

# TimothyP's SotC Cheat Sheet

## Things you can do

**Perform an action (p.54)** (simple action, contest, conflict)

1. **Use a stunt (p.115)**

2. **Use shifts (p.53)**

- a. reduce time required
- b. increase quality of outcome
- c. increase subtlety (make the job harder to detect)
- d. Use Overflow (p.79)
- e. Use Spin (p.79-81, 225)
- f. Inflict stress (see Participate in a Conflict)

3. **Participate in a Conflict (p.55)**

- a. attack
- b. maneuver
- c. free action
- d. full defense
- e. hold your action
- f. block
- g. supplemental action
- h. move
- i. combine skills
- j. offer a concession

4. **Use the Environment (p.81)**

- a. tag a scene aspect to substitute a different skill for the skill that you would normally use

5. **Make an Assessment (p.83)**

- a. use a perception skill to guess an existing aspect - earns a free tag

6. **Make a Declaration (p.83, 87)**

- a. use a knowledge skill to introduce a new temporary aspect - earns a free tag

## Modify an action

1. **Use a Skill**

2. **Spend a Fate Point (FP) (p.10)**

- a. Gain a bonus (+1)
- b. Invoke an aspect
- c. Tag an aspect
- d. Tag for effect (p.42)
- e. Guess an aspect - tag an aspect you suspect to be there (p.43)
- e. Negotiate a compel (p.45)
- f. Power a stunt
- g. Make a declaration

3. **Use a Free Tag (p.41, 42, 83, 84)**

## Gadgets and Gizmos (p.207)

1. **Make things (p.213)**

2. **Improve things (p.213)**

3. **Buy things (p.218)**

## Overflow and Spin

**Overflow:** Use excess shifts to take an immediate follow-up action, as long as it isn't an attack or offensive maneuver. ( free supplemental action with no modifier) (p.79)

**Spin:** used instead of Overflow. Requires +3 or more

shifts on a roll. (p.79-81, 225)

1. Used for color to acknowledge a good roll (p.80)

2. Used on a defensive action to give a +1 or -1 the very next action anyone makes (p.80)

3. On a maneuver, can be used to add a *sticky* temporary aspect (p.72)

4. Can be used to create bonuses or special effects on stunts (see stunts section)

5. Can be used to improve results on an assessment (p.226)

6. Can be used to improve the effects of skill rolls (such as Endurance, when fighting poison, p.246; or reduce recover time when using Medical Attention, p.267)

7. Can be used to escape or dive away from explosions (p.272-273)

See p.408 (Index) for the comprehensive list of Spin references in the SotC manual.

## Assessments and Declarations

**Assessments** (taking a *chunk of time* to use a *perception* skill to discover an *existing* aspect – p.83)

**Declarations** (use a *knowledge* skill to bring a *new* temporary aspect into play, which takes *no time* – p.83-84).

**Perception** skills: Alertness, Empathy, Investigation

**Knowledge** skills: Academics, Art, Mysteries, Science

## Maneuvers

Any aspect discovered or introduced by a maneuver, assessment, or declaration earns the player **one free tag**, which must be used as soon as reasonably possible. It can be used by a different PC if it makes sense to do so.

“A **maneuver** is an attempt to change the situation in some way, affecting the environment or other people, but without damaging or forcing the target” (p.58). There are 3 kinds of maneuvers (p.71):

**Uncontested:** this is just a simple action against GM's set difficulty

**Scene-altering:** this may or may not add an aspect to the scene, spending a fate point helps to accomplish more farfetched maneuvers

**Target another character:**

- make opposed rolls

- **1 shift** = success and potentially a 1-use aspect

- Opponent can spend a **fate point** to avoid the aspect

- Player can use **Spin** to gain a more long-term aspect

- Attempts to hinder an opponent's action is a **Block**, not a maneuver.