

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 everyone to get one turn

Scene: time to resolve a situation

Session: a single sitting

Scenario: an episode or chapter

Arc: a season or story

Campaign: the entire game in a particular setting

Skill Roll (p. 130)

Roll four **Fate dice** and add to **skill** rating. Compare to opposition (see below). For each step on the ladder greater than your opposition you earn a **shift**.

Teamwork (p. 174)

The character with the highest **skill** rating rolls. Each other participant who has at least an Average (+1) **skill** rating adds +1 to the

roll with a maximum of +3. All characters suffer consequences of a combined roll.

Opposition Types (p. 131)

- **Active:** another character rolls against you
- **Passive:** a static rating on The Ladder is needed

Four Outcomes (p. 132)

- **Fail:** fail your action or succeed at a 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 from getting an advantage on you

Overcome (p. 134)

- **Fail:** fail your action or succeed at a major cost
- **Tie (0 Shifts):** succeed at minor cost
- **Succeed (1-2 Shifts):** succeed with no cost
- **Succeed with Style (3+ Shifts):** succeed with boost

Create an Advantage – New Advantage (p. 136)

- **Fail:** fail your action or create but someone else gets free invoke
- **Tie (0 Shifts):** you get a boost instead of a full situation aspect
- **Succeed (1-2 Shifts):** you get a situation aspect with a free invoke

- **Succeed with Style (3+ Shifts):** you get a situation aspect with two free invokes

Create an Advantage – On an existing aspect (p. 138)

- **Fail:** someone else gets a free invoke
- **Tie (0 Shifts):** you place a free invoke on the aspect
- **Succeed (1-2 Shifts):** you place a free invoke on the aspect
- **Succeed with Style (3+ Shifts):** you place two free invokes on the aspect

Attack (p. 140)

- **Fail:** you don't cause any harm to your target
- **Tie (0 Shifts):** you don't cause any harm but you get a boost
- **Succeed (1-2 Shifts):** you inflict a hit equal to the number of shifts; target must take these with consequences or be taken out of the conflict
- **Succeed with Style (3+ Shifts):** same as succeed but you have the option to reduce the hit by 1 to gain a boost as well.

Defend (p. 142)

- **Fail:** you suffer the consequences of whatever you are trying to prevent
- **Tie (0 Shifts):** you grant your opponent a boost
- **Succeed (1-2 Shifts):** you successfully avoid the attack or the attempt to gain an advantage
- **Succeed with Style (3+ Shifts):** same as succeed but you also gain a boost as you momentarily turn the tables

Mitigating Damage (p. 160)

Fill in one **Stress** box greater than or equal to the value of an attack, take one of more **Consequences**, or fill in one **Stress** box and take **Consequences** – if you cannot do one of these things you are taken out.

Consequences (p. 162)

- **Mild:** -2 to attack value
- **Moderate:** -4 to attack value
- **Severe:** -6 to attack value
- **Extreme:** -8 to attack value

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. Free invokes stack with a paid one and each other. 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

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.

GMs get 1 fate point per player in that scene. This resets at the start of each scene. There are two exceptions:

- You accepted a compel that effectively ended the last scene or starts the next one. If that happens, take an extra fate point in the next scene.
- You conceded a conflict to the PCs in the previous scene. If that happens, take the fate points you'd normally get for the concession into the next scene and add them to the default total.

Spending Fate Points (p. 80)

Spend fate points to:

- Invoke an aspect (see above, p. 68)
- Power a stunt
- Refuse a compel
- Declare a story detail

Earning Fate Points (p. 81)

Earn fate points when you:

- Accept a compel – you get a fate point
- Have your aspects invoked against you – you get a fate point
- Concede a conflict – 1 fate point plus 1 for each consequence received

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.
 - **Physical Conflict:** Notice, Athletics, then Physique
 - **Mental Conflict:** Empathy, Rapport, then Will.
- 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.