

FATE

CORE SYSTEM



EVIL HAT
PRODUCTIONS

THE LADDER

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

FOUR ACTIONS



Overcome:

Get past an obstacle.



Create an Advantage:

Invoke an aspect for free.



Attack:

Harm another character.



Defend: Prevent attacks

or advantages on you.

FOUR OUTCOMES

Fail: Fail your action or

succeed at major cost.

Tie (0 shifts):

Succeed at minor cost.

Succeed (1-2 shifts):

Success at no cost.

Succeed with style (3+):

Succeed w/ added benefit.

INVOKING (costs a fate point, or free; free ones may stack)

+2 to your skill roll; reroll all your dice;

+2 to another character's roll vs. passive opposition;

+2 to the passive opposition vs. another character

COMPELLING (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.