

Skills

Athletics
Assets
Biotech
Business
Charm
Close combat
Composition
Cultures
Deception
Driving
Electronics
Empathy
Firearms
Hacking
Intimidation
Leadership
Mechanics
Medical
Netrunning
Performance
Piloting
Programming
Research
Science
Stealth
Streetwise
Survival

Stress tracks

Cool
Humanity
Reputation

Categories*

Combat
Mental
Mobility
Net
Social
Technology

*For goons and mooks

Taken out

Remove character from the conflict
Control character for an exchange
Add/remove one character **aspect**

Upgrades

Use a skill for another
Boost a skill *
Boost consequence strength
Get extra consequence slot
Access a faction or complex tech
Boost a faction characteristic
Alter a range

* Including stress track skills

Humanity stress

Upgrade bonus + original roll*

* Invert sign if opponent is rolling

Stress

Decide on number of shifts to absorb as stress. Mark the corresponding box on the stress track. If corresponding box is full, mark the first higher empty box.

Recovery

Stress clears at the start of next scene
Roll vs 0, use n shifts to clear box #n

Mild consequence (+1)

End of next scene

Moderate consequence (+2)

End of session

Severe consequence (+4)

End of next session

Roll vs level, modify text.

Scene actions

Rule zero: Narrate anything any time.

It is true unless somebody opposes.

Challenge: Do something challenging.

Use shifts to modify time and quality

Contest: Oppose and defeat someone .

Maneuver: Place aspect on target

Assess: Make aspect on target taggable

Declare: Assume aspect on target exists

Action sequence

1. Declare your action and target
2. Ask for compels
3. Roll the dice
4. Invoke aspects
5. Narrate the outcome

Time

an instant
a second
a few seconds
half a minute
a minute
a few minutes
15 minutes
half an hour
an hour
a few hours
an afternoon
a day
a few days
a week
a few weeks
a month
a few months
a season
half a year
a year
a few years
a decade
a few decades
a lifetime

Game time

Exchange*
Scene / Conflict
Session
Story
Campaign
*Conflict only

Ladder

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

Fate

Compel

Offer 1 FP with aspect story
Take the offer and accept or
Refuse and give 1 FP

Invoke

Give 1 FP with aspect story
Take a +2 bonus or
Reroll the dice

Maneuver, Declaration, Assessment

Place aspect on target
Can invoke for free once

Conflict actions

Roll vs. range to target (0 if self), use shifts to ...

Move: move through borders on the map

Attack: take out the target

Maneuver: place aspect on target

Recover: clear some stress boxes

Defend: replace a stress threshold

Deploy: put resources on the map as a faction

Don't roll to ...

Continue: Repeat your previous action.

Assume that you rolled the same result.

Invoke more aspects if necessary.

Resist: Stop an opponent from succeeding when you are the target. Negate shifts by taking stress and/or consequences.

Edgerunnerreference

Solo

Sense

Interrupt others' actions after they declare them.

Rocker

Sway

Move multiple targets as single action in social conflicts

Fixer

Entourage

One lieutenant(extra) or two henchmen(goons) on call

Disposition

Modifier when using competencies for progress

- 4 **Luddite**: Bent on destroying the new until only the old remains
- 3 **Nostalgic**: Trying to bring back the old ways
- 2 **Conservative**: Holding onto the status quo with vigor
- 1 **Cautious**: Keeping to good old methods as long as possible
- ±0 **Adaptive**: Adapting to change, rather than driving it.
- +1 **Optimistic**: Welcoming, adopting and advocating progress
- +2 **Progressive**: Actively pushing for change
- +3 **Revolutionary**: Attempting to bring about major change
- +4 **Radical**: Set on crushing the last vestiges of the past

Competencies

Black ops	Procurement
Diplomacy	Public relations
Finance	R & D
Human resources	Resources
Legal	Security
Logistics	Trading
Manufacturing	Urban warfare
Marketing	* Leverage
Infotech	* Prestige

Nomad

Family

Share stress and consequences with friends

Corporate

Power

Access and use the skills of an attached faction

Netrunner

Alternate

Use alternate identity in the net

Focus

Modifier when using competencies against characters

- 4 **Lost**: Don't even know why they are still here
- 3 **Apathetic**: When the mission is just an insider joke
- 2 **Distracted**: Drowning in TPS reports
- 1 **Preoccupied**: Doing the small things first
- ±0 **Aware**: Everything according to the plan
- +1 **Enthusiastic**: Going the extra mile
- +2 **Committed**: Trying to do their best
- +3 **Passionate**: The mission comes before everything
- +4 **Zealous**: No mercy for whoever stands in the way

Don't know yet

Media

Credibility

Take direct action against factions.

Enforcer

Authority

2FP to refuse a compel on the aspect placed by the enforcer

Techie

Jury rig

Temporarily augment people and things

Influence

Modifier when using competencies against other factions

- 4 **Futile**: Laughing stock for friend and foe
- 3 **Weak**: Hardly a threat for anyone, easily manipulated
- 2 **Vulnerable**: Open to exploitation if you know how to
- 1 **Incompetent**: Not the best it can be
- ±0 **Stable**: Capable of holding their ground
- +1 **Efficient**: Adept at making a small difference
- +2 **Influential**: Others take notice when they do something
- +3 **Powerful**: Hard to stand in their way
- +4 **Dominant**: Opposing them is suicide

Controlling a faction

- Run it**: Become a corporate and control your faction as you see fit.
- Be a part of it**: List it as an upgrade. Use it by taking stress.
- Manipulate it**: Take it out in a conflict and have it act your way.
- Compel it**: Find an appropriate aspect and use a FATE point.
- Tell about it**: Remember rule zero