

FATE Frequent advancement through items/skills bonuses.

I F**G LOVE FATE!**, but sometimes its over simplistic features give make it hard for me to feel a real character advancement, I made my own rules pumping up the game with items that added up to 4 shifts to the rolls, but I still didn't felt I gave the characters had chances to find new items, tools, and slowly improve their characters, and it got broken very soon. With this rules, theres a lot of things you can upgrade using only the same 4 dice, since each upgrade applies only to one skill, and they can stack.

- The first number means how much it costs (on a relative scale), you can set a item scale or use it as reference for a skill improvement system (or both).
- Each bonus is thought to be tied to a single skill, meaning you're a super expert shooter, or you have an extra expert gun that helps only with SHOOT.
- You can also have an item that works for two skills, but you should "buy" each bonus for each skill.

2 Foolproof : If you end up failing you can improve one dice. You can't get better than a tie.

1 Safe : If you end up failing you can improve one [0]. You can't get better than a tie.

1 Pro : If you succeed, you can improve one [0].

2 Expert : If you succeed, you can improve one dice. You can't get better than 4[+]'s.

1 Tricky : You can reroll up to two 0's

2 Lucky : You can reroll one [0] or [-]

1 Opportunist : If you have 4[+]'s you get a +1

1 Tryhard : You can reroll all your dice once per action but you get a -1 with each reroll.

4 Blessed : You can reroll all your dice once per action.

1 Confident : Roll only two dice, the other two are the same.

2 Sharp : You can reroll one [+] and get a +1 if you end up with another [+]

6 Quality : Add 1 to your roll

Extra & Super are improved versions that duplicate or triplicate the cost and effects, for example:

2 Extra Safe : If you end up below success you can improve **TWO** [0]. You can't get better than a tie.

2 Extra Opportunist : if you have **THREE OR FOUR** [+]'s you get a +1.

3 Super Tryhard : You can reroll all your dice **THREE** times per action but you get a -1 with each reroll.

2 Extra Confident : Roll only one dice, the **REST** are the same.

6 Super Sharp : You can reroll up to **THREE** [+] and get a +1 for each [+] you roll.

- Improving a dice means turning a [-] to a [0] or a [0] to a [+]
- Rerolls can be called after failing or being bested, meaning that if you reroll and win, your opponent might reroll after, and then you might reroll again and so on.
- Foolproof, Safe, Pro, Expert, Tricky and Lucky can be called first and before other bonuses like opportunist and quality, staking good bonuses.

A fun way to let people access this can be to give them 1 or more points each session and only let them choose something a cording to what they did while earning the point(s), Did you kept fighting against all odds and had to concede? you can add Tryhard Fight. Did you use all your contacts, gear, investigated a bit and rolled 4[+]'s to hack into the buildings security? you can add Expert Burglary.

-Pepumu.