

Dresden Files/Fate Core Quick Reference

The Dice: Roll 2d6, one light, and one dark. Subtract the dark one from the light one. This is your result. Add your Skill rank for your total.

Example: One the light die you roll a 5 and on the dark die you roll a 3. This is a result of 2 (5-3=2). You have a Skill of Fair (+2) so your total is now 4.

Outcomes:

Fail: You don't get what you want, you get what you want at a serious cost, or you suffer some negative consequence (GM determines cost).

Tie: You get what you want at a minor cost or you get a lesser version of what you wanted.

Succeed (beat opposition with 1-2 shifts): You get what you wanted at no cost

Succeed with Style (beat opposition with 3 or more shifts): You get what you want with an added benefit on top of that.

Free Actions:

- Rolling for defense
- Casting a quick glance at a doorway
- Flipping a switch
- Starting a car
- Listening for voices
- Shouting a short warning
- *If it isn't free, it's a supplemental action (GM Call)*

Supplemental Actions (-1 penalty to the main action):

- Moving one zone in addition to another action
- Drawing a gun before shooting it
- Using a cell phone while shooting a gun
- Snatching up a vase to smash over the head of a burglar

The Ladder:

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

Actions:

Attack: Roll against an opponent to inflict stress

Maneuver: Create an Aspect to Tag/Invoke on an opponent or a Scene.

Block/Defend: Roll to set up a preemptive defense against a specified future action.

Full Defense: +2 to avoid Attacks and Maneuvers

Fate Points:

Bonus: You can get a +1 bonus to any roll. You must spend a Fate Point for this action.

Invoke an Aspect: You can invoke an Aspect to get a +2 on a die result or a re-roll. You must spend a Fate Point for this action.

Declare a Story Detail: You can also invoke an Aspect to declare a story detail ("Of course I brought that with me!"). You must spend a Fate Point for this action.

Compel: You can have one of your Aspects cause you complications/drama. If so, this "compels" your Aspects. You gain Fate Points in this way.

Mitigating Damage:

Fill in one stress box greater than or equal to the value of an attack, take one or more consequences, or fill one stress box and take consequences—if you can't do one of these three things, you are Taken Out.

Consequences:

Mild: -2 to attack value (Recovers after a Scene)

Moderate: -4 to attack value (Recovers after a Session)

Severe: -6 to attack value (Recovers after a Scenario)

Extreme: -8 to attack and permanent character aspect.

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