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Fate Accelerated Edition  
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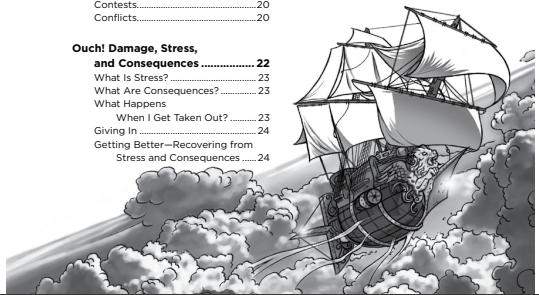
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For those working at a copy shop and not at all sure if this means the person standing at your counter can make copies of this thing, they can. This is "express permission." Carry on.

This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real people, magical martial artists, schoolgirl witches, pulp scientists, or piratical cats is purely coincidental, but kinda hilarious.

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**FATE ACCELERATED**

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**FRED HICKS** CONCEPT • WRITING • LAYOUT

**MIKE OLSON** SYSTEM EDITING

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**ROB DONOGHUE AND FRED HICKS** FATE WAS ORIGINALLY CREATED BY

EVIL HAT PRODUCTIONS

**WHO DO YOU WANT TO BE?**

Once you've decided what kind of story you'll be telling in your game, you decide who your character is—what they look like, what they're good at, and what they believe.

**WHAT KIND OF CHARACTERS CAN I PLAY?**

Think about the setting that you've decided to play in and make that your main guide: Are you playing in a school for young sorcerers? Play a young sorcerer? Are you playing in a school for young sorcerers? Play a young sorcerer? Think about the setting that you've decided to play in and make that your main guide.

**HOW DO I MAKE THE CHARACTER?**

Now it's time to start writing and doing. Grab a pencil and a copy of the tablet computer. Any of that's fine, but you definitely want something that lets you erase and change.

**ASPECTS IN A NUTSHELL**

An **aspect** is a word, phrase, or sentence that describes something centrally important to your character. It can be a motto your character lives by, a personality quirk, a description of a relationship you have with another character, an important possession or bit of equipment your character has, or any other part of your character that is vitally important.

Aspects allow you to change the story in ways that tie in with your character's strengths, skills, or problems. You can also use them to establish facts about the setting, such as the presence of magic or the existence of a useful ally.

**High Concept**

First, decide on your character's **high concept**. This is a single phrase or sentence that neatly sums up your character, saying who you are, what you do, what you think about your high concept, try to think of two things how this aspect could help you, and how it might make things harder for you. Good high concept aspects do both.

**Examples:** *Feline Captain of Crusu Skimmer, Suncliver of the Andrali Desert, Chief Agent of ICGMA*

**FATE ACCELERATED**

**TELLING STORIES "TOGETHER"?**

**WHAT DO YOU MEAN?**

All the people at the table, GM and players alike, are responsible for telling the story. When you make a decision for your character (or for one of the NPCs), if you're the GM, think about two things.

First, put yourself in your character's shoes and think hard about what that character would do—even if it's not the best idea. If you're playing a character that sometimes makes poor decisions, don't be afraid to make a poor decision for them on purpose.

Second—and this is really important—think about the story that's being told. Think about the choice that would make that story even better: more interesting, more exciting, funnier. Would a certain choice give another player's character a chance to be awesome? Strongly consider making that choice.

That's how you tell great stories *together*—by not being afraid for your character to make mistakes, and by making choices that make the story more interesting for everyone at the table—not just you.

**TELLING STORIES TOGETHER**



## GET STARTED!

Remember those books where the teenage wizards struggle against the Dark Lord of Evil? That movie where the dwarves fight to recapture their mountain home from a dragon? That animated TV show about mystical knights and their army of clones righting wrongs across the galaxy?

Here's your chance to put yourself in the heroes' shoes in stories like those.

*Fate Accelerated Edition* is a tabletop roleplaying game, where you and your friends gather around and tell stories full of danger, excitement, and adventure. You might have played games similar to this before—*Dungeons & Dragons* is a very popular one—but don't worry if you haven't; this booklet will guide you through it.

Here's what you'll need to play:

- **Three to five people.** One of you will be the **game master**, the others **players**. We'll talk about what those mean later.
- **Fate Dice™**, at least four, preferably four per person. These are a special kind of six-sided dice that are marked on two sides with a plus symbol (+), two sides with a minus symbol (-), and two sides are blank (□). You can get these dice from many hobby and game stores, often under their original name—Fudge dice. We call them Fate Dice in this book, but you can call them whatever you like. Evil Hat will offer Fate Dice for sale at [www.evilhat.com](http://www.evilhat.com) later in 2013.
- **The Deck of Fate** is an alternative to Fate Dice. It's a deck of cards that mimics the probability of Fate Dice, and it's designed to be used in the same way Fate Dice are. The Deck of Fate will be available from Evil Hat in 2013 or 2014.
- **Character sheets**, one for each player. You can download these from [www.evilhat.com](http://www.evilhat.com).
- **Index cards or sticky notes** or similar slips of paper.
- **Tokens for fate points.** These can be poker chips, beads, pennies, or anything similar. Get a handful—about 30 or 40.

Next, let's talk about how to use *Fate Accelerated* to tell stories together.

If you don't want to use Fudge dice, you don't have to—any set of regular six-sided dice will work. If you're using regular dice, you read 5 or 6 as +, 1 or 2 as -, and 3 or 4 as □.

**TELLING STORIES TOGETHER**

So you've gathered your friends, your dice, and your index cards, and you're ready to play *Fate Accelerated Edition* (we'll call it *Fate* from now on). Time to tell some stories!

**WHAT DO YOU MEAN, "TELL STORIES"?**

*Fate* is all about telling stories. You create a group of characters and follow them through some imaginary adventure that you all take turns telling their parts.

Think about an adventure, video game, or TV show you like where the characters go on adventures—something like *The Legend of Korra* or *Star Wars: The Force Awakens* or *Dawn Who* or *The Lord of the Rings*, or the way you or your friends have your own adventures. Will you play in the world of a TV show or comic book or movie? What genre are you interested in? Fantasy? Science fiction? Modern-day? Well, first you need to figure out what kind of story you're going to tell.

**SO HOW DO WE DO IT?**

Well, first you need to figure out what kind of story you're going to tell. What genre are you interested in? Fantasy? Science fiction? Modern-day? What genre are you interested in? Fantasy? Science fiction? Modern-day? Well, first you need to figure out what kind of story you're going to tell.

Next, it's time to choose who will be the players, and who will be the game master. Of the people around the table, all but one are referred to as **players**. Each player takes on the role of one **player character** or **PC** in the story, and puts themselves in their character's shoes to make the decisions that their character would make. The remaining person is called the **game master** or **GM**. The GM's job is to present challenges to the players and to portray all the characters that aren't controlled by the players (**non-player characters** or **NPCs**).

Once you decide who the GM will be, it's time for the players to make their **character sheets** for the game. Each player takes on the role of one **player character** or **PC** in the story, and puts themselves in their character's shoes to make the decisions that their character would make. The remaining person is called the **game master** or **GM**. The GM's job is to present challenges to the players and to portray all the characters that aren't controlled by the players (**non-player characters** or **NPCs**).

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**APPROACHES**

Choose your approaches. Approaches are descriptions of how you accomplish tasks. Everyone has the same six approaches:

- Careful
- Clever
- Flashy
- Forceful
- Quick
- Sneaky

Each approach is rated with a bonus. Choose one at Good (+3), two at Fair (+2), two at Average (+1), and one at Mediocre (+0). You can improve these later. We talk about what each approach means and how you use them in *How to Do Stuff: Outcomes, Approaches, and Actions*. Your approaches can say a lot about who you are. Here are some examples:

- **The Brit:** Forceful +3, Careful and Flashy +2, Sneaky and Quick +1, Clever +0
- **The All-Star:** Quick +3, Forceful and Flashy +2, Clever and Careful +1, Sneaky +0
- **The Trickster:** Clever +3, Sneaky and Flashy +2, Forceful and Quick +1, Careful +0
- **The Guardian:** Careful +3, Forceful and Clever +2, Sneaky and Quick +1, Flashy +0
- **The Thief:** Sneaky +3, Careful and Quick +2, Clever and Flashy +1, Forceful +0
- **The Swashbuckler:** Flashy +3, Quick and Clever +2, Forceful and Sneaky +1, Careful +0

**THE LADDER**

In Fate, we use a ladder of adjectives and numbers to rate a character's approaches, the result of a roll, difficulty ratings for simple checks, etc.

Here's the ladder:

|    |           |
|----|-----------|
| +8 | Legendary |
| +7 | Epic      |
| +6 | Fantastic |
| +5 | Superb    |
| +4 | Great     |
| +3 | Good      |
| +2 | Fair      |
| +1 | Average   |
| 0  | Mediocre  |
| -1 | Poor      |
| -2 | Terrible  |

**STUNTS AND REFRESH**

A stunt is a special trait that changes the way an approach works for your character. Generally, stunts give you a bonus (almost always +2) to a certain approach when used with a particular action under specific circumstances. We'll talk more about stunts in *Stunts*. Choose one stunt to start, or you can wait and add a stunt during the game. Later, when your character advances, you can choose more.

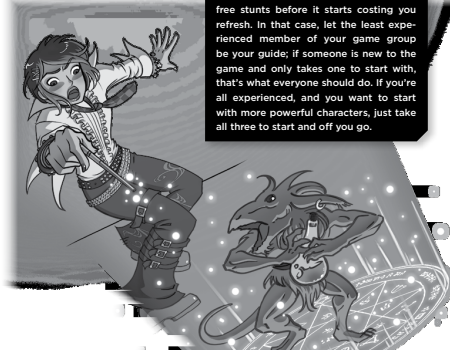
Your refresh is the number of fate points you begin each game session with—unless you ended the previous session with more unspent fate points than your refresh, in which case you start with the number you had left last time. By default, your refresh starts at three and is reduced by one for each stunt after the first three you choose—essentially, your first three stunts are free! As your character advances, you'll get opportunities to add to your refresh. Your refresh may never go below one.

**HOW MANY STUNTS?**

By default, *FAE* suggests choosing one stunt to start with.

However, if this is your first time playing a Fate game, you might find it easier to pick your first stunt after you've had a chance to play a bit, to give you an idea of what a good stunt might be. Just add your stunt during or after your first game session.

On the other hand, if you're an experienced Fate gamer, you might look ahead and discover that, just like in *Fate Core*, your character is entitled to three free stunts before it starts costing you refresh. In that case, let the least experienced member of your game group be your guide; if someone is new to the game, it's only fair to give them a hint, that's what everyone should do. If you, as an experienced player, want to start with more powerful characters, just take all three to start and off you go.



WHO DO YOU WANT TO BE?

**HOW TO DO STUFF: OUTCOMES, ACTIONS, AND APPROACHES**

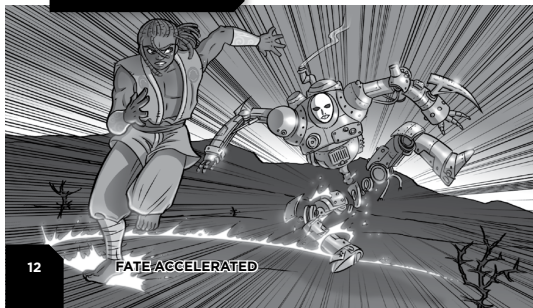
Now it's time to start doing something. You need to leap from one moving train car to another. You need to search the entire library for that spell you really need. You need to distract the guard so you can sneak into the fortress. How do you figure out what happens?

First you narrate what your character is trying to do. Your character's own aspects provide a good guide for what you can do. If you have an aspect that suggests you can perform magic, then cast that spell. If your aspects describe you as a swordsman, draw that blade and have at it. These story details don't have additional mechanical impact. You don't get a bonus from your magic or your sword, unless you choose to spend a fate point to **invoke** an appropriate aspect (page 27). Often, the ability to use an aspect to make something true in the story is bonus enough!

How do you know if you're successful? Often, you just succeed, because the action isn't hard and nobody's trying to stop you. But if failure provides an interesting twist in the story, or if something unpredictable could happen, you need to break out the dice.

**TAKING ACTION: THE 30-SECOND VERSION**

1. Describe what you want your character to do. See if someone or something can stop you.
2. Decide what action you're taking: create an advantage, overcome, attack, or defend.
3. Decide on your approach.
4. Roll dice and add your approach's bonus.
5. Decide whether to modify your roll with aspects.
6. Figure out your outcome.



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**10 FATE ACCELERATED**

**6 WHO DO YOU WANT TO BE?**

**CREATING CHARACTERS: THE 30-SECOND VERSION**

1. Write two aspects (page 25).
2. Write another aspect.
3. Give your character a name and describe their appearance.
4. Choose approaches (page 18).
5. Set your refresh to 3.
6. You may write up to two more aspects and choose a stunt (page 51) if you wish, or you may do that during play.

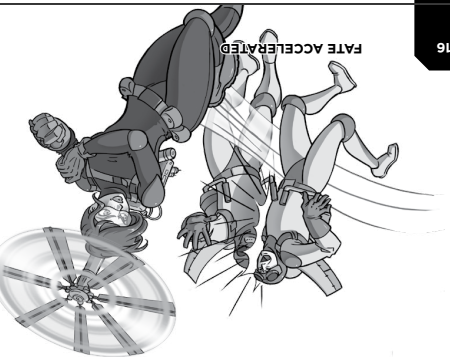
**NAME AND APPEARANCE**

Describe your character's appearance and give them a name.

Now compose another aspect. Think of something really important or interesting about your person in their home town? Do they carry a mighty sword through their hair? Do they talk too much? Are they filthy rich?

**OPTIONAL: ONE OR TWO ADDITIONAL ASPECTS**

If you wish, you may create one or two more aspects. These aspects might describe your character's relationship with other player characters or an NPC. Or, like the third aspect you composed above, it might describe something especially interesting about your character.



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**OVERCOME**

**Setting difficulty:** You use the overcome action when you have to get past something hard between you and a particular goal—picking a lock, escaping from handcuffs, leaping over a chasm, flying a spaceship through an asteroid field. Taking some action to dismantle or change an inconvenient situation aspect is usually an overcome action. We'll talk more about that in *Aspects and Fate Points*. The target of your action may get a chance to use the defend action to stop you.

**Invoke Fate:** You have a tough choice to make. You can simply fall—the door is still locked, the thing still stands between you and the exit, the enemy's weapon is still *On Your Tail*. Or you can succeed, but at a serious cost—maybe you drop something vital you were carrying, maybe you suffer harm. The GM helps you figure out an appropriate cost.

**If you fail:** You failed your goal, but at some minor cost. The GM could introduce a complication, or present you with a tough choice (you can remove one of your friends, but not the other), or some other twist. See *"Succeed in a Cost" in Running the Game in Fate Core* for more ideas.

**If you succeed:** You accomplish what you were trying to do. The lock springs open, you duck around the thing blocking the door, you manage to lose the alien spaceship on your tail.

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**15 OUTCOMES, ACTIONS, AND APPROACHES**

**ACTIONS & OUTCOMES: THE 30-SECOND VERSION**

**Create an Advantage or Overcome:** You do not get an advantage or overcome action until you've rolled the dice.

**Invoke Fate:** You may get an advantage or overcome action until you've rolled the dice.

**Attack:** You generate one free invocation on the aspect.

**Overcome:** You generate one free invocation on the aspect.

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**16 FATE ACCELERATED**

**11 WHO DO YOU WANT TO BE?**

**DICE OR CARDS**

Part of determining your outcome is generating a random number, which is usually done in one of two ways: rolling four Fate Dice, or drawing a card from a Deck of Fate.

**Fate Dice:** Fate Dice (sometimes called Fudge dice, after the game they were originally designed for) are one way to determine outcomes. You always roll Fate Dice in a set of four. Each die will come up as or or or or or and you add them together to get the total of the roll. For example:

+ = +1      + = 0

+ = +2      + = -1

**Deck of Fate:** The Deck of Fate is a deck of cards that copies the statistical spread of Fate Dice. You can choose to use them instead of dice—either one works great.

These rules are written with the assumption that you're rolling Fate Dice, but use whichever one your group prefers. Anytime you're told to roll dice, that also means you can draw from the Deck of Fate instead.

**OUTCOMES**

Once you roll your dice, add your approach bonus (we'll talk about that in a moment) and compare the result to the target number. Compare the total to a target number, which is either a fixed difficulty or the result of the GM's roll for an NPC. Based on that comparison, your outcome is:

- You **fail** if your total is less than your opponent's total.
- It's a **tie** if your total is equal to your opponent's total.
- You **succeed** if your total is greater than your opponent's total.
- You **succeed with style** if your total is at least three greater than your opponent's total.

Now that we've covered outcomes, we can talk about actions and how the outcomes work with them.

Setting difficulties: p. 37

**Actions**

**CREATE AN ADVANTAGE**

**Creating an advantage is anything** you do in the game that you're trying to do, and you've established that there's a chance to stop you. Next, figure out what action best describes what you're trying to do. There are four basic actions that cover anything you do in the game.

**Invoke Fate:** You may get an advantage or overcome action until you've rolled the dice.

**Attack:** You generate one free invocation on the aspect.

**Overcome:** You generate one free invocation on the aspect.

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**Overcome:** You generate one free invocation on the aspect.





CHOOSE YOUR APPROACH

As we mentioned in Who Do You Want to Be, there are six approaches that describe how you perform actions.

- Careful: A Careful action is when you pay close attention to detail and take your time to do the job right. Lining up a long-range arrow shot.
Clever: A Clever action requires that you think fast, solve problems, or account for complex variables. Finding the weakness in an enemy swordsman's style.
Flashy: A Flashy action draws attention to you; it's full of style and panache.
Forceful: A Forceful action isn't subtle—it's brute strength.
Quick: A Quick action requires that you move quickly and with dexterity.
Sneaky: A Sneaky action is done with an emphasis on misdirection, stealth, or deceit.

Each character has each approach rated with a bonus from +0 to +3. Add the bonus to your dice roll to determine how well your PC performs the action you described.

So your first instinct is probably to pick the action that gives you the greatest bonus, right? But it doesn't work like that. You have to base your choice of approach on the description of your action, and you can't describe an action that doesn't make any sense.

ROLL THE DICE, ADD YOUR BONUS

Time to take up dice and roll. Take the bonus associated with the approach you've chosen and add it to the result of the die. If you have a stunt that applies, add that too.

DECIDE WHETHER TO MODIFY THE ROLL

Finally, decide whether you want to alter your roll by invoking aspects—we'll talk about this a lot in Aspects and Fate Points.

FATE ACCELERATED

OUTCOMES, ACTIONS, AND APPROACHES

GETTING HELP: Help you can give to another character. When an ally helps you, they give up their action for the exchange and describe how they're providing the help.

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CHALLENGES, CONTESTS, AND CONFLICTS

We've talked about the four actions (create an advantage, overcome, attack, and defend) and the four outcomes (fail, tie, succeed, and succeed with style).

Usually, when you want to do something straightforward—swim across a raging river, hack someone's cell phone—all you need to do is make one overcome action against a difficulty level that the GM sets.

But sometimes things are a little more complex.



CHALLENGES

A challenge is a series of overcome and create an advantage actions that you use to resolve an especially complicated situation.

To set up a challenge, decide what individual tasks or goals make up the situation, and treat each one as a separate overcome roll.

Depending on the situation, one character may be required to make several rolls, or multiple characters may be able to participate.

The PCs are the crew of a ship caught in a storm. They decide to press on and try to get to their destination despite the weather, and the GM suggests this sounds like a challenge.

Setting difficulties: p. 37

Situation aspects: p. 26

CONFLICTS

Conflicts are used to resolve situations where characters are trying to harm one another. It could be physical harm (a sword fight, a wizard's duel, a battle with laser blasters), but it could also be mental harm.

SETTING THE SCENE

Establish what's going on, where everyone is, and what the environment is like. Who is the opposition? The GM should write a couple of situation aspects on sticky notes or index cards and place them on the table.

CONFLICTS: THE 30-SECOND VERSION

- 1. Set the scene.
2. Determine turn order.
3. Start the first exchange.
On your turn, take an action.
On other people's turns, defend against or respond to their actions as necessary.
At the end of everyone's turn, start a new exchange or end the conflict.

Situation aspects: p. 26

FATE ACCELERATED

DAMAGE, STRESS, AND CONSEQUENCES

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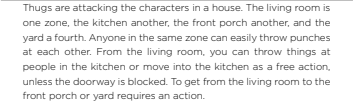
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You can move one zone for free. An action is required to move if there's an obstacle along the way, such as someone trying to stop you, or if you want to move two or more zones.



DETERMINE TURN ORDER

Your turn order in a conflict is based on your approaches. In a physical conflict, compare your Quick approach to the other participants—the one with the fastest reflexes goes first.

GMs, it's simplest if you pick your most advantageous NPC to determine your place in the turn order, and let all your NPCs go at that time.

EXCHANGES

Next, each character takes a turn in order. On their turn, a character can take one of the four actions. Resolve the action to determine the outcome.

Four actions: p. 14



CHALLENGES, CONTESTS, AND CONFLICTS

OUTCOMES, ACTIONS, AND APPROACHES

GETTING HELP: Help you can give to another character. When an ally helps you, they give up their action for the exchange and describe how they're providing the help.

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CHALLENGES, CONTESTS, AND CONFLICTS

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FATE ACCELERATED



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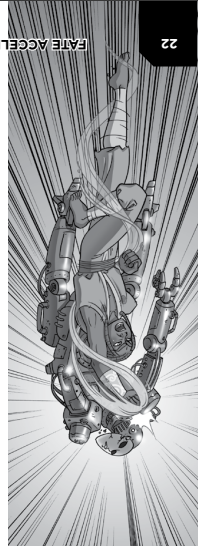
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OUCH! DAMAGE, STRESS, AND CONSEQUENCES

When you're hit by an attack, the severity of the hit is the difference between the attack roll and your defense roll.

Each character starts with three stress boxes. When you take a hit, you need to account for the damage by moving one or more of these boxes.

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Damage, stress, and consequences: p. 22

Doing damage: p. 23



Doing damage: p. 23







### SETTING DIFFICULTY LEVELS

When another character is opposing a PC, their rolls provide the opposition in a conflict, contest, or challenge. But if there's no active opposition, you have to decide how hard the task is.

**Low difficulties** are best when you want to give the PCs a chance to show off and be awesome. **Difficulties near their approach ratings** are best when you want to provide tension but not overwhelm them. **High difficulties** are best when you want to emphasize how dire or unusual the circumstances are and make them pull out all the stops.

### RULES OF THUMB:

- If the task isn't very tough at all, give it a Mediocre (+0)—or just tell the player they succeeded without a roll.
- If you can think of at least one reason why the task is tough, pick Fair (+2).
- If the task is extremely difficult, pick Great (+4).
- If the task is impossibly difficult, go as high as your math makes sense. The PC will need to drop some fate points and get lots of help to succeed, but that's fine.

**OPTIONAL RULE: APPROACH-RELATED TARGET NUMBERS**

Sometimes being Careful makes things a lot easier, sometimes it just takes too long. The GM may wish to adjust the target number up or down by 1 or 2 depending on whether you choose a fitting or a problematic approach. This makes things a bit more complex, but for some groups it's worth it.

### BUILD SCENARIOS AND RUN GAME SESSIONS

A **scenario** is one short story arc, the sort of thing you might see wrapped up in one or two episodes of an adventure television show, even if it's a smaller part of a bigger story. Usually you can wrap up a scenario in one to three game sessions, assuming you play for three or four hours at a time. But what is a scenario, and how do you build one?

### SCENARIOS

A scenario needs two things: A bad guy with a goal, and a reason the PCs can't ignore it.

**Bad guy with a goal:** You've probably figured this out already. The campaign's main opposition, or one of his allies, is probably your bad guy.

**Something the PCs can't ignore:** Now you have to give the PCs a reason to care. Make sure the bad guy's goal is up in the PCs' faces, where they need to do something about it or bad things will happen to them, or to people or things they value.

### RUNNING GAME SESSIONS

Now that your bad guy is doing something the PCs will pay attention to, it's time to start them off. Sometimes the best way to do that, especially for the first session of a new story arc, is to put them right in the action. Once the PCs know why they should care about what's going on, you just get out of the way and let them take care of it.

That said, there are a bunch of tasks the GM needs to perform to run the session:

- **Run scenes:** A session is made up of individual scenes. Decide where the scene begins, who's there, and what's going on. Decide when all the interesting things have played out and the scene's over.
- **Adjudicate the rules:** When some question comes up about how to apply the rules, you get final say.
- **Set difficulties:** You decide how difficult tasks should be.
- **Play the NPCs:** Each player controls their own character, but you control all the rest, including the bad guys.
- **Keep things moving:** If the players don't know what to do next, it's your job to give them a nudge. Never let things get too bogged down in indecision or because they don't have enough information—do something to shake things up.
- **Make sure everyone has a chance to be awesome:** Your goal isn't to defeat the players, but to challenge them. Make sure every PC gets a chance to be the star once in a while, from the big bad warrior to the little sneaky thief.

Difficulties: p. 37

### FATE ACCELERATED

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### BEING THE GM

The GM has many responsibilities, such as presenting the conflict to the players, controlling NPCs, and helping everyone apply the rules to the situation in the game.

Let's talk about the GM's jobs.

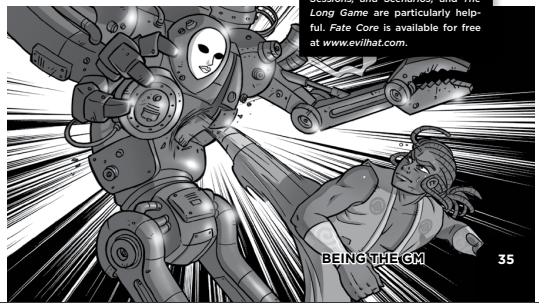
### HELP BUILD CAMPAIGNS

A **campaign** is a series of games you play with the same characters, where the story builds on what happened in earlier sessions. All the players should collaborate with the GM to plan how the campaign will work. Usually this is a conversation among all of you to decide what sort of heroes you want to play, what sort of world you live in, and what sorts of bad guys you'll have. Talk about how serious you want the game to be and how long you want it to last.

- Cat-people sky pirates in flying ships, always on the run from the Royal Navy trying to catch them.
- Magic-wielding desert town-folk stand against the invading soldiers of the evil Steel Empire.
- Students at a boarding school for magical youth solve mysteries and uncover secrets of their ancient school.

### LEARNING HOW TO BE A GM

Being a GM and running games can seem intimidating and difficult at first. It's a skill that takes some practice to master, so don't worry—you'll get better the more you do it. If you'd like to read more about the art of GMing Fate, there are several chapters in the *Fate Core* rules that you should check out: *Running the Game, Scenes, Sessions, and Scenarios*, and *The Long Game* are particularly helpful. *Fate Core* is available for free at [www.wilhat.com](http://www.wilhat.com).



BEING THE GM 35

### SIGNIFICANT MILESTONES

**Scenario:** A **significant milestone** usually occurs at the end of a scenario or the conclusion of a big plot event (or, when in doubt, at the end of every two or three sessions). Unlike minor milestones, which are primarily about change, significant milestones are about learning new things—dealing with problems and challenges has made your character generally more capable at what they do.

In addition to the benefit of a minor milestone, you also gain *both* of the following:

- If you have a severe consequence that's been around for at least two sessions, you can clear it.
- Raise the bonus of one approach by one.

### RAISING APPROACH BONUSES

When you raise the bonus of an approach, there's only one rule you need to remember: you can't raise an approach bonus above Superb (+5).

### MAJOR MILESTONES

**Major milestones** should only occur when something happens in the campaign that shakes it up a lot—the end of a big story arc, the final defeat of a main NPC villain, or any other large-scale change that reverberates around your game world.

These milestones are about gaining more power. The challenges of yesterday simply aren't sufficient to threaten these characters anymore, and the threats of tomorrow will need to be more adept, organized, and determined to stand against them.

Achieving a major milestone confers the benefits of a significant milestone and a minor milestone. In addition, you may do *all* of the following:

- Take an additional point of refresh, which you may immediately use to purchase a stunt if you wish.
- Rename your character's high concept (optional).

### FATE ACCELERATED

34

### CHARACTER ADVANCEMENT

33

For two sessions. If so, you can clear it.

Also, if you have a moderate consequence, check to see if it's been around

- Choose a new stunt and adjust your refresh, if you already have three stunts.
- Exchange one stunt for a different stunt.
- Rename one aspect that isn't your high concept.
- Switch the ratings of any two approaches.

following:

After a minor milestone, you can choose to do one (and only one) of the milestones, but you always have the opportunity in case you need to.

need to. Sometimes it won't really make sense to take advantage of a minor milestone, about adjusting in response to whatever's going on in the story if you act, about power, this kind of milestone is more about changing your character more powerful. A **minor milestone** usually occurs at the end of a session of play, or when your character in certain ways.

### MINOR MILESTONES

A **minor milestone** usually occurs at the end of a session of play, or when your character in certain ways. Recognizes these types of milestones, and each one allows you to change your character in certain ways.

In *FFZ*, we call these wrap-ups **milestones**—whether they're small ones can do that, too, even within a longer campaign.

single issues of a comic, where shorter stories are told and wrapped up. *FFZ* long stories, there are shorter story arcs, like the single episodes of a TV show or other play called **campaigns**—and that's the story builds on itself. But within these you often play game sessions in a row using the same character—this is what you call **campaigns**. You get the idea. *FFZ* can tell those kinds of stories; books to take the King to the very mountain. It took many three seasons to continue from episode to episode, season to season. I took three big continue from episode to episode, movies, and even video games usually stories in TV shows, comic books, movies, and even video games usually

### MILESTONES

When your character reaches a milestone, reflects that or change stunts, and raise your approach bonus. You do this means that your character is more capable at what they do.

people change. Your skills sharpen as you practice them. Your life experience accumulates and shapes your personality. *Fate Accelerated Edition* track and record your character's growth.

### GETTING BETTER AT DOING STUFF: CHARACTER ADVANCEMENT

### FATE ACCELERATED

40



REFRESH: 3

Severe (6):

Moderate (4):

Mild (2):

Stress:

CONSEQUENCES

(May take two more stunts without reducing refresh)

STUNTS

Stance of the Defiant Sun (rank 1)

performed the stance of the Defiant Sun. I gain a +2 Forcefully defend in hand-to-hand combat.

Stunts

Flashy: Moderate (+1)

Forceful: Good (+3)

Quick: Fair (+2)

Smiley: Average (+1)

High Concept: *Sunrunner of the Andrali Desert*

Trouble Steel Assassins Want the Dead Crab On Awaan. I Can Learn from Stories

Other Aspects: *My King, Fu Is The Strongest*

Crab On Awaan, I Can Learn from Stories

Stunts

Flashy: Moderate (+1)

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Quick: Fair (+2)

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Approaches

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### BEING THE GM

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to use the option if you prefer. Note that it may lead to very strong mobs.

*Options section of the Running the Game chapter in Fate Core*, feel free to use the option if you prefer. Note that it may lead to very strong mobs.

*Fate Core* has a way of handling this, called mobs (see the "Controlling the Game" section of the Running the Game chapter in *Fate Core*). Feel free to use the option if you prefer. Note that it may lead to very strong mobs.

**GANG OF THUGS**

Skilled (+2) at Carrying up, scaring innocent people

Bad (-2) at Thinking ahead, fighting when outnumbered

Stress:   (4 things)

**STEEL ASSASSIN**

Skilled (+2) at Sneaking up, ambushing

Bad (-2) at Standing up to determined opposition

Stress:

**CLYDE'S HOUSE BULLY**

Skilled (+2) at Flashing off other students, working out of routine, breaking things

Bad (-2) at Planning, studying

Stress: None (first hit takes them out)

**SKY SHARK**

Skilled (+2) at Flying or being

Bad (-2) at Anything that isn't flying or being

Stress:

**Groups of Mobs:** If you have a lot of low-level bad guys lacking the PCs' mob aspects are really simple.

groups lack the same mob aspects as a single character and has a set of stats just like a single mob would.

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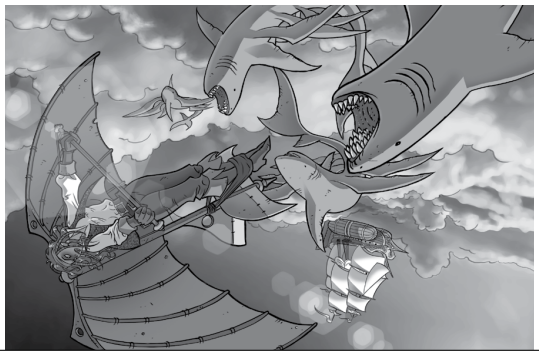
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groups lack the same mob aspects as a single character and has a set of stats just like a single mob would.



### FATE ACCELERATED

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1. Make a list of what this mob is skilled at. They get a +2 to all rolls dealing with these things.

2. Make a list of what this mob is bad at. They get a -2 to all rolls dealing with these things.

3. Everything else gets a +0 when rolled.

4. Give the mob an aspect or two to indicate what they're good and bad at, or if they have a particular strength or vulnerability. It's okay if a mob has zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.

5. Mobs have zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.

6. Mobs can't take consequences. If they run out of stress boxes (or don't have any), the next hit takes them down.

7. Make a list of what this mob is skilled at. They get a +2 to all rolls dealing with these things.

8. Make a list of what this mob is bad at. They get a -2 to all rolls dealing with these things.

9. Everything else gets a +0 when rolled.

10. Give the mob an aspect or two to indicate what they're good and bad at, or if they have a particular strength or vulnerability. It's okay if a mob has zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.

11. Mobs have zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.

12. Mobs can't take consequences. If they run out of stress boxes (or don't have any), the next hit takes them down.

13. Make a list of what this mob is skilled at. They get a +2 to all rolls dealing with these things.

14. Make a list of what this mob is bad at. They get a -2 to all rolls dealing with these things.

15. Everything else gets a +0 when rolled.

16. Give the mob an aspect or two to indicate what they're good and bad at, or if they have a particular strength or vulnerability. It's okay if a mob has zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.

17. Mobs have zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.

18. Mobs can't take consequences. If they run out of stress boxes (or don't have any), the next hit takes them down.

19. Make a list of what this mob is skilled at. They get a +2 to all rolls dealing with these things.

### BAD GUY

When you make a bad guy, you can start them out exactly like the PCs, with approach, stress, and consequences. You should do this for important or recurring bad guys who are intended to give the PCs some real difficulties, but you shouldn't need more than one or two of these in a scenario. Mobs: Other bad guys are mobs—unnamed things or monsters or dragons that are there to make the PCs' day a little more difficult, but they're designed to be more or less easily swept aside, especially by powerful PCs. Here's how you create their stats.

