

	OVERCOME	CREATE AN ADVANTAGE	ATTACK	DEFEND
Roll lower = Fail	Nope. Or you get it at a <i>great</i> cost.	Nope. Or you get it but the <i>enemy gets a free invoke</i> .	Nope, you don't do any damage.	Nope, you don't defend.
Roll same = Tie	You get what you want at a <i>minor</i> cost. Or you get a lesser version.	Existing aspect = You get one free invoke. New aspect = Instead, you get a boost.	You don't do any damage, but you <i>gain a boost</i> .	You defend, but enemy <i>gains a boost</i> .
Roll 1 or 2 higher = Success	You get what you want.	You get one free invoke.	You do damage.	You defend.
Roll 3+ higher = with Style	You get it and <i>gain a boost</i> .	You get two free invokes.	You do damage OR reduce by 1 and <i>gain a boost</i> .	You defend and <i>gain a boost</i> .

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

SPEND FATE POINTS TO:	EARN FATE POINTS WHEN:
Declare a story detail .	You concede a conflict.
Refuse a compel . (Optional: get a free invoke.)	Someone invokes your aspect against you . (You'll get the point <i>after</i> the scene.)
Compel another character. (With GM permission.)	You accept an EVENT COMPEL : You have [aspect] and are in [situation], so it makes sense that, unfortunately, [bad event] would happen to you.
Invoke an aspect (choose one): +2 to your roll. +2 to another character's roll. +2 to any passive opposition. Reroll all your dice.	You accept a DECISION COMPEL : You have [aspect] in [situation], so it makes sense that you'd decide to [bad idea]. This goes wrong when [bad thing] happens.

TO TAKE ACTION:
<ul style="list-style-type: none"> Describe what you're trying to do. Choose the skill/approach and action. Roll four dice. Add up the symbols. Add your skill/approach. Optional: invoke aspects, use stunts.

BEFORE ROLLING, ASK:
<ul style="list-style-type: none"> What could stop this from succeeding? What could go wrong? What would be fun if it <i>did</i> go wrong?

DID YOU KNOW? YOU CAN...
<ul style="list-style-type: none"> Invoke ANY aspects: your own, someone else's, scene aspects, etc. Invoke multiple aspects on the same roll. Invoke an aspect to help (or hinder) someone else's roll. Spend a Fate point to declare a story detail is true. End or avoid a conflict by compelling the enemy. Concede a conflict to earn a Fate point and decide your outcome. Spend a Fate point to compel anyone using any relevant aspect. Earn a Fate point by compelling your own aspect. Spend your action assisting someone with their roll (add +1).