

Fate Chart

Acting Rank	Miniscule 2+	10 50 ⁹¹	5 25 ⁸⁶	2 10 ⁸³	1 5 ⁸²	1 5 ⁸²	0 0 ⁸¹	0 0 ⁸¹	0 -20 ⁷⁷	0 -20 ⁷⁷	0 -40 ⁷³	0 -40 ⁷³	0 -55 ⁷⁰	0 -65 ⁶⁸	SPPD	
	Miniscule	15 75 ⁹⁶	10 50 ⁹¹	5 25 ⁸⁶	3 15 ⁸⁴	2 10 ⁸³	1 5 ⁸²	1 5 ⁸²	0 0 ⁸¹	0 0 ⁸¹	0 -20 ⁷⁷	0 -20 ⁷⁷	0 -35 ⁷⁴	0 -45 ⁷²		Impossible
	Weak	18 90 ⁹⁹	15 75 ⁹⁶	10 50 ⁹¹	7 35 ⁸⁸	5 25 ⁸⁶	3 15 ⁸⁴	2 10 ⁸³	1 5 ⁸²	1 5 ⁸²	0 0 ⁸¹	0 0 ⁸¹	0 -15 ⁷⁸	0 -25 ⁷⁶		No way
	Low	19 95 ¹⁰⁰	16 85 ⁹⁷	13 65 ⁹⁴	10 50 ⁹¹	9 45 ⁹⁰	5 25 ⁸⁶	3 15 ⁸⁴	2 10 ⁸³	1 5 ⁸²	1 5 ⁸²	1 5 ⁸²	0 -5 ⁸⁰	0 -15 ⁷⁸		Very unlikely
	Below Average	20 100 ⁰	18 90 ⁹⁹	15 75 ⁹⁶	11 55 ⁹²	10 50 ⁹¹	7 35 ⁸⁸	4 20 ⁸⁵	3 15 ⁸⁴	2 10 ⁸³	1 5 ⁸²	1 5 ⁸²	0 0 ⁸¹	0 -10 ⁷⁹		Unlikely
	Average	21 105 ⁰	19 95 ¹⁰⁰	16 85 ⁹⁷	15 75 ⁹⁶	13 65 ⁹⁴	10 50 ⁹¹	7 35 ⁸⁸	5 25 ⁸⁶	3 15 ⁸⁴	2 10 ⁸³	2 10 ⁸³	1 5 ⁸²	0 -5 ⁸⁰		50/50
	Above Average	22 110 ⁰	19 95 ¹⁰⁰	18 90 ⁹⁹	16 85 ⁹⁷	16 80 ⁹⁷	13 65 ⁹⁴	10 50 ⁹¹	9 45 ⁹⁰	5 25 ⁸⁶	4 20 ⁸⁵	3 15 ⁸⁴	1 5 ⁸²	0 0 ⁸¹		Somewhat likely
	High	23 115 ⁰	20 100 ⁰	19 95 ¹⁰⁰	18 90 ⁹⁹	16 85 ⁹⁷	15 75 ⁹⁶	11 55 ⁹²	10 50 ⁹¹	7 35 ⁸⁸	5 25 ⁸⁶	4 20 ⁸⁵	2 10 ⁸³	1 5 ⁸²		Likely
	Exceptional	24 120 ⁰	21 105 ⁰	19 95 ¹⁰⁰	19 95 ¹⁰⁰	16 90 ⁹⁹	16 85 ⁹⁷	15 75 ⁹⁶	13 65 ⁹⁴	10 50 ⁹¹	9 45 ⁹⁰	7 35 ⁸⁸	3 15 ⁸⁴	1 5 ⁸²		Very likely
	Incredible	25 125 ⁰	23 115 ⁰	20 100 ⁰	19 95 ¹⁰⁰	19 95 ¹⁰⁰	18 90 ⁹⁹	16 80 ⁹⁷	15 75 ⁹⁶	11 55 ⁹²	10 50 ⁹¹	9 45 ⁹⁰	4 20 ⁸⁵	2 10 ⁸³		Near sure thing
	Awesome	26 130 ⁰	25 125 ⁰	22 110 ⁰	19 95 ¹⁰⁰	19 95 ¹⁰⁰	18 90 ⁹⁹	16 85 ⁹⁷	16 80 ⁹⁷	13 65 ⁹⁴	11 55 ⁹²	10 50 ⁹¹	5 25 ⁸⁶	2 10 ⁸³		A sure thing
	Superhuman	30 150 ⁰	26 145 ⁰	26 130 ⁰	20 100 ⁰	20 100 ⁰	19 95 ¹⁰⁰	19 95 ¹⁰⁰	18 90 ⁹⁹	16 85 ⁹⁷	16 80 ⁹⁷	15 75 ⁹⁶	10 50 ⁹¹	5 25 ⁸⁶		Has to be
	Superhuman 2+	34 170 ⁰	29 165 ⁰	30 150 ⁰	24 120 ⁰	24 120 ⁰	20 100 ⁰	20 100 ⁰	19 95 ¹⁰⁰	19 95 ¹⁰⁰	18 90 ⁹⁹	18 90 ⁹⁹	15 75 ⁹⁶	10 50 ⁹¹		

Exceptional Yes	Miniscule 2+	Miniscule	Weak	Low	Below Average	Average	Above Average	High	Exceptional	Incredible	Awesome	Superhuman	Superhuman 2+
The lower 1/5 of the success range.	+20 for each point over 2												-20 for each point over 2
Exceptional No													
The upper 1/5 of the failure range.													
	9	8	7	6	5	4	3	2	1				

Difficulty Rank/Chaos

Event Focus Table

- 1-7Remote event
- 8-28NPC action
- 29-35Introduce a new NPC
- 36-45Move toward a thread
- 46-52Move away from a thread
- 53-55Close a thread
- 56-67PC negative
- 68-75PC positive
- 76-83Ambiguous event
- 84-92NPC negative
- 93-100NPC positive

Summary of Resolving Scenes

- Come up with the Scene Setup.
- Roll 1D10 against Chaos to see if the Setup is modified as an Altered Scene (odd) or an Interrupt (even).
- Play out the Scene.
- When the main action ends, the Scene ends.
- Update lists: *Characters*
Threads
Chaos Factor

Event Meaning: Action

- | | | | | |
|-----------------|-------------------|-----------------|------------------|-----------------|
| 1. Attainment | 21. Release | 41. Expose | 61. Oppress | 81. Excitement |
| 2. Starting | 22. Befriend | 42. Haggle | 62. Inspect | 82. Activity |
| 3. Neglect | 23. Judge | 43. Imprison | 63. Ambush | 83. Assist |
| 4. Fight | 24. Desert | 44. Release | 64. Spy | 84. Care |
| 5. Recruit | 25. Dominate | 45. Celebrate | 65. Attach | 85. Negligence |
| 6. Triumph | 26. Procrastinate | 46. Develop | 66. Carry | 86. Passion |
| 7. Violate | 27. Praise | 47. Travel | 67. Open | 87. Work hard |
| 8. Oppose | 28. Separate | 48. Block | 68. Carelessness | 88. Control |
| 9. Malice | 29. Take | 49. Harm | 69. Ruin | 89. Attract |
| 10. Communicate | 30. Break | 50. Debase | 70. Extravagance | 90. Failure |
| 11. Persecute | 31. Heal | 51. Overindulge | 71. Trick | 91. Pursue |
| 12. Increase | 32. Delay | 52. Adjourn | 72. Arrive | 92. Vengeance |
| 13. Decrease | 33. Stop | 53. Adversity | 73. Propose | 93. Proceedings |
| 14. Abandon | 34. Lie | 54. Kill | 74. Divide | 94. Dispute |
| 15. Gratify | 35. Return | 55. Disrupt | 75. Refuse | 95. Punish |
| 16. Inquire | 36. Imitate | 56. Usurp | 76. Mistrust | 96. Guide |
| 17. Antagonise | 37. Struggle | 57. Create | 77. Deceive | 97. Transform |
| 18. Move | 38. Inform | 58. Betray | 78. Cruelty | 98. Overthrow |
| 19. Waste | 39. Bestow | 59. Agree | 79. Intolerance | 99. Oppress |
| 20. Truce | 40. Postpone | 60. Abuse | 80. Trust | 100. Change |

Event Meaning: Subject

- | | | | | |
|----------------------|----------------------|-----------------|----------------------|------------------|
| 1. Goals | 21. Messages | 41. Advice | 61. Death | 81. Victory |
| 2. Dreams | 22. Energy | 42. A plot | 62. Disruption | 82. Dispute |
| 3. Environment | 23. Balance | 43. Competition | 63. Power | 83. Riches |
| 4. Outside | 24. Tension | 44. Prison | 64. A burden | 84. Status quo |
| 5. Inside | 25. Friendship | 45. Illness | 65. Intrigues | 85. Technology |
| 6. Reality | 26. The physical | 46. Food | 66. Fears | 86. Hope |
| 7. Allies | 27. A project | 47. Attention | 67. Ambush | 87. Magic |
| 8. Enemies | 28. Pleasures | 48. Success | 68. Rumor | 88. Illusions |
| 9. Evil | 29. Pain | 49. Failure | 69. Wounds | 89. Portals |
| 10. Good | 30. Possessions | 50. Travel | 70. Extravagance | 90. Danger |
| 11. Emotions | 31. Benefits | 51. Jealousy | 71. A representative | 91. Weapons |
| 12. Opposition | 32. Plans | 52. Dispute | 72. Adversities | 92. Animals |
| 13. War | 33. Lies | 53. Home | 73. Opulence | 93. Weather |
| 14. Peace | 34. Expectations | 54. Investment | 74. Liberty | 94. Elements |
| 15. The innocent | 35. Legal matters | 55. Suffering | 75. Military | 95. Nature |
| 16. Love | 36. Bureaucracy | 56. Wishes | 76. The mundane | 96. The public |
| 17. The spiritual | 37. Business | 57. Tactics | 77. Trials | 97. Leadership |
| 18. The intellectual | 38. A path | 58. Stalemate | 78. Masses | 98. Fame |
| 19. New ideas | 39. News | 59. Randomness | 79. Vehicle | 99. Anger |
| 20. Joy | 40. Exterior factors | 60. Misfortune | 80. Art | 100. Information |

Fate Chart

Acting Rank										Opps																																
Miniscule 2+ <small>-20 for each point over 2</small>	Miniscule	Weak	Low	Below Average	Average	Above Average	High	Exceptional	Incredible	Awesome	Superhuman	Superhuman 2+ <small>+20 for each point over 2</small>	Miniscule 2+ <small>+20 for each point over 2</small>	Miniscule	Weak	Low	Below Average	Average	Above Average	High	Exceptional	Incredible	Awesome	Superhuman	Superhuman 2+ <small>-20 for each point over 2</small>	Impossible	No way	Very unlikely	Unlikely	50/50	Somewhat likely	Likely	Very likely	Near sure thing	A sure thing	Has to be						
10:50 ⁹¹	5:25 ⁸⁶	2:10 ⁸³	1:5 ⁸²	1:5 ⁸²	0:81	0:81	0:20 ⁷⁷	0:20 ⁷⁷	0:40 ⁷³	0:40 ⁷³	0:55 ⁷⁰	0:55 ⁷⁰	10:50 ⁹¹	5:25 ⁸⁶	2:10 ⁸³	1:5 ⁸²	1:5 ⁸²	0:81	0:81	0:20 ⁷⁷	0:20 ⁷⁷	0:40 ⁷³	0:40 ⁷³	0:55 ⁷⁰	0:55 ⁷⁰	0:65 ⁸⁸	0:45 ⁷²	0:35 ⁷⁴	0:15 ⁷⁸	0:15 ⁷⁸	0:10 ⁷⁶	1:5 ⁸²	2:10 ⁸³	2:10 ⁸³	3:15 ⁸⁴	4:20 ⁸⁵	5:25 ⁸⁶	6:30 ⁸⁷	7:35 ⁸⁸	8:40 ⁸⁹	9:45 ⁹⁰	10:50 ⁹¹

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9. Malice
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28. Separate
29. Take
30. Break
31. Heal
32. Delay
33. Stop
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49. Harm
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52. Adjourn
53. Adversity
54. Kill
55. Disrupt
56. Usurp
57. Create
58. Betray
59. Agree
60. Abuse
61. Oppress
62. Inspect
63. Ambush
64. Spy
65. Attach
66. Carry
67. Open
68. Carelessness
69. Ruin
70. Extravagance
71. Trick
72. Arrive
73. Propose
74. Divide
75. Refuse
76. Mistrust
77. Deceive
78. Cruelty
79. Intolerance
80. Trust
81. Excitement
82. Activity
83. Assist
84. Care
85. Negligence
86. Passion
87. Work hard
88. Control
89. Attract
90. Failure
91. Pursue
92. Vengeance
93. Proceedings
94. Dispute
95. Punish
96. Guide
97. Transform
98. Overthrow
99. Oppress
100. Change

Event Meaning: Subject

1. Goals
2. Dreams
3. Environment
4. Outside
5. Inside
6. Reality
7. Allies
8. Enemies
9. Evil
10. Good
11. Emotions
12. Opposition
13. War
14. Peace
15. The innocent
16. Love
17. The spiritual
18. The intellectual
19. New ideas
20. Joy
21. Messages
22. Energy
23. Balance
24. Tension
25. Friendship
26. The physical
27. A project
28. Pleasures
29. Pain
30. Possessions
31. Benefits
32. Plans
33. Lies
34. Expectations
35. Legal matters
36. Bureaucracy
37. Business
38. A path
39. News
40. Exterior factors
41. Advice
42. A plot
43. Competition
44. Prison
45. Illness
46. Food
47. Attention
48. Success
49. Failure
50. Travel
51. Jealousy
52. Dispute
53. Home
54. Investment
55. Suffering
56. Wishes
57. Tactics
58. Stalenate
59. Randomness
60. Misfortune
61. Death
62. Disruption
63. Power
64. A burden
65. Intrigues
66. Fears
67. Ambush
68. Rumor
69. Wounds
70. Extravagance
71. A representative
72. Adversities
73. Opulence
74. Liberty
75. Military
76. The mundane
77. Trials
78. Masses
79. Vehicle
80. Art
81. Victory
82. Dispute
83. Riches
84. Status quo
85. Technology
86. Hope
87. Magic
88. Illusions
89. Portals
90. Danger
91. Weapons
92. Animals
93. Weather
94. Elements
95. Nature
96. The public
97. Leadership
98. Fame
99. Anger
100. Information