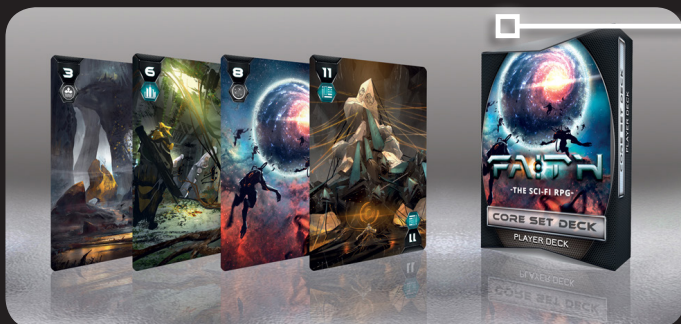# FAITH: THE SCI-FI RPG - QUICK START GUIDE

PLAYER DECK

In FAITH: the Sci-Fi RPG every player (including the GM) has his own Player Deck, which can be replaced with a poker deck if needed. The playing cards are used to resolve actions, and thus there are no dice in this game.

At the begining of a Campaign every player hands over his 2 Joker Cards to the Game Master (GM) deck, then everyone shuffles their decks. A joker card turns the last card played by the confronted character into a card of value 0.

At the start of a **Scene** everyone draws up to 7 Cards from the top of their Player Deck, taking into consideration the amount of cards they already have in their hands. (Note that a new Scene starts whenever the GM says so, usually after characters have either achieved or failed a goal, or if there is a break that allows them to rest). If at any time a player does not have any cards in his hand, he must draw one. If that card is drawn during a **confrontation,** it cannot be played until that confrontation has been resolved.

Actions are everything a character can do, from shooting a weapon to playing piano. All actions are performed using a **Skill** that represents the character's knowledge in that area, and an **Attribute** that represents his related capacity.

Any action attempted by a character is **automatically successful** as long as it is a realistic action. Logical actions can only be prevented from happening through confrontations, which can be against characters targeted by the action, or the GM, determining an accident or mishap. Actions that are confronted must have an action value higher than the confronting action to succeed. Actions that are not confronted are performed with a critical sucess.

Skills and Attributes

All actions relate to a **Skill.** The Skill value determines the starting action value. Additionally, if the Skill value of a character is 0 he will suffer a **disadvantage (-).** Skill values can be reduced by one per damage counter the character has, to a minimum of 0.

All actions relate to an **Attribute.** The Attribute value determines how many cards can be played to increase the action value. Attribute values can be reduced by one (in total) if you are in **Inferiority,** meaning you have less **Advantages (+)** than your opponent.

Advantages and Disadvantages

Advantages (+) represent having a form of upper hand over an opponent, while disadvantages (-) represent hindrances. Each disadvantage cancels one advantage. They are determined through gear or by roleplaying the circunstances of the confrontation.

A CONFRONTATION

Confrontations are the mechanic resolution system of everything in FAITH. To resolve a confrontation, players must always follow the same steps.

◇ A character declares an action and its target or targets if there are any.

◇ The GM declares if she will confront the action.

◇ All the characters that can declare a counteraction do so if they want.

◇ Inferiority is assigned to the character(s) that has, compared to his opponents, the least advantages in the confrontation.

◇ The character with the lowest action value plays a card. In case of a tie, the players play first. If there are two or more players involved in a tie, they play their cards face down simultaneously.

◇ The previous step is repeated until all characters can't or do not want to play more cards.

◇ The confrontation is resolved. All the actions with an action value higher than the action they are confronting are successful.

◇ it is important that each participant of a confrontation says the value of their action out loud every time they play a new card.

When the GM confronts an action herself, she has a Skill value of 0, an Attribute equal to the character she is confronting and she always has 2 advantages

Decisive Success

When an action has a value 5 or more points higher than its confronting action, it may have improved effects as described in the relevant Skill or equipment card (usually the action will inflict 1 additional damage point).

Critical Success

When an action has a value 10 or more points higher than its confronting action and the last card played for it was a court card (an 11, 12 or 13), it's effects are improved as described in the relevant Skill or type of equipment, or as the GM sees fit if they are not described anywhere (usualy it doubles the effectiviness or the damage caused).

AN INITIATIVE ROUND

Whenever two or more characters wish to perform an action simultaneously or in close timing with each other, an initiative round takes place. Each initiative round represents the 3 to 5 seconds during which characters rapidly perform actions to try to outperform each other or to achieve their own goals. To resolve an initiative round, players must always follow the same steps.

◇ All players play one card face down in front of them, either from their hand or from the top of their deck.

◇ If there are any number of NPCs involved, the GM plays one card face down from either her hand or from the top of her deck.

◇ Everyone turns their cards face up, and each player character adds his Initiative to the value of his card. NPCs add their Initiative to the value of the GM's card.

◇ The initiative order is established from highest to lowest added total. In case of a tie, player characters will always go first, followed by the NPCs in the order of the GM's choosing.

◇ The first character of the initiative order performs his turn. He declares his action and discards his initiative card. Characters affected by that action may confront him as normal. If they do so, they lose their turn if they had not acted yet. Characters may confront any number of actions.

◇ The next character in the initiative order that has not had his turn yet, or has not lost it, takes his turn. Repeat this step until there are no more characters left in the initiative order.

◇ The **maintenance phase** takes place and all relevant effects are resolved.

WAITING

A character can always choose to wait until the next character with the highest result in the initiative order has taken his action before taking his own action.

REFER TO THE RULEBOOK
FOR FULL RULES AND DETAILS

DRAWING CARDS

There are two instances when a character plays a card and he is subject to drawing new cards from his deck to his hand. If both of them occur simultaneously, only the most beneficial takes place.

Proficiency

Whenever a character plays a card with a value equal to or less than the Skill he is using during a confrontation, he immediately draws a card. This represents that the character is very capable in this area and the low effort he performs (corresponding to playing a low card) does not tire him out.

Playing with Ambience (Affinity)

If a character plays a card, and it's suit matches the environment in which he is performing the action, he can immediately draw a card from his deck to his hand. This represents the character acting effectively in his environment, resulting in less exhaustion.

Additionally, each character has **Affinity** to a suit. When he plays a card that matches the ambience he is in and it is his Affinity, he draws two cards instead of one and keeps one of them in his hand. The other card must be put either back on top of the deck or on the discard pile.

NATURE SUIT
In a poker deck use Clubs.

URBAN SUIT
In a poker deck use Hearts.

SPACE SUIT
In a poker deck use Spades.

OS SUIT
In a poker deck use Diamonds.