Brainstorming: Solving a Mystery with Science!

Something weird is going on and there's no clear explanation. You've uncovered a scientific mystery. Here's how YOU get to use science to tell the GM what's really going on!

The Objective

Establish three **facts** and then create a **hypothesis** (an aspect that explains the mystery) with as many free invokes as possible. You need to get at least three and ideally four to six *victories* from the facts*.*

Phase 1: Who's in on the Brainstorm?

If you want in, identify (or create) a concept, mode or omega aspect that justifies their presence in the brainstorm. You get a Fate point.

Phase 2: Establish the first fact.

Choose the skill that you'll use to investigate the mystery (typically a science, but Contacts and Notice are also applicable). *Roll against a difficulty of Good (+3);* the PC with the most shifts gets to establish what they uncover, sum it up as a **fact** aspect and add the victories earned to the team's total:

Shifts	Negative	0 (tie)	1-2	3+
Victories	None	1, at a cost	1 (plus 1 free invoke on the fact)	2 (plus 2 free invokes on the fact)

If no one scores any victories, no fact is established.

The fact established:

- MUST derive from the skill used to discover it and relate to the given situation.
- MUST be an objective, observable fact (including prior research), not opinion, speculation or a full hypothesis.
- Is considered to be true and irrefutable from here on in.

Phase 3-4: Establish the second and third facts.

Repeat phase 2, except using the result of the last phase's winning roll as the new target (or Good (+3) if the last roll failed). Add any victories earned to the team's total. **NOTES:**

- Neither new fact can contradict or counter any facts from prior phases.
- You do not have to re-use the skill or skills you used in a prior phase.

Phase 5: Declare the hypothesis.

Compare the team's total victories to this table:

Victories	0-2	3	4-5	6
Result	Failure – mystery defies science	Hypothesis aspect	Hypothesis aspect with 1 free invoke	Hypothesis aspect with 2 free invokes

If the total grants a **hypothesis** aspect, choose a skill to analyse the declared facts with and *roll in contest with your fellow brainstormers.* The winner brings all identified facts together to explain the cause of the weirdness with their hypothesis.

Like the facts it is composed of, the hypothesis is fully accurate and correct in the game's continuity.

Invention

Now you've worked out what's going on, you know you need something with a bit more oomph than your standard kit in order to solve it – perhaps a device that doesn't even exist yet.

The good news is, you get to make it. The bad news is, building this invention may require that a few prices be paid.

Phase 1: Define the invention.

Create an aspect that describes in broad strokes what the item does. This is its **function aspect.**

Phase 2: Define the specifics of how it works.

Give the item some stunt benefits (see Mega-stunts on page 76 of the rulebook for guidance). You can add as many as you want, but each necessitates a **catch.**

Phase 3: Roll to invent.

Choose a relevant science skill to make the item. The difficulty is +2 for each stunt benefit.

Shifts	Negative	0 (tie)	1-2	3+
Result	GM chooses all catches.	GM and player take turns (GM starts).	GM chooses 1 catch; player chooses rest.	Player chooses all catches.

Phase 4: Select catches.

- **Time:** inventing takes long enough to make the situation worse.
- **Materials:** rare or hard to acquire substances are needed.
- **Help:** the PC needs assistance from an NPC outside the PC's usual circle.
- **Lab:** construction requires a hard to access specialist facility.
- **Attention:** inventing attracts unwanted notice; noticer will become involved in the situation somehow (not recommended for single session one-shot games).
- **Bug:** a weakness or cost.

Phase 5: Choose a flaw.

The GM chooses a **flaw,** a negative aspect that can hamper or limit the invention.