

ID

Name

Description



Refresh

Current
Fate Points

ASPECTS

High Concept

Trouble

APPROACHES

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STUNTS

STRESS

1	2	3

CONSEQUENCES

2	Mild
4	Moderate
6	Severe

FATE ACCELERATED: QUICK REFERENCE 1

DICE RESULTS (PAGE 18)

Result = Dice Roll + Approach Bonus
+ Bonuses from Stunts
+ Bonuses from Invoked Aspects

OUTCOMES (PAGE 13)


Verus 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.

ACTIONS (PAGE 14)

 **Create an advantage when creating or discovering aspects (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.
- **Success:** 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.
- **Success:** 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.
- **Success:** You accomplish your goal.
- **Succeed with Style:** You accomplish your goal and generate a boost.

THE LADDER

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

Attack (page 17):

- **Fail:** No effect.
- **Tie:** Attack doesn't harm the target, but you gain a boost.
- **Success:** Attack hits and causes damage.
- **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 your opponent's success.
- **Tie:** Look at your opponent's action to see what happens.
- **Success:** 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 this way.
- 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.
- **NPC 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 may 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.