuver. To block, determine what you want to block, then roll a defensive skill and add any modifiers (maneuvers come in pretty handy for this). This means that you are putting an extra effort into defending something besides yourself. You make it so that a certain opposing character cannot affect it.

Minions

Minions are a way of making large crowds of small-fry enemies easy to manage in combat. They are basically unified groupings of several enemies in one. They are not Threats, but they may work for one. They are also not supporting cast characters. They are one-off, nameless fodder for your Mane Cast to show off and for the Executive Producer to pace out a session.

All minions are built with...

Quality A rating of Average, Fair, or Good on the Adjective Ladder.

Scope Which stress track they attack. This basically acts as a skill, complete with tiers (bought with the Executive Producer's fate points), which is limited by their...

Aspects No more than three per group.

Gifts The System A can spend their fate points to

Stress track Each group of minions should only 3 stress *tops*, which is defined by their Scope.

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