

FATE OF ARS MAGICA

CONVERSION GUIDE TO FATE CORE



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FATE OF ARS MAGICA

Why fate? Ars Magica is perfect what it is meant for – a simulation for the life and progression of a group of mages living in mythic Europe.

What it is not great for: a quick game for busy people living their lives, going to work, taking care of children.

Rules light version is easier for the game master so he can focus on the story and the fun, not realism.

What do you need?

1. Copy of Ars Magica
https://atlas-games.com/product_tables/AG0204

2. Book of Fate core, or SRD
<https://fate-srd.com/>

CHARACTER CREATION

Step 1, choose aspects

High concept, the idea of your magus

House, what house do you belong to

Nationality, defines your culture and native language. (all mages know Latin)

Other (detail if you need)

Step 2, details

Name and description

Step 3 skill tree

Character gets

1. Great skill
2. Good skills
3. Fair skills
4. Average skills
5. The rest are mediocre

Skill list

- Alertness
- Athletics
- Burglary
- Contacts
- Influence
- Investigate
- Lore (1 lore per skill lvl, church, hermetic, faerie, infernal)
- Magic Theory (Parma Magica)
- Medicine
- Melee
- Physique
- Ranged
- Resources
- Ride
- Stealth
- Survival
- Will

The Ladder
Avatar (+9)
Epic (+8)
Legendary (+7)
Fantastic (+6)
Superb (+5)
Great (+4)
Good (+3)
Fair (+2)
Average (+1)
mediocre (+0)
Poor (-1)
Terrible (-2)

Step 4, magical arts (or stunts)

A companion can choose up to 3 stunts, but a magus has to take these

- Hermetic magic (worth 2)
- Parma Magica

Starts with refresh of 3. Magus can learn stunts after first milestone.

Magus as 15 study points to spend on magical arts

Art rating	Cost of study xp
1	1p
2	3p
3	6p
4	10p
5	16p

A character can choose different play styles

- Specialist, 1 art at 5
- Focused, arts 4,2,1,1
- General focused, 3,3,2,1
- Generalist, 2,2,2,2,2
- Academic, all arts at 1

Magic skill used for skill tests

- Technique + Form
- So Tech 4 + Form 2 = Fantastic (+6)

Spells

Magus gets 30 levels of spells

Step 5, virtues and flaws

Character can choose 3p worth of virtues and flaws, one major or 3 minors. Or 2 virtues and flaws. Flaws can give fate points; Virtues might cost fate points. For bonuses, use +2, if appropriate.

SYSTEM CONVERSION

5 Ars Magica spell levels is 1 spell level in Fate of Ars Magica.

Ball of Abysmal flame level 35 spell is level 7 in FOAM.

Spell levels under 5

Characters are not meant to study formulaic spells under 1, they can be cast as spontaneous spells at Difficulty of 1.

Casting spells

Your skill is Technique plus Form, roll 4DF. If spell is resisted, this is the success rating.

Formulaic spell:

- if your result is equal to spell level, you succeed.
- If your result is 1 or 2 lower than spell level, you succeed, but lose a fatigue level.
- If your result is 3 lower than spell level, your spell fails, and you still lose a fatigue level.

Spontaneous magic:

Caster can choose to define spell effect fully, so if caster's final roll is lower than spell level, the spell just fails.

Or she can choose spell with one or more variables, and if success rating is high enough for minimal spell to succeed, she can set extra success to variables to get the effect she wants.

Fatiguing spontaneous magic.

- (Tech + Form) divided by 2 + 4DF

Non-Fatiguing spontaneous magic

- (Tech + Form) / 2 + 4DF
- Spend a round to create an advantage before this spell or

spend a fate point to cast it on one round.

Stress and Consequences

Physique determines physical stress and consequence.

Will determines mental stress and consequence

Terrible	O
Mediocre, poor	OO
Average, Fair	OOO
Good, Great	OOOO
Superb +	OOOO plus extra Mild consequence

One stress point absorbs one damage point.

Fatigue

Is a new consequence, it works like mental consequence, but accumulates faster.

Fatigue	Penalty	Recovery
Mild	-0	6 min
Moderate	-1	10 min
Severe	-2	20 min
Incapacitated	out	60 min

Recovery time shows time when fatigue drops one level, from incapacitated to severe.

Weapons and Armor

Weapon

1. small weapon
2. one handed weapon
3. 2 handed weapon
4. extra heavy weapon

Armor

1. light armor
2. medium armor
3. heavy armor
4. Magical battle armor

Weapon rating add to damage, armor rating reduces damage.

Parma Magica works as an armor versus magical attacks.

Armor rating reduces Parma Magica rating.

You always add Parma Magica to defense, passive and active defense. That is why mage versus mage combat might not lead to any bloodshed, better to send companions to finish the job.

Then again, combat between hermetic mages is forbidden, unless you challenge the mage to a duel.

When mage does a Parma Magica ritual, he spends a few minutes and gets magical protection equal to Magic theory rating. Active spell defense is PM plus Form.



EXPERIENCE

Skills and stunts: use fate Core

Magic.

Mages are academics, always studying and pondering magic.

Mages can afford only a few days per season to go to missions if the need is great enough. Between each session or mission there is a full season worth of studying.

Per season of study character gets

- 1 study xp for arts (new level costs 1 xp per new level)
- Learn or invent a spell

Study a spell from a book or library

- Character gets number of spell levels equal to his Technique + Form + Covenant Aura

If no suitable spell available, invent a spell(s).

- Character gets a number of spell levels of new spell(s) equal to his /Technique + Form +Covenant aura)/2

COVENANT

Main character in any campaign is the covenant.

Beginning covenant has these traits

- Aura of 1
- Mundane resources
- 1 companion per magus

- 1 grog per magus
- 2 coven folk per magus
 - Blacksmith, carpenter, bookbinder, servants etc.
- No special skills

Building a beginning Covenant.
Spend 200 building points"

Art Summae

- Art summae let magus to study Art lower than summae rating
- Costs 1 build point per art level (max 5 for a new covenant)

Spell Books

- Magus may learn a spell from a spell book. After learning, spell book has still value as trading good, mages trade books or copy books to learn new spells.
- Costs 1 build point per spell level. Max spell level 5 for a beginning covenant.

Vis Resource

- Vis is a magical resource that let magus make rituals, aegis of the heart and magical items. It is very very valuable to mages.
- Vis resource costs 5 build points per 1 vis point produced per year.

Vis stocks

- Vis stored costs 1 build point per 5 stored vis points.
- Using vis that resonates with magic used gives +1 bonus.

Specialists

- Specialist skills beyond mundane skills costs 1 build point per specialist's specialist skill.

Hooks

- Covenant may have 1 boon per hook. Major hooks allow one major boon, minor hook allows taking one minor boon.
- Magic aura +1 is a major boon.
- Magic aura +3 or more causes warping to mundane people.

Hook list

- Unknown hook (minor or major, to be defined hook)
- Beholden – covenant owes favors
- Contested resources
- Monster
- Politics
- Poverty
- Protector
- Regio (hostile)
- Rival
- Road
- Superiors
- Urban

Boons

- Aura (major)
- Buildings
- Fortifications
- Hidden resources (250 bp)
- Prestige
- Regio (magical)
- Seclusion
- Wealth (mundane)

Villa Perfume

Villa Perfume has 4 young maguses, a specialist perfume maker that makes the covenant very wealthy. It is by the road that brings perfume merchants buying these rare perfumes that are made from flowers taken from a faerie

Regio, making them very fantastic and rare. Led by Harry Rothschild.

Art Summae	5*15	75p
Spell books	40 lvls	40p
Vis Resource	15/year	75p
Specialist	Superb	5p
	Total	200

Hooks	Boons
Faerie Regio M	Magical Regio M
Forest dragon faerie	Magical aura 2(+1)
Protector	
Road	
Contested resource	Wealth

Personnel

- Blacksmith
- Carpenter
- Glass smith
- Bookbinder
- Servants
- Perfume maker staff



CHARACTERS

Name Harry Rothchild
Description Handsome young noble.
Refresh 3



ASPECTS		Skills	
high concept	Mystic, changer	Superb (+5)	
House	Jerbiton	Great (+4)	Influence
Nationality	Swiss	Good (+3)	Physique
		Fair (+2)	Will
Bodyguard	Annabelle shifter	Average (+1)	Stealth
		mediocre (+0)	Alertness
			Burglary
			Investigate
			Contacts
			Resources
			Ride
Stress		Magical arts	
Physical	□□□□	Creo (Cr)	0
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	4
fate points	□□□□	Perdo (Pe)	0
		Rego (Re)	0
		Corpus (Co)	2
		Herbam (He)	0
		Vim (Vi)	0
2 mild		-2 Combat	rank
4 moderate		-4 Ritual knife	Fair (+2) 2
6 severe		-6 Long sword	Fair (+2) 2
8 permanent		-8 Boxing	Good (+3) 3
			0. Unarmed
Fatigue		Recovery	
mild	□ -0	6 min	Muto Animal
moderate	□ -1	10 min	Muto
severe	□ -2	20 min	Corpus
incapacitate	□ -3	60 min	Armor
			0
			Noble clothes
			Parma Magica Good (+3)

Virtues	Flaws	Decrepitude	Warping
Gentle Gift		Close family ties (Rothschild family)	
No social penalties		Heir (assassinations and responsibilities)	
		Susceptible to Divine Power	

Equipment	Lore
	Hermetic lore
	Church lore

30 level spells	
Spell <u>Cloak of black feathers</u>	Spell <u>Shape of the woodland prowler</u>
Form Muto Level 6 Duratit Sun	Form Muto Level 5 Duration Sun
Tech AniCorp Range Person Target indiv	Tech AniCorp Range touch Target Ind.
Shape of the raven, requires raven feather	Shape of the wolf, need a wolf skin
Spell <u>Gift of the Bears fortitude</u>	Spell <u>Disguise of the new visage</u>
Form Muto Level 5 Duratit Sun	Form Muto Level 3 Duration sun
Tech Ani/Cor Range per Target Ind	Tech Corpus Range touch Target Ind
Gain armor 1	Facial features to any form you choose
Spell <u>Aura of ennobled presense</u>	Spell <u>Recollection of a memory never quite lived</u>
Form Muto Level 2 Duratit sun	Form Muto Level 1 Duration Sun
Tech Imaginem Range touch Target Individ	Tech Mentem Range Eye Target Ind
Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face. +1 to influence	Changes details of a memory
Spell <u>The Fog</u>	Spell <u>Lungs of the fish</u>
Form Muto Level 4 Duratit Dime	Form Muto Level 4 Duration sun
Tech Auram Range touch Target bound	Tech Aquaura Range touch Target part
creates a fog in the area of a mile across	Turns water into air as it enters your lungs allowing you to breath water as you do air.

Wolf Dirs

Aspects

- Territorial alpha hunter
- Pack mentality

Skills

Great (+4): Bite/Claw(Fight)
Good (+3): Howl/Rapport/Provocate
Fair (+2): Hunt(Athletics/Investigate)

Stunts

Pack Tactics: +2 to attack with Bite/Claw when a target is already engaged with another wolf.

Alpha: When you Howl to create an advantage by encouraging other wolves to attack, any free invokes give a +3 bonus instead of +2.

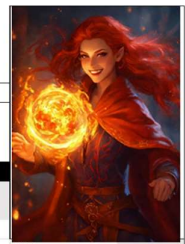
Stress & Consequences

Stress 1 □ 2 □

Mild (2)



Name Nixie
Description Impulsive redhead, pretty and hot headed
Refresh 3



ASPECTS		Skill	
high concept	Pyromaniac	Superb (+5)	
House	flambeau	Great (+4)	Magic Theory
Nationality	France	Good (+3)	Will
	Female	Fair (+2)	Influence
Bodyguard	Hu	Average (+1)	Stealth
		mediocre (+0)	Alertness
			Burglary
			Investigate
			Contacts
			Resources
			Ride
Stress		Magical arts	
Physical	□□□□	Creo (Cr)	4
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	0
fate points	□□□□	Perdo (Pe)	0
		Rego (Re)	0
		Corpus (Co)	1
		Herbam (He)	0
		Vim (Vi)	0
2 mild		-2 Combat	rank
4 moderate		-4 Bawling	Good (+3) 3
6 severe		-6 Rapier	Fair (+2) 2
8 permanent		-8 Creo Elements	Fautastic (+6) 6
			10
Fatigue		Recovery	
mild	□ -0	6 min	Creo Corpus/Mentem
moderate	□ -1	10 min	Creo
severe	□ -2	20 min	Mentem/Corpus
incapacitate	□ -	60 min	Armor
			0
			robes
			Parma Magica Great (+4)

Virtues	Flaws	Decrepitude
Venus blessing		Wrathful (minor)
Elemental Magic		chaotic magic
(view elements as one art)		Designate spell level
		If roll +2 or more,
		spell goes out of control

Equipment	Lore
	Hermetic lore
	Church lore

30 level spells	
Spell <u>Ball of Abysmal Flame</u>	Spell <u>Flash of the Scarlett flames</u>
Form Creo Level 7	Form Creo Level 3 Duration moment
Tech ignem Range voice	Tech ignem Range Voice Target individual
Duration moment Target Individual	
A ball of flame shoots from your hand to stike a single target, doing +6 damage	A brilliant red flash explodes in the air where you designate. Target rolls physique save or is blinded
Spell <u>Wall of protecting Stone</u>	Spell <u>Major Healing touch</u>
Form Creo Level 5	Form Creo Level 6 Duration moment
Tech Terram Range Touch	Tech Corpus Range touch Target ritual
Duration Target	remove a severe consequence
Makes a wall of granity up to 19 meters wide, 3 meters high and one meter thick.	
Spell <u>Panic of the trembling Heart</u>	Spell <u>Touch of Midas</u>
Form Creo Level 3 Duratit Sun	Form Creo Level 4 Duration moment
Tech Mentem Range eye Target Ind.	Tech Terram Range touch Target ritual, ind
Creates an overpowering fear in one person for one specific object, person or a place.	creates a 40 kg lump of gold
Spell <u>Footsteps of slippery oil</u>	Spell <u>Faerie Gold</u>
Form Creo Level 2 Duratit Sun	Form Creo Level 2 Duration Sun
Tech Aquam Range touch Target Ind	Tech Imaginer Range Touch Target Ind
7 m wide area of slippery oil.	Created a small lump of gold, 40 kg. +4+4DF/2
Physique rolls are required to stay upright	sences touch, and sight.

It takes 15 minutes per spell level to cast a ritual spell, and one VIS per spell level.

Wolf

Aspects

- Hungry predator
- Pack mentality

Skills

Fair (+2): Bite/Claw(Fight)
Average (+1): Hunt(Athletics/Investigate)

Stunts

Pack Tactics: +2 to attack with Bite/Claw when a target is already engaged with another wolf.

Stress & Consequences

Stress 1 □



Name Marco Polo

Description Quiet brooding mage

Refresh 3

ASPECTS		Skills	
High concept	Manipulator	Superb (+5)	
House	Tremere	Great (+4)	Influence
Nationality	Italian	Good (+3)	Will
		Fair (+2)	Physique
Bodyguard	Gaelan whisperer	Average (+1)	Stealth
		mediocre (+0)	Burglary
			Burglary
			Melee
			Ride

Stress		Magical arts	
Physical	0000	Creo (Cr)	0
Mental	0000	Intellego (In)	0
Indebted	0000	Muto (Mu)	0
fate points	0000	Perdo (Pe)	0
Consequences		Rego (Re)	3
2 mild	-2	Combat	rank
4 moderate	-4	Weapon	size
6 severe	-6	Rego Corpus	Fantastic (+6)
8 permanent	-8	Rego Mentem	Good (+3)
		Recovery	
mild	0	6 min	Mentem
moderate	-1	10 min	Corpus
severe	-2	20 min	
incapacitated	-3	60 min	Armor

Virtues		Flaws	
Subtle Magic (gestures)	Pessimistic		
Quiet magic (voice)	Oversensitive to disrespect		
Inoffensive to animal	Animal companion		



Name Arders Wirtsenius

Description Obese academic, true nerd, cheerful

Refresh 3

ASPECTS		Skills	
High concept	True nerd of magic	Superb (+5)	
House	Bonisagus	Great (+4)	Magical Theory
Nationality	Danish	Good (+3)	Will
		Fair (+2)	Resources
Bodyguard	Agmundr strongarm	Average (+1)	Stealth
		mediocre (+0)	Physique
			Survival
			Melee
			Ride

Stress		Magical arts	
Physical	0000	Creo (Cr)	0
Mental	0000	Intellego (In)	0
Indebted	0000	Muto (Mu)	0
fate points	0000	Perdo (Pe)	0
Consequences		Rego (Re)	0
2 mild	-2	Combat	rank
4 moderate	-4	Ritual knife	mediocre (+0)
6 severe	-6	Imaginem	Superb (+5)
8 permanent	-8	Spontaneous (In)	Good (+3)
		Recovery	
mild	0	6 min	Composite Bow
moderate	-1	10 min	mediocre (+0)
severe	-2	20 min	mediocre (+0)
incapacitated	-3	60 min	Armor

Virtues		Flaws	
flexible formulaic magic	Obese		
add & remove spell lvl	Clumsy		
by one, dynamically	Compassionate, minor		



Equipment		Lore	
			Hermetic lore
			Church Lore

30 level spells		30 level spells	
Spell <u>Call to Slumber</u>	Form Rego Level 2 Duratic moment	Spell <u>Aura of Rightful Authority</u>	Form Rego Level 4 Duration Sun
Tech Mentem Range voice Target ind	Target falls into natural sleep	Tech Mentem Range eye Target Ind	Target thinks you are an authority
Spell <u>7 league Stride</u>	Form Rego Level 6 Duratic Mom.	Spell <u>Lift the Dangling puppet</u>	Form Rego Level 3 Duration Conc.
Tech Corpus Range Person Target Ind.	Transports you to any place within 7 leagues either that you can see or that you have an Arcane Connection with. If you fail ReCo test, your arrival goes awry. A botch means you appear in the wrong place.	Tech Corpus Range Voice Target Ind.	Lifts a person of size +1 or smaller vertically into the air. Generally, you can make the target rise or fall as fast as smoke rises. A heavier person rises more slowly and falls more quickly.
Spell <u>Gift of Frog Legs</u>	Form Rego Level 3 Duratic Mom.	Spell <u>Strings of the Unwilling Marionette</u>	Form Rego Level 5 Duration Concentr
Tech Corpus Range Touch Target Ind.	Allows the target to leap up to 5m vertically or 9m horizontally. The person must make a physics roll to land safely.	Tech Corpus Range Voice Target Ind.	you can control the physical movements of a person such as walking, standing, and turning. If target resists, the movements are jerky. Target can yell, but cannot speak intelligibly.
Spell <u>Trust of Child like Faith</u>	Form Perdo Level 3 Duratic Diam	Spell <u>Telekinetic push</u>	Form Rego Level 4 Duration Moment
Tech Mentem Range eye Target Ind.	The target loses judgement and believes almost any passable lie for the duration of the spell. Will roll is allowed to resist. Truly incredible lies allow easier resistance rolls.	Tech Corpus Range Voice Target Ind.	Moves a person of Size +1 or less vertically, horizontally or what ever you like in high speed. Target can get damage if thrown into heavy or sharp object/wall.

Equipment		Lore	
	Danish nobility clothes, ritual knife, sometimes composite bow.		Hermetic lore
			Church Lore
			Faerie lore

30 level spells		30 level spells	
Spell <u>Summoning the Distant Image</u>	Form Muto Level 5 Duratic Conc	Spell <u>Phantasm of the Human form</u>	Form Creo Level 5 Duration Sun
Tech Imaginem Range Arc Target Room	You can see and hear what is happening in the place you designate. You must have an arcane connection with the place or a person there.	Tech Imaginem Range Voice Target Ind	Makes an image of a clothed and equipped person that can make noise.
Spell <u>Aura of ennobled presence</u>	Form Muto Level 2 Duratic sun	Spell <u>Faerie Gold</u>	Form Creo Level 3 Duration Moon
Tech Imaginem Range touch Target Individ	Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face. +1 to influence	Tech Imaginem Range Touch Target Ind	Created a small lump of gold, 40 kg.
Spell <u>Disguise of the Transformed Image</u>	Form Muto Level 3 Duratic Sun	Spell <u>Veil of Invisibility</u>	Form Perdo Level 4 Duration Sun
Tech Imaginem Range Touch Target Ind.	Makes someone look, sound, feel and smell different thought at least passably human.	Tech Imaginem Range Touch Target Ind.	The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.
Spell <u>Wizard's sidestep</u>	Form Rego Level 4 Duratic Sun	Spell <u>Eyes of the Eagle</u>	Form Intellego Level 5 Duration Sun
Tech Imaginem Range per. Target Ind.	Your image appears up to 1 pace from where you actually are, so attacks aimed there are likely to miss you. Wherever the image is successfully struck, it disappears and reappears in another spot. Def +2	Tech Imaginem Range Per Target Vision	You see distant things clearly. No matter how far away something is, you can make out details as if it were only a foot or so from you.

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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 every-one to get a turn
- **Scene:** time to resolve a situation
- **Session:** a single sitting
- **Scenario:** an episode
- **Arc:** a season
- **Campaign:** the entire game in a particular setting

Skill Roll (p. 130)

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 (p. 131)

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

Four Outcomes (p. 132)

- **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 (p. 134)



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 (p. 160)

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

Consequences (p. 162)

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

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. 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

Free invokes stack with a paid one and each other.

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.

Spending Fate Points (p. 80)

Spend fate points to:

- Invoke an aspect
- Power a stunt
- Refuse a compel
- Declare a story detail

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.
- 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.

Earning Fate Points (p. 81)

Earn fate points when you:

- Accept a compel
- Have your aspects invoked against you
- Concede a conflict