So you've gathered your friends, your dice, and your index cards, and you're ready to play! But before we start, let's talk about how to use Fate Dice.

Dice are a big part of Fate Accelerated. Here's your chance to put yourself in the heroes' shoes in stories like...
APPROACHES

Choose your approaches. An approach is an action that you accomplish.

- **Careful**
- **Clever**
- **Flashy**
- **Forceful**
- **Quick**
- **Sneaky**

Each approach is rated with a bonus. Choose one at Good (+3), Average (+1), Poor (-0), or Terrible (-2). You can choose three later. We talk about what each approach means and how you use it in the **Approach Outcomes**, **The **Action & Outcomes**, and **Accent**. Your approach can vary a lot about who you are. Here are some examples:

- **The Beast**: Sneaky +3, Careful and Clever +2, Strong and Quick +1, Careful +0
- **The Brilliance**: Quick +3, Flashy and Clever +2, Clever and Careful +1, Sneaky +0
- **The Trickster**: Clever +3, Sneaky and Flashy +2, Forceful and Quick +1, Careful +0
- **The Guardian**: Careful +3, Sneaky and Clever +2, Strong and Quick +1, Hard +0
- **The Thief**: Strong +3, Quick and Careful +2, Clever and Flashy +1, Forceful +0
- **The Backstabber**: Hard +3, Quick and Careful +2, Forceful and Sneaky +1, Careful +0

STUNTS AND REFRESH

If you're a special trait that changes the way an approach works for your character. Generally, either choose an approach (+3) or a stunt (+1) as an approach works to make your character more powerful.
FATE ACCELERATED

CHOOSE YOUR APPROACH

As we mentioned in Who Do You Want to Be?, there are six approaches that
determine how you perform actions.

- **Callous**: A Callous action is when you have to deal with the
damage of war, physical or emotional. It’s more of a callous way to
handle things, but it is what it is.

- **Charming**: A Charming action requires that you charm
someone, perhaps a monster or an enemy, to get them to do
something for you. It’s more of a personal touch, but it can be
very effective.

- **Quick**: A Quick action requires that you do something
quickly, such as dodge or run away. It’s not the most
resourceful, but it’s effective in certain situations.

- **Sneaky**: A Sneaky action does just that, it’s full of
subterfuge and deception. It’s more of a trickster way to
handle things.

- **Quick**: A Quick action requires that you do something
quickly, such as dodge or run away. It’s not the most
resourceful, but it’s effective in certain situations.

- **Stash**: A Stash action requires that you store something
in a safe place, perhaps a hidden compartment or a
secret tunnel. It’s more of a resourceful way to handle things.

OUTCOMES, ACTIONS, AND APPROACHES

**Attack**

Use an attack when you try to hurt someone, whether physically
or emotionally. Choose the offensive action that best fits your
approach, whether it’s a physical, emotional, or resourceful attack.

**Defend**

The defensive action is when you try to protect yourself or others
from harm. Choose the defensive action that best fits your
approach, whether it’s a physical, emotional, or resourceful defense.

**Roll the Dice, Add Your Bonus**

Now it’s time to roll the dice. Add your bonus to the result of the
dice roll. If you have a bonus that applies, add it too. That’s it. That’s
it. That’s it.

CHALLENGES, CONTESTS, AND CONFLICTS

We’ve talked about the four actions (create advantage, overcome,
attack, and defend) and how they’re determined. Now, let’s talk
about the outcomes.

**Challenges**

A challenge is a situation where you’re required to perform an
action to overcome an obstacle. It’s more of a situation where
you have to work with others to achieve a goal.

**Contests**

A contest is a situation where you’re required to perform an
action to determine the outcome. It’s more of a situation where
you have to compete with others to achieve a goal.

**Conflicts**

A conflict is a situation where you’re required to perform an
action to resolve a disagreement. It’s more of a situation where
you have to resolve a disagreement with others.

Determining the Outcome

The outcome of the action is determined by the approach
that you choose. It’s more of a situation where you have
to determine the outcome of the action.

**EXCHANGES**

Now it’s time to exchange. It’s more of a situation where you have
to exchange the action to determine the outcome.

**FATE ACCELERATED**

You can move one space for free. It’s more of a situation where you have
to move one space for free.

**Determine Turn Order**

Now it’s time to determine the turn order. It’s more of a situation
where you have to determine the turn order.
WHAT DO YOU DO WITH ASPECTS?

You can use aspects to describe your character’s traits, or the story’s setting. Some examples include:

- In a time-travel scenario, you might have the aspect “The Time-Traveler’s Gift” which grants you a +2 bonus when you use a certain skill.

INVOKING ASPECTS

To invoke an aspect, you simply name it. You can invoke an aspect to add a +1 bonus to an action, or to reroll your dice. For example, if you have the aspect “The Time-Traveler’s Gift,” you can invoke it to add a +1 bonus to your next action.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.

FATE ACCELERATED

Invoking aspects: You also get fate points when you invoke an aspect. If you invoke an aspect and add a +1 bonus to your next action, you get a fate point. You can use fate points to invoke aspects, or to compel aspects.

COMPELLING ASPECTS

Event compels: Other times a compel reflects something happening that makes life more complicated for you. For example, if you’re a detective and you’re trying to solve a mystery, a compelling aspect might be “The Suspect’s alibi.”

HOW MANY FATE POINTS

You start the game with 11 fate points. You can use these points to invoke aspects, or to compel aspects.
BEING THE GM

The GM has many responsibilities, such as presenting the conflict or the place, spotting NPC’s, and helping everyone apply the rules to the situation in the game.

Let’s talk about the GM’s role.

HELP BUILD CAMPAIGNS

A campaign is a series of games you play with the same characters, where the next build on what happened in earlier ones. All the players should collaborate with the GM in order to have a successful campaign. Usually, this collaboration among all the players includes what sort of story you want to play, what sort of world you live in, and what sort of bad guys you have. Talk about how events you want the games to be and how long you want it to last.

BUILD SCENARIOS AND RUN GAME SESSIONS

A scenario is one that you might not spend up to one or two hours of action (adventure) time, even if it’s a smaller part of a larger campaign. Usually, you want to wrap up a scenario in one to three game sessions, amounting to a half to four hours at a time. But what is a scenario, and how do you build one?

SCENARIOS

A scenario needs three things: A bad guy, a goal, and a reason the PCs can’t ignore it.

Bad guy with a goal: You’re probably figured out already. The campaign’s main opposition, or one of the allies, is probably your bad guy.

Something the PCs need: Now you have a reason for the PCs to care. Make sure the bad guy is good in the PC’s favor, where they need to do something about it, and that things happen to them, or to people or things they take.

RUNNING GAME SESSIONS

Now that the bad guy is doing something, the NPCs will pay attention to it, it’s time to react. Sometimes the best way to do that especially for the first moment of your session, so you don’t lose sight of the action. Once the PCs have a scene or two to play, you just get out of the way and let them take over.

This said, there’s a bunch of tasks the GM needs to perform or run the session.

• Run scenes: A session is made up of individual scenes. Decide where the scene begins, how long, and what’s going on. Decide what the interesting things have played out and the scene is over.

• Advise the rules: When someone comes up about how to apply the rules, you’re good to go.

• Do scenarios: You should also have different, but you can’t end all the plot, including the bad guys.

Always remember the following:

• Every session should be worth the price of admission.
• Every session should be so that it makes sense.
• Every session should be your chance to be the star once in a while, from the big bad warrior to the little heroic underwear.

FATE ACCELERATED

FATE ACCELERATED

SIGNIFICANT MILESTONES

A significant milestone usually occurs at the end of a session or the conclusion of a story arc. When a milestone occurs, something major changes about your character.

HELPING TO BUILD CAMPAIGNS

A milestone is a set of actions you play with the same characters, where the next build on what happened in earlier ones. All the players should collaborate with the GM to have a successful campaign. Usually, this collaboration among all the players includes what sort of story you want to play, what sort of world you’re in, and what sort of bad guys you have. Talk about how events you want the games to be and how long you want it to last.

In addition to the benefits of minor milestones, you gain the benefits of the following:

• If you have a minor consequence that’s been around for at least two sessions, you can drop it.
• Raise the bonus of any approach you use.

MAJOR MILESTONES

Major milestones should only occur when something happens in the campaign that’s important enough to be the last event of a big story arc, the final defeat of a major NPC, when a character changes in a major way, or when something changes around your gaming world.

These milestones are about more permanent improvements to your character. Usually, they are something significant to the role of a character, event, or the world. However, character milestones in a group usually result in a change to a high concept, and should not happen at random.

Achieving a major milestone within the benefits of a significant milestone and a minor milestone. In addition, you may do all of the following:

• Take an additional point of refresh, which you may immediately use to purchase a new high concept.
• Rename your character’s high concept (optional).

FATE ACCELERATED

FATE ACCELERATED

CHARACTER ADVANCEMENT

GETTING BETTER AT DOING STUFF:

CHARACTER ADVANCEMENT

People change. Your skills sharpen as you play. You can improve your character in certain ways. Also, if you have a moderate consequence, check to see if it’s been around for two sessions. If so, you can clear it.

LEARNING HOW

Being a little and running shows some skills as you play, in which case you’d be much more likely to get an impact. But, if you don’t want to do it, it’s still a skill that you can have. You may want to give it a boost to help you learn.

You can also learn skills by spending time with other people who have those skills. You can also learn skills by reading books or other materials that teach those skills.

The skills you learn can be useful in various ways. For example, you can use a skill to improve your chances of success in a test, contest, or challenge. But if there’s no active opposition, you can still improve your skills by spending time with other people who have those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

You can also improve your skills by practicing them. This can be done in various ways. For example, you can practice skills by spending time with other people who have those skills, or by reading books or other materials that teach those skills.

You can also improve your skills by learning about them. This can be done in various ways. For example, you can learn about skills by spending time with other people who have those skills, or by reading books or other materials that teach those skills.

You can also improve your skills by teaching them. This can be done in various ways. For example, you can teach skills by spending time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.

In addition to learning new skills, you can also improve your existing skills. You can do this by spending additional time with other people who have those skills, or by reading books or other materials that teach those skills.