

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

STEP 4, MAGICAL ARTS (OR STUNTS)

A companion can choose 1-3 stunts, but a magus has to take these

- Hermetic magic
- Parma Magica

So he has refresh of 1.

Magus as 15 xp points of magical arts to spend

Art rating	Cost of xp
------------	------------

1	1p
2	3p
3	6p
4	10p
5	16p

So character can choose different play styles

- Specialist, 1 art at 5
- Focused, arts 4,2,1
- General focused, 3,3,2,1
- Generalist, 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 up to 3p worth of virtues and flaws, one major or 3 minors. Flaws can give fate points; Virtues can be used with 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 Difficulty 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 + 4DF) divided by 2

Non-Fatiguing spontaneous magic

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

- Spend a few rounds to cast the spell or spend a fate point to cast it on one round.

3. 2 handed weapon
4. extra heavy weapon

STRESS AND CONSEQUENCES

PHYSIQUE, WILL

Physique determines physical stress and consequence.

Will determines mental stress and consequence

Mediocre	OOO
Average, Fair	OOOO
Good, Great	OOOOO
Superb +	OOOOO 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	4 min
Moderate	-1	6 min
Severe	-2	10 min
Incapacitated	out	60 min

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

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.

WEAPONS AND ARMOR

Weapon

1. small weapon
2. one handed weapon

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 xp for arts
- 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 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, free)
- Seclusion
- Wealth (mundane wealth)

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	Arders Wirtsenius	
Description	Obese academic, true nerd, cheerful	
Refresh	1	

Skill									
ASPECTS									
High concept	True nerd of magic		Superb (+5)						
House	Bonisagus		Great (+4)		Magic Theory				
Nationality	Danish		Good (+3)		Will Lore				
			Fair (+2)		Resources Ranged Investigate				
			Average (+1)		Stealth Athletics Contacts Medicine				
			mediocre (+0)		Physique Survival Melee Ride				

Stress									
Physical	□□□□	Creo (Cr)	0	Animal (An)	0	Ignem (Ig)	0		
Mental	□□□□	Intellego (In)	0	Auram (Au)	0	Imaginem (Im)	5		
Indebted	□□□□	Muto (Mu)	0	Aquam (Aq)	0	Mentem (Me)	0		
fate point	□□□□	Perdo (Pe)	0	Corpus (Co)	0	Terram (Te)	0		

Consequences									
2 mild	-2		Combat	rank	weapon size				
4 moderate	-4		Ritual knife	mediocre (+0)	1. small weapon				
6 severe	-6		Imaginem	Superb (+5)	5				
8 permanent	-8		Spontaneous (Im)	Good (+3)	3				

Fatigue									
2 mild	□	-0	4 min	Composite Bow	Fair (+2)	2	3. 2 handed weapon		
4 moderate	□	-1	6 min		mediocre (+0)	0			
6 severe	□	-2	10 min		mediocre (+0)	0			
8 incapacitated	□	-3	60 min	Armor	0	Noble clothes	Parma Magica Great (+4)		

Virtues	Flaws	Decrepitude	Warping
Adept laboratory student	Obese		
Bonus to learn from lab text of others	Clumsy		
Clear thinker (bonus vs lies)	Compassionate, minor		
Free Expression			

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

30 level spells									
Spell Summoning the Distant Image					Spell Phantasm of the Human form				
Form	Intellego	Level	5	Durati/Conc	Form	Creo	Level	5	Duration/Sun
Tech	Imaginem	Range	Arc	Target/Room	Tech	Imagine	Range	Voice	Target/Ind
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.					Makes an image of a clothed and equipped person that can make noise.				
					While concentrating the person behaves as you dictate. Still immaterial.				
Spell Aura of ennobled presence					Spell Faerie Gold				
Form	Muto	Level	2	Durati/Sun	Form	Creo	Level	3	Duration/Moon
Tech	Imaginem	Range	touch	Target/Indiv	Tech	Imagine	Range	Touch	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					Created a small lump of gold, 40 kg. senses touch, and sight.				
Spell Disguise of the Transformed Image					Spell Veil of Invisibility				
Form	Muto	Level	3	Durati/Sun	Form	Perdo	Level	4	Duration/Sun
Tech	Imaginem	Range	Touch	Target/Ind.	Tech	Imaginem	Range	Touch	Target/Ind.
Makes someone look, sound, feel and smell different thought at least passably human.					The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.				
Spell Wizard's sidestep					Spell Eyes of the Eagle				
Form	Rego	Level	4	Durati/Sun	Form	Intellego	Level	5	Duration/Sun
Tech	Imaginem	Range	per.	Target/Ind.	Tech	Imagine	Range	Per	Target/Vision
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					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.				



Name	Marco Polo	
Description	Quiet brooding mage	
Refresh	1	

Skill									
ASPECTS									
High concept	Manipulator		Superb (+5)						
House	Tremere		Great (+4)		Influence				
Nationality	Italian		Good (+3)		Will Magic Theory				
			Fair (+2)		Physique Lore Investigate				
			Average (+1)		Stealth Athletics Contacts Resources				
			mediocre (+0)		Burglary Burglary Melee Ride				

Stress									
Physical	□□□□	Creo (Cr)	0	Animal (An)	0	Ignem (Ig)	0		
Mental	□□□□	Intellego (In)	0	Auram (Au)	0	Imaginem (Im)	0		
Indebted	□□□□	Muto (Mu)	0	Aquam (Aq)	0	Mentem (Me)	2		
fate point	□□□□	Perdo (Pe)	0	Corpus (Co)	3	Terram (Te)	0		

Consequences									
2 mild	-2		Combat	rank	weapon size				
4 moderate	-4		bsawl	Fair (+2)	2 1. small weapon				
6 severe	-6		Rego Corpus	Fantastic (+6)	6				
8 permanent	-8		Rego Mentem	Superb (+5)	5				

Fatigue									
2 mild	□	-0	4 min	Rego	Good (+3)	3			
4 moderate	□	-1	6 min	Mentem	Fair (+2)	2			
6 severe	□	-2	10 min	Corpus	Fair (+2)	2			
8 incapacitated	□	-3	60 min	Armor	0	Noble clothes	Parma Magica Good (+3)		

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

Equipment	Lore
	Hermetic lore
	Church Lore

30 level spells									
Spell Call to Slumber					Spell Aura of Rightful Authority				
Form	Rego	Level	2	Durati/moment	Form	Rego	Level	4	Duration/Sun
Tech	Mentem	Range	voice	Target/Ind	Tech	Mentem	Range	eye	Target/Ind
Target falls into natural sleep					Target thinks you are an authority				
Spell 7 league Stride					Spell Lift the Dangling puppet				
Form	Rego	Level	6	Durati/Mom.	Form	Rego	Level	3	Duration/Conc
Tech	Corpus	Range	Person	Target/Ind.	Tech	Corpus	Range	Voice	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.					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 Gift of Frog Legs					Spell Strings of the Unwilling Marionette				
Form	Rego	Level	3	Durati/Mom.	Form	Rego	Level	5	Duration/Conc
Tech	Corpus	Range	Touch	Target/Ind.	Tech	Corpus	Range	Voice	Target/Ind.
Allows the target to leap up to 5m vertically or 9m horizontally. The person must make a physics roll to land safely.					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 Trust of Child like Faith					Spell Telekinetic push				
Form	Perdo	Level	3	Durati/Diam	Form	Rego	Level	4	Duration/Moment
Tech	Mentem	Range	eye	Target/Ind.	Tech	Corpus	Range	Voice	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.					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.				



Name Harry Rothchild
Description Handsome young noble.
Refresh 1

Skill			
High concept	Mystic, changer	Superb (+5)	
House	Jerbiton	Great (+4)	Influence
Nationality	Swiss	Good (+3)	Physique
		Fair (+2)	Will
		Average (+1)	Stealth
		mediocre (+0)	Alertness



Stress			
Physical	0000	Creo (Cr)	0
Mental	0000	Intellego (In)	0
Indebted	0000	Muto (Mu)	4
fate point	0000	Perdo (Pe)	0
Consequences			
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
Fatigue			
Recovery	Muto Corpus	Fantastic (+6)	6
mild	0	Muto Animal	Superb (+5) 5
moderate	-1	Muto	Great (+4) 4
severe	-2	10 min	Corpus
incapacitated	-3	60 min	Armor

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	Cloak of black feathers	Spell	Shape of the woodland prowler
Form	Muto Level 6 Durati:Sun	Form	Muto Level 5 Duration Sun
Tech	AniCorp Range PersoiTargetIndv	Tech	AniCorp Range touch Target Ind
Shape of the raven, requires raven feather		Shape of the wolf, need a wolf skin	
Spell	Gift of the Bears fortitude	Spell	Disguise of the new visage
Form	Muto Level 5 Durati:Sun	Form	Muto Level 3 Duration sun
Tech	Ani/Cor Range per TargetInd	Tech	Corpus Range touch Target Ind
Gain armor 1		Facial features to any form you choose	
Spell	Aura of ennobled presence	Spell	Recollection of a memory never quite lived
Form	Muto Level 2 Durati:sun	Form	Muto Level 1 Duration Sun
Tech	Imaginem Range touch TargetIndiv	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	The Fog	Spell	Lungs of the fish
Form	Muto Level 4 Durati:Diam	Form	Muto Level 4 Duration sun
Tech	Auram Range touch Targetbound	Tech	AquaAur: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

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

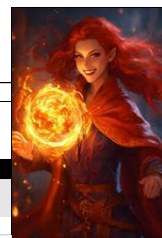
Stress 1



Name Nixie
Description Impulsive redhead, pretty and hot headed

Refresh 1

Skill			
High concept	Pyromaniac	Superb (+5)	
House	flambeau	Great (+4)	Magic Theory
Nationality	France	Good (+3)	Will
	Female	Fair (+2)	Influence
		Average (+1)	Stealth
		mediocre (+0)	Alertness



Stress			
Physical	0000	Creo (Cr)	4
Mental	0000	Intellego (In)	0
Indebted	0000	Muto (Mu)	0
fate point	0000	Perdo (Pe)	0
Consequences			
2 mild	-2	Combat	rank
4 moderate	-4	Brawling	Good (+3) 3
6 severe	-6	Rapier	Fair (+2) 2
8 permanent	-8	Creo Elements	Fantastic (+6) 6
Fatigue			
Recovery	Creo Corpus/Mentem	Superb (+5)	5
mild	0	Creo	Great (+4) 4
moderate	-1	6 min	Ignem
severe	-2	10 min	Mentem/Corpus
incapacitated	-	60 min	Armor

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	Ball of Abysmal Flame	Spell	Flash of the Scarlett flames
Form	Creo Level 7	Form	Creo Level 3 Duration moment
Tech	Ignem Range voice	Tech	Ignem Range Voice Target individual
Duration moment Target Individual		Duration moment Target individual	
A ball of flame shoots from your hand to stike a target, doing +6 damage where you designate. Target rolls physique save or is blinded			
Spell	Wall of protecting Stone	Spell	Major Healing touch
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	Panic of the trembling Heart	Spell	Touch of Midas
Form	Creo Level 3 Durati 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	Footsteps of slippery oil	Spell	Faerie Gold
Form	Creo Level 2 Durati Sun	Form	Creo Level 2 Duration Sun
Tech	Aquam Range touch Target Ind	Tech	Imagine Range Touch Target Ind
7m 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 Dire

Aspects

- Territorial alpha hunter
- Pack mentality

Skills

Great (+4): Bite/Claw(Fight)
Good (+3): Howl(Rapport/Provoked)
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)



TABLE OF CONTENTS

Fate of Ars Magica.....	1
CHARACTER CREATION.....	1
Step 1, choose aspects	1
Step 2, details.....	1
Step 3 skill tree.....	1
Step 4, magical arts (or stunts)	1
Step 5, virtues and flaws	2
System Conversion.....	2
Casting spells	2
Stress and Consequences.....	3
Fatigue	3
Weapons and Armor.....	3
Experience	4
Covenant	4
Hooks.....	5
Boons	5
Characters.....	6
Table of contents	8



CHEAT SHEET

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