

CHEAT SHEET

The Ladder

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

Aspect Types

- **Game aspects:** permanent, made during game creation
- **Character aspects:** permanent, made during character creation
- **Situation aspects:** last for a scene or until irrelevant
- **Boosts:** last until invoked one time
- **Consequences:** last until recovered

Using Aspects

- **Invoke:** +2 to your skill roll or reroll, or +2 to any relevant opposition, costs an FP unless its free, free invoke-stacks with a paid one and each other
- **Compel:** accept complication for an FP

Skill Roll

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

Opposition Types

- **Active:** another character rolls against you
- **Passive:** a static rating on the ladder

Four Outcomes

- **Fail:** fail your action or succeed at 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



Overcome: get past an obstacle



Create an Advantage: invoke an aspect for free



Attack: harm another character



Defend: prevent attacks or advantages on you

Mitigating damage

Fill in one stress box greater than or equal to the value of an attack, take a consequence, or fill in one stress box and take a consequence—if you can't do one of these three things, you're taken out

Consequences

- **Mild:** -2 to attack value
- **Moderate:** -4 to attack value
- **Severe:** -6 to attack value
- **Extreme:** -8 to attack and permanent character aspect

Recovery

- **Mild:** overcome Fair (+2), one whole scene
- **Moderate:** overcome Great (+4), one whole session
- **Severe:** overcome Fantastic (+6), one whole scenario