

FATE Rules Quick Reference

BASICS

Dice

1-2	[-]
3-4	[0]
5-6	[+]

The Ladder

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

Aspects

- *Invoke* – How is the aspect beneficial to your character in this situation?
- *Compel* – An aspect works to your disadvantage
- *Tag* – On any aspect you create or discover in a scene, get the first invocation for free (no fate point)

Fate Points

Spend to:

Gain a bonus – Add +1 to any roll of the dice.

Invoke Aspect to gain an effect

- Reroll all dice, use new result
- Add +2 to roll of the dice

Use certain Stunts and Powers

Invoke Aspect to make a Declaration

Gain by:

Getting aspect compelled

Refresh

- Occurs between sessions
- Regain Fate Points equal to refresh level

ACTION

Effort = Skill + Roll

Effect = Effort – Difficulty

Effect is measured in “Shifts”

Non-Conflict Actions

- **Simple** – Roll against a fixed difficulty
- **Contest** – Roll against opposing character. Highest wins.
- **Assessment** – Reveal a target's aspects. Roll against fixed difficulty or against opposing character. Highest wins.
- **Declaration** – Create an aspect for target. Roll against fixed difficulty, or against opposing character. Highest wins.

Conflict

1. Initiative. (static value)
 1. Physical = Alertness
 2. Social = Empathy
 3. Mental = Discipline
2. Action.
 1. *Attack*. Roll against opponent to try to inflict stress or consequences.
 2. *Maneuver*. Roll against opponent or fixed difficulty to try to place an aspect on opponent or scene.
 3. *Block*. Roll to set up preemptive defense against specified future action; anyone committing that named action will have to roll against the block.
 4. *Sprint*. Roll to change zones, with higher roll allowing greater degree of movement.
 5. *Full Defense*. +2 bonus on defense rolls.

Attack

- Attack skill vs opposing defense skill
- Stress = Shifts + Weapon – Armor

Consequences

Temporary aspects taken to mitigate stress.

- Mild. (mitigate 2 stress)
 - Lasts for one scene after recovery starts
 - EX: Bruised, winded, etc.
- Moderate. (mitigate 4 stress)
 - Lasts until the end of the next session after recovery starts
 - EX: Belly slash, twisted ankle, bad first degree burn, etc.
- Severe. (mitigate 6 stress)
 - Lasts for the next scenario (or 2-3 sessions) after recovery starts
 - EX: broken leg, bad second-degree burn, trauma-induced phobia, etc.

Taken Out

Damage exceeds character's stress track, and he has lost the conflict.

His opponent decides how he loses.

Concessions

You lose the conflict, but **you decide your character's fate instead of your opponent**. The concession must still result in a clear and decisive disadvantage for your character.

Cashing Out

If you lose a conflict, you gain one fate point per consequence taken in that conflict.

Maneuver

- 0 Shifts: create fragile aspect that fades after one tag
- + Shifts: create sticky aspect (req. maneuver to remove)

Sprint

- NOTE: Movement to an adjacent, border:0 zone does not require a roll. May be handled as a supplemental action.
- Moderate (+0): Move to another zone, no borders.
 - Each shift allows movement through another zone.
- Average (+1): Rough terrain.
- Fair (+2): Fences, etc.
- Good (+3): High walls, barbed wire, etc.

Recovery

- Remove stress immediately after conflict.

Supplemental Actions

- Impart a -1 penalty to the standard action
 - EX: Draw your sword and then attack
 - EX: Move 1 zone, but add border value +1 to standard action penalty

EVOCATION

Evocation

- Determine spell effect, along with manifesting element.
 - Attack.** A spell causing physical stress
 - Block.** Prevent an action, fades when bypassed
 - Maneuver.** Cause temporary aspects
 - Counterspell.** Combat opposing spells
- Decide the number of shifts you will use to fuel the spell. This determines difficulty to cast and stress you receive.
 - Stress = 1 + (shifts - conviction), minimum 1
- Roll Discipline against difficulty equal to the number of shifts
 - Add bonuses for specialization, foci, and invoked aspects
 - Also serves as attack roll in the case of attack/maneuver
 - Failure triggers *backlash* and/or *fallout*

Attack	1 shift = Weapon rating +1 2 shifts = affect all targets in one zone you can see (stacks) Attack multiple targets by splitting shifts
Block	1 shift = Block strength +1 (fades on bypass) 2 shifts = Armor strength +1 (does not fade on bypass) 1 shift = +1 exchange of persistence (base is 1) 2 shifts = Cover all allies in one zone you can see (stacks)
Maneuver	3 shifts = perform basic maneuver If target has resisting skill > +3, use resisting skill instead 1 shift = +1 exchange of persistence (base is 1)
Counter	1. Assessment (free) using Lore vs Discipline to discover number of shifts in spell. 2. Spend 1 shift for each shift in the spell to counter 3. Roll Discipline as usual.

Backlash & Fallout

- If Discipline roll fails, choose some combination of backlash and/or fallout to absorb the shift of the fail.
- Backlash
 - Taking backlash maintains spell's power
 - Counted as physical or mental stress to caster
- Fallout
 - Taking fallout reduces spell's power (so it still goes off if spell shift > failed roll shift)
 - Remaining fallout creates aspects on zones/targets

Prolonging Spells

- Extend the duration of an existing spell with a standard action
- Use shifts for persistence (as in table above) and treat normally

Rote Spells

- Casters have a number of rote spells equal to their Lore
- Spell shift is less than or equal to Discipline for each
- Rote spells do not require a Discipline roll to control

THAUMATURGY

Thaumaturgy

- Determine spell *effect*, determining spell *complexity*.
- If *complexity* ≤ Lore, no *preparation* is required
- If *complexity* > Lore, enter *preparation*
 - Invoke aspects to account for 2 complexity each
 - Make declarations to create temporary aspects to tag for 2 complexity each
 - Accept or inflict consequences, counting the stress value of the consequence toward the spell complexity
- Cast the ritual
 - Break spell power into chunks to cast via Discipline
 - If fail, accept all "stockpiled" power of spell as backlash and continue casting, or channel into fallout and the spell fails.

Solve improbable or impossible problems (e.g. track someone)	Simple action
Create lasting changes in people and things	Maneuver (temporary aspect) Conflict (consequence)
Provide inaccessible knowledge	Assessment
Allow interactions with the supernatural	Overcome entity's Conviction in a contest (elicits a concession)
Shape magical energies into physical forms	Same as similar evocation spell, with additional shifts for duration

Complexity of . . .

Simple action = difficulty of action

Maneuver vs environment = base difficulty

Maneuver vs target = should account for defender's skill and roll

Contest = should account for defender's skill and roll

Conflict = defender's skill and roll + target's stress track + consequence

Persistence = +1 for each step up the time scale

SPONSORED MAGIC

Sponsored Magic

- Cast spells as per Evocation or Thaumaturgy
- Gain some additional benefits (see individual sponsor)
- Invoke an aspect for free once per roll, but earn one **debt**

Debt

- Sponsor may compel you (no Fate point awarded)

GM Reference

Time

- *Exchange*: one round of combat, a few minutes
- *Scene*: one conflict, time variable
- *Session*: one evening of play
- *Scenario*: 2-3 sessions, one arc of story
- *Campaign*: entire collection of related scenarios

Difficulty (relative)

- Mediocre (+0): requires no talent or training
- Average (+1): requires novice level of training, or high degree of talent w/o training
- Fair (+2) and Good (+3): requires journeyman or "professional" capacity, or nearly inhuman degree of talent.
- Great (+4) and Superb (+5): requires veteran or masterful capacity, or the combination of extreme talent and good training.
- Fantastic (+6): requires skill and talent beyond human capacity

Difficulty (guidelines)

- Skill -2 = Nearly always succeed w/o invocation
- Skill -1 = Usually succeed, occasionally req. invoke
- Skill = Relatively equal chance of success or req. invoke
- Skill +1 = Fair chance of success, usually req invoke
- Skill +2 = Almost always req. invoke

Advancement

Minor Milestone - End of gaming session, or significant piece of story is resolved.

CHOOSE ONE:

- Switch the rank values of any two skills, or replace one Average skill with one that isn't on your sheet.
- Change any single stunt for another stunt
- Purchase stunts or powers, provided you have the refresh to do so.
- Rename one aspect

Significant Milestone - Conclusion of scenario or a major plotline (or 2-3 sessions)

GAIN ALL:

- Gain additional skill rank
- Gain one benefit from minor milestone

Major Milestone - Big shakeup in the story. Conclusion of a few scenarios, end of large-scale plot line.

GAIN ALL:

- Clear out an extreme consequence slot
- An additional point of refresh
- Purchase new stunts/powers
- All benefits of significant milestone

Weapons

Weapon:1

Small pocket weapons, knives, saps, and "belly guns"

Weapon:2

Swords, baseball bats, batons, most pistols, short bows, hand crossbows

Weapon:3

Two-handed weapons, crossbows, longbows, oversized pistols (Desert Eagle and company), rifles and shotguns, most fully-automatic weapons

Weapon:4

Battlefield weaponry, explosives, dragon's breath

Skills & Trappings

- **Alertness**: Avoiding Surprise, Combat Initiative, Passive Awareness
- **Athletics**: Climbing, Dodging, Falling, Jumping, Sprinting, Other Physical Actions
- **Burglary**: Casing, Infiltration, Lockpicking
- **Contacts**: Gathering Information, Getting the Tip-Off, Knowing People, Rumors
- **Conviction**: Acts of Faith, Mental Fortitude
- **Craftsmanship**: Breaking, Building, Fixing
- **Deceit**: Cat and Mouse, Disguise, Distraction and Misdirection, False Face Forward, Falsehood and Deception
- **Discipline**: Concentration, Emotional Control, Mental Defense
- **Driving**: Chases, One Hand on the Wheel, Other Vehicles, Street Knowledge and Navigation
- **Empathy**: Reading People, A Shoulder to Cry On, Social Defense, Social Initiative
- **Endurance**: Long-term Action, Physical Fortitude
- **Fists**: Brawling, Close-Combat Defense
- **Guns**: Aiming, Gun Knowledge, Gunplay
- **Intimidation**: The Brush-Off, Interrogation, Provocation, Social Attacks, Threats
- **Investigation**: Eavesdropping, Examination, Surveillance
- **Lore**: Arcane Research, Common Ritual, Mystic Perception
- **Might**: Breaking Things, Exerting Force, Lifting Things, Wrestling
- **Performance**: Art Appreciation, Composition, Creative Communication, Playing to an Audience
- **Presence**: Charisma, Command, Reputation, Social Fortitude
- **Rapport**: Chit-Chat, Closing Down, First Impressions, Opening Up, Social Defense
- **Resources**: Buying Things, Equipment, Lifestyle, Money Talks, Workspaces
- **Scholarship**: Answers, Computer Use, Declaring Minor Details, Exposition and Knowledge Dumping, Languages, Medical Attention, Research and Lab Work
- **Stealth**: Ambush, Hiding, Shadowing, Skulking
- **Survival**: Animal Handling, Camouflage, Riding, Scavenging, Tracking
- **Weapons**: Melee Combat, Melee Defense, Distance Weaponry, Weapon Knowledge