



# DUNGEONS OF FATE



**D***ungeons of Fate* is a lightweight fantasy roleplaying game based on **Fate Condensed** by Evil Hat Productions intended for single-session or short-run fantasy adventures. Players need a single 20 sided die, a character sheet, and a pencil.

## CORE GAMEPLAY

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The gamemaster (GM) describes the situation, the player chooses an **action**, and the GM determines a **challenge level** between **10** (easy) and **25** (nearly impossible) if needed.

Players roll a twenty-sided die (1d20), add an applicable **attribute** bonus and **stunt** bonus and compare it to the **challenge level**. After the roll a player can spend **Fate points** to **invoke aspects**, adding +2 to the roll for each aspect invoked. They may also invoke an aspect to reroll once.

If the roll is **less than** the challenge level, the action **fails** or **succeeds at a cost** (GM's choice). If the roll is **equal to or greater than** the challenge level, the action **succeeds**. If the roll is **five higher** than the challenge level, the action is a **critical success**.

GM's don't roll dice in *Dungeons of Fate*.

## CHARACTER CREATION

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- Choose a **name**
- Choose an **ancestry** (human, dwarf, elf)
- Choose a **class** (fighter, cleric, thief, mage)
- Choose a **background** (sage, outlander)
- Choose an **heirloom** (My grandmother's sword)
- Assign **attribute bonuses** (+3, +2, +2, +1, +1, +0) to the **six core attributes: Strength, Dexterity, Constitution, Wisdom, Intelligence, Charisma**
- Define up to three **stunts** during gameplay.
- Begin with **10 hit points** + your constitution bonus and three **Fate points**

## ASPECTS

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**Aspects** are short phrases that describe characters, locations, monsters, or items. Characters have four aspects: ancestries, class, backgrounds, and heirlooms. GMs define location, monster, and item aspects.

A character can **invoke an aspect** by describing how the aspect helps them in the current situation and **spending a Fate point**. An invoked aspect gives either a **+2 bonus** or lets the player **reroll**. Multiple aspects can be invoked in a turn to stack bonuses, but a single aspect can only be invoked once per turn and only one aspect can be invoked to reroll on a turn.

## ATTRIBUTES

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Character attributes determine how characters acts on any given action. The following list describes how attributes are generally used. The GM decides which attributes fit a given action.

**Strength.** Used for challenges of physical might, fighting with heavy weapons, and defending with heavy armor and shields.

**Dexterity.** Used for challenges of nimbleness, acrobatics, stealth, and subtlety; attacking with light weapons; and defending with light armor.

**Constitution.** Used for challenges and defenses requiring great fortitude and increases hit points equal to its bonus.

**Intelligence.** Used for challenges that require a keen mind and high intellect. Used for arcane spellcasting.

**Wisdom.** Used for challenges requiring experience and worldly knowledge. Used for divine spellcasting.

**Charisma.** Used for challenges requiring charm and leadership. Used for innate spellcasting abilities.

## ACTIONS

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Characters take one of three actions on a turn. Characters take the fourth action, *Defend*, when attacked.

- **Attack.** Attack an enemy. **Failure:** inflict no damage. **Success:** inflict one point of damage. **Critical success:** inflict two points of damage. A character can attack multiple enemies with a -2 penalty for each enemy attacked beyond the first.
- **Defend.** Defend against an enemy's attack. The GM chooses the defending attribute based on the attack. This action is only taken when a character is attacked. **Failure:** take damage equal to the level of the attacker. **Success:** take no damage. **Critical success:** take no damage and gain a +2 boost on your next attack.
- **Overcome.** Attempt to overcome a challenge. **Failure:** fail to overcome or succeed at a cost. **Success:** overcome the challenge. **Critical success:** overcome the challenge and gain a +2 boost to your next related action.
- **Create an Advantage.** Create a new aspect in a scene. The challenge level is nearly always 12. **Failure:** fail to create an advantage. **Success:** create an advantage with one free invocation. **Critical success:** create an advantage with two free invocations. Each character can have one ongoing advantage at a time.

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## STUNTS

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Stunts are specialized skills you make up for your character as you play. You can have up to three stunts. Define your stunts the first time you'd use them as the game plays out. A stunt usually falls into one of three models:

- A +2 bonus to a specific attribute for a specific action in a specific circumstance. Example: **Power attack.** +2 to *strength* when *attacking a single creature*.
- A +1 bonus to a specific attribute for a specific action. Example: **Shieldmaster.** +1 to *strength* when using the *defend* action.
- Use a different attribute for a particular action under a specific circumstance. Example: **Mage Armor.** Use *intelligence* instead of *strength* or *dexterity* when being *attacked with physical force*.

## EQUIPMENT

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Characters are assumed to be equipped with standard adventuring gear and you're encouraged to write down any items your characters might reasonably bring with them.

A character's heirloom is considered their prized possession, an item of great value, quality, or magically enhanced.

Characters may discover other magical items throughout their adventures. These items have their own aspects and sometimes include free invocations.

## MAGIC

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Magic in Dungeons of Fate is handled as part of the characters' aspects and described as other actions are described. Magic usually comes in three varieties: **arcane** magic tied to intelligence, **divine** magic tied to wisdom, and **innate** magic tied to charisma. Players can create any forms of magic they can describe recognizing that they still follow the four actions and associated challenge rolls. Specialized spells often created as stunts.

## ROUNDS AND TURN ORDER

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Scenes happen in **rounds** and **turns**. Each character takes a turn during a round, in which they can take one **action**, until everyone has gone and a new round begins. GMs determine who begins in a scene or chooses randomly. Once a character has acted, their player chooses who goes next, including monsters, until everyone has gone. The last person to go then selects who acts first in the next round.

## DAMAGE AND DYING

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When a character loses all of their hit points in a scene, they're knocked unconscious. If all characters are knocked unconscious, they may either die or find themselves captured by their enemies and restored to one hit point each.

A character can heal 2 hit points per hour (or 4 on a critical success) by overcoming a challenge 12 Constitution check. A character can help another character heal 2 hit points (or 4 on a critical success) by overcoming a challenge 12 Wisdom check once per hour. A character's hit points are fully recovered after an eight-hour rest.

## MONSTERS

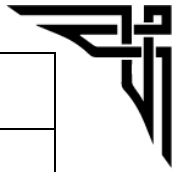
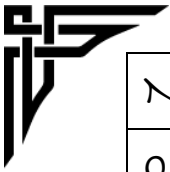
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Monsters have a **level** between 1 (a weak bandit) to 10 (a flamewreathed dragon). A monster's challenge level is equal to 10 + monster level and has hit points equal to its level. Monsters are killed or knocked unconscious (player's choice) when they take damage equal to their hit points.

In a combat scene, GMs gain one Fate point for each character in the scene. When a character takes an action, GMs can **invoke monster aspects** by spending these Fate points and applying a +2 bonus to the challenge level. A character gains a Fate point when the GM invokes a monster's aspect against a character's action.

An individual character can generally take on two 1st level monsters or one 2nd level monster. Two characters can take on a 5th level monster. Four characters can take on an 8th level monster.





NAME	
ORIGIN	
CLASS	
BACKGROUND	
HEIRLOOM	

ATTRIBUTES	
STRENGTH	
DEXTERITY	
CONSTITUTION	
INTELLIGENCE	
WISDOM	
CHARISMA	

CHARACTER PORTRAIT

HIT POINTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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EQUIPMENT

STUNTS





# DUNGEONS OF FATE PLAYER'S GUIDE

## CHARACTER CREATION

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- Choose a **name**
- Choose an **ancestry**
- Choose a **class**
- Choose a **background**
- Choose an **heirloom**
- Assign **attribute bonuses** (+3, +2, +2, +1, +1, +0) to the **six core attributes: Strength, Dexterity, Constitution, Wisdom, Intelligence, Charisma**
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- You begin with **10 hit points** + your constitution bonus and three **Fate points**

## EXAMPLE CLASSES, ANCESTRIES, AND BACKGROUNDS

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Use the following lists for inspiration or roll randomly to choose your class, ancestry, and background. Feel free to make up your own based on the story and world.

	Ancestry	Class	Background
1-2.	Human	Fighter	Sage
3-4.	Elf	Cleric	Outlander
5-6.	Dwarf	Mage	Street urchin
7-8.	Halfling	Thief	Blacksmith
9-10.	Gnome	Ranger	Investigator
11-12.	Half-orc	Paladin	Guard
13-14.	Celestial	Bard	Knight-errant
15-16.	Tiefling	Monk	Monster hunter
17-18.	Elemental	Sorcerer	Bounty hunter
19-20.	Animalfolk	Warlock	Charlatan

## HEIRLOOM

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Your character begins with one heirloom, an item you covet and that has special meaning to you or even magical properties. Use the list below for inspiration.

- 1-2. Your mother's sword
- 3-4. Your uncle's armor
- 5-6. A wand given to you by an old sage
- 7-8. A mysterious amulet
- 9-10. A pocketwatch that flows backwards
- 11-12. A bow made of living wood
- 13-14. The dagger that murdered the dark lord
- 15-16. The famed lute of Wydarn Leafrunner
- 17-18. A ball of living fire
- 19-20. Eye of an Outsider

## EXAMPLE STUNTS

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During the game, create stunts the first time you would use it or choose from the list below. Use these as a model for building your own stunts.

**Adventurer's Luck.** Begin each session with one extra Fate point.

**Backstab.** +2 to Attack with Dexterity when an opponent is currently fighting an ally in melee.

**Bag of Holding.** Short of unique or magical items, you always have the right tool for the right job.

**Brute.** +2 to Overcome heavy objects, barred doors, or other heavy obstacles with Strength.

**Cleave.** +2 to attack with Strength when attacking two or more opponents.

**Commune.** Once per game session spend a Fate point to commune with your god and receive the truthful "yes" or "no" answer to any one question.

**Cure Wounds.** Spend a Fate point to heal two hit points to you or an ally.

**Empowered Firebolt.** +2 to Attack with Intelligence when firing a firebolt at a single target.

**Hunter's Mark.** +2 to use Wisdom to Create a "Hunter's Mark" Advantage against a single opponent.

**Knight's Protection.** +2 to Create a "Protected" Advantage for a single ally with Charisma.

**Mage Armor.** +2 to Create a "Mage Armor" Advantage with Intelligence.

**Master Duelist.** +2 to Attack a single opponent with Dexterity in one-on-one combat.

**Master Lockpicker.** +2 to Overcome locks with Dexterity.

**Master of Disguise.** +2 to Create a "Master Disguise" Advantage with Charisma.

**Slayer.** +2 to Attack a particular type of monster with either Dexterity or Strength (choose one). You can always tell when such a monster is nearby.

**Oath of Enmity.** +2 to Create an "Oath of Enmity" Advantage using Wisdom against a single specific enemy.

**Phalanx.** +2 to Defend with Strength against ranged attacks.

**Power Attack.** +2 to Attack a single opponent with Strength.

**Protection from Evil.** +2 to Create a "Protection from Evil" Advantage with Wisdom.

**Shield Master.** +2 to Defend with Strength against a single attack each turn.

**Trapmaster.** +2 to Overcome traps with Dexterity.

**Turn Undead.** +2 to Create a "Turned" Advantage with Wisdom against undead foes.

