

Deckard versus Roy Batty - Example Fate Conflict

Please note: I have used Approaches and 3 stress as standard from Fate Accelerated for the sake of simplicity but otherwise the conflict that follows is using the full rules from Fate Core.

Dramatis Personae:

Deckard

High Concept: World-Weary Blade Runner

Trouble: The Replicants Know Me

Aspect: It's A Shame She Won't Live

Aspect: What's The Difference Between Me And A Replicant?

Aspect: Master of the Voigt-Kampff Test

Approaches

Good: Clever

Fair: Careful, Sneaky

Average: Forceful, Quick

Mediocre: Flashy

Stunts:

Because I am a **Master of the Voigt-Kampff test** I get a +2 to Cleverly create advantage rolls when I am trying to determine whether someone is real or a replicant. This does not apply if I am evaluating myself.

Because I am a **World-Weary Blade Runner** I get +2 to Carefully attack a Replicant in the course of terminating him (or her) with ranged weapons.

Because **The replicants Know Me** I gain +2 to cleverly create an advantage that makes a replicant fear me or which otherwise plays on my reputation as an effective Blade Runner.

Stress: OOO

Consequences: Mild, Moderate, Severe, Extreme

Pris

High Concept: Replicant Close To Her Termination Date

Trouble: I Want Revenge On My Creators

Aspect: I Will Follow Roy Into Hell

Approaches

Great: Flashy

Good: Forceful

Fair: Quick

Average: Sneaky, Clever

Mediocre: Careful

Pris is a supporting NPC and has three stress boxes but no Consequences.

Stress: OOO

Roy Batty

High Concept: Replicant Close To His Termination Date

Trouble: I Want More

Aspect: My Fellow Replicants

Aspect: Superhuman Strength

Aspect: Superhuman Agility

Approaches

Superb: Forceful

Great: Clever

Good: Sneaky

Fair: Quick

Average: Careful

Mediocre: Flashy

Stunts:

Because I have **Superhuman Agility** I ignore two points of difficulty when traversing obstacles.

Because I have **Superhuman Strength** I gain +2 when I Forcefully Attack with my bare hands or a melee weapon.

Because **I Want More** I gain +2 when I Cleverly Create Advantage to aid in my immediate survival.

Stress: OOO

Consequences: Mild, Moderate, Severe, Extreme

Scene 1: Sebastian's Apartment

GM: It's dimly lit in here, with strange stuff dotted around. There are mannekins wearing wedding veils, teddy bears and other toys that seem oddly out of place. The light entering between the blinds gives everything a sort of gilded, fantastical look.

Deckard: Okay. I look around slowly with my gun drawn. I'm searching for any evidence or leads as to the whereabouts of the Replicants. This place gives me the creeps, all those mannekin eyes staring blankly at me as if they're frozen corpses. What do I find?

GM: Okay, let's see... you're Carefully looking for clues, so could I have a roll please?

Deckard: What's my target?

GM: Just roll... there's active opposition.

Deckard: Uh, okay. Uh oh, I got a -3, so I'm on Mediocre.

GM: My active opposition is at Good. Do you want to invoke any aspects? Or would you prefer to Succeed At A Major Cost?

Deckard: Wait, a Major Cost? I thought this was a create advantage action. What's going on? What's the cost?

GM: If you succeed at a major cost you won't be completely surprised <writes the Aspect Pris Is

Waiting in Ambush on the board> when it turns out that one of the mannekins is actually pris, but she gets a lucky strike on you before the fight begins in earnest, dealing you a minor consequence.

Deckard: And if I choose to fail?

GM: Pris gets an attack off on you before we start the conflict proper. She'll be able to use her free invokes on the surprise aspect for extra damage...

Deckard: Hmm, okay. I want to save my fate points for when I find Roy Batty and she could easily do me a lot of damage if she rolls her attack with an aspect on top, so I'll succeed at a cost.

GM: One of the mannekins suddenly turns to look at you, and you realise that under the wedding veil it's the Replicant, Pris. She attacks you without warning and you just have the time to stagger back, avoiding the worst of the blow. Your head is ringing and you're left with Blurred Vision.

Deckard: Ouch. I'll...

GM: Wait, Pris has Quick of Fair, so she'll be acting first, following up her surprise attack with an acrobatic series of backflips and kicks that are designed to knock you out as fast as possible while also...

Deckard: Hold on, no way I'm letting her hit me again. I guess I'd better spend a fate point after all. I'm a World-Weary Blade Runner so it makes sense that I've got experience in responding quickly against replicants. It can be the difference between life and death. I'll invoke it for a +2 to my initiative this exchange.

GM: Okay, that's fair enough. You get to act first as she starts to backflip across the room towards you.

Deckard: I shake my head to try and clear the blurred vision. Bam, Bam, doubletap - right in the abdomen as she flips towards me.

GM: Okay, go ahead and roll Quick for me. I'll be nice and say the invoke you spent also counts for this action since it's the same Approach and tied up in the same action.

Deckard: How nice. Okay, I rolled a Great (+4).

GM: She rolls her Flashy since she's backflipping, starts on Great... oh, she rolled a -1 so she's down to Fair. You hit with two shifts.

Deckard: My pistol is Damage 3, so that's a total of 5 shifts.

GM: You hit her right in the abdomen, the bullets punching into the pale skin of her exposed midriff and leaving horrid red holes that spray and dribble blood. She drops to the ground and starts twitching, clutching her stomach with her hands. Do you finish her, or let her live?

Deckard: I pump a couple more rounds into her as she lies twitching on the ground. She's a replicant, after all.

GM: She expires with a gurgle, the blood flowing from her to stain the carpet and lap at the feet of the toys, mannequins and dolls all around her. At the last she looks like a doll herself, skin like porcelain and bowl-cut hair, her lips red with blood. A toy human amidst human toys, all of them inert.

Deckard: I'm going to continue looking through the apartment to find clues.

Scene 2 - Deckard Vs Roy Batty

GM: Okay. As you search your Blurred Vision clears after a few minutes, leaving you with a Pounding Headache.

Deckard: I'm going to rummage in my pockets and find a pack of Advil. I chew them up, grimacing at the bitter flavour, and then swallow the acerbic powder. That should start the recovery action for that consequence, right?

GM: Sure. It will heal at the end of the scene.

You start moving through the maze-like apartment, keeping an eye out for Batty the whole time. If Pris was here it seems likely that he's here too. The place has an oppressive, creepy atmosphere and keeps making strange noises that wind your nerves up like piano wire. You're suddenly startled by a flash of movement as you catch Batty's blond hair in the corner of your eye as he gets past you.

Deckard: I'm going to plug him with my gun. I roll +2 for Good.

GM: He defends with Quick, and I roll +3 for a total of Superb. He's just moving too fast for you to get a decent bead on him and your shot goes wide.

Deckard: Damn. I'll follow him, staying close to the walls for cover and trying to move as quietly as possible.

GM: As you stealthily follow him through the building, Batty discovers Pris's corpse. He silently grieves, his resolve hardening as he pledges revenge against you for himself and for his Fellow Replicants. He's creating an advantage on that aspect, stoking his hate and anger into a white heat to prepare himself for the oncoming fight. His purpose is clear and his resolve is good - I roll a Success With Style so he gets two free invocations.

Deckard: That could be trouble. I'm going to be defensive, so as I stick close to the wall I'll create an advantage too, using either the wall or my World-Weary Blade Runner aspect. Which is more appropriate?

GM: Both work, but since you're using the wall for cover, let's go with that.

Deckard: Presuming the difficulty is Average, I succeed with style.

GM: Okay great. Now, unbeknownst to you Batty works his way towards you... but on the opposite side of the wall you're next to. He exerts his supernaturally keen senses to figure out where you are. He's making an overcome roll to find your position, you can make a Sneaky roll to

defend against that and use the wall if you need to.

Deckard: Okay. I'm on Superb.

GM: I roll a +2 so I'm on Fantastic.

Deckard: I'm invoking the wall. It's thick and hard to listen through.

GM: Okay. I'm going to use one of those free invokes on Batty's hatred for you. He narrows his focus and listens as hard as he can... finally he hears it when the shoe of your toe scrapes against the skirting board.

Deckard: If I use my second free invocation he'll use his, too and still find me... if I don't spend my second invocation then we'll both be up a free invocation, but mine is only useful while I'm by the wall. So I'll burn it to cost him his.

GM: Okay, he does indeed burn his second free invoke. He knows where you are and makes a blind attack, physically punching through the wall with his superhuman strength. I'm going to rule the wall gives him a base difficulty of Great that he has to exceed before we even need to worry about your defence roll. He rolls +1 for Fantastic (+6) but his Superhuman Strength applies and he's at +8. That easily beats the wall. Would you like to defend? given the unexpected nature of the attack I'm afraid you need to defend with Quick.

Deckard: Shit. I get a Good.

GM: The wall's defence was better than so I'll use that. He gets 4 shifts over the wall's opposition of Great. If you'd rolled Superb or better then we would have used that instead. My total damage is four shifts. Batty punches through the wall and grabs you. Four shifts of damage - how are you soaking it?

Deckard: Damn. Well, I've got 3 stress boxes so I'll need to take a consequence because I'd have a point left over if I filled my third box. Since I've already taken a minor consequence, I'll take a moderate consequence whatever happens. I might as well dump all the damage in the consequence and keep my stress free.

GM: Okay, he brutally and simply bends back the index and middle fingers of your right hand until you feel the bones snap. You have two broken fingers and it's excruciatingly painful. You can't hold a gun in that hand with your fingers at that angle, let alone fire it. He lets you go after that and you almost get the impression that he's toying with you.

Deckard: Ow ow ow. I'll recoil from the wall as he lets me go. I need to get out of here. I'm going to head up to the upper floor so I can make my escape as quickly as possible. I'm a lousy shot with my left hand and there's no way I'm gonna beat this guy mano a mano.

GM: You escape to an upper floor of the building. Roll Sneaky.

Deckard: I'm on Fair.

GM: He rolls Superb, so he easily tracks you through the building. Unless you want to blow your last two fate points.

Deckard: Something tells me I'm going to need them.

GM: Batty emerges from the stairwell, slumping slightly against the wall as he comes after you. He doesn't look good - it seems his termination is falling due as we speak. He picks up a long nail and impales himself through the hand with it, the adrenaline apparently delaying the inevitable. Systematically he just rolled to overcome an aspect The End Is Nigh and held it off for a few more minutes. While he's doing that you get an action.

Deckard: While he's distracted by that I'm going to grab that pipe over there (hands over a fate point to declare a story detail, leaving him on 1) and hit Roy hard over the head with it.

GM: Okay, we'll say it has a weapon rating of 2. Make your roll.

Deckard: Using an improvised weapon to slug him while he's distracted is pretty Clever, right?

GM: If you say so... I'll allow it.

Deckard: Great. I roll... Fantastic.

GM: Batty lifts a hand to parry the blow with his bare hand. He starts on Superb and I roll... Great. Hmm. As you go to slug him those broken fingers of yours twinge like hell due to the leverage of the pipe in your hands. It's enough to put you off your stroke a bit, giving him Fantastic too.

Deckard: I'll burn a fate point on World-We..."

GM: Dude, you've been using that a bit heavily. I know you're fighting replicants but it's a bit cheesy to use it on every roll.

Deckard: Okay, point. Hmm. Okay, I'll burn a point on The End Is Nigh - since I'm slugging him while he's distracted.

GM: Much better. His distraction is enough that your blow just about gets through his defence and cracks him on the shoulder. Four shifts. He'll take his third stress box and a minor consequence - let's say Cracked Collarbone. He comes at you with his eyes blazing, blood trickling from his impaled hand like a stigmata. He rolls -1 for Great but his stunt applies for a total of Fantastic.

Deckard: I was expecting that. I'll cleverly duck to the side to evade his blow. I roll Fantastic too.

GM: So it's a tie. He gains a boost - you're now Cornered.

Deckard: My action. I'm going to hit him again with the pipe. It whistles through the air as I grunt and swing, pretending it's a baseball bat and his head is the baseball. I get Great.

GM: He parries the blow again, using the meaty part of his hand to absorb the impact. He's on Superb.

Deckard: I'll invoke his Cracked Collarbone so I hit with one shift. That's three shifts of damage.

GM: The blow glances off his hand and slams into his head. He shakes his head angrily and then comes at you again. He marks off his third stress box but he's still in good shape. This time I roll a +2 so that's Legendary (+8) on his attack.

Deckard: I rolled a Good. This is going to hurt.

GM: Yup. He invokes your Cornered boost so that's 7 shifts of damage.

Deckard: Arrgh! I'll fill in my first stress box and take a Severe consequence. How about... Three Broken Ribs?

GM: Sounds good to me. What would you like to do now?

Deckard: Flee! I'm going up to the roof and leaping across to the next building.

GM: It's almost as if he lets you go, though he pursues you up on to the roof. In the wet weather the roof is slippery and treacherous. Jumping across to the other ledge is a Great difficulty challenge.

Deckard: Oh shit, oh shit, oh shit... I rolled Fair. I'll invoke **It's a shame she won't live** - representing my will to survive against the odds. That's my last Fate point.

GM: Uh huh. Batty uses his free invoke on your Three Broken Ribs to increase the difficulty to Fantastic. You can succeed at a cost, or it's down to the street you go - without using the elevator.

Deckard: And the cost is...?

GM: You're hanging defenceless by one arm from the building. This gives Batty a chance to re-frame this as a mental conflict.

Deckard: Okay, deal.

GM: Batty leaps the gap easily thanks to his superhuman athletics - he rolls Superb - and crouches down by the side of the building. "Quite an experience to live in fear, isn't it? That's what it is to be a slave." He's rolling a mental attack. If he takes you out he's aiming to give you a new appreciation for the lives of replicants. However, I'm going to offer a compel for you to concede rather than taking this all the way to the end with my one fate point for the scene. You've got It's A Shame She Won't Live and you are currently in fear for your life. So it makes sense that you would have a sudden epiphany and realise that the replicants have a right to life as well.

Deckard: Well, I can't take much more abuse from Batty, that's for sure. Given what's been happening with Rachel that's a very logical progression for my character, and given those weird unicorn dreams you've been giving me, I'm even beginning to speculate that I might not be human myself. I accept.

GM: *Hands over a fate point, plus one for each of the three consequences Deckard took this scene.* Batty hauls you up and the two of you slump next to each other. Whatever it is that kept him going this long is now fading and he is quickly losing his strength. He has time for a

few final words, his voice halting and full of sadness and wonder. You notice he's holding a white dove in his right hand.

"I've seen things you people wouldn't believe. Attack ships on fire off the shoulder of Orion. C-beams glimmer in the darkness at Tannhauser gate. All those moments... will be lost... in time like tears... in rain."

Batty dies and the dove escapes into the rainy, overcast sky. Imagine the camera zooming on the white speck against the dark grey sky, following it up past the futuristic city and then out of sight. Then the grey fades to black and the credits start to roll.

We'll see what Deckard does about his newfound thoughts on replicants next session!