

Book of Challenges

Some Specific Challenges for FATE

Infiltration

Infiltration is a situation where a group of heroes enters an enemy complex in order to steal, sabotage, or gain information. This is some sort of *meta-conflict* where the defense systems of the complex fight against the players as a whole group.

The Group Character

The group character is an amalgamation of all the heroes. If infiltrations happen often in your campaign, you might want to keep the group profile updated and handy. Note that this groups character does not follow some of the rules such as the need for a skill pyramid etc.

Detection stress is normally 5 points and represents how aware the enemy is of the intrusion. You might grant 1 or 2 additional points for specific stealth-related stunts.

Consequences: Instead of suffering detection stress, the heroes can take consequences that complicate their lives. Minor consequences stay for this infiltration and are then reset, major ones will stay for days or longer.

- *Minor Consequences:*
 - Group is separated
 - Group is lost in the complex
 - Time-consuming detour required
 - Left a suspicious trail
- *Major consequences:*
 - Yellow alert
 - Guards at every intersection

Skills: For each of the skills, take the best character's level but restrict by each other character's skill level (i.e. reduce by one for each skill that is lower). However, sometimes there is

also strength in numbers – people can cover each other, find good ways faster etc.

Stealth: This skill is used to avoid *detection* attacks by the enemy complex.

Number of Intruders	Skill Modifier
Less than 5	0
5 to 20	-1
More than 20	-1 per ten people

Burglary: This skill is used to determine initiative and can be used to defend against *security* attacks by the enemy complex.

Number of Intruders	Skill Modifier
1 to 2	0
3 to 5	+1
6 or more	+2

Alertness: This skill represents how fast the infiltrators progress and is used to attack the complex's objective stress.

Aspects: The characters can use their own aspects but only if they are the one making the check. You might also apply some temporary group aspects due to special preparations such as *disguised as enemy soldiers* etc.

Infiltration Group Character	
Detection Stress:	□□□□□
Consequences: 2	1. 2.
Skills:	Stealth Burglary Alertness
Aspects:	

The Complex

The complex has several defenses and is defeated through Stealth and Burglary.

Objective Stress: For each objective the heroes have, there will be one stress bar. If the heroes attack in two teams, they might be able to progress faster (each going for a different objective and possibly not being detected by the enemy) on the other hand, they might prefer to stick together and go for each objective after the other.

Fate Points: The complex has several fate points available to counter the heroes.

Consequences: If the heroes make progress on the objective stress, the complex can take a single 4 point consequence per objective.

- False lead draws guards to wrong spot
- Major security system disabled
- Confusion among the ranks
- False rumor detracts attention from infiltrators

Skills: There are a few skills that work against the infiltrators. These do not need to be arranged in a pyramid but should be appropriate for the infiltrators' skills.

Detection: Detection is used to attack the infiltrators' detection stress.

Security: Another way to attack the detection stress but defended against with Burglary.

Scale: The scale of the complex is used to defend against the infiltrators' Alertness as they try to find their way towards the objectives.

Aspects: The complex can have aspects that make it easier or harder to enter it. These can be tagged, invoked normally. Some examples are:

- Frequent false alerts
- Maze-like corridors
- Green guards
- Bloodhounds fed on human flesh
- Pressure-plates on the floor
- Secret entrance through the sewers

Guard Teams: These are the enemies the heroes will have to face upon detection. This does not represent the whole garrison, only those that are immediately available to fight the heroes.

Enemy Complex	
Objective 1 Stress:	□□□□□
Objective 2 Stress:	□□□□□
Fate Points:	Scale:
Consequences:	Obj 1. Obj 2.
Skills:	
Detection	
Security	
Scale	
Aspects:	
Guard Teams:	

Conflict Resolution

Initiative is based on Burglary vs. Detection and follows pretty much the normal conflict rules expect that only one player gets to roll depending on which skill is on use, which makes this basically a one-on-one battle.

Defeat: When the infiltrators are defeated, they are detected and must flee or fight against the whole crew of the complex, possibly in several waves. The rules stay the same but with the following changes:

- Alertness rolls *undo* objective stress – as soon as the bar reaches zero, the team is safely outside. (i.e. if they were almost there, they will need longer to get out again) However, since the cover is now blown, the roll gets a +1.
- If they decide to go for it in the open, they will have to fight local security in a normal conflict, which is very likely stacked against them. There will be one wave of attackers per missing point towards the objective.

Victory: If the heroes reach all objectives undetected, they can escape for free. This is not realistic but saves valuable game time.

Interrupt Scenes: Note that at any time you can interrupt the flow of this conflict to play a scene with the characters. E.g. they might talk to a prisoner (when reaching objective 1) or they might encounter an elaborate trap that requires more detail somewhere along the way. There might be random encounters are scripted events that just happen after a certain amount of progress is reached. Such cut scenes will bring to life the otherwise mechanics-focused infiltration approach.

Research as Conflict

Research of any kind (whether is is occult lore to find out the proper steps of a ritual or academic knowledge to discover the cure to a disease) is covered by rules but this alternative turns research into a conflict against a research problem. For a very central challenge of an adventure, this might be the appropriate route to take.

The Problem

The problem is an opponent that needs to be overcome before the hero suffers so much mental consequences that he gives up in disgust. Also, there is often a time limit that has to be met.

Discovery Stress: How far has the character already progress in his research? Once this bar is full, the problem is solved. There is only a single 4-point consequence the problem can take, which is *partial solution*.

Time Progress: Each “attack” the character performs takes up some time, typically one day (although you can use different time units for specific problems). The character can rush his activity or put in extra time but otherwise this bar progresses one unit per attempt. If the bar is full, the time limit is up. Note that not all problems have a time limit.

Fate points: The problem has a few FATE points but typically no more than 3 to 5.

Attack with: These are the skills that can be used to tackle this research problem.

Skills: A problem has several skills that need not

adhere to a pyramid form.

Complexity: This is the value the problem uses to defend against research.

Tediousness: This is used by the problem to counterattack against Resolve to make the character give up. Some possible consequences the character might suffer are:

- Minor – tired, frustrated
- Major – confused, in a dead end, the same issue over and over again
- Severe – will no longer talk to fellow researchers, self-absorbed and disturbingly silent
- Extreme – insane, permanently obsessed with an irrelevant problem

Physical Danger: Not all problems have this skill but it can be used to cause physical harm, e.g. through explosions etc.

Aspects: A problem might have aspects. Some examples are. These should be used liberally to force players into actions instead of going for a +2.

- Solution only found in forbidden tomes
- Involves highly unstable chemicals
- Many conflicting theories exist.

Research Problem	
Discovery Stress:	□□□□□
Time Progress:	□□□□□
Fate Points:	
Consequence:	
Attack with:	
Skills:	
Aspects:	

The Players

The players can use any skill you find suitable to

tackle the problem (as noted in *Attack with*). You might let them use weapons to deal additional stress levels such as:

- Laboratory (+1 damage)
- Rare books (+1 damage)
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Initiative always goes to the characters involved in the problem.

Attacks: The lead researcher can roll his skill to solve the problem. He uses his steps to deal discovery stress to the problem. He can also use spin to avoid the time scale advancing but the three points are reducing the stress he inflicts.

Extra Time: The character can inflict mental stress on himself to get a bonus on an attack roll. He can spend one point for a +1, which represents working late hours.

Supporting researchers: Any character supporting the lead researcher can only do two things with a successful attack roll.

- Use spin to avoid **time advancement**
- Use spin to create a **fragile aspect** that the lead researcher can tag by paying a FATE point. Examples are *promising lead*, *experimental evidence* etc.