

# The Kerberos Club: FATE Reference Sheet



## USING FATE POINTS

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### Get a bonus to a roll without using an aspect

*Cost:* 1 Fate Point.

*Effect:* +1 bonus to the roll.

### Invoke your own aspects

*Cost:* 1 Fate Point; the Aspect must be relevant to the situation.

*Effect:* +2 bonus to the roll, or reroll.

### Invoke others' aspects

*Cost:* 1 Fate Point; the Aspect must be relevant to the situation.

*Effect:* +2 bonus.

### Tag a discovered aspect

*Cost:* Free the first time, 1 Fate point afterwards; the Aspect must be relevant to the situation.

*Effect:* +2 bonus.

### Invoke an aspect for effect

*Cost:* 1 Fate Point; the Aspect must be relevant to the situation.

*Effect:* Create a setting detail based on one of your Aspects OR Effect: Add a trapping or Extra to a custom or Strange skill for one roll based on one of your Aspects.

### Have an aspect compelled

*Cost:* Gain a Fate Point (two points if the Aspect is Major); the Aspect must be relevant to the situation.

*Effect:* Have one of your Aspects work against you in a dramatic fashion.

### Make a declaration

*Cost:* Skill roll or a Fate Point; roll difficulty = +0; +2 for each of the following that's "no":

- Is the aspect interesting?
- Would it be even more interesting if the aspect were misleading?
- Does the aspect provide a story hook or clear course of action?

*Effect:* "Discover" something of note (create an Aspect) in the scene.

### Make an assessment

*Cost:* Skill roll using the Insight Trapping.

*Effect:* Discover one of the target's Aspects. That Aspect can now be Tagged.

### Perform a maneuver

*Cost:* Resisted skill roll.

*Effects:* Add a negative Aspect to a target *or* create a beneficial Aspect on yourself *or* remove an Aspect that was maneuvered onto you. Aspects created through Maneuvers can be Tagged.

*Compiled by Sean Dunstan from rules by Mike Olson.*

*Order The Kerberos Club (FATE Edition) at [www.arcdream.com](http://www.arcdream.com).*

## THINGS YOU CAN DO ON YOUR TURN

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You may perform one action per turn. Additional actions impose a -1 penalty per action; roll whichever skill is most relevant/interesting.

**Attack** — Attempt to inflict Stress on a target.

**Block** — Make a specific action more difficult for an enemy (Roll vs. +0; result becomes a penalty on the targeted action).

**Move** — Go to a different Zone (roll Move trapping; result = number of zones you can move). A character can move 1 Zone as a supplemental action (-1 to the main skill roll).

**Maneuver** — Attempt to add an Aspect to a target or remove one from yourself.

**Full Defense** — Go into a defensive posture, +2 to all defenses.

## STRESS TRACKS

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Each stress track can be attacked by different trappings.

**Health (Physical)** — Attacked by Shoot, Strike; Defend with Parry (non-ranged only), Dodge.

**Composure (Mental)** — Attacked by Menace; Defend with Willpower.

**Reputation (Social)** — Attacked by Influence; Defend with Esteem.

## PERSONAL CONSEQUENCES

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Each character may take one of each of the following levels of Consequences to reduce Stress taken in an attack.

**Trifling** — Reduces incoming Stress by 2, lasts until the end of the scene.

**Middling** — Reduces incoming Stress by 4, lasts until cured by a Great (+4) Treatment roll; success turns it into a Trifling consequence, spin removes it.

**Grievous** — Reduces incoming Stress by 6, lasts until the end of the story; replaces an Aspect if not treated before then.

## COLLATERAL CONSEQUENCES

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The group shares three Middling, two Grievous, and one Dire Collateral Consequence between them. Once Collateral Consequences are taken, they become permanent setting Aspects and cannot be removed or cleared (except for Middling when created; see below).

**Middling** — Reduces incoming Stress by 4. Can be cleared during the scene it was created in by "attacking" it; the Consequence has two stress boxes and an effective defensive skill of Great (+4), which is not rolled. If not cleared by the end of the conflict, it changes to a permanent setting Aspect.

**Grievous** — Reduces incoming Stress by 6. At the end of the story it remakes an existing campaign Aspect in its image.

**Dire** — Reduces incoming Stress by 8. At the end of the story it remakes an existing campaign Aspect in its image, and forces each character to replace an existing Aspect with one tied to the Consequence.