

THE LADDER

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

ROLLING

Effort =
Skill + **Roll**.

Effect =
Effort – **Difficulty**,
measured in **shifts**.

TIME INCREMENTS

instant
a few moments
half a minute
a minute
a few minutes
15 minutes
half an hour
an hour
a few hours
an afternoon
a day
a few days
a week
a few weeks
a month
a few months
a season
half a year
a year
a few years
a decade
a generation
a mortal lifetime
several mortal lifetimes
and so on

SKILL COMPETENCE

Mediocre (+0) indicates a lack of either talent or training.

Average (+1) indicates a novice level of training, or a high degree of talent with no formal training.

Fair (+2) and **Good (+3)** indicate journeyman or “professional” capacity, or a nearly inhuman degree of talent.

Great (+4) and **Superb (+5)** indicate veteran or masterful capacity, or the combination of extreme talent and good training.

Fantastic (+6) and above skirt the boundaries of natural human capacity.

DIFFICULTY GUIDELINES

A player will *nearly always succeed* against a difficulty of 2 less than his character’s skill without needing to invoke any aspects.

A player will *usually succeed* against a difficulty of 1 less than his character’s skill, but might need to invoke an aspect on occasion.

A player has a *relatively equal chance* of succeeding or needing to invoke an aspect against a difficulty equal to his character’s skill.

A player will *usually need to invoke an aspect* to succeed against a difficulty of 1 higher than his character’s skill, but has a fair chance of making the roll as well.

A player will *almost always need to invoke an aspect* to succeed against a difficulty of 2 higher than his character’s skill.

DEGREES OF SUCCESS

0 shifts = Minimal success:

The character pulled it off. It’s neither pretty nor graceful, but it works.

1 shift = Notable success:

This is a clear success. The character’s result is solid and reliable; while it may not be inspired, it is absolutely workmanlike.

3 shifts = Significant success:

The success is noticeably well done and of fine quality, very reliable, and so on. If you use the optional spin rules (page 214), this level of success and higher on a defense roll generates spin.

5+ shifts = Potent success:

Not only is the quality of the success remarkable, it may have some unexpected, secondary benefits, such as a deeper insight into a problem at hand.

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, Other Projectile Weapons

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

RUNNING CONFLICTS (PAGE 197)

Once a conflict begins, follow this regular pattern.

1. Frame the scene.
2. Establish the groups in the conflict.
3. Establish initiative.
4. Begin the exchange.
 - a. Take actions.
 - b. Resolve actions.
 - c. Repeat step 4, begin new exchange.

USING ASPECTS (PAGE 98)

Invoke: 1 fate point to get a +2 or reroll

Compel: GM pays 1 fate point to constrain and complicate, or player pays 1 fate point to say no thanks to that.

Tag: A free invoke for a character that has discovered or created an aspect.

EVOCATION (PAGE 249)

1. Determine the effect you want to achieve, describing the element you want to use.
2. Describe the effect in terms of one of the following basic conflict actions: **attack**, **block**, **maneuver**, or **counterspell**.
3. Decide how many shifts of power you want to put into the spell. Take 1 mental stress, plus 1 for each point of power greater than your Conviction modified by any power bonuses from a focus item.
4. Roll Discipline to cast the spell, plus any control bonus from a focus item. The difficulty is equal to the power of the spell. This roll is also used for targeting if you're aiming it at a target. If you do not meet or beat the difficulty to control, the margin of failure turns into shifts of backlash (bad things happening to you) or fallout (bad things happening to everything else).

THAUMATURGY (PAGE 261)

1. Determine the desired spell **effect** which will determine the **complexity** of the spell.
2. If complexity > Lore, prepare: make up the deficit by invoking aspects, making declarations, accepting or inflicting consequences, or skipping scenes.
3. After prep, proceed as with Evocation steps 3 and 4. Repeat each exchange until total power equals complexity.

CONFLICT ACTIONS

Attack: Roll against an opponent to try to inflict stress or consequences on him directly (page 200).

Maneuver: Roll against an opponent or against a fixed difficulty to try to place an aspect on the opponent or the scene (page 207).

Block: Roll to set up a preemptive defense against a specified future action; anyone committing that named action will have to roll against the block to succeed (page 210).

Sprint: Roll to change zones, with a higher roll allowing a greater degree of movement (page 212).

Each character gets one basic action per turn, but under certain circumstances your character can take a **supplemental action** and/or a **free action** in addition to that main action (see page 213 for more details). Of course, in lieu of anything else, a character may choose to just duck and cover:

Full Defense: You can always choose to do nothing active in the exchange at all; your character is assumed to be concentrating entirely on defense. As such, any defense rolls you make to avoid attacks or maneuvers are done at +2.

STRESS AND CONSEQUENCES (PAGE 201)

$$\text{Stress} = \text{Shifts} + \text{Weapon Rating} - \text{Armor Rating}$$

Mild consequences cancel out **2 stress**. They last for one scene after recovery starts. (Examples: BRUISED HAND, NASTY SHINER, WINDED, FLUSTERED, DISTRACTED.)

Moderate consequences cancel out **4 stress**. They last until the end of the next session after recovery starts. Think of things that are bad enough to make you say, "Man, you really should go take care of that/get some rest." (Examples: BELLY SLASH, BAD FIRST DEGREE BURN, TWISTED ANKLE, EXHAUSTED, DRUNK.)

Severe consequences cancel out **6 stress**. They last for the next scenario (or two to three sessions, whichever is longer) after recovery starts. Think of things that are bad enough to make you say, "Man, you really need to go to the ER/get serious help." (Examples: BROKEN LEG, BAD SECOND-DEGREE BURN, CRIPPLING SHAME, TRAUMA-INDUCED PHOBIA.)

Extreme consequences cancel out 8 stress. They're permanent, and they change an existing aspect on the character.

WEAPON RATING GUIDELINES (PAGE 202)

Small pocket weapons, knives, saps, and "belly guns" **Weapon:1**

Swords, baseball bats, batons, most pistols **Weapon:2**

Two-handed weapons, oversized pistols (Desert Eagle and company), rifles and shot-guns, most fully-automatic weapons **Weapon:3**

"Battlefield" weaponry, explosives **Weapon:4+**