

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 every-one 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 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 attack, 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 your 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 together 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

VETERANS' GUIDE

This is a new version of Fate, which we developed to update and streamline the system. Here's a guide to the major changes to the system from previous versions like *Spirit of the Century* and *The Dresden Files Roleplaying Game*.

Game and Character Creation

- Game creation is a variant of Dresden's city creation, but very pared down. At minimum, you only make two aspects called issues to define your game, with the option to drill down if you want to add aspects to faces and locations.
- There are fewer aspects in this edition than other Fate games. We cut down the number of phases to three—a significant adventure, and two guest appearances. We found that it's easier to come up with five good aspects than seven or ten. And because there are game aspects and you can make situation aspects, you shouldn't be short of things to invoke or compel!
- If your game is going to use a lot of extras, or you have specific elements in your game that you want every character to describe with aspects (such as species or nationality), you can raise the number of aspect slots. We don't recommend going higher than seven character aspects—after that, we've noticed that many of them don't tend to pull their weight in play.
- If you've played *The Dresden Files RPG*, you know that we use skill columns for that instead of the pyramid. In this build of Fate, we wanted character creation to be as quick and accessible as possible, so we went with a Great (+4) pyramid as standard. If you want to use the columns, go ahead—you get 20 skill points. The skill column didn't completely go away. It's just reserved for advancement (p. 258).
- 3 refresh, and 3 free stunts. Stress boxes work exactly like *The Dresden Files RPG*.

Aspects

- In other Fate games, free invocations were called “tagging.” We thought this was one bit of jargon too many. You can still call it that if you want—whatever helps you and your table understand the rule.
- You might have seen player-driven compels referred to as “invoking for effect.” We thought it was clearer to just call it a compel, no matter who initiates it.
- Free invocations now stack with a regular one or stack together with other free invocations on the same aspect. Further, an aspect can hold more than one free invoke at a time.
- Invoking an aspect attached to another character gives them a fate point at the end of the scene.
- Compels are subdivided into two specific types: decisions and events. This isn't a change in how compels work, so much as a clarification, but it's worth noting.
- Scene aspects have been renamed to situation aspects, to clear up some confusion over how flexibly they can be applied.

Actions and Stuff

- The list of actions has been greatly reduced from previous Fate games down to four: overcome, create an advantage, attack, and defend. Movement is now a function of the overcome action, create an advantage subsumes assess/declare/maneuver from previous games under one banner, and blocks can be handled a number of different ways.
- The game is no longer based on a binary pass/fail. Now there are four outcomes: fail or succeed at cost, tie (succeed at minor cost), succeed, and succeed with style. Each outcome now has a mechanical or story-driven effect, based on what action it's attached to. Succeeding with style is basically taking spin from previous versions of Fate and applying it across the board.
- Challenges and contests have been greatly simplified and redesigned.
- Zone borders have been replaced by the use of situation aspects to determine if it's even worth rolling for movement. Moving one zone with an action is always free if there's nothing in the way.
- On that note, supplemental actions and skill modifiers are completely removed from the system. Either something is interesting enough to roll for, or it isn't.
- Teaming up is greatly simplified from previous games—everyone who has at least an Average (+1) at the same skill adds +1 to the person with the highest skill level.

Scenario Creation

- The advice is way better.

Extras

- These exist. Whereas each previous Fate game had a specific way of dealing with powers and gadgets and stuff, now there are a variety of options for you to choose from (as befits the toolkit nature of the system).