

THE BASICS

- +8 Legendary
- +7 Epic
- +6 Fantastic
- +5 Superb
- +4 Great
- +3 Good
- +2 Fair
- +1 Average
- 0 Mediocre
- 1 Poor
- 2 Terrible

Fate Points (page 10)

- +1 to any roll or
- +2 or reroll (by Invoking an Aspect)

Uses of Shifts (page 53 and 224)

- Reduce time required 1 increment
- Improve the quality of the job 1 step.
- Make the job harder to detect 1 step.

Effect	Description
0 shifts	Minimal success – The character pulled it off. It's neither pretty nor graceful, but it works, at least for now.
1 Shift	Notable success – This is a clear-cut success. The character's result is solid, reliable, and while it may not be inspired, it is absolutely workmanlike.
3 Shifts	Significant success – The success is sufficient enough to be noticeably well done, and will be of fine quality, very reliable and so on. A significant or better success can be said to generate spin (see below).
5 Shifts	Potent success – Not only is the quality of the success remarkable, it may have some unexpected, secondary benefits, such as a deeper insight into a problem at hand.

- ### Time Increments
- Instant
 - A few moments
 - Half a minute
 - A minute
 - A few minutes
 - 15 minutes
 - Half an hour
 - An hour
 - A few hours
 - An afternoon
 - A day
 - A few days
 - A week
 - A few weeks
 - A month
 - A few months
 - A season
 - Half a year
 - A year
 - A few years
 - A decade
 - A lifetime

CONFLICTS

The attacker wants...	So he uses...	And the defender can use...
To physically harm	Fists, Guns, Weapons	Fists, Weapons, Athletics
To deceive	Deceit	Resolve, Empathy
To scare	Intimidation	Resolve
To charm	Rapport	Resolve, Deceit
To force movement	Might	Might

Full Defense +2, can do nothing else

Block to help someone else (60) - person you are helping uses their defense or your blocking roll, whichever is better

Block to prevent (61) - contest of skills, blockee must win by one shift

Supplemental Action (62) -1 on primary skill

Combining Skills (63): roll primary skill, modified by secondary skill (+1 or -1). In some situations, secondary skills can only restrict (-1) or only complement (+1)

Sprint (against Mediocre), shifts must equal zones or more. Borders (any barriers or delays) add shifts based on their border level to the roll.

Movement (62): 1 zone -1 supplemental action; 2 or more zones, roll

Overflow (79): only against minions or after Taking Out named character can be used in immediate follow-up action

Spin (80): 3 shifts or more on defense rolls allows +1 or -1 on next roll

Maneuvers (page 71)

1. simple contest (if no opponent)
2. alter scene (may add or remove Aspect, usually costs FP)
3. target another character, opposed rolls, add temporary Aspect (attacking character gets to tag for free next on next roll, others pay FP)

Zones (page 55)

- Same Zone Fists (melee)
- +1 Zone Weapons (thrown)
- +2 Zones Guns (handguns)
- +3 Zones Guns (rifles)

CONSEQUENCES

Type	Duration	Example	Reduce Time
Mild	until end of scene	Out of Breath, Bad First Impression, Spooked	Mediocre
Moderate	6 hours downtime	Twisted Ankle, Minor Scandal, Writer's Block	Fair
Severe	until next adventure	Broken Ribs, Sullied Reputation, Paranoid	Great

Short-term Healing (page 267)

Shifts	Box Checked Off	Shifts	Box Checked Off
1	1	5	3
3	2	7	4

Full action, make roll against Mediocre

Long-term healing

Requires a scene; success reduces healing time by one step

RUNNING THE GAME

Setting Declaration Difficulties (page 225)

Base Difficulty Level: *Mediocre*

Add	If Declaration:
2 shifts	isn't interesting or funny
2 shifts	won't lead to interesting consequences
2 shifts	doesn't propose a specific and interesting or heroic course of action

Setting Assessment Difficulties (page 226)

Either opposed roll or quality of object or location, defaults to *mediocre*

Target	Difficulty
Person	Usually Rapport or Deceit (see skills).
Location	Quality of concealment (default <i>Mediocre</i>).
Group	Usually Leadership of group's "Named" leader, otherwise, quality level of the minions in the group.

Climbing and Falling (pages 234-5)

Height	Base difficulty
Short	Mediocre (+0)
Medium	Fair (+2)
Long	Great (+4)*
Extreme	Fantastic (+6)*

* Climbs of this length are Athletics restricted by Endurance unless the character has the ability to rest occasionally.

Fall	Height	Base Difficulty	Consequence
Short	Up to 20ft	Fair (+2)	Minor
Medium	Up to 40ft	Great (+4)	Moderate
Long	Can see the ground clearly	Fantastic (+6)	Severe
Extreme	Is that a house?	(Can't be attempted without "Safe Fall" stunt, page 126)	Taken Out

Mod.	Slipperiness	Visibility	Distractions
+1	Wet or slick	Dark or Raining	Non-threatening interactions
+2	Completely smooth	Pitch Black	External dangers

Art Penalties (page 229)

Difficulty	Notes	Mod.
<i>Adding to a mood</i>	If the room has an existing mood, adding an additional mood is a little harder.	+1
<i>Changing a mood</i>	If the new mood is going to replace an existing mood (either by design, or because it's actively contradictory to the existing mood), it's more difficult.	+3
<i>Distractions</i>	A noisy room or other activities will make it hard to focus on the performance.	+1
<i>Major Distractions</i>	It takes active effort to pay attention to the performance, such as when the performer is in a large, active area with many distractions.	+3
<i>Total Distractions</i>	There's no reason for anyone to be paying attention to the performance, such as on a battlefield.	+5

Lifting Things (page 258)

Might	Capacity	WF
Abysmal	10	0
Terrible	50	1
Poor	100	1
Mediocre	Small man (~150lbs)	2
Average	200	2
Fair	250	3
Good	300	3
Great	350	4
Superb	400	4
Fantastic	450	5
Epic	500	5
Legendary	600	6
Each +1	+100	+0.5

- For stationery lifting, double weight
- For knockback, maneuver must generate WF+1 shifts
- Beat Might to go to next category
- Use breaking rules in cases of passion

Breaking Things (page 257)

Mediocre	Paper or glass. Why are you rolling this?
Average	Flimsy wood. Again, why are you rolling?
Fair	Cheap wood broken with the grain; bamboo.
Good	Non-reinforced wooden board, like a pine two-by-four, or an interior door.
Great	Strong wood, hardwood boards, exterior door.
Superb	Reinforced wood, heavy door.
Fantastic	Security door.
Epic	Bending prison bars (an inch or two).
Legendary	Bank vault door, the door of a safe.

Stealth Modifiers (page 268)

Bonus	Environment
+4	Pitch black, no visibility
+2	Dark, smoke, thick fog, no clear line of sight, greatly diminished visibility
0	Dim lighting, cluttered line of sight.
-2	Good Lighting, clear line of sight
-4	Bright lighting, clear area

Fire (page 271)

Intensity inflicted as stress each round

Intensity	Means...
0	The building is on fire, but the fire can be avoided.
1	Almost everything is on fire, and the heat is pressing in on you in waves.
2	Everything is on fire, and the flames lick up near you.
3	Inferno. There may well be nowhere to run, you have only moments to live.

Rumors (page 238)

Mediocre or Average	The rumor earns passing mention
Fair or Good	Other characters are passing around the rumor, even back to the original character
Great or better	The rumor has spread far enough that someone (presumably the target) will do something in response to it. Additional shifts above Great may indicate that the rumor has spawned a number of alternate or embellished versions as well, all with the same thread running through them, or may be used to speed up the rate at which the rumor spreads.

Minions (page 74)

base Quality average 1, fair 2 or good 3

Quantity	Bonus	Quantity	Bonus
2-3	+1	7-9	+3
4-6	+2	10 and up	+4