

Earn

Refresh: start of every session. **Fate** = # of **Aspects**.

Accept a Compelled Aspect: Meaningfully restrict your options or make life more complicated. Receive 1-3 **Fate** at the end of the **Exchange**.

Have a Compelled Aspect Rejected (OPTIONAL): If you attempt to **Compel** a character's **Aspect** and that character rejects the **Compel**, receive their payoff at the end of the **Exchange**.

The FATE Economy

Fate
Points

(spend/earn at any time!)

Spend

Invoke/Tag an Aspect: Gain a +2 or reroll the dice. This may be done as often as you'd like for any given roll, once per **Aspect**.

Invoke/Tag an Aspect for Effect: Add a fact to the game. See ...for Effect for details.

Reject a Compel: Spend **Fate** equal to the **Fate** being offered on a **Compel** to reject the effect.

Bonus: +1 to any roll.

Make a Minor Declaration: declare something minor as true, subject to GM approval. If associated with an **Aspect**, functionally identical to **Invoke/Tag an Aspect for Effect**.

Power a Stunt: See **Stunts** for details.

Compel an Aspect (OPTIONAL): **Compel** an **Aspect** on another character. Spend **Fate** only if they accept the **Compel**.

Nouns...

Aspect: Descriptor attached to a character or scene. Can be added or removed via **Declare**, **Assess** and **Maneuver** (**Skill** use), or via **Invoking/Tagging for Effect** (**Aspect** use), or by taking a **Consequence**.

Fate: The currency that represents authorship in the game. See chart above for **Fate** uses. Earned by accepting a **Compel** (**OPTIONAL**: or by having a **Compel** rejected). *May be spent or earned at any time!*

Skill: A character's ability in the game. Used when a character **Takes Action**, **Declares**, or **Assesses**.

Stunt: A special use of a **Skill**. Some require **Fate** to use.

Exchange: The set of rolls being made by all characters. Same as a "round."

Simple Action: Any **Skill** roll against a difficulty set by the GM (typically "Average," or +1 net result).

Contest: Any **Skill** roll that is opposed by another character's **Skill** roll.

Conflict: Any interaction where the point is to reduce another character's **Stress**, inflict one or more **Consequences**, and achieve either a **Concession** or a **Taken Out** result.

Shift: Successes beyond the minimum required. More shifts may result in greater success. Three shifts = **Spin**.

Spin: Earned by achieving 3 or more **Shifts**. When earned on a defensive roll, defender gains +1 on his next roll. Various other uses as well (see specific **Stunts**).

Stress: Measure of a character's commitment to a **Conflict**. Always refreshed at the end of a conflict. (**OPTION**: Losing all your **Stress** means you're **Taken Out**.)

Consequence: An **Aspect** taken in lieu of receiving **Stress**. Player determines the nature of the **Consequence**.

Concession: A defender's offer to give up a **Conflict** in exchange for setting the terms of his loss.

Taken Out: When a character cannot take another **Consequence** (**OPTION**: or loses all his **Stress**) in a **Conflict**. Winner sets the terms.

Aspect Modifications

...for Effect: To add a fact to the game via an **Aspect** that is **Invoked** or **Tagged** (**OPTIONAL**: or **Compelled**). This fact is narrative, may change the **Skill** required for a roll or scene, and may trigger a **Compel**, at GM's discretion. (**OPTIONAL**: May add an **Aspect** to a character or scene, at GM discretion.)

Sticky: **Aspect** will last longer than one **Invoke**. **Aspects** created via **Maneuver** are typically **Sticky** if a **Spin** was achieved. **Aspects** introduced via **Assess** and **Declare** are typically **Sticky**.

Fragile: **Aspect** will last only until it is **Invoked/Tagged** or the situation changes (via **Maneuver**, usually).

Aspect Use

Invoke: To make use of your own **Aspect** by spending **Fate**.

Tag: To make use of an **Aspect** outside your character by spending **Fate**. The first **Tag** of a new or revealed **Aspect** is free.

Compel: To restrict a character's options related to an **Aspect** on that character, in exchange for **Fate**. Possibly triggered by **Tagging** an **Aspect**. The GM typically **Compels** **Aspects**, although players can also **Compel** their own. (**OPTIONAL**: Players can **Compel** other characters' **Aspects** as well, paying from their own **Fate** pool.)

Verbs...

Authorship

Declare: To assert something is true and add an **Aspect** to a character or scene. This is done via **Simple Action** (typically a *Knowledge Skill*, but optionally any type). Takes no time to accomplish, and is typically **Sticky**. Always subject to GM approval. (**OPTIONAL**: **Invoking/Tagging Aspects for Effect** can also be treated as functionally identical to **Declaring**.)

Assess: To uncover a hidden **Aspect** via **Contest** (typically a *Perception Skill*, but optionally any type). Takes time to accomplish (see rules), and is typically **Sticky**.

Maneuver: To perform a non-**Attack** action in a **Conflict** with a **Simple Action** or **Contest**. May add an **Aspect** to a character or scene, which is typically **Fragile** unless **Spin** is achieved. (*Both an Authorship and Action Verb!*)

Actions

Take Action: To use a **Skill** or **Stunt**, either as a **Maneuver** or an **Attack**.

Attack: To inflict **Stress** on another character.

Block: To set a difficulty against a specific **Take Action** that may later be undertaken by another character. Getting past a **Block** takes a **Maneuver**.

Defend: To forego an **Exchange** and gain +2 against all **Attacks**.