FATE ACCELERATED: QUICK REFERENCE 1

DICE RESULTS (PAGE 18)

Result = Dice Roll + Approach Bonus

- + Bonuses from Stunts
- + Bonuses from Invoked Aspects

OUTCOMES (PAGE 13)

Versus Opponent's Result or Target Number:

- · Fail: Your Result is lower
- Tie: Your Result is equal
- Success: Your Result is higher by 1 or 2
- Success with Style: Your result is higher by 3 or more

SETTING TARGET NUMBERS (PAGE 37)

- Easy Task: Mediocre (+0)—or success without a roll.
- Moderately Difficult: Fair (+2).
- Extremely Difficult: Great (+4).
- 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.

THE LADDER

- +8 Legendary
- +7 Epic
- +6 **Fantastic**
- +5 Superb
- +4 Great
- +2 Fair

+3

+1

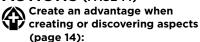
- 0 Mediocre

Good

Average

- -1 Poor
- -2 Terrible

ACTIONS (PAGE 14)



- Fail: Don't create or discover, or you do but your opponent (not you) gets a free invocation.
- Tie: Get a boost if creating new, or treat as success if looking for existing.
- · Succeed: Create or discover the aspect, get a free invocation on it.
- · Succeed with Style: Create or discover the aspect, get two free invocations on it.

Create an advantage on an aspect you already know about (page 15):

- · Fail: No additional benefit.
- Tie: Generate one free invocation on the aspect.
- · Succeed: Generate one free invocation on the aspect.
- Succeed with Style: Generate two free invocations on the aspect.

Overcome (page 16):

- Fail: Fail, or succeed at a serious cost.
- Tie: Succeed at minor cost.
- · Succeed: You accomplish your goal.
- Succeed with Style: You accomplish your goal and generate a boost.

Attack

- (page 17): Fail: No effect.
- Tie: Attack doesn't harm the target, but you gain a boost.
- · Succeed: Attack hits and causes
- · Succeed with Style: Attack hits and causes damage. May reduce damage by one to generate a boost.

⊾ Defend (page 17):

- Fail: You suffer the consequences of vour opponent's success.
- Tie: Look at your opponent's action to see what happens.
- Succeed: Your opponent doesn't get what they want.
- Succeed with Style: Your opponent doesn't get what they want, and you get a boost.

Getting Help (page 17):

- · 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 help.
- You get a +1 for each ally that helps in
- GM may place limits on how many may help.

FATE ACCELERATED: QUICK REFERENCE 2

TURN ORDER (PAGE 21)

- Physical Conflict: Compare Quick approaches—the one with the fastest reflexes goes first.
- Mental Conflict: Compare Careful approaches—the one with the most attention to detail senses danger.
- Everyone else goes in descending order. Break ties in whatever manner makes sense, with the GM having the last word.
- The GM may choose to have all NPCs go on the turn of the most advantageous NPC.

STRESS & CONSEQUENCES (PAGE 22)

- Severity of hit (in shifts)
 Attack Roll Defense Roll
- Stress Boxes: You can check one stress box to handle some or all of the shifts of a single hit. You can absorb a number of shifts equal to the number of the box you check: one for Box 1, two for Box 2, three for Box 3.
- Consequences: You many take one or more consequences to deal with the hit, by marking off one or more available consequence slots and writing a new aspect for each one marked.
 - Mild = 2 shifts
 - Moderate = 4 shifts
 - Severe = 6 shifts
- · Recovering from Consequences:
 - Mild consequence: Clear it at end of the scene.
 - Moderate consequence: Clear it at the end of the next session.
 - **Severe consequence:** Clear it at the end of the scenario.
- Taken Out: If you can't (or decide not to) handle the entire hit, you're taken out and your opponent decides what happens to you.
- Giving In: Give in before your opponent's roll and you can control how you exit the scene. You earn one or more fate points for giving in (page 24).

APPROACHES (PAGE 18)

- Careful: When you pay close attention to detail and take your time to do the job right.
- Clever: When you think fast, solve problems, or account for complex variables.
- **Flashy:** When you act with style and panache.
- Forceful: When you use brute strength.
- Quick: When you move quickly and with dexterity.
- Sneaky: When you use misdirection, stealth, or deceit.

ASPECTS (PAGE 25)

Invoke (page 27):

Spend a fate point to get a +2 or a reroll for yourself, or to increase difficulty for a foe by 2.

Compel (page 28):

Receive a fate point when an aspect complicates your life.

Establish facts (page 29):
 Aspects are true. Use them to affirm details about you and the world.

TYPES OF ASPECTS

Character Aspects (page 25)

- Written when you create your character.
- May be changed when you reach a milestone (page 33).

Situation Aspects (page 26)

- Established at the beginning of a scene.
- May be created by using the create an advantage action.
- May be eliminated by using the overcome action.
- · Vanish when the situation ends.

Boosts (page 26)

- May be invoked once (for free), then they vanish.
- May be eliminated by an opponent using an overcome action.
- Unused boosts vanish at the end of the scene.

Consequences (page 23)

- Used to absorb shifts from successful attacks.
- May be invoked by your opponents as if they were situation aspects.