Fate Accelerated Edition

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Get Started!

Remember those books where the teenage wizards struggle against the Dark Lord of Evil? That movie where the dwarves fight to recapture their mountain home from a dragon? That animated TV show about mystical knights and their army of clones righting wrongs across the galaxy?

Aren’t those awesome?

Here’s your chance to put yourself in the heroes’ shoes in stories like those.

Fate Accelerated Edition is a tabletop roleplaying game, where you and your friends gather around and tell stories full of danger, excitement, and adventure. You might have played games similar to this before—Dungeons & Dragons is a very popular one—but don’t worry if you haven’t; this booklet will guide you through it.

Here’s what you’ll need to play:

- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Three to five people.</span>&nbsp;One of you will be the&nbsp;<span style="font-weight: bold;">gamemaster</span>, the others&nbsp;<span style="font-weight: bold;">players</span>. We’ll talk about what those mean later.  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Fate Dice™</span>, at least four, preferably four per person. These are a special kind of six-sided dice that are marked on two sides with a plus symbol&nbsp;[+], two sides with a minus symbol&nbsp;<span style="font-size: 1em; line-height: 1.2;">[-], and two sides are blank&nbsp;[&nbsp;]. You can get these dice from many hobby and game stores, often under their original name—Fudge dice. We call them Fate Dice in this book, but you can call them whatever you&nbsp;like. Evil Hat will offer Fate Dice for sale at&nbsp;<a href="http://www.evilhat.com/" style="font-size: 1em; line-height: 1.2;"><span style="font-style: italic;" xml:lang="en-US" xmlns:xml="http://www.w3.org/XML/1998/namespace">www.evilhat.com</span></a>&nbsp;<span style="font-size: 1em; line-height: 1.2;">later in 2013.</span></span>

If you don’t want to use Fudge dice, you don’t have to–any set of regular six-sided dice will work. If you’re using regular dice, you read 5 or 6 as [+], 1 or 2 as [-], and 3 or 4 as [ ].

The Deck of Fate is an alternative to Fate Dice. It’s a deck of cards that mimics the probability of Fate Dice, and it’s designed to be used in the same way Fate Dice are. The Deck of Fate will be available from Evil Hat in 2013 or 2014.

- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Character sheets</span>, one for each player. You can download these from&nbsp;<a href="http://www.evilhat.com/"><span style="font-style: italic;" xml:lang="en-US" xmlns:xml="http://www.w3.org/XML/1998/namespace">www.evilhat.com</span></a>.  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Index cards</span>&nbsp;or&nbsp;<span style="font-weight: bold;">sticky notes</span>&nbsp;or similar slips of paper.  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Tokens for fate points</span>. These can be poker chips, beads, pennies, or anything similar. Get a handful—about 30 or 40.

Next, let’s talk about how to use Fate Accelerated to tell stories together.

Telling Stories Together

So you’ve gathered your friends, your dice, and your index cards, and you’re ready to play Fate Accelerated Edition (we’ll call it FAE from now on). Time to tell some stories!

What Do You Mean, “Tell Stories”?

FAE is all about telling stories. You create a group of characters and follow them through some imaginary adventure that you all take turns telling little parts of.

Think about a movie, video game, or TV show you like where the characters go on adventures—something like The Legend of Korra or Star Wars or The Avengers or the Zelda games or Doctor Whoor The Lord of the Rings. Now imagine a similar sort of story, where you and your friends around the table make the decisions for the characters as they move through the story, and the story changes as you make those decisions.

Sometimes someone makes a decision to try something and you don’t know for sure how it would turn out; that’s when you roll dice to see what happens next. The higher you roll, the better the chance that things work out the way you want them to.

So How Do We Do It?

Well, first you need to figure out what kind of story you’re going to tell. What genre are you interested in? Fantasy? Science fiction? Modern-day adventure? Will you play in the world of a TV show or comic book or movie that you love, or will you create your own world? For some great advice about how to design the framework of your game, see Game Creation in Fate Core, available for free at www.evilhat.com.

Next, it’s time to choose who will be the players, and who will be the gamemaster. Of the people around the table, all but one are referred to as players. Each player takes on the role of one player character or PC in the story, and puts themselves in their character’s shoes to make the decisions that their character would make. The remaining person is called the gamemaster or GM. The GM’s job is to present challenges to the players and to portray all the characters that aren’t controlled by the players (non-player characters or NPCs).

Once you decide who the GM will be, and what the genre and framework of the story will be, it’s time for the players to make their characters—that’s in the next chapter.

Telling Stories “Together”? What Do You Mean?

All the people at the table, GM and players alike, are responsible for telling the story. When you make a decision for your character (or for one of the NPCs, if you’re the GM), think about two things.

First, put yourself in your character’s shoes and think hard about what they would do—even if it’s not the best idea. If you’re playing a character that sometimes makes poor decisions, don’t be afraid to make a poor decision for them on purpose.

Second—and this is really important—think about the story that’s being told. Think about the choice that would make that story even better: more interesting, more exciting, funnier. Would a certain choice give another player’s character a chance to be awesome? Strongly consider making that choice.

That’s how you tell great stories together—by not being afraid for your character to make mistakes, and by making choices that make the story more interesting for everyone at the table—not just you.

High Concept

First, decide on your character’s high concept. This is a single phrase or sentence that neatly sums up your character, saying who you are, what you do, what your “deal” is. When you think about your high concept, try to think of two things: how this aspect could help you, and how it might make things harder for you. Good high concept aspects do both.

Examples: Feline Captain of Cirrus Skimmer; Suncaller of the Andral Desert; Chief Field Agent of IGEMA

Trouble

Next, decide on the thing that always gets you into trouble. It could be a personal weakness, or a recurring enemy, or an important obligation—anything that makes your life complicated.

Examples: Steel Assassins Want Me Dead; Cast Now, Ask Questions Later; Gotta Look Out for My Little Brother

Another Aspect

Now compose another aspect. Think of something really important or interesting about your character. Are they the strongest person in their hometown? Do they carry a mighty sword known through history? Do they talk too much? Are they filthy rich?

Optional: One or Two Additional Aspects

If you wish, you may create one or two more aspects. These aspects might describe your character’s relationship with other player characters or with an NPC. Or, like the third aspect you composed above, it might describe something especially interesting about your character.

If you prefer, you can leave one or both of these aspects blank right now and fill them in later, after the game has started.

Name and Appearance

Describe your character’s appearance and give them a name.

CREATING CHARACTERS: THE 30-SECOND VERSION

- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<a href="#Anchor-13">Write two aspects</a>: a high concept and a trouble.  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-size: 1em; line-height: 1.5; text-indent: -9px;">Write another aspect.</span>  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-size: 1em; line-height: 1.5; text-indent: -9px;">Give your character a name and describe their appearance.</span>  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-size: 1em; line-height: 1.5; text-indent: -9px;"><a href="#Anchor-15" style="font-size: 1em; line-height: 1.5;">Choose approaches</a>.</span>  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-size: 1em; line-height: 1.5; text-indent: -9px;">Set your refresh to 3.</span>  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-size: 1em; line-height: 1.5; text-indent: -9px;">You may write up to two more aspects and&nbsp;<a href="#Anchor-16" style="font-size: 1em; line-height: 1.5;">choose a stunt</a></span><span style="font-size: 1em; line-height: 1.5; text-indent: -9px;">&nbsp;if you wish, or you may do that during play.</span>

Approaches

Choose your approaches.

Approaches are descriptions of how you accomplish tasks. Everyone has the same six approaches:

- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Careful  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Clever  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Flashy  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Forceful  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Quick  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Sneaky

Each approach is rated with a bonus. Choose one at Good (+3), two at Fair (+2), two at Average (+1), and one at Mediocre (+0). You can improve these later. We talk about what each approach means and how you use them in How to Do Stuff: Outcomes, Approaches, and Actions.

THE LADDER

In Fate, we use a ladder of adjectives and numbers to rate a character’s approaches, the result of a roll, difficulty ratings for simple checks, etc.

Here’s the ladder:

+8

Legendary

+7

￼Epic

￼+6

Fantastic

+5

￼Superb

￼+4

Great

￼+3

Good

+2

￼Fair

￼+1

Average

￼0

Mediocre

-1

￼Poor

￼-2

Terrible

Your approaches can say a lot about who you are. Here are some examples:

- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">The Brute:</span><br />  
Forceful +3, Careful and Flashy +2, Sneaky and Quick +1, Clever +0  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">The All-Star:</span><br />  
Quick +3, Forceful and Flashy +2, Clever and Careful&nbsp;+1, Sneaky +0  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">The Trickster:</span><br />  
Clever +3, Sneaky and Flashy +2, Forceful and Quick&nbsp;+1, Careful +0  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">The Guardian:</span><br />  
Careful +3, Forceful and Clever +2, Sneaky and Quick&nbsp;+1, Flashy +0  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">The Thief:</span><br />  
Sneaky +3, Careful and Quick +2, Clever and Flashy +1, Forceful +0  
  
- style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">The Swashbuckler:</span><br />  
Flashy +3, Quick and Clever +2, Forceful and Sneaky +1, Careful +0

Stunts and Refresh

A stunt is a special trait that changes the way an approach works for your character. Generally, stunts give you a bonus (almost always +2) to a certain approach when used with a particular action under specific circumstances. We’ll talk more about stunts in Stunts. Choose one stunt to start, or you can wait and add a stunt during the game. Later, when your character advances, you can choose more.

Your refresh is the number of fate points you begin each game session with—unless you ended the previous session with more unspent fate points than your refresh, in which case you start with the number you had left last time. By default, your refresh starts at three and is reduced by one for each stunt after the first three you choose—essentially, your first three stunts are free! As your character advances, you’ll get opportunities to add to your refresh. Your refresh may never go below one.

HOW MANY STUNTS?

By default, FAE suggests choosing one stunt to start with.

However, if this is your first time playing a Fate game, you might find it easier to pick your first stunt after you’ve had a chance to play a bit, to give you an idea of what a good stunt might be. Just add your stunt during or after your first game session.

On the other hand, if you’re an experienced Fate gamer, you might look ahead and discover that, just like in Fate Core, your character is entitled to three free stunts before it starts costing you refresh. In that case, let the least experienced member of your game group be your guide; if someone is new to the game and only takes one to start with, that’s what everyone should do. If you’re all experienced, and you want to start with more powerful characters, just take all three to start and off you go.

<h1 style="margin: 0px; padding: 0px; border-width: 0px;">Outcomes</h2>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; font-size: 1em; line-height: 1.2; text-align: justify;">Once you roll your dice, add your approach bonus (we’ll talk about that in a moment) and any bonuses from aspects or stunts. Compare the total to a target number, which is either a&nbsp;<a href="#Setting-Difficulty-Levels">fixed difficulty</a>&nbsp;or the result of the GM’s roll for an NPC. Based on that comparison, your outcome is:  
  
 <ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"You&nbsp;<span style="font-weight: bold;">fail</span>&nbsp;if your total is&nbsp;<span style="font-style: italic;">less than</span>&nbsp;your opponent’s total.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"It’s a&nbsp;<span style="font-weight: bold;">tie</span>&nbsp;if your total is&nbsp;<span style="font-style: italic;">equal to</span>&nbsp;your opponent’s total.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"You&nbsp;<span style="font-weight: bold;">succeed</span>&nbsp;if your total is&nbsp;<span style="font-style: italic;">greater than</span>&nbsp;your opponent’s total.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"You&nbsp;<span style="font-weight: bold;">succeed with style</span>&nbsp;if your total is at least&nbsp;<span style="font-style: italic;">three greater than</span>&nbsp;your opponent’s total.  
   
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; font-size: 1em; line-height: 1.2; text-align: justify; text-indent: 9px;">Now that we’ve covered outcomes, we can talk about actions and how the outcomes work with them.  
  
 <h2 style="margin: 0px; padding: 0px; border-width: 0px;">Actions</h2>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; font-size: 1em; line-height: 1.2; text-align: justify;">So you’ve narrated what your PC is trying to do, and you’ve established that there’s a chance you could fail. Next, figure out what&nbsp;<span style="font-weight: bold;">action</span>&nbsp;best describes what you’re trying to do. There are four basic actions that cover anything you do in the game.  
  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">  
  
<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Create an Advantage</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Creating an advantage</span>&nbsp;is anything you do to try to help yourself or one of your friends. Taking a moment to very carefully aim your proton blaster, spending several hours doing research in the school library, or tripping the thug who’s trying to rob you—these all count as creating an advantage. The target of your action may get a chance to use the defend action to stop you. The advantage you create lets you do one of the following three things:  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Create a new situation&nbsp;<a href="#Situation-Aspects">aspect</a>.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Discover an existing situation&nbsp;<a href="#Character-Aspects">aspect</a>&nbsp;or another character’s aspect that you didn’t know about.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Take advantage of an existing&nbsp;<a href="#aspects">aspect</a>.  
  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">If you’re creating a new aspect or discovering an existing one:</span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: inline; list-style: none;"  
   
 <ul style="margin: 0px; padding: 0px; border-width: 0px;">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b>If you fail:</b>&nbsp;Either you don’t create or discover the aspect at all, or you create or discover it but an<span style="font-style: italic;">opponent</span>&nbsp;gets to invoke the aspect for free. The second option works best if the aspect you create or discover is something that other people could take advantage of (like&nbsp;<span style="font-style: italic; font-weight: bold;">Rough Terrain</span>). You may have to reword the aspect to show that it benefits the other character instead of you—work it out in whatever way makes the most sense with the player who gets the free invocation. You can still invoke the aspect if you’d like, but it’ll cost you a fate point.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b>If you tie:</b>&nbsp;If you’re creating a new aspect, you get a&nbsp;<a href="#Boosts"><b>boost</b></a>. Name it and invoke it once for free—after that, the boost goes away. If you’re trying to discover an existing aspect, treat this as a success (see below).  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"If you succeed: You create or discover the aspect, and you or an ally may invoke it once for free. Write the aspect on an index card or sticky note and place it on the table.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"If you succeed with style: You create or discover the aspect, and you or an ally may invoke it&nbsp;<span style="font-style: italic;">twice</span>for free. Usually you can’t invoke the same aspect twice on the same roll, but this is an exception; success with style gives you a BIG advantage!  
   
   
   
  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">If you’re trying to take advantage of an aspect you already know about:</span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you fail:</span>&nbsp;You don’t get any additional benefit from the aspect. You can still invoke it in the future if you’d like, at the cost of a fate point.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you tie or succeed:</span>&nbsp;You get one free invocation on the aspect for you or an ally to use later. You might want to draw a circle or a box on the aspect’s note card, and check it off when that invocation is used.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you succeed with style:</span>&nbsp;You get&nbsp;<span style="font-style: italic;">two</span>&nbsp;free invocations on the aspect, which you can let an ally use, if you wish.  
  
<hr style="margin-top: 10px;" />  
  
<p style="margin: 0px 0px 8px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-transform: uppercase; background-color: rgb(255, 255, 255);"><b>ACTIONS &amp; OUTCOMES:&nbsp;THE 30-SECOND VERSION</b>  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify; background-color: rgb(255, 255, 255);"><span><b>Create an Advantage when creating or discovering aspects:</b></span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Fail:</b></span>&nbsp;Don’t create or discover, or you do but your opponent (not you) gets a free invocation.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Tie:</b></span>&nbsp;Get a&nbsp;<span>boost</span>&nbsp;if creating new, or treat as success if looking for existing.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Succeed:</b></span>&nbsp;Create or discover the aspect, get a free invocation on&nbsp;it.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b><span style="font-weight: normal;">Succeed with Style:</span>&nbsp;</b>Create or discover the aspect, get two free invocations on it.  
  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify; background-color: rgb(255, 255, 255);"><span><b>Create an Advantage on an aspect you already know about:</b></span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Fail:</b></span>&nbsp;No additional benefit.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Tie</b>:</span>&nbsp;Generate one free invocation on the aspect.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Succeed:</b></span>&nbsp;Generate one free invocation on the aspect.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Succeed with Style:</b></span>&nbsp;Generate two free invocations on the aspect.  
  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify; background-color: rgb(255, 255, 255);"><span><b>Overcome:</b></span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b><span style="font-weight: normal;"><b>Fail:</b></span>&nbsp;</b>Fail, or succeed at a serious cost.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b><span style="font-weight: normal;"><b>Tie:</b></span>&nbsp;</b>Succeed at minor cost.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Succeed:</b></span>&nbsp;You accomplish your goal.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Succeed with Style:</b></span>&nbsp;You accomplish your goal and generate a&nbsp;<span>boost</span>.  
  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify; background-color: rgb(255, 255, 255);"><span><b>Attack:</b></span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Fail:</b></span>&nbsp;No effect.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b><span style="font-weight: normal;"><b>Tie:</b></span>&nbsp;</b>Attack doesn’t harm the target, but you gain a boost.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Succeed:</b></span>&nbsp;Attack hits and causes damage.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b><span style="font-weight: normal;"><b>Succeed with Style:</b></span>&nbsp;</b>Attack hits and causes damage. May reduce damage by one to generate a boost.  
  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify; background-color: rgb(255, 255, 255);"><span><b>Defend:</b></span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Fail:</b></span>&nbsp;You suffer the consequences of your opponent’s success.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Tie:</b></span>&nbsp;Look at your opponent’s action to see what happens.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<b><span style="font-weight: normal;"><b>Succeed:</b></span>&nbsp;</b>Your opponent doesn’t get what they want.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span><b>Succeed with Style:</b></span>&nbsp;Your opponent doesn’t get what they want, and you get a boost.  
  
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<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Overcome</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">You use the&nbsp;<b><a href="#Setting-Difficulty-Levels">overcome</a>&nbsp;</b>action when you have to get past something that’s between you and a particular goal—picking a lock, escaping from handcuffs, leaping across a chasm, flying a spaceship through an asteroid field. Taking some action to&nbsp;<a href="#get-rid-of-a-situation-aspect">eliminate or change an inconvenient situation aspect</a>&nbsp;is usually an overcome action; we’ll talk more about that in&nbsp;<span style="font-style: italic;">Aspects and Fate Points</span>. The target of your action may get a chance to use the defend action to stop you.  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you fail:</span>&nbsp;You have a tough choice to make. You can simply fail—the door is still locked, the thug still stands between you and the exit, the enemy spaceship is still&nbsp;<span style="font-style: italic; font-weight: bold;">On Your Tail</span>. Or you can succeed, but at a serious cost—maybe you drop something vital you were carrying, maybe you suffer harm. The GM helps you figure out an appropriate cost.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you tie:</span>&nbsp;You attain your goal, but at some minor cost. The GM could introduce a complication, or present you with a tough choice (you can rescue one of your friends, but not the other), or some other twist. See&nbsp;<span style="font-style: italic;">“Succeed at a Cost”</span>&nbsp;in&nbsp;<span style="font-style: italic;">Running the Game</span>&nbsp;in&nbsp;<span style="font-style: italic;">Fate Core</span>&nbsp;for more ideas.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you succeed:</span>&nbsp;You accomplish what you were trying to do. The lock springs open, you duck around the thug blocking the door, you manage to lose the alien spaceship on your tail.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you succeed with style:</span>&nbsp;As success (above), but you also gain a boost.  
  
  
<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Attack</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Use an&nbsp;<span style="font-weight: bold;">attack</span>&nbsp;when you try to hurt someone, whether physically or mentally—swinging a sword, shooting a blaster rifle, or yelling a blistering insult with the intent to hurt your target. (We’ll talk about this in&nbsp;<span style="font-style: italic;">Ouch! Damage, Stress, and Consequences</span>, but the important thing is: If someone gets hurt too badly, they’re knocked out of the scene.) The target of your attack gets a chance to use the defend action to stop you.  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you fail:</span>&nbsp;Your attack doesn’t connect. The target parries your sword, your shot misses, your target laughs off your insult.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you tie:</span>&nbsp;Your attack doesn’t connect strongly enough to cause any harm, but you gain a boost.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you succeed:</span>&nbsp;Your attack hits and you do damage. See&nbsp;<a href="#ouch"><i>Ouch! Damage, Stress, and Consequences</i></a>.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you succeed with style:</span>&nbsp;You hit and&nbsp;<a href="#Anchor-22">do damage</a>, plus you have the option to reduce the damage your hit causes by one and gain a boost.  
  
  
<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Defend</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Use&nbsp;<span style="font-weight: bold;">defend</span>&nbsp;when you’re actively trying to stop someone from doing any of the other three actions—you’re parrying a sword strike, trying to stay on your feet, blocking a doorway, and the like. Usually this action is performed on<span style="font-style: italic;">someone else’s turn</span>, reacting to their attempt to attack, overcome, or create an advantage. You may also roll to oppose some non-attack actions, or to defend against an attack on someone else, if you can explain why you can. Usually it’s fine if most people at the table agree that it’s reasonable, but you can also point to an relevant situation aspect to justify it. When you do, you become the target for any bad results.  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you fail:</span>&nbsp;You’re on the receiving end of whatever your opponent’s success gives them.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you tie or succeed:</span>&nbsp;Things don’t work out too badly for you; look at the description of your opponent’s action to see what happens.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">If you succeed with style:</span>&nbsp;Your opponent doesn’t get what they want, plus you gain a boost.  
  
  
<p style="margin: 0px; padding: 0px; border-width: 0px;"><br />  
  
<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Getting Help</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">An ally can help you perform your action. When an ally helps you, they give up their action for the exchange and describe how they’re providing the help; you get a +1 to your roll for each ally that helps this way. Usually only one or two people can help this way before they start getting in each other’s way; the GM decides how many people can help at once.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px;">Choose Your Approach</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">As we mentioned in&nbsp;<span style="font-style: italic;"><a href="#Who">Who Do You Want to Be?</a>,</span>&nbsp;there are six&nbsp;<span style="font-weight: bold;">approaches</span>&nbsp;that describe how you perform actions.  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Careful:</span>&nbsp;A Careful action is when you pay close attention to detail and take your time to do the job right. Lining up a long-range arrow shot. Attentively standing watch. Disarming a bank’s alarm system.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Clever:</span>&nbsp;A Clever action requires that you think fast, solve problems, or account for complex variables. Finding the weakness in an enemy swordsman’s style. Finding the weak point in a fortress wall. Fixing a computer.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Flashy:</span>&nbsp;A Flashy action draws attention to you; it’s full of style and panache. Delivering an inspiring speech to your army. Embarrassing your opponent in a duel. Producing a magical fireworks display.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Forceful:</span>&nbsp;A Forceful action isn’t subtle—it’s brute strength. Wrestling a bear. Staring down a thug. Casting a big, powerful magic spell.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Quick:</span>&nbsp;A Quick action requires that you move quickly and with dexterity. Dodging an arrow. Getting in the first punch. Disarming a bomb as it ticks 3… 2… 1…  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Sneaky:</span>&nbsp;A Sneaky action is done with an emphasis on misdirection, stealth, or deceit. Talking your way out of getting arrested. Picking a pocket. Feinting in a sword fight.  
  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">Each character has each approach rated with a bonus from +0 to +3. Add the bonus to your dice roll to determine how well your PC performs the action you described.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">So your first instinct is probably to pick the action that gives you the greatest bonus, right? But it doesn’t work like that. You have to base your choice of approach on the description of your action, and you can’t describe an action that doesn’t make any sense. Would you Forcefully creep through a dark room, hiding from the guards? No, that’s being Sneaky. Would you Quickly push that big rock out of the way of the wagon? No, that’s being Forceful. Circumstances constrain what approach you can use, so sometimes you have to go with an approach that might not play directly to your strengths.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px;">Roll the Dice, Add Your Bonus</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Time to take up dice and roll. Take the bonus associated with the approach you’ve chosen and add it to the result on the dice. If you have a stunt that applies, add that too. That’s your total. Compare it to what your opponent (usually the GM) has.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px;">Decide Whether to Modify the Roll</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Finally, decide whether you want to alter your roll by&nbsp;<a href="#Anchor-18">invoking aspects</a>—we’ll talk about this a lot in<span style="font-style: italic;">Aspects and Fate Points</span>.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">  
  
<h1 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;"><span>Challenges, Contests, and Conflicts</span></h1>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;">We’ve talked about the four actions (create an advantage, overcome, attack, and defend) and the four outcomes (fail, tie, succeed, and succeed with style). But in what framework do those happen?  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">Usually, when you want to do something straightforward—swim across a raging river, hack someone’s cell phone—all you need to do is make one overcome action&nbsp;<a href="#Setting-Difficulty-Levels">against a difficulty level</a>&nbsp;that the GM sets. You look at your outcome and go from there.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">But sometimes things are a little more complex.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;">Challenges</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;">A&nbsp;<span style="font-weight: bold;">challenge</span>&nbsp;is a series of overcome and create an advantage actions that you use to resolve an especially complicated situation. Each overcome action deals with one task or part of the situation, and you take the individual results together to figure out how the situation resolves.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">To set up a challenge, decide what individual tasks or goals make up the situation, and treat each one as a separate overcome roll.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">Depending on the situation, one character may be required to make several rolls, or multiple characters may be able to participate. GMs, you aren’t obligated to announce all the stages in the challenge ahead of time—adjust the steps as the challenge unfolds to keep things exciting.  
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<p style="margin: 9px 18px; padding: 0px; border-width: 0px; line-height: 1.5;">The PCs are the crew of a ship caught in a storm. They decide to press on and try to get to their destination despite the weather, and the GM suggests this sounds like a challenge. Steps in resolving this challenge could be calming panicky passengers, repairing damaged rigging, and keeping the ship on the right heading.  
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<h2 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;">Contests</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;">When two or more characters are competing against one another for the same goal, but not directly trying to hurt each other, you have a&nbsp;<span style="font-weight: bold;">contest</span>. Examples include a car chase, a public debate, or an archery tournament.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">A contest proceeds in a series of exchanges. In an exchange, every participant takes one overcome action to determine how well they do in that leg of the contest. Compare your result to everyone else’s.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">If you got the highest result, you win the exchange—you score a victory (which you can represent with a tally or check mark on scratch paper) and describe how you take the lead. If you succeed with style, you mark two victories.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">If there’s a tie, no one gets a victory, and an unexpected twist occurs. This could mean several things, depending on the situation—the terrain or environment shifts somehow, the parameters of the contest change, or an unanticipated variable shows up and affects all the participants. The GM&nbsp;<a href="#Situation-Aspects">creates a new situation aspect&nbsp;</a>reflecting this change and puts it into play.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">The first participant to achieve three victories wins the contest.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;">Conflicts</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;"><span style="font-weight: bold;">Conflicts</span>&nbsp;are used to resolve situations where characters are trying to harm one another. It could be physical harm (a sword fight, a wizard’s duel, a battle with laser blasters), but it could also be mental harm (a shouting match, a tough interrogation, a magical psychic assault).  
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<p style="margin: 0px 0px 8px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-transform: uppercase;"><b>CONFLICTS:&nbsp;THE 30-SECOND VERSION</b>  
  
<ol style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"1. Set the scene.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"2. Determine turn order.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"3. Start the first exchange.  
</ol>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"On your turn, take an action.  
  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"On other people’s turns, defend against or respond to their actions as necessary.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"At the end of everyone’s turn, start a new exchange or end the conflict.  
  
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<h3 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;">Setting the Scene</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;">Establish what’s going on, where everyone is, and what the environment is like. Who is the opposition? The GM should write a couple of situation aspects on sticky notes or index cards and place them on the table. Players&nbsp;<a href="">can suggest situation aspects</a>, too.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">The GM also establishes&nbsp;<span style="font-weight: bold;">zones</span>, loosely defined areas that tell you where characters are. You determine zones based on the scene and the following guidelines:  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">Generally, you can interact with other characters in the same zone—or in nearby zones if you can justify acting at a distance (for example, if you have a ranged weapon or magic spell).  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">You can move one zone for free. An action is required to move if there’s an obstacle along the way, such as someone trying to stop you, or if you want to move two or more zones. It sometimes helps to sketch a quick map to illustrate zones.  
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<p style="margin: 9px 18px; padding: 0px; border-width: 0px; line-height: 1.5;">Thugs are attacking the characters in a house. The living room is one zone, the kitchen another, the front porch another, and the yard a fourth. Anyone in the same zone can easily throw punches at each other. From the living room, you can throw things at people in the kitchen or move into the kitchen as a free action, unless the doorway is blocked. To get from the living room to the front porch or yard requires an action.  
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<h3 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;">Determine Turn Order</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;">Your turn order in a conflict is based on your approaches. In a physical conflict, compare your Quick approach to the other participants’—the one with the fastest reflexes goes first. In a mental conflict, compare your Careful approach—attention to detail will warn you of danger. Whoever has the highest approach gets to go first, and then everyone else goes in descending order. Break ties in whatever manner makes sense, with the GM having the last word.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 9px;">GMs, it’s simplest if you pick your most advantageous NPC to determine your place in the turn order, and let all your NPCs go at that time. But if you have a good reason to determine turn order individually for all your NPCs, go right ahead.  
  
<h3 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start;">Exchanges</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;">Next, each character takes a turn in order. On their turn, a character can take one of the&nbsp;<a href="#Anchor-24">four actions</a>. Resolve the action to determine the outcome. The conflict is over when only one side has characters still in the fight.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2;">  
  
  
 <h1 style="margin: 0px; padding: 0px; border-width: 0px;">What Are Consequences?</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Consequences are new aspects that you take to reflect being seriously hurt in some way. Your character sheet has three slots where you can write consequences. Each one is labeled with a number: 2 (mild consequence), 4 (moderate consequence), or 6 (severe consequence). This represents the number of shifts of the hit the consequence absorbs. You can mark off as many of these as you like to handle a single hit, but only if that slot was blank to start with. If you already have a moderate consequence written down, you can’t take another one until you do something to make the first one go away!  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">A major downside of consequences is that each consequence is a new aspect that your opponents can invoke against you. The more you take, the more vulnerable you are. And just like situation aspects, the character that creates it (in this case, the character that hit you) gets one free invocation on that consequence. They can choose to let one of their allies use the free invocation.  
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<p style="margin: 9px 18px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Let’s say that you get hit really hard and take a 4-shift hit. You check Box 2 on your stress track, which leaves you with 2 shifts to deal with. If you can’t, you’re taken out, so it’s time for a consequence. You can choose to write a new aspect in the consequence slot labeled 2—say,&nbsp;<span style="font-style: italic; font-weight: bold;">Sprained Ankle</span>. Those final 2 shifts are taken care of and you can keep fighting!  
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<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">If you’re unable to absorb all of a hit’s shifts—by checking a stress box, taking consequences, or both—you’re taken out.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal;">What Happens When I Get Taken Out?</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">If you get taken out, you can no longer act in the scene. Whoever takes you out narrates what happens to you. It should make sense based on how you got taken out—maybe you run from the room in shame, or maybe you get knocked unconscious.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal;">Giving In</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">If things look grim for you, you can&nbsp;<span style="font-weight: bold;">give in</span>&nbsp;(or&nbsp;<span style="font-weight: bold;">concede</span>&nbsp;the fight)—but you have to say that’s what you’re going to do&nbsp;<span style="font-style: italic;">before</span>&nbsp;your opponent rolls their dice.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">This is different than being taken out, because you get a say in what happens to you. Your opponent gets some major concession from you—talk about what makes sense in your situation—but it beats getting taken out and having no say at all.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">Additionally, you get one fate point for conceding, and one fate point for each consequence you took in this conflict. This is your chance to say, “You win this round, but I’ll get you next time!” and get a tall stack of fate points to back it up.  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal;">Getting Better—Recovering from Stress and Consequences</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">At the end of each scene, clear all of your stress boxes. Recovery from a consequence is a bit more complicated; you need to explain how you recover from it—whether that’s an ER visit, taking a walk to calm down, or whatever makes sense with the consequence. You also need to wait an appropriate length of time.  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Mild consequence:</span>&nbsp;Clear it at the end of the scene, provided you get a chance to rest.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Moderate consequence:</span>&nbsp;Clear it at the end of the next session, provided it makes sense within the story.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Severe consequence:</span>&nbsp;Clear it at the end of the&nbsp;<a href="#scenario"><i>scenario</i></a>, provided it makes sense within the story.  
  
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<p style="margin: 0px 0px 8px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-transform: uppercase;"><b>RENAMING MODERATE AND SEVERE CONSEQUENCES</b>  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Moderate and severe consequences stick around for a while. Therefore, at some point you may want to change the name of the aspect to better fit what’s going on in the story. For instance, after you get some medical help,&nbsp;<span style="font-style: italic; font-weight: bold;">Painful Broken Leg</span>&nbsp;might make more sense if you change it to&nbsp;<span style="font-style: italic; font-weight: bold;">Hobbling on Crutches</span>.  
  
<h1 style="margin: 0px; padding: 0px; border-width: 0px;"><span style="font-weight: bold;">Character Aspects:</span>&nbsp;These aspects are on your character sheet, such as your&nbsp;<a href="#Anchor-26">high concept</a>&nbsp;and&nbsp;<a href="#Anchor-27">trouble</a>. They describe personality traits, important details about your past, relationships you have with others, important items or titles you possess, problems you’re dealing with or goals you’re working toward, or reputations and obligations you carry. These aspects only change under very unusual circumstances; most never will.  
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<p style="margin: 9px 18px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Examples:&nbsp;<span style="font-style: italic; font-weight: bold;">Captain of the Skyship Nimbus</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">On the Run From the Knights of the Circle</span>;<span style="font-style: italic; font-weight: bold;">Attention to Detail</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">I Must Protect My Brother</span>  
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<p style="margin: 0px; padding: 0px; border-width: 0px; text-align: center;"><br />  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Situation Aspects:</span>&nbsp;These aspects describe the surroundings that the action is taking place in. This includes aspects you create or discover using the&nbsp;<span style="font-weight: bold;">create an advantage</span>&nbsp;action. A situation aspect usually vanishes at the end of the scene it was part of, or when someone takes some action that would change or get rid of it. Essentially, they last only as long as the situational element they represent lasts.  
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<p style="margin: 9px 18px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Examples:&nbsp;<span style="font-style: italic; font-weight: bold;">On Fire</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Bright Sunlight</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Crowd of Angry People</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Knocked to the Ground</span>  
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<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">To&nbsp;get rid of a situation aspect, you can attempt an overcome action to eliminate it, provided you can think of a way your character could accomplish it—dump a bucket of water on the&nbsp;<span style="font-style: italic; font-weight: bold;">Raging Fire</span>, use evasive maneuvers to escape the enemy fighter that’s&nbsp;<span style="font-style: italic; font-weight: bold;">On Your Tail</span>. An opponent may use a Defend action to try to preserve the aspect, if they can describe how they do it.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Consequences:</span>&nbsp;These aspects represent injuries or other lasting trauma that happen when you get hit by attacks.&nbsp;<a href="#Anchor-29">They go away slowly</a>, as described in&nbsp;<span style="font-style: italic;">Ouch! Damage, Stress, and Consequences</span>.  
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<p style="margin: 9px 18px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Examples:&nbsp;<span style="font-style: italic; font-weight: bold;">Sprained Ankle</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Fear of Spiders</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Concussion</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Debilitating Self-Doubt</span>  
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<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Boosts:</span>&nbsp;A boost is a temporary aspect that you get to use once (see&nbsp;<span style="font-style: italic;">“What Do You Do With Aspects?</span><span style="font-style: italic;">”</span>next), then it vanishes. Unused boosts vanish when the scene they were created in is over or when the advantage they represent no longer exists. These represent very brief and fleeting advantages you get in conflicts with others.  
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<p style="margin: 9px 18px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Examples:&nbsp;<span style="font-style: italic; font-weight: bold;">In My Sights</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Distracted</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Unstable Footing</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Rock in His Boot</span>  
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 <b style="font-size: 1em; line-height: 1.2; text-transform: uppercase;">PVP</b><br />  
  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">The only time that fate point might not go to the GM is when you’re in conflict with another player. If you are, and you invoke one of that player’s character aspects to help you out against them, they will get the fate point instead of the GM once the scene is over.  
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<h2 style="margin: 0px; padding: 0px; border-width: 0px;">What Do You Do With Aspects?</h2>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">There are three big things you can do with aspects:&nbsp;<span style="font-weight: bold;">invoke</span>&nbsp;aspects,&nbsp;<span style="font-weight: bold;">compel</span>&nbsp;aspects, and use aspects to&nbsp;<span style="font-weight: bold;">establish facts</span>.  
  
<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Invoking Aspects</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">You&nbsp;<span style="font-weight: bold;">invoke</span>&nbsp;an aspect to give yourself a bonus or make things a bit harder for your opponent. You can invoke any aspect that you a) know about, and b) can explain how you use it to your advantage—including aspects on other characters or on the situation. Normally, invoking an aspect costs you a fate point—hand one of your fate points to the GM. To invoke an aspect, you need to describe how that aspect helps you in your current situation.  
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<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"I attack the zombie with my sword. I know zombies are&nbsp;<span style="font-style: italic; font-weight: bold;">Sluggish</span>, so that should help me.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"I really want to scare this guy. I’ve heard he’s&nbsp;<span style="font-style: italic; font-weight: bold;">Scared of Mice</span>, so I’ll release a mouse in his bedroom.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-size: 1em; line-height: 1.5; text-align: justify; text-indent: 9px;">Now that the guard’s</span>&nbsp;<span style="font-style: italic; font-weight: bold; font-size: 1em; line-height: 1.5; text-align: justify; text-indent: 9px;">Distracted</span><span style="font-size: 1em; line-height: 1.5; text-align: justify; text-indent: 9px;">, I should be able to sneak right by him.</span>  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"This spell needs to be really powerful—I’m an&nbsp;<span style="font-style: italic; font-weight: bold;">Archwizard of the Ancient Order</span>, and powerful spells are my bread and butter.  
  
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<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">What does invoking the aspect get you? Choose one of the following effects:  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Add a +2 bonus to your total. This costs a fate point.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Reroll the dice. This option is best if you rolled really lousy (usually a −3 or −4 showing on the dice). This costs a fate point.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Confront an opponent with the aspect. You use this option when your opponent is trying something and you think an existing aspect would make it harder for them. For instance, an alien thug wants to draw his blaster pistol, but he’s&nbsp;<span style="font-style: italic; font-weight: bold;">Buried in Debris</span>; you spend a fate point to invoke that aspect, and now your opponent’s level of difficulty is increased by +2.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Help an ally with the aspect. Use this option when a friend could use some help and you think an existing aspect would make it easier for them. You spend a fate point to invoke the aspect, and now your friend gets a +2 on their roll.  
  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;"><span style="font-style: italic;">Important:</span>&nbsp;You can only invoke any aspect once on a given dice roll; you can’t spend a stack of fate points on one aspect and get a huge bonus from it. However, you&nbsp;<span style="font-style: italic;">can</span>&nbsp;invoke several different aspects on the same roll.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">If you’re invoking an aspect to add a bonus or reroll your dice, wait until&nbsp;<span style="font-style: italic;">after</span>&nbsp;you’ve rolled to do it. No sense spending a fate point if you don’t need&nbsp;to!  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Free invocations:</span>&nbsp;<a href="#succeed-with-style">Sometimes you can invoke an aspect for free</a>, without paying a fate point. If you create or discover an aspect through the&nbsp;<span style="font-weight: bold;">create an advantage</span>&nbsp;action, the first invocation on it (by you or an ally) is free (if you succeeded with style, you get&nbsp;<span style="font-style: italic;">two</span>&nbsp;freebies). If you cause a consequence through an attack, you or an ally can invoke it once for free. A&nbsp;<a href="#Boosts"><b>boost</b></a>&nbsp;is a special kind of aspect that grants one free invocation, then it vanishes.  
  
<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Compelling Aspects</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">If you’re in a situation where having or being around a certain aspect means your character’s life is more dramatic or complicated, anyone can&nbsp;<span style="font-weight: bold;">compel</span>&nbsp;the aspect. You can even compel it on yourself—that’s called a self-compel. Compels are the most common way for players to earn more fate points.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">There are two types of compels.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Decision compels:</span>&nbsp;This sort of compel suggests the answer to a decision your character has to make. If your character is&nbsp;<span style="font-style: italic; font-weight: bold;">Princess of Alaria</span>, for example, you may need to stay to lead the defense of the Royal Alarian Castle rather than fleeing to safety. Or if you have a&nbsp;<span style="font-style: italic; font-weight: bold;">Defiant Streak a Mile Wide</span>, maybe you can’t help but mouth off to the Dean of Discipline when he questions you.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Event compels:</span>&nbsp;Other times a compel reflects something happening that makes life more complicated for you. If you have&nbsp;<span style="font-style: italic; font-weight: bold;">Strange Luck</span>, of course that spell you’re working on in class accidentally turns the dour Potions Master’s hair orange. If you&nbsp;<span style="font-style: italic; font-weight: bold;">Owe Don Valdeon a Favor</span>, then Don Valdeon shows up and demands that you perform a service for him just when it’s least convenient.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">In any case, when an aspect is compelled against you, the person compelling it offers you a fate point and suggests that the aspect has a certain effect—that you’ll make a certain decision or that a particular event will occur. You can discuss it back and forth, proposing tweaks or changes to the suggested compel. After a moment or two, you need to decide whether to accept the compel. If you agree, you take the fate point and your character makes the suggested decision or the event happens. If you refuse, you must&nbsp;<span style="font-style: italic;">pay</span>&nbsp;a fate point from your own supply. Yes, this means that if you don’t have any fate points, you can’t refuse a compel!  
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<p style="margin: 0px; padding: 0px; border-width: 0px; font-size: 16px; line-height: 24px; text-align: center;"><b>How Many Fate Points Does the GM Get?</b>  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">As GM, you don’t need to track fate points for each NPC, but that doesn’t mean you get an unlimited number. Start each scene with a pool of one fate point per PC that’s in the scene. Spend fate points from this pool to invoke aspects (and consequences) against the PCs. When it’s empty, you can’t invoke aspects against them.  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">How can you increase the size of your pool? When a player compels one of an NPC’s aspects, add the fate point to your pool. If that compel ends the scene, or when an NPC gives in, instead add those fate points to your pool at the start of the next scene.  
  
<p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Fate points you award for compels do NOT come from this pool. You never have to worry about running out of fate points to award for compels.  
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<h3 style="margin: 0px; padding: 0px; border-width: 0px;">Establishing Facts</h3>  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">The final thing that aspects can do is&nbsp;<span style="font-weight: bold;">establish facts</span>&nbsp;in the game. You don’t have to spend any fate points, roll dice, or anything to make this happen—just by virtue of having the aspect&nbsp;<span style="font-style: italic; font-weight: bold;">Ruddy Duck’s Pilot</span>, you’ve established that your character is a pilot and that you fly a plane named the&nbsp;<span style="font-style: italic;">Ruddy Duck</span>. Having the aspect&nbsp;<span style="font-style: italic; font-weight: bold;">Mortal Enemy: The Red Ninjas</span>&nbsp;establishes that the setting has an organization called the Red Ninjas and that they’re after you for some reason. If you take the aspect&nbsp;<span style="font-style: italic; font-weight: bold;">Sorcerer of the Mysterious Circle</span>, you not only establish that there’s a group of sorcerers called the Mysterious Circle, but that&nbsp;<span style="font-style: italic;">magic exists in the setting and that you can perform it</span>.  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">When you establish facts of the setting this way, make sure you do it in cooperation with other players. If most people want to play in a setting without magic, you shouldn’t unilaterally bring magic into it through an aspect. Make sure that the facts you establish through your aspects make the game fun for everyone.<br />  
  
<h2 style="margin: 0px; padding: 0px; border-width: 0px;">Composing Good Aspects</h2><br />  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">When you need to think of a good aspect (we’re mainly talking about character and situation aspects here), think about two things:  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"How the aspect might help you—when you’d invoke it.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"How it might hurt you—when it would be compelled against you.  
  
  
<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">For example:  
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<p style="margin: 9px 18px 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;"><span style="font-style: italic; font-weight: bold;">I’ll Get You, von Stendahl!</span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Invoke this when acting against von Stendahl to improve your chances.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Get a fate point when your dislike for von Stendahl makes you do something foolish to try to get him.  
  
  
<p style="margin: 9px 18px 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;"><span style="font-style: italic; font-weight: bold;">Hair Trigger Nerves</span>  
  
<ul style="margin: 0px; padding: 0px; border-width: 0px; background-color: rgb(255, 255, 255);">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Invoke this when being extra vigilant and careful would help you.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Get a fate point when this causes you to be jumpy and be distracted by threats that aren’t really there.  
  
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<p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">Obviously, your trouble aspect is supposed to cause problems—and thereby make your character’s life more interesting and get you fate points—so it’s okay if that one’s a little more one-dimensional, but other character and situation aspects should be double-edged.  
  
<h1 style="margin: 0px; padding: 0px; border-width: 0px;"><span style="font-weight: bold;">scenario</span>&nbsp;is one short story arc, the sort of thing you might see wrapped up in one or two episodes of an adventure television show, even if it’s a smaller part of a bigger story. Usually you can wrap up a scenario in one to three game sessions, assuming you play for three or four hours at a time. But what is a scenario, and how do you build one?  
  
 <h3 style="margin: 0px; padding: 0px; border-width: 0px;">Scenarios</h3>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">A scenario needs two things: A bad guy with a goal, and a reason the PCs can’t ignore it.  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Bad guy with a goal:</span>&nbsp;You’ve probably figured this out already. The campaign’s main opposition, or one of his allies, is probably your bad guy.  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Something the PCs can’t ignore:</span>&nbsp;Now you have to give the PCs a reason to care. Make sure the bad guy’s goal is up in the PCs’ faces, where they need to do something about it or bad things will happen to them, or to people or things they value.  
  
 <h3 style="margin: 0px; padding: 0px; border-width: 0px;">Running Game Sessions</h3>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Now that your bad guy is doing something the PCs will pay attention to, it’s time to start them off. Sometimes the best way to do that, especially for the first session of a new story arc, is to put them right in the action. Once the PCs know why they should care about what’s going on, you just get out of the way and let them take care of it.  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">That said, there are a bunch of tasks the GM needs to perform to run the&nbsp;session:  
  
 <ul style="margin: 0px; padding: 0px; border-width: 0px;">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Run scenes:</span>&nbsp;A session is made up of individual scenes. Decide where the scene begins, who’s there, and what’s going on. Decide when all the interesting things have played out and the scene’s over.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Adjudicate the rules:</span>&nbsp;When some question comes up about how to apply the rules, you get final say.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Set difficulties:</span>&nbsp;You decide how&nbsp;<a href="#Setting-Difficulty-Levels">difficult tasks</a>&nbsp;should be.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Play the NPCs:</span>&nbsp;Each player controls their own character, but you control all the rest, including the bad guys.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Keep things moving:</span>&nbsp;If the players don’t know what to do next, it’s your job to give them a nudge. Never let things get too bogged down in indecision or because they don’t have enough information—do something to shake things up.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"<span style="font-weight: bold;">Make sure everyone has a chance to be awesome:</span>&nbsp;Your goal isn’t to defeat the players, but to challenge them. Make sure every PC gets a chance to be the star once in a while, from the big bad warrior to the little sneaky thief.  
   
  
 <p style="margin: 0px; padding: 0px; border-width: 0px;"><br />  
  
 <h2 style="margin: 0px; padding: 0px; border-width: 0px;">Setting Difficulty Levels</h2><br />  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">When another character is opposing a PC, their rolls provide the opposition in a conflict, contest, or challenge. But if there’s no active opposition, you have to decide how hard the task is.  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;"><span style="font-weight: bold;">Low difficulties</span>&nbsp;are best when you want to give the PCs a chance to show off and be awesome.<span style="font-weight: bold;">Difficulties near their approach ratings</span>&nbsp;are best when you want to provide tension but not overwhelm them.&nbsp;<span style="font-weight: bold;">High difficulties</span>&nbsp;are best when you want to emphasize how dire or unusual the circumstances are and make them pull out all the stops.  
  
 <h3 style="margin: 0px; padding: 0px; border-width: 0px;">Rules of Thumb:</h3>  
  
 <ul style="margin: 0px; padding: 0px; border-width: 0px;">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"If the task isn’t very tough at all, give it a Mediocre&nbsp;(+0)—or just tell the player they succeed without a roll.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"If you can think of at least one reason why the task is tough, pick Fair&nbsp;(+2).  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"If the task is extremely difficult, pick Great&nbsp;(+4).  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"If the task is impossibly difficult, go as high as you think makes sense. The PC will need to drop some fate points and get lots of help to succeed, but that’s fine.  
   
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 <p style="margin: 0px 0px 8px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-transform: uppercase;"><b>OPTIONAL RULE:&nbsp;APPROACH-RELATED TARGET NUMBERS</b>  
  
 <p style="margin: 0px; padding: 0px; border-width: 0px; line-height: 1.5; text-align: justify;">Sometimes being Careful makes things a lot easier; sometimes it just takes too long. The GM may wish to adjust the target number up or down by 1 or 2 depending on whether you choose a fitting or a problematic approach. This makes things a bit more complex, but for some groups it’s worth it.  
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 <h2 style="margin: 0px; padding: 0px; border-width: 0px;">Bad Guys</h2>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">When you make a bad guy, you can stat them out exactly like the PCs, with approaches, aspects, stress, and consequences. You should do this for important or recurring bad guys who are intended to give the PCs some real difficulties, but you shouldn’t need more than one or two of these in a scenario.  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Mooks:</span>&nbsp;Other bad guys are&nbsp;<span style="font-weight: bold;">mooks</span>—unnamed thugs or monsters or goons that are there to make the PCs’ day a little more difficult, but they’re designed to be more or less easily swept aside, especially by powerful PCs. Here’s how you create their stats:  
  
 <ol style="margin: 0px; padding: 0px; border-width: 0px;">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Make a list of what this mook is skilled at. They get a +2 to all rolls dealing with these things.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Make a list of what this mook is bad at. They get a −2 to all rolls dealing with these things.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Everything else gets a +0 when rolled.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Give the mook an aspect or two to reinforce what they’re good and bad at, or if they have a particular strength or vulnerability. It’s okay if a mook’s aspects are really simple.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Mooks have zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Mooks can’t take consequences. If they run out of stress boxes (or don’t have any), the next hit takes them down.  
 </ol><br />  
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 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;"><b>CYCLOPS HOUSE BULLY</b>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-indent: -9px;"><span style="font-style: italic; font-weight: bold;">Cyclops House Bully</span>,&nbsp;<span style="font-style: italic; font-weight: bold;">Cowardly Without Backup</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Skilled&nbsp;(+2) at:</span>&nbsp;Frightening other students, weaseling out of trouble, breaking things  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Bad (-2) at:</span>&nbsp;Planning, studying  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Stress:</span>&nbsp;None (first hit takes them out)  
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 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;"><b>STEEL ASSASSIN</b>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-indent: -9px;"><span style="font-style: italic; font-weight: bold;">Steel Assassin</span>,&nbsp;<span style="font-style: italic; font-weight: bold;">The Night Is Ours</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Skilled&nbsp;(+2) at:</span>&nbsp;Sneaking, ambushing  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Bad (-2) at:</span>&nbsp;Standing up to determined opposition  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Stress:&nbsp;<span style="line-height: 24px; text-transform: uppercase;">O</span></span>  
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 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;"><b>SKY SHARK</b>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-indent: -9px;"><span style="font-style: italic; font-weight: bold;">I’m a Shark</span>,&nbsp;<span style="font-style: italic; font-weight: bold;">Vulnerable Belly</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Skilled&nbsp;(+2) at:</span>&nbsp;Flying, biting  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Bad (-2) at:</span>&nbsp;Anything that isn’t flying or biting  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Stress:&nbsp;<span style="line-height: 24px; text-transform: uppercase;">OO</span></span>  
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 <p style="margin: 0px; padding: 0px; border-width: 0px; text-align: center;"><br />  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;"><span style="font-weight: bold;">Groups of Mooks:</span>&nbsp;If you have a lot of low-level bad guys facing the PCs, you can make your job easier by treating them as a group—or maybe a few groups. Instead of tracking a dozen bad guys, you track three groups of four bad guys each. Each of these groups acts like a single character and has a set of stats just like a single mook would:&nbsp;  
  
 <ol style="margin: 0px; padding: 0px; border-width: 0px;">  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Choose a couple of things they’re skilled at. You might designate “ganging up” as one of the things the group is good at.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Choose a couple of things they’re not so good at.  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Give them an aspect.&nbsp;  
  
 - style="margin: 0px; padding: 0px; border-width: 0px; display: block;"Give them one stress box for every two individuals in the group.&nbsp;  
 </ol>  
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 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;">GANG OF THUGS  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: center; text-indent: 9px;"><span style="font-style: italic; font-weight: bold;">Axe Handles &amp; Crowbars</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Skilled&nbsp;(+2) at:</span>&nbsp;Ganging up, scaring innocent people  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Bad (-2) at:</span>&nbsp;Thinking ahead, fighting when outnumbered  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Stress:&nbsp;</span><b style="line-height: 24px; text-indent: 0px; text-transform: uppercase;">O</b><span style="line-height: 24px; text-indent: 0px; text-transform: uppercase;"> </span><b style="font-size: 1em; line-height: 1.5; text-indent: 0px; text-transform: uppercase;">O</b>&nbsp;<span style="font-size: 1em; line-height: 1.2;">(4 thugs)</span>  
 <hr style="margin-top: 10px;" />  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;"><span style="font-style: italic;">Fate Core</span>&nbsp;has a way of handling this, called mobs (see the&nbsp;<span style="font-style: italic;">“Creating the Opposition”</span>&nbsp;section of the<span style="font-style: italic;">Running the Game</span>&nbsp;chapter in&nbsp;<span style="font-style: italic;">Fate Core</span>). Feel free to use that option if you prefer. Note that it may lead to very strong mobs, unless you start with extremely weak mooks—if you want to give your PCs a serious challenge, that could be one way to do it.  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify; text-indent: 9px;">  
  
 <h1 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal; text-align: start; text-indent: 0px;"><span>Example Characters</span></h1>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 0px;">Here are four sample characters that you can use as-is or use as inspiration for your own characters.  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: 0px;">  
  
 <h2 style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal;">Reth of the Andrali Resistance</h2>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Reth is 14 years of age. He has dark brown skin and dark hair that he wears in thick dreadlocks. He wears light, loose-fitting clothing and sandals, and he’s a skilled martial artist. He’s the most powerful Suncaller to be born in generations; he can magically call forth the power of fire. Originally from a town in the vast Andral Desert, he and his friends took a stand against the invading Steel Empire and have been living on the run since.<br style="line-height: normal;" />  
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 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;">RETH  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">High Concept:</span><br />  
 <span style="font-style: italic; font-weight: bold;">Suncaller of the Andral Desert</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Trouble:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">Steel Assassins Want Me Dead</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Other Aspects:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">My Kung Fu Is The Strongest</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Crush On Avasa</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">I Can Learn from Serio’s Experience</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">APPROACHES  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Careful:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Clever:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Flashy:</span>&nbsp;Mediocre&nbsp;(+0)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Forceful:</span>&nbsp;Good&nbsp;(+3)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Quick:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Sneaky:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STUNTS  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Stance of the Defiant Sun:</span>&nbsp;Because I have perfected the Stance of the Defiant Sun, I gain a +2 to Forcefully defend in hand-to-hand combat.&nbsp;<span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">(May take two more stunts&nbsp;</span><span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">without reducing refresh!)</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STRESS&nbsp;<b>O</b> <b style="font-size: 1em; line-height: 1.5;">O</b> <b style="font-size: 1em; line-height: 1.5;">O</b>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">CONSEQUENCES  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Mild (2):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Moderate (4):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Severe (6):</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">REFRESH: 3  
  
 <p style="margin: 0px; padding: 0px; border-width: 0px; line-height: normal;">  
  
 <h2 style="margin: 0px; padding: 0px; border-width: 0px;">Voltaire</h2>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Voltaire is captain of the&nbsp;<span style="font-style: italic;">Cirrus Skimmer</span>, a skyship that roams a vast sea of clouds. She’s a cat person, her body a blend of human and feline features. She wears an ostentatious assortment of piratey clothes including a long brown jacket, knee-high boots, a feathered cap, and a basket-hilted cutlass. Being a cat person, she does have the tendency to nod off at odd moments…<br />  
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 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;">VOLTAIRE  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">High Concept:</span><br />  
 <span style="font-style: italic; font-weight: bold;">Feline Captain of Cirrus Skimmer</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Trouble:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">\*Yawn\*</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Other Aspects:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">That? Oh, That’s a Decoy</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Martin Is a Big Cheat</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Sanchez Is the Best First Mate a Ship Could Have</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">APPROACHES:  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Careful:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Clever:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Flashy:</span>&nbsp;Good&nbsp;(+3)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Forceful:</span>&nbsp;Mediocre&nbsp;(+0)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Quick:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Sneaky:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STUNTS  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Swashbuckling Swordswoman:</span>&nbsp;Because I am a Swashbuckling Swordswoman, I gain a +2 to Flashy attacks when crossing blades with a single opponent.&nbsp;<span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">(May take two more stunts&nbsp;</span><span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">without reducing refresh!)</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STRESS&nbsp;<b>O</b> <b style="font-size: 1em; line-height: 1.5;">O</b> <b style="font-size: 1em; line-height: 1.5;">O</b>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">CONSEQUENCES  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Mild (2):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Moderate (4):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Severe (6):</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">REFRESH: 3  
  
  
  
 <h2 style="margin: 0px; padding: 0px; border-width: 0px;">Abigail Zhao</h2>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Abigail is a student at the School of Sorcery, and a member of Hippogriff House. She has light skin and long black hair with a pink streak. She pushes her luck with her school uniform, adding jewelry, studded belts, and dyed designs to the regulation blouse, trousers, and tie. She’s especially adept at enchantments. While she loves showing up those goons in Cyclops House, she does have a tendency to act before thinking.<br />  
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 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;"><b>ABIGAIL ZHAO</b>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">High Concept:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">Enchantment Specialist of Hippogriff House</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Trouble:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">Cast Now, Ask Questions Later</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Other Aspects:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">I Hate Those Guys in<br />  
 Cyclops House</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">Sarah Has My Back</span>;<br />  
 <span style="font-style: italic; font-weight: bold;">Dexter Fitzwilliam Is Going Down</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">APPROACHES  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Careful:</span>&nbsp;Mediocre&nbsp;(+0)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Clever:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Flashy:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Forceful:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Quick:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Sneaky:</span>&nbsp;Good&nbsp;(+3)  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STUNTS  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Teacher’s Favorite:</span>&nbsp;Because I am a Teacher’s Favorite, once per session I may declare that a helpful teacher arrives in the scene.&nbsp;<span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">(May take two more stunts&nbsp;</span><span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">without reducing refresh!)</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STRESS&nbsp;<b>O</b> <b style="font-size: 1em; line-height: 1.5;">O</b> <b style="font-size: 1em; line-height: 1.5;">O</b>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">CONSEQUENCES  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Mild (2):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Moderate (4):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Severe (6):</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">REFRESH: 3  
  
  
  
 <h2 style="margin: 0px; padding: 0px; border-width: 0px;">Bethesda Flushing, PhD</h2>  
  
 <p style="margin: 6px 0px; padding: 0px; border-width: 0px; line-height: 1.2; text-align: justify;">Dr. Flushing is a fellow at the Institute for Gravitical and Electro-Mechanical Advancement (IGEMA), and is one of IGEMA’s lead test engineers and field agents. IGEMA is frequently in conflict with agents of various international organizations who seek to steal their technology, take over the world, or both. Gustaf von Stendahl, leader of a shadowy spy agency of uncertain affiliation, is frequently a thorn in her side. Dr. Flushing has bright red hair and is never without several gadgets, including her helicopter pack.<br />  
 <hr style="margin-top: 10px;" />  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;">  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-align: center; text-transform: uppercase;">BETHESDA FLUSHING  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">High Concept:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">Chief Field Agent of IGEMA</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Trouble:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">I’ll Get You, von Stendahl!</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Other Aspects:</span>&nbsp;<span style="font-style: italic; font-weight: bold;">My Inventions Almost Always Work. Almost.</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">My Grad Students Come Through, Just Not How I Expect Them To</span>;&nbsp;<span style="font-style: italic; font-weight: bold;">I Trust Dr. Alemieda’s Genius</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">APPROACHES  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Careful:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Clever:</span>&nbsp;Good&nbsp;(+3)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Flashy:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Forceful:</span>&nbsp;Fair&nbsp;(+2)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Quick:</span>&nbsp;Average&nbsp;(+1)  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Sneaky:</span>&nbsp;Mediocre&nbsp;(+0)  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STUNTS  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Experimental Helo Pack:</span>&nbsp;When I use my Experimental Helo Pack, I gain a +2 bonus to Quickly create an advantage or overcome an obstacle if flying would be both possible and helpful.  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Gadgeteer:</span>&nbsp;Because I am a Gadgeteer, once per session I may declare that I have an especially useful device that lets me eliminate one situation aspect.&nbsp;<span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">(May take one more stunt&nbsp;</span><span style="font-style: italic; font-size: 1em; line-height: 1.2; text-align: right;">without reducing refresh!)</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">STRESS&nbsp;<b>O</b> <b style="font-size: 1em; line-height: 1.5;">O</b> <b style="font-size: 1em; line-height: 1.5;">O</b>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">CONSEQUENCES  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Mild (2):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Moderate (4):</span>  
  
 <p style="margin: 0px 0px 0px 9px; padding: 0px; border-width: 0px; line-height: 1.2; text-indent: -9px;"><span style="font-weight: bold;">Severe (6):</span>  
  
 <p style="margin: 5px 0px 0px; padding: 0px; border-width: 0px; -webkit-hyphens: none; line-height: 1.5; text-transform: uppercase;">REFRESH: 3