



FATUM

CHARACTER CREATOR DECK

RULEBOOK

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INTRODUCTION

FATUM is a tool to generate characters in a quick and random way, creating their background as well.

FATUM Fantasy deck is designed to create characters for stories, to help dungeon masters or even to inspire writers and screenwriters.

Its simple mechanics allow the creation of the scheme of several characters in a short time.

GAME COMPONENTS

- Deck of 88 cards
- Textile playmat

CARDS CATEGORIES



CLASS



BACKGROUND



BOND



EVENT



PLACE

CLASS

Every character has a class, which represents the character field of expertise. The class represents the profession that the character has been devoted to most of their life, due to extensive and specialized training and accumulated experience.

BACKGROUND

The character's current occupation or one of their qualities.

BOND

The most intimate relationships of the character. They are the unique people in their life, with whom they have the strongest ties and who define the passions that influence the life of the character.

EVENT

The important episodes that changed the course of the character's life.

PLACE

The location where something important to the character happened.



RACE

RACES

These cards are optional and don't occupy any default space on the playmat. They can always be drawn and played together with certain type of cards in the playmat and add its effects to the card upon which is played.

ANATOMY OF A CARD

Card name

Artwork



Draw request

DRAW REQUEST

On the sides of **Fatum** card name, there can be questions next to colored diamonds corresponding to the “draw request”. To answer these requests, draw a card from the corresponding deck to obtain further information on the card that requested it. For instance, the card Love asks the question Who? to find out who the character loves.

The colored diamonds indicate which decks need to be shuffled to draw the answer. Here is the detail of the meaning of the colors:

- **Golden:** Class
- **Blue:** Background
- **Red:** Bond
- **Violet:** Event
- **Green:** Place
- **Grey:** Race

PREPARATION

Unfold the playmat and separate each card in five piles by its deck color (six if the Race deck is added). Shuffle each deck face down to not see the cards.

Then, divide the decks in half and turn one-half 180° and shuffle again. Doing this will cause the double-sided cards to be placed randomly.

CREATION SET UP

1. Draw a CLASS card (black back) and place it in the center of the playmat in the CHARACTER slot. This card determines the concept of the character.
2. Draw a PLACE card and place it in the ORIGINS slot of the playmat. This card defines where the character comes from.
3. Draw a BACKGROUND card and place it in the BACKGROUND slot. This card defines the activity or profession of the character.

4. Draw two BOND cards and place them in the BOND slots of the playmat on the left and the right of the character, in any order. These cards represent the important people to the character.
5. Draw an EVENT card and place it in the MARK OF THE PAST slot, which provides information on something that happened in the character's past that changed their lives.
6. Draw an EVENT card and place it in the IMPETUS slot, which informs about the motivations of the character, the path they follow.
7. All the cards surrounding the character are revealed. The next step is to answer the questions the cards ask, starting with those that require the fewest colored diamonds.

7.a. Answer the questions with colored diamonds, starting with the ones that require fewer colors and add decks as needed.

Start with the questions that have one colored diamond, draw a card from the corresponding deck and place it next to the card that requested it.

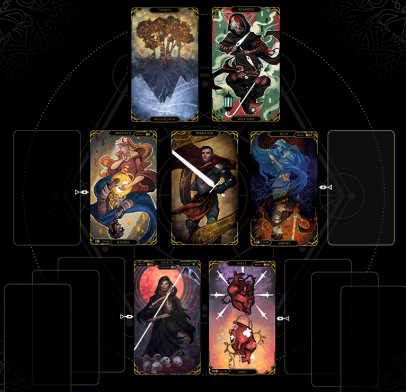
7.b. Once all the questions with one colored diamond are answered, look for the questions with two colored diamonds and shuffle the decks of the requested colors. To answer these questions, draw the bottom card of the deck so the card type is unknown, and place it in the corresponding slot.

7.d. Repeat by adding decks to the mixed deck to answer all questions. There is no need to separate the decks by color after answering a question, simply add the new color deck to the mixed deck as you answer the questions.

*Tip: when the deck is made up by multiple colors, draw the bottom card, so the next card type to be drawn remains unknown.

Once the questions of the cards BOND and EVENT surrounding the central card are answered, the scheme of the character is finished.

*Remember: only answer the playmat main card's questions (Bonds, Mark of the Past, Impetus). Do not answer the questions of the cards that answer the questions of these main cards.



EXAMPLE OF PLAY

1. Class card: FIGHTER for the CHARACTER slot.
2. Place card: FOREST for the ORIGIN slot.
3. Background card: ASSASSIN for the BACKGROUND slot.
4. Bond cards for the bond slots: MOTHER and ALLY.
5. Event card: DEATH for the MARK OF THE PAST slot.
6. Event card: HATE for the IMPETUS slot.
7. The answers to these cards are to be placed on the empty slots next to the card that requested them.

7. a. The card that requests the fewest colored diamonds is the card DEATH The question WHERE? with a green diamond needs to be answered with an PLACE card.

The card RUINS is revealed.

7. b. The card MOTHER asks WHO? with two gold and blue diamonds.

The CLASS and BACKGROUND decks are shuffled, and the bottom card is drawn.

The card CLERIC is revealed.

7. c. The card ALLY asks WHO? with three diamonds gold, blue, and red. To the previously made deck, the BOND deck is shuffled in, and then the bottom card is drawn.

The card EXPLORER is revealed.

7. d. The card DEATH asks WHO? and MURDERED with three diamonds: gold, blue, and red. Drawn two cards from the shuffled deck.



The cards LOVER and PIRATE are revealed.

7. d. The card HATE asks WHO? with three diamonds gold, blue, and red. Drawn a card from the shuffled deck.

The cards BARBARIAN is revealed.

The scheme of the character is finished. In this example, the character will be called Gloria.

"Gloria is a fighter that comes from the heart of the forest. She makes her living working as an assassin.

She has a partner, a ranger from the Deep Wood that accompanies her since childhood.

Gloria is searching for her mother, who only left her a trinket when abandoned her when she was a baby: the trinket suggests her mother was a cleric."

During his mother's search, a lover of her was killed by a pirate, a member of a barbarian tribe that she now fiercely hates"

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THE POWER OF IMAGINATION

The Fatum system is conceived to provide the scheme of the character. It gives the base on which one can find inspiration and create the desired details for the character. To complement the story, some simple questions can be asked that will help bring the character to life.

Considering the previous example, the questions could be the following:

Why does Gloria live as a hired Assassin?

Why is the Explorer her Ally?

Did her Lover die by accident, in battle, or maybe the murder was ordered?

We are certain that your imagination is your best asset.

ADDING RACES

Race cards are not mandatory to use them as they are optional.

To include Race cards in a creation set-up, gather all the desired Race cards in a deck and place them separately as the other decks.

Using this deck is very easy: just draw a card from it and add it to the corresponding card during the character creation phase.

Unlike other cards that once drawn “remain” on the playmat, Race cards have to be returned to the deck, which must be reshuffled. This allows the card to appear again.

For example: You have picked a Fighter as your character CLASS Card, but you want to randomly generate her race: draw a card from the RACE deck, which turns out to be the Human. So your Fighter will be Human. Put back the card in the RACE pile and shuffle it again.

Later on you want to know the race of your BOND card Explorer Ally. Draw again from the RACE deck to reveal the Half-elf card: your Explorer Ally is a half-elf. Put back the Half-elf card in the RACE deck. Follow these steps every time you want to randomly generate a race for your CLASS, BACKGROUND or BOND cards.

BLANK CARDS

These cards allow the user to personalize adventures and settings by drawing or writing on them their own content.

Another use of these blank cards is to include them in the decks to be revealed either as a main card or as an answer. In these cases, the blank card means that the character is simply unaware of the reason or concept. It could be that the character has forgotten or that a spell has been cast on them to make them forget.

EXTRA: CREATE STORYLINES

Fatum's system allows the creation of simple storylines using an alternative system.

As shown in the picture above, draw six cards in the following order:



4. MIX THE CLASS, BACKGROUND AND BOND DECKS.



1. TRIGGER: an event that originated the story.
2. PLACE: where the story takes place.
3. REASON: the reason behind the story.
4. ALLY: who helps the protagonists.
5. ENEMY: who acts against the protagonists.
6. FINAL GOAL: the objective.

POSSIBLE INCOHERENCES

Some card combinations might seem at first incoherent, but they are nothing but a challenge which needs an extra dose of imagination.

For instance:

IMPETUS and BE BETRAYED. You must prove that someone is playing rogue and will sell you or anyone else for gold. You want to show to everyone her lack of loyalty.

IMPETUS and BANKRUPTCY. Your goal is obviously not your own bankruptcy, but that of another person, guild or nation.

MARK OF THE PAST and LEGEND. You dedicate your life to investigate rumors of an ancient legend that may have at least some bit of truth in it. Or maybe you were part of that legend.

LOVE and ENEMY. Nothing prevents you from loving your enemy. Does Romeo and Juliet ring any bell?

HATE and LOVER. You may share life with your lover because you are forced to for any reason, and you hate it. Or your lover suddenly turns against you and threatens to destroy your life.


IMPETUS and SHAME. A shame lies so weightily upon you that you relentlessly try to get rid of it.

FATHER and QUEEN, MOTHER and KING.

You can either correct this inconsistency rotating **KING** for **QUEEN** and vice versa when necessary. You can also take the result and provide an explanation of why this happened: maybe a cursed item provoked it or some evil sorcerer locked up a soul in the wrong body.

RIVALRY and ALLY, FRIENDSHIP and ENEMY.

It can just be a friendly rivalry. In the second case someone is your enemy but friendship bonds from the past still linger, or maybe you are temporary friends pursuing a common cause, maybe an enemy of both.



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