Versions of Fate from Evil Hat Productions

Fate 1
House-rule hacks of Fudge by Rob Donoghue & Fred Hicks. Lost to the mists of time.
[c. 2000]

Fate 2
Free to download, Indie-RPG-Award-winning, updated version from Fred & Rob.
[c. 2003]

Open Licensing
Learn more about Fate's open licenses at:
faterpg.com

Fate Core System
A complete rewrite of Fate from the ground up. Streamlines a number of prior system concepts, introduces the four core actions of the game, and more. Turned from a single book into a robust product line thanks to 10,000+ backers via Kickstarter.
[2013]

Fate 3
Versions contained within two "indie blockbuster," commercially published games from Evil Hat. Spirit of the Century served as the standard system reference for this version.
[2006]

Spirit of the Century (SOTC)
[2006]

The Dresden Files RPG
[2010]

Our World

The Paranet Papers

Shadow of the Century
Spirit of the Century gets updated to the dark future of the 1980s!
[Upcoming]

Venture City

War of Ashes

Kaiju Incorporated RPG

Fate Accelerated Edition (FAE)
Family friendly, low-page-count version of Fate that uses Approaches instead of Skills. Fate Accelerated is minimalist and a bit of a paradigm shift, but its heart marches to the same Fate Core drumbeat, and its ideas blend together comfortably with anything from Fate Core System (and vice-versa).

Atomic Robo RPG
Super-fast-to-get-started version of Fate using Modes. Teaches Fate with strong visual examples from the graphic novels.

Fate of Cthulhu
[Upcoming]

Uprising: The Dystopian Universe RPG
[Upcoming]

Dresden Files Accelerated
[June 2017]

Do: Fate of the Flying Temple
Coming-of-age fantasy RPG

Young Centurions
Young adult pulp adventures!

Tachyon Squadron
[Upcoming]

Fate Worlds of Adventure!
We're working steadily to make more stuff in this vein, thanks to our crowdfunding efforts. Check out these & look for more in the coming months!

Fate Worlds: Worlds on Fire
Fate Worlds: Worlds in Shadow
The Aether Sea
Romance in the Air
Save Game
Secrets of Cats
Many others in digital format

More to come: http://patreon.com/evilhat

Fate Worlds
Collections of ready-made settings and scenarios with rules hacks to support them.

Fate System Toolkit
All-you-can-eat plug & play rules options for making Fate Core your own.

More Toolkits!
We begin expanding the Toolkit line in Aug. 2017

Accessories!
Check out our line of Fate Dice, the Deck of Fate, and Campaign Coins' Fate Tokens!
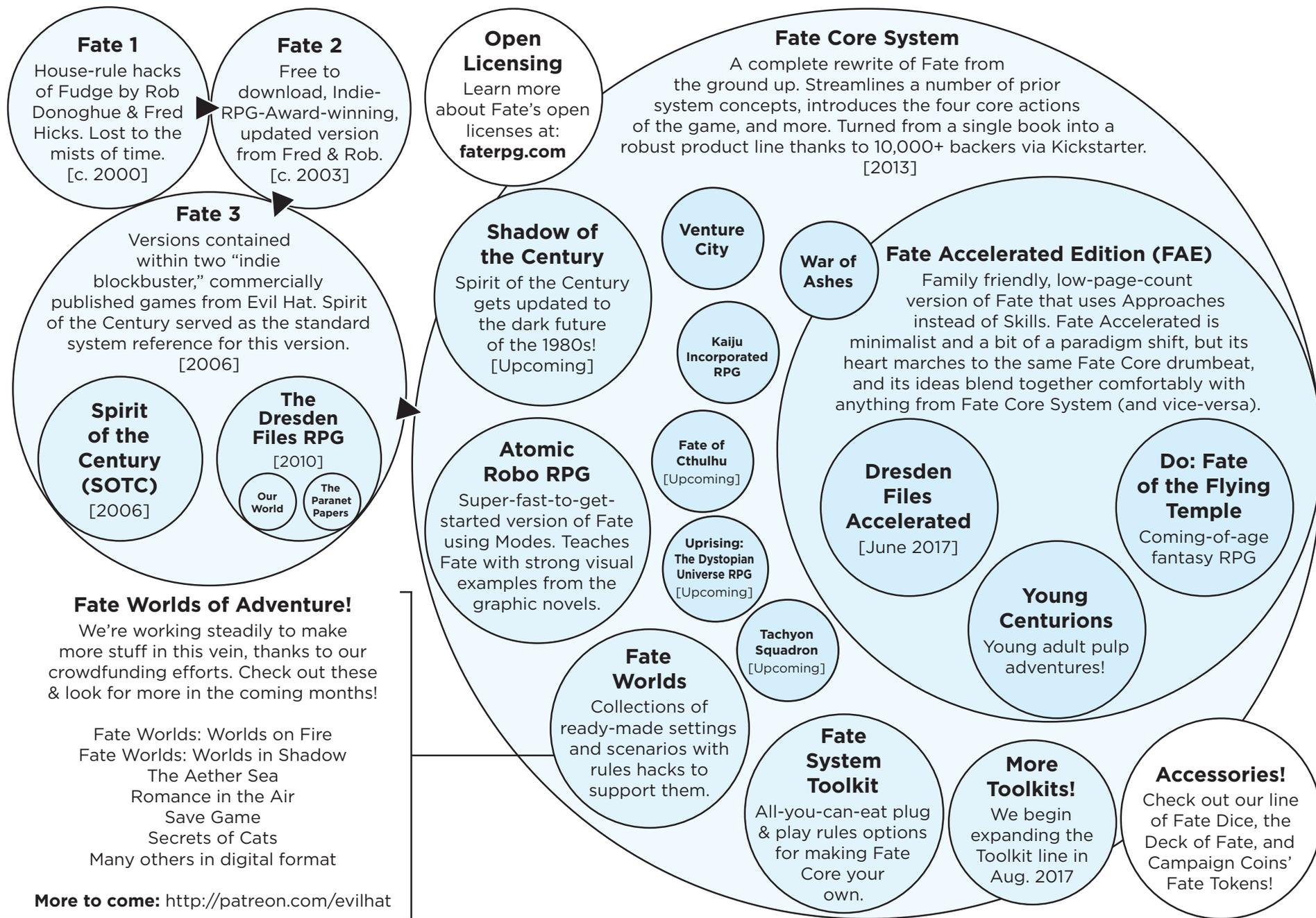
What's Different Between Fate Core and Accelerated?

Topic	Fate Core System	Fate Accelerated Edition (FAE)
Overview	Fate Core System is a complete rewrite of Fate from the ground up. Core streamlines a number of prior system concepts, introduces the four core actions of the game, and more.	Family friendly, lightweight version of Fate Core that uses Approaches instead of Skills. FAE is minimalist and oriented on speed over detail. Its ideas blend together comfortably with anything from Fate Core System.
What Really Matters...	If you like lots of examples, more detailed characters, and the underlying gears of the game illuminated so you can tinker with them extensively, Fate Core is the right fit for you.	If you like something you can read quickly, streamlined to get you started playing as quickly as possible, with highly flexible and lightweight character builds, Fate Accelerated is your bag, baby.
Is it Fate Core?	Definitionally, yes!	Yes, also! Fate Accelerated is a low-page-count, highly affordable, streamlined version of Fate Core, but it is still, at its heart, Fate Core.
Mechanics	Default skill list features 18 skills with full writeups. This makes the focus on what you're trying to do and what specific expertise you have to apply to a problem. Stunts are written up with several examples and a number of different styles of implementation. Defaults to two stress tracks (mental & physical) with discussion of how to add more if desired. Stress tracks are affected by some of your skill choices.	Default skill list is 6 approaches that function more like "attributes" from other games. This makes the focus on how you do things. Stunts are simplified, using a few easy fill-in-the-blanks templates to make designing yours a snap. Every PC has a single stress track of the same size, which isn't modified by your approaches.
Examples & Advice	Extensive and detailed	Sparser and lightweight
Art	Richly varied, with occasional "scary", by Kurt Komoda	Varied and more family-friendly, by Claudia Cangini
Page Count	~300 (about 93,000 words)	~50 (about 14,000 words)
Format	6"x9" black and white interior hardcover	6"x9" black and white interior softcover
Product Code	EHP0001	EHP0002
Price (MSRP)	$25 USD	$5 USD

How do I use Fate for my own game designs?

This is a summary of information found at http://www.faterpg.com/licensing/ — visit that site to get ALL the details!

OPEN LICENSING OF THE SYSTEM

Fate Core, Fate Accelerated, and the Fate System Toolkit all have full-text open-licensable system reference documents (SRDs) made available at the above linked website.

Pick the licensing scheme that's most comfortable, familiar, and understood by you. You don't need Evil Hat's approval — that's the beauty of an open license. Fly! Be free! Make games!

Here are the two options available, in brief.

The **Open Game License (OGL)** is a popular choice that is well-known in gaming circles. This is a good choice if you're already familiar with its use, or if you're looking to intermix your content with other OGL licensed content.

For another open license option, we offer the **Creative Commons Attribution (CC-BY) license**. Unlike some other Creative Commons options, this is not "viral"—you don't have to make your derived content open at all.

Again, refer to **http://www.faterpg.com/licensing/** to get all the details, including the license-mandated text you must include in your implementation.

PUTTING A FATE LOGO ON YOUR GAME

We also provide a "Powered By Fate" logo for your use should you wish to brand your product as a Fate game. (The Fate Core and Fate Accelerated logos will remain the property and trademarks of Evil Hat Productions, LLC.) You can find the Powered by Fate logo on the Fate licensing website at **http://www.faterpg.com/licensing/**
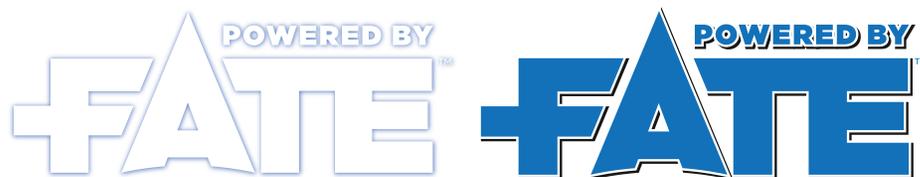
USING THE FATE CORE ACTION ICONS

Finally, we provide a Fate Core Glyphs font to use for the Four Actions, display Fate Dice results, and quickly create stress tracks. You can download the font (and find necessary licensing text to include when using the font) at **http://www.faterpg.com/licensing/**

Key	In Font
A	⊕
C	⊕
D	⊕
O	⊕

Key	In Font
-	⊟
O	■
+	⊞
B	▣

Key	In Font
1	□
2	□□
3	□□□
4	□□□□
5	□□□□□