Fate Space Toolkit is a toolbox supplement for the *Fate Core System* covering the space-faring genre.

Fate Space Toolkit EHP0053

Role Playing Supplement

ISBN 978-1-61317-174-5
MSRP $20.00
Pages 176
[hardcover, 6in x 9in]

Product# EHP0053
Release 20 April 2020

The Ten-Second Pitch

Fate Space Toolkit is a *system-rich resource* full of *mechanics and ideas* to help *create space-faring games* in *Fate Core.*

Target Market

- Fans of *Fate Core*, *Fate Accelerated*, or *Tachyon Squadron*
- Fate fans looking for new mechanics to integrate into their games
- Fans of space-faring movies, books, or RPGs like *The Expanse*, *Battlestar Galactica*, *Farscape*, *Babylon 5*, *Firefly*, or *Star Trek.*
- Fans looking to answer the question, "How do I do X with *Fate Core*?"

Up-Sells & Cross-Sells

- *Fate Core System* [EHP0001], *Fate Accelerated Edition* [EHP0002]
- *Fate System Toolkit* [EHP0005]
- *Tachyon Squadron* [EHP0042]
- Products in the *Fate Toolkit* line, e.g., *Fate Horror Toolkit* [EHP0039]
- *Scum and Villainy* [EHP0040]
- Fate Dice, Deck of Fate, Fudge Dice

Selling Points

- Provides a complete framework—including game mechanics for spacecraft, modes of space travel of varying plausibility levels, aliens and their worlds, and exciting space combat scenes—for running space-faring games in Fate
- Offers ready-made space-faring campaign starters ranging from an alternative history space race to a galaxy-spanning multi-generational saga and more.
- Helps illustrate to GMs and players new to the system the things Fate can do
- Can be combined with any of our Fate Worlds supplements to create a true grab-and-go Fate experience
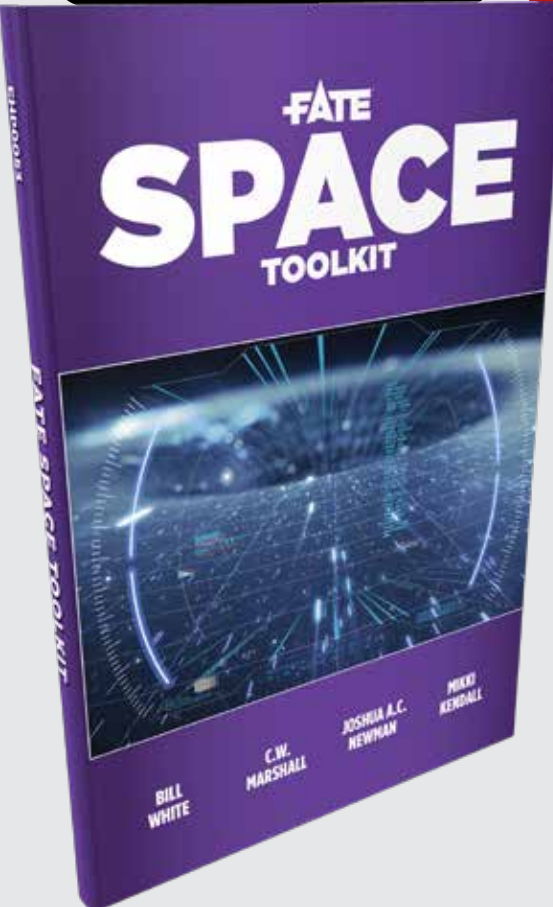- Strong online community support—over 15,000 confirmed members and growing

Take your game into the great unknown...

When you're heading into the depths of outer space inside a tin can with a rocket strapped to one end, it's critical to have the right instruction manual at your side. The Fate Space Toolkit is that manual, with advice and toolsets for Fate Core that run the gamut from hard science fiction to space opera and beyond.

The Fate Space Toolkit requires Fate Core to play. Inside you'll find:

- Guidelines for creating a space-faring game without breaking your table's sense of what's plausible.
- Multiple options for deciding how space-travel works in your setting, from star charts to rocket ships.
- A variety of tools for making your space fights exciting and consistent with your setting.
- Guidance on creating aliens and alien worlds.
- Five ready-to-go campaign-starter settings showcasing all of the toolkit's tools in action.

Fate Toolkits. All the tools to build your stage.

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