









FATE CONDENSED ACTIONS AND OUTCOMES	 <b>FAIL</b> (>0 shifts)	 <b>TIE</b> (0 shifts)	 <b>SUCCESS</b> (1-2 shifts)	 <b>SUCCESS WITH STYLE</b> (3+ shifts)
 <b>OVERCOME:</b> Get past an obstacle	success at major cost <b>or</b> failure	success at minor cost, examples: <i>enemy gets a boost, or you take a Hit or fail but get a boost</i>	meet goal and the story moves on without hiccups	success and also <i>get a boost</i>
 <b>CREATE AN ADVANTAGE:</b> Alter a situation to benefit	don't create the Aspect <b>or</b> create it; enemy gets free Invoke on it or the existing Aspect	do not create an Aspect, but <i>get a boost or</i> add a free Invoke to the existing Aspect	create an Aspect with one free Invoke on it <b>or</b> add a free Invoke to the existing Aspect	create an Aspect with <i>two</i> free Invokes on it <b>or</b> add two free Invokes to the existing Aspect
 <b>ATTACK:</b> Harm another character	fail to connect—the Attack is parried, dodged, or just absorbed by armor	barely connect, cause the Defender to flinch. Either way, <i>get a boost</i>	deal a Hit equal to the difference between Attack's total and the Defense's effort	deal a Hit like a success, but may reduce the shifts of the Hit by one to <i>get a boost</i>
 <b>DEFEND:</b> Prevent attacks or advantages on you	take a Hit, the enemy succeeds as described for their Action	proceed according to the tie result for the opposed Action	don't take a Hit or deny the enemy's Action	don't take a Hit, deny the enemy's Action, and even <i>get a boost</i>

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