

# Changing Fortunes

By Bill Horst-Kotter

The action RPG where cards are drawn to determine outcomes of player's actions and Fortune both good and bad can change the characters' fate. This can apply to any setting you choose: light and comedic to dark and gritty.

## Flavor

This is the setting or genre of the game the GM and players decide on. Flavor can be as following: Sword and Sorcery, Space Opera, Horror, Post-Apocalyptic, Urban Fantasy, Teen Adventure, War Drama, Western, Spy Thriller, Pulp Adventure, etc.

## Character Creation

1. Players will then choose a character type that will fit the Flavor of the game. (i.e. Fighter, Mage, Bounty Hunter, Decker, Soldier, Pilot, Superhero, Doctor, etc)
2. Each character as 4 attributes: Charm, Tough, Quick, and Smart.  
Charm: When trying to fast talk/sweet talk someone in a social interaction.  
Tough: Physical strength or endurance.  
Quick: Speed and agility.  
Smart: Intelligence and focus.  
You have 1 in each attribute and 3 extra points to split between them. No attribute can be more 3.
3. The calculate your health by taking your Tough and adding 3.

4. Then decide what edges and hindrances will fit the flavor of the game. Edge gives a player an advantage in one type of situation. Hindrances are similar but are negative to the character. Each player gets one of each. Example: if your playing in a Space Opera flavor then an edge might be Hot Shot Pilot or Dead Eye. For hindrances in the same vein could be Hates an Alien Race or Bad Repairing Tech.

## Changing Fortune Cards

These cards are used when a character is trying to do an action. There are 10 cards with 4 Success (Green) cards, 4 Failure (Red) cards, 1 Major Success (Double Green) card and 1 Major Failure (Double Red) card. GM will shuffle the cards up and fan them out. The player will pull the number of cards equal to attribute being tested. If the draw has a mix of

red and green cards then they cancel each other out leaving what's left over to determine if it is a success or failure. (i.e. A Tough 2 check then two cards are drawn. A Green and Red card is drawn it would cancel each other out. If it was 3 cards being pulled and there is 2 Green and 1 Red you'd be left with 1 Green and a success.)

## Fortune

Character is given fortune that is split into good and bad. Both start at 0 and will change every time the result is 2 or more. So Green 2+ is a +1 good fortune and Red 2+ is a +1 in bad fortune. The difference between good and bad is how they are spent. Good fortune a player can spend one to reshuffle the cards and redraw. Bad fortune the GM spends on NPCs reshuffle and redraw. Having 2 different color markers (i.e. glass beads, poker chips, etc) to make counting easier.

## Combat

What attaching make a Quick check like normal. Damage is based on the number of Greens in the end plus the damage rating of the weapon. If the character is out of health then he or she is incapacitated or unconscious. If hit your character can soak damage by spending a good fortune to make a Tough check. For each Green left can soak 1 point of damage.

Example: John gets in the fight with the local bully Max. He throws a punch and makes a Quick 2 check. Pulls a Red and a Green so they nullify each others and no damage. Max punches back with a Quick 2 check and draws 2 Greens. Unarmed is a damage rating of zero so it is 2 points of damage. John either take 2 points of damage on the track or soak it. John will soak it by spending a good fortune to make a Tough 2 check. Draws two Greens and soaks both points from the punch.

## Healing

Healing damage will take a Smart check to heal someone. For each Green result will heal one point of lost health. Healing can also be done by resting, first aid kits, spells or nanobots. All depends on the Flavor of the game.

## Gear

Character will have the gear that is typical for the characters in that setting. Items may have an Edge with it i.e. Grenade with an Edge Area Effect. Edge doesn't need spend a good fortune to use.

Weapon	DMG	Edge
Unarmed	+0	
Rock/Knife	+1	
Sword/Axe/Spear/Mace	+2	
Pistol	+1	Ranged
Rifle/Shotgun	+2	Ranged
Cannon	+3	Ranged
Explosive/Grenade	+3	Area Effect

Armor gives you soak points for damage. Armor comes in two varieties: Light and Heavy.

Armor	Soak
Light	1
Heavy	2

## Powers

Powers are Edges that give the character some superhuman/supernatural ability. Don't make it generic like magic but specific like Fireball, Magic Missile or Summon <insert entity here>. It would be activated like any other Edge by spending a good fortune. The ones that are active would be used in conjunction with a Stat check. Same thing can go for hindrances to be something supernatural like vulnerable to sunlight or silver.

## Acknowledgments

I like to thank a Rabbit, 2 Owls, a Fox, a Dog, and a Magpie for helping a Toad get their witch's eyes back. Also 2 dragons who watched what the crazy humans were playing on New Year's Eve 2018

# Changing Fortunes

Name:

Flavor:

Attributes

Charm: ■ □ □

Tough: ■ □ □

Quick: ■ □ □

Smart: ■ □ □

Gear:

Type:

Health: □ □ □ □ □ □ □ □

Edge:

Hindrance:

# Changing Fortunes

Name:

Flavor:

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Charm: ■ □ □

Tough: ■ □ □

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Edge:

Hindrance: