

Fate of Hârn Cheat Sheet

ASPECTS
Game Aspects: Defined at the start of the game but may evolve. Can be invoked, compelled, or used to create advantage at any time.
Character Aspects: Defined during character generation but may evolve. Can be invoked, compelled, or used to create an advantage at any time.
Situation Aspects: Lasts as long as the scene or NPC is in play or until no longer relevant or neutralised by a PC Overcome. Defined by the GM, or a player who Creates an Advantage.
Boosts: Situation Aspects that disappear once they are invoked.
Consequences: Attached to a character to avoid being ‘taken out’ in a conflict, usually phrased negatively. Lasts until ‘cured’.
The character creating any Consequence, Condition, Boost or Aspect gains a free invoke on it, which may be stacked with others.

SPENDING FATE POINTS (at GM discretion)
Buy off a Compel: avoid a complication that arises from the aspect being compelled by the GM.
Invoke an Aspect: add +2 to a roll or re-roll the dice.
Suggest a Compel: on another character’s aspect which the GM opts to offer that character.
Declare a story detail: introduce a plausible detail related to an aspect.

EARNING FATE POINTS (at GM discretion)
Accept a Compel offered by the GM: Gain the Fate Point immediately.
An aspect is invoked against you: Gain the Fate Point at the end of the scene.
Concede a conflict: At the end of the scene gain 1 Fate Point plus one per consequence taken.
Refresh: Fate Points do not carry over between sessions but Refresh is the starting number

COMPELS: You have this aspect in this situation ...
... so it make sense that (this) would happen.
... so it make sense you’d decide to (do this); which goes wrong when (this happens).

SKILLS
Athletics: represents general level of physical fitness, mobility and ability to dodge
Contacts: is about making and using connections with people and organisations.
Crafts: is practical ability and its level can reflect relative mastery of particular trades or professions.
Deceive: is used to lie and misdirect, including the use of disguises.
Empathy: is the emotional equivalent of Notice and can spot changes in a person’s mood or bearing.
Endurance: is physical fortitude and influences the physical stress a character can take.
Fight: covers all forms of unarmed combat, including use of clubs, staves and improvised weapons
Investigate: finds things out using concentrated effort and in-depth scrutiny or research.
Larceny: is about stealing things, getting into places you shouldn’t, and some other things that are ‘illegal’.
Melee: covers all forms of armed close quarter combat using weapons designed for the purpose.

SKILL ROLL
4dF + Skill compared to the opposition. Earn a shift for each point higher.

FOUR ACTIONS	Fail	Tie	Succeed (1-2 shifts)	Succeed with Style (3+)
Overcome: to achieve something or remove an obstacle (incl. a sit ⁿ aspect)	Fail, or Succeed at a SERIOUS COST	Succeed at a MINOR COST (e.g. BOOST to opponent)	Succeed & achieve goal	Succeed and achieve goal plus a BOOST with a free invoke
Create Advantage: name, or discover, a new Aspect	Fail, or Succeed in a way that might benefit them &/or disadvantage you	Succeed and gain a BOOST with a free invoke	Succeed & gain a free invoke on the new/ discovered aspect	Succeed & gain two free invokes on the new/ discovered aspect
Create Advantage: exploit an existing/ known Aspect	Fail & give a free invoke on the aspect to the opposition	Succeed and gain a free invoke on the aspect	Succeed & gain a free invoke on the aspect	Succeed & gain two free invokes on the aspect
Attack/Defend: aim to cause/avoid harm	Defender unharmed & also gains a BOOST if defence succeeds with style	No harm to defender	Defender takes Stress equal to Shifts of success	Defender takes Stress equal to Shifts of success, which can be traded for BOOSTS
Overcome/Create Advantage with a Shek P’var Skill/Shamanic Rites	Succeed but Shek P’var takes 1 extra Mental Stress (Shaman takes 1 extra Mental or Physical Stress) per point of failure		Succeed (with a free invoke if creating an advantage)	Succeed with a BOOST (or 2 free invokes if creating an advantage)
Overcome/Create Advantage with Privy Purse	Succeed but reduce Privy Purse by Cost+1; If Privy Purse drops to zero or less, then ‘debt’	Succeed but reduce Privy Purse by Cost	Succeed	Succeed and discuss ‘Possession Aspect’ with GM

Missiles: covers the use of all ranged weapons including melee weapons designed to be thrown.
Provoke: can cause fear, anger, shame, etc., and using fear and threat to intimidate, dominate or manipulate.
Rapport: is about influencing people and getting them onto the character’s side using honesty and charisma.
Ride: (drive a wagon pulled by) a beast of burden such as a horse, ox, donkey etc.
Ritual: is knowledge of a particular church, theology or faith and must state the deity/church it relates to.
Scholar: is intellectual ability and knowledge of the world and its languages/scripts.
Stealth: allows characters to avoid detection, by hiding in place or moving about unseen.
Strength: represents the character’s raw physical power and influences the damage they can inflict
Survival: is living off the land, finding shelter, identifying useful (and dangerous) things in nature.
Will: is mental fortitude and can influence the mental stress a character can take.
Noticing Things: The GM will use the context to decide which skill is appropriate to notice things.

Active Opposition: another character rolls and the two totals are compared
Passive Opposition: roll against a static difficulty defined by the GM.

CHALLENGES One or more characters try to Overcome an especially complicated or dynamic obstacle
GM describes any situation aspects and which skills will be needed and, possibly, in what sequence.
GM determines if all the rolls are by one character or whether more characters can be involved.
Each step requires a passive Overcome action with difficulty set by the GM.
Characters not involved with the Challenge might be able to Create Advantages. Free invokes can be passed to participants who can also apply Boosts from previous Overcome actions.
The GM narrates the situation based on which part of the challenge was overcome, or not.

DEALING WITH DAMAGE
<i>Either</i> ... Fill in one stress box greater than or equal to the value of the damage taken from an attack,
<i>or</i> ... Fill in one stress box and take one or more consequences.
<i>or</i> ... Take one or more Consequences,
If that doesn't absorb all the damage the character is Taken Out

CONTESTS Two or more characters are competing to achieve a goal only one of them can succeed at
GM describes situation aspects, nature of the Contest, establishes who is participating and describes the 'sides'.
In any exchange a character can Create an Advantage but failure means they forfeit their Overcome action; no one rolls more than once per round.
During each exchange Contesting characters roll an Overcome action with the appropriate skill.
The character with the highest result/most shifts of success scores a 'victory'
If one character Succeeds with Style they get two victories.
If there's a tie, no one gets a victory, and an unexpected twist changes the Contest's parameters.
The first character to achieve three victories wins the Contest.

TAKEN OUT
The personal loss and what happens to the Taken Out is decided by the character who took them out (or the GM if it's an NPC).
They can't narrate anything that's out of scope for the conflict but it gives them a lot of power.
Stress: is recovered between scenes as long as the GM rules that there is a reasonable break in the action. Where there is no break then the GM may rule that Stress remains in place

CONFLICTS Two or more characters are try to do one another physical or mental harm
GM describes situation aspects, zones, initial set-up, establishes who is participating and 'sides'.
Turn order uses Melee/Fight or Missiles in close or ranged combat; Stealth/Larceny or Stealth/Survival in other urban or non-urban settings & Athletics splits ties. Use Empathy in social situations with Will splitting ties. OR GM DECIDES BASED ON SITUATION!
In each exchange each character takes an action in turn order and resolves it before the next character acts.
During another character's turn everyone else defends, opposes, or responds to their actions as necessary.
At the end of everyone's turn, start again with a new exchange
A character can give up their action in any exchange and opt for Full Defence (+2 to Defend against all attacks).
The Conflict ends when all the characters on one side have conceded or been taken out

RECOVERY FROM STRESS OR CONSEQUENCES
Mild Consequence: Overcome+2 & wait one whole scene
Serious Consequence: Overcome+4 & wait one whole session
Grievous Consequence: Overcome+6 & wait one whole scenario
Crippling Consequence: Overcome+8 & wait until a Major Milestone. Meanwhile it temporarily replaces an Aspect.

CONCEDING in a CONFLICT
A character can interrupted any action at any time before the roll is made to Concede the conflict. Conceding gives the enemy what they wanted from the conflict but the Conceding character decides what happens to them. Conceding does cost; the GM should have a character lose something important to them ... and stimulate them to recover it! This is a much lower cost than being Taken Out. The Conceding character also gains a Fate Point for Conceding plus 1 Fate Point per Consequence taken during the conflict.

MILESTONES & CHARACTER DEVELOPMENT
MINOR MILESTONE At the end of any session, or when one piece of a story has been resolved; choose 1 from: <ul style="list-style-type: none">Switch the rank values of any two skills, or replace one Average skill with one that isn't on the sheet yet; ORchange any single stunt for another stunt; ORPurchase a new stunt, provided there's the REFRESH to do so. (Remember, REFRESH can't be less than 1); ORRename one ASPECT that isn't the HIGH CONCEPT or TROUBLE (though in the early sessions of a first campaign the GM may find it useful to allow the players to fine-tune ANY aspect). PLUS ... Note that any treated Serious Consequence will have recovered at the end of the NEXT session.
SIGNIFICANT MILESTONE At the end of a scenario, or the conclusion of a significant plot event, or at the end of every three or so sessions; as well as a MINOR MILESTONE, choose 1 from: <ul style="list-style-type: none">Gain one additional skill point, which can be spent to buy a new skill or increase an existing skill by one level; BUT no character can have more skills at any rank than at the rank below it. PLUS ... Note that any treated Grievous Consequence will have recovered at the end of the NEXT scenario.
MAJOR MILESTONE At the end of a story arc, or every three or so scenarios, or when a main NPC villain is defeated etc.; as well as a MINOR and a SIGNIFICANT MILESTONE: <ul style="list-style-type: none">Gain an additional point of REFRESH, which can be used to buy a NEW STUNT or left as a higher REFRESH; ANDThe player may change the character's HIGH CONCEPT or TROUBLE, though the GM may challenge the player to do so in relation to events in the campaign to date. PLUS ... Note that any treated Crippling Consequence will have recovered when the GM determined conditions are met.

Shek Pvar Spell Casting Summary

SPELL DURATION DIFFICULTY		+	SPELL AREA OF EFFECT DIFFICULTY		+	SPELL RANGE DIFFICULTY	
Instant - the next relevant friendly (or unfriendly) die roll	+0		Tiny - Thumb-sized	+0		Same Zone as the caster	+0
A full exchange around the table	+1		Very small - Fist-sized	+1		1 Zone away	+1
A complete contest, challenge or conflict in this scene	+2		Small - Dog-sized	+2		2 Zones away	+2
The rest of this scene	+3		Man-sized	+3		3 Zones away	+3
This scene and all the next one	+4		Big - Horse-sized	+4		The other side of a large building/Small Temple	+4
The rest of this session	+5		Huge - Elephant/Room-sized (often a Zone)	+5		The other side of a Keep	+5
This session and all the next one	+6		Enormous - House-sized (often a Zone & an adjacent Zone)	+6		The other side of a Village	+6
A season	+7		Gigantic - Small Temple-sized	+7		The other side of a Town	+7
A year	+8		Vast - Keep-sized	+8		The other side of a City	+8
A few years	+9		Village-sized	+9			
A decade	+10		Town-sized	+10	+	TARGET CHARACTER'S WILL if the spell is aimed at their mind	
A lifetime	+11		City-sized	+11	+	TARGET CHARACTER'S ATHLETICS if is aimed at their body	
Eternity (i.e. permanent)	+12						

CASTING TIME BONUS (how long until spell takes effect?)	
Instant: during the mage's current turn	+0 ^J
Until the mage's next turn – after everyone else's actions	+1 ^J
Until the end of the current contest, challenge or conflict	+2 ^J
Until the start of the next scene	+3
Until the start of the scene after next	+4 ^P
Until the start of the next session	+5 ^P
Until the start of the session after next	+6 ^P
^J : Jmorvi -1 convocational modifier ^P : Peleahn -1 convocational modifier	

The Code of the Shek Pvar

- *Bring not the scorn of the ordinary folk upon thy brothers, nor make with thine Art a place for thyself above them;*
- *Spread not thy Lore, even among thy brothers, without the sanction of thy peers;*
- *Keep sacred and free from harm thy Chantry;*

OTHER BONUSES
+1 per caster of the same Convocation who knows the spell &/or has a tome/scroll to follow
+ value of a Consequence taken voluntarily by the caster
+2 if the caster's Convocational Focus is invoked

DIAMETRIC CONVOCATIONS	
Lyahvi (Light & Air)	Fyvria (Growth & Decay)
Peleahn (Fire & Heat)	Odvishe (Water & Shadow)
Jmorvi (Metal & Craft)	Savorya (Spirit & Mind)

SHEK-PVAR STUNTS
Gesture: +2 when throwing the whole body into the ‘casting’ (including ‘ritual dance’!), but accept a -2 modifier to the roll when standing still/ avoiding movement
Cant: +2 when loudly shouting/chanting, but accept a -1 modifier to the roll when casting in whispers and -2 when remaining silent
Student of [Essence]: +2 when working with this Convocational Essence, except when Conjuring

COST OF SPELL CASTING
1 Mental Stress (Mental OR Physical Stress for a Shaman) + 1 extra Mental Stress (Mental OR Physical Stress for a Shaman) per point of failure on the roll.

- *Succour not a renegade of the Art, but strike him down with thy power, else summon thy brothers to thine aid;*
 - *Make tithe to thy Chantry a portion of thy arcane treasure to thy brother's benefit*
- Breaking the Code costs the spell-caster points of Transgression**