

# Theory in Practice

Your character can start babbling about some theoretical scientific principle that has bearing on the situation at hand (the player must play this out). Even if it's a crackpot theory, Science is a kind of new religion for this guy, and his committed belief in his theory can translate into real effect.

Instead of using Science to make a declaration, the character may, for a Fate point, and only once per scene, use his Science Skill to substitute for nearly any other Skill, subject to the Story Teller's approval. If the roll generates no shifts, the scientist takes a minor consequence (such as "Crestfallen" or "Crackpot") to reflect the weight of his failure for the rest of the scene.

Otherwise, great! It works!

[starblazer](#), [stunt](#), [science](#)!

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