

## The Ladder (p. 9)

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

## Game Time (p. 194)

- **Exchange:** time for everyone to get a turn
- **Scene:** Time to resolve a situation
- **Session:** a single sitting
- **Scenario:** An Episode
- **Arc:** A Season
- **Campaign:** The entire game in a particular setting

## Skill Roll (p. 130)

Roll four **Fate dice** and add to **skill** rating. Compare to opposition. For each step on the ladder greater than your opposition, you earn a **shift**.

## Opposition types (p.131)

- **Active:** another character rolls against you.
- **Passive:** A static rating on the ladder.

## Four Outcomes (p. 132):

- **Fail:** Fail your action or succeed at a major cost.
- **Tie (0 Shifts):** Succeed at minor cost.
- **Succeed (1—2 shifts):** Succeed with no cost.
- **Succeed with style (3+ shifts):** succeed with additional benefit.

## Four Actions (p. 134)



**Overcome:** get past an obstacle.



**Create an Advantage:** Invoke an aspect for free.



**Attack:** Harm another character.



**Defend:** prevent attacks or advantages on you.

## Mitigating Damage (p. 160)

Fill in one stress box greater than or equal to the value of an attach, take one or more consequence, or fill in one stress box and take consequences—if you can't do one of these three things, you're taken out.

## Consequences (p. 162)

- **Mild:** -2 to attack value
- **Moderate:** -4 to attack value
- **Severe:** -6 to attack value
- **Extreme:** -8 to attack and permanent character aspect

## Recovery (p. 164)

- **Mild:** overcome Fair (+2), one whole scene
- **Moderate:** overcome Great (+4), one whole session.

- **Severe:** overcome Fantastic (+6), one whole scenario.

## Aspect Types (p. 57)

- **Game aspects:** permanent, made during game creation
- **Character aspects:** permanent, made during character creation
- **Situation aspects:** last for a scene, until overcome, or until irrelevant
- **Boosts:** last until invoked one time
- **Consequences:** last until recovered

## Invoking Aspects (p. 68)

Spend a fate point or free invoke. Choose one:

- +2 to your skill roll
- Reroll all our dice
- Teamwork: +2 to another character's roll versus relevant passive opposition
- Obstacle: +2 to the passive opposition

Free invokes stack with a paid one and each other.

## Compelling Aspects (p. 71):

Accept a complication for a fate point.

- **Event-based:** You have \_\_\_\_\_ aspect and are in \_\_\_\_\_ situation, so it makes sense that, unfortunately, \_\_\_\_\_ would happen to you. Damn your luck.
- **Decision-based:** You have \_\_\_\_\_ aspect in \_\_\_\_\_ situation, so it makes sense that you'd decide to \_\_\_\_\_. This goes wrong when \_\_\_\_\_ happens.

## Refresh (p. 80)

At the start of a new session, you reset your fate points to your refresh rate. If you ended the last session with more points, you keep the extra. At the end of a scenario, you reset to your refresh rate no matter what.

## Spending Fate Points (p. 80):

Spend fate points to:

- Invoke an aspect
- Power a stunt
- Refuse a compel
- Declare a story detail

## Challenges (p.147)

- Each obstacle or goal that requires a different skill gets an overcome roll.
- Interpret failure, costs, and success of each roll to determine final outcome.

## Contests (p. 150)

- Contesting characters roll appropriate skills.
- If you got the highest result, you score a victory.
- If you succeed with style and no one else does, then you get two victories.
- If there's a tie for the highest result, no one gets a victory, and an unexpected twist occurs.
- The first participant to achieve three victories wins the contest.

## Conflicts (p. 154)

- Set the scene, describing the environment the conflict takes place in, creating situation aspects and zones, and establishing who's participating and what side they're on.
- Determine the turn order.
- Start the first exchange:
  - On your turn, take an action and then resolve it.
  - On other people's turns, defend or respond to their actions as necessary.
  - At the end of everyone's turn, start again with a new exchange.
- Conflict is over when everyone on one side has conceded or been taken out.

## Earning Fate Points (p. 81)

- Earn fate points when you:
  - Accept a compel
  - Have your aspects invoked against you
  - Concede a conflict.

## Dice Results (FAE, Page 18)

**Result** = Dice Roll + Approach bonus + Bonuses from stunts + Bonuses from Invoked Aspects

## Outcomes (FAE, Page 13)

- **Fail:** Your Result is lower
- **Tie:** Your Result is equal
- **Success:** Your Result is higher by 1 or 2
- **Success with Style:** Your Result is higher by 3 or more.

## Setting Target numbers (FAE, p. 37)

- **Easy Task:** Mediocre (+0) – or success without a roll
- **Moderately Difficult:** Fair (+2)
- **Extremely Difficult:** Great (+4)
- **Impossibly Difficult:** Go as high as you think makes sense. The PC will need to drop some fate points and get lots of help to succeed, but that's fine.

## Actions (FAE, p. 14)

- **Create an advantage when creating or discovering aspects (FAE, p. 14)**
  - **Fail:** Don't create or discover, or you do but your opponent (not you) gets a free invocation.
  - **Tie:** Get a boost if creating new, or treat as success if looking for existing
  - **Succeed:** Create or discover the aspect, get a free invocation on it.

- Succeed with Style: Create or discover the aspect, get two free invocations on it.
- **Create an advantage on an aspect you already know about (FAE, p. 15):**
  - **Fail:** No additional benefit.
  - **Tie:** Generate one free invocation on the aspect.
  - **Succeed:** Generate one free invocation on the aspect.
  - **Succeed with Style:** Generate two free invocations on the aspect.
- **Overcome (FAE, p. 16):**
  - **Fail:** Fail, or succeed at a serious cost.
  - **Tie:** Succeed at minor cost.
  - **Succeed:** You accomplish your goal.
  - **Succeed with Style:** You accomplish your goal and generate a boost.
- **Attack (FAE, p. 17):**
  - **Fail:** No effect.
  - **Tie:** Attack doesn't harm the target, but you gain a boost.
  - **Succeed:** Attack hits and causes damage.
  - **Succeed with Style:** Attack hits and causes damage. May reduce damage by one to generate a boost.
- **Defend (FAE, p. 17):**
  - **Fail:** You suffer the consequences of your opponent's success.
  - **Tie:** Look at your opponent's action to see what happens.
  - **Succeed:** Your opponent doesn't get what they want.
  - **Succeed with Style:** Your opponent doesn't get what they want, and you get a boost.
- **Getting Help (FAE, p. 17):**
  - An ally can help you perform your action.
  - When an ally helps you, they give up their action for the exchange and describe how they help.
  - You get a +1 for each ally that helps in this way. GM may place limits on how many may help.

## Turn Order (FAE, p. 21)

- **Physical Conflict:** Compare Quick approaches—the one with the fastest reflexes goes first.
- **Mental Conflict:** Compare Careful approaches—the one with the most attention to detail senses danger.
- **Everyone else goes in descending order.** Break ties in whatever manner makes sense, with the GM having the last word.
- **The GM may choose to have all NPCs go on the turn of the most advantageous NPC.**

## Stress & Consequences (FAE, p. 22)

- **Severity of hit (in shifts) = Attack Roll – Defense Roll**
  - **Stress Boxes:** You can check one stress box to handle some or all of the shifts of a single hit. You can absorb a number of shifts equal to the number of the box you check: one for Box 1, two for Box 2, three for Box 3.
  - **Consequences:** You may take one or more consequences to deal with the hit, by marking off one or more available consequence slots and writing a new aspect for each one marked.
    - **Mild** = 2 shifts
    - **Moderate** = 4 shifts
    - **Severe** = 6 shifts
  - **Recovering from Consequences:**
    - **Mild consequence:** Clear it at end of the scene.
    - **Moderate consequence:** Clear it at the end of the next session.
    - **Severe consequence:** Clear it at the end of the scenario.
    - **Taken Out:** If you can't (or decide not to) handle the entire hit, you're taken out and your opponent decides what happens to you.
    - **Giving In:** Give in before your opponent's roll and you can control how you exit the scene. You earn one or

more fate points for giving in (page 24).

## Approaches (FAE, p. 18)

- **Careful:** When you pay close attention to detail and take your time to do the job right.
- **Clever:** When you think fast, solve problems, or account for complex variables.
- **Flashy:** When you act with style and panache.
- **Forceful:** When you use brute strength.
- **Quick:** When you move quickly and with dexterity.
- **Sneaky:** When you use misdirection, stealth, or deceit.

## Aspects (FAE, p. 25)

- **Invoke (FAE, p. 27):**
  - Spend a fate point to get a +2 or a reroll for yourself, or to increase difficulty for a foe by 2.
- **Compel (FAE, p. 28):**
  - Receive a fate point when an aspect complicates your life.
- **Establish facts (FAE, p. 29):**
  - Aspects are true. Use them to affirm details about you and the world.

## Types of Aspects

- **Character Aspects (page 25)**
  - Written when you create your character.
  - May be changed when you reach a milestone (page 33).
- **Situation Aspects (page 26)**
  - Established at the beginning of a scene.
  - May be created by using the “create an advantage” action.
  - May be eliminated by using the overcome action.
  - Vanish when the situation ends.
- **Boosts (page 26)**

- May be invoked once (for free), then they vanish. May be eliminated by an opponent using an overcome action.
- Unused boosts vanish at the end of the scene
- **Consequences (page 23)**
  - Used to absorb shifts from successful attacks
  - May be invoked by your opponents as if they were situation aspects.

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