### COMBAT CHEAT SHEET

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| The Ladder  |  |  | | --- | --- | | +8 | Legendary | | +7 | Epic | | +6 | Fantastic | | +5 | Superb | | +4 | Great | | +3 | Good | | +2 | Fair | | +1 | Average | | 0 | Mediocre | | -1 | Poor | | -2 | Terrible |  Aspects  * An aspect created in combat is a situation aspect which lasts for one scene * Invoke an aspect for a +2 or reroll. Costs one Fate Point unless you have a free invocation. * Free invocations can be used by the person who created them, or passed on to someone else.  Taking Damage Fill in one stress box greater than or equal to the number of shifts inflicted; take a consequence; or do both. If you can't do one of these three things, you're taken out   * **Mild:** 2 shifts * **Moderate:** 4 shifts * **Severe:** 6 shifts  Types of Combat  * **Melee:** Fight vs Fight * **Ranged:** Shoot vs Athletics * **Mental:** Provoke vs Will * **Magical:** Arcana vs. Athletics or Arcana vs. Will | Skill Roll Roll four **Fate dice** and add to your skill rating. For each step on the ladder greater than the opposition, you gain one **shift**. Earn three or more shifts to succeed with style. Attack  * **Fail:** You do not hit the target * **Tie:** You get a boost on the target * **Succeed or succeed with style:** Your target takes damage equal to the number of shifts * **Succeed with style:** You can turn one shift into a boost  Defend  * **Fail:** The attack hits * **Tie:** The attack misses but your opponent gets a boost on you * **Succeed:** You avoid the attack * **Succeed with style:** You avoid the attack and gain a boost on your attacker  Create an Aspect  * **Fail:** The aspect is not created * **Tie:** You get a boost instead of the aspect * **Succeed:** Create the aspect with one free invocation * **Succeed with style:** Create the aspect with two free invocations  Fill an Aspect  * **Fail:** The opposition gain a free invocation * **Tie or succeed:** You gain one free invocation * **Succeed with style:** You gain two free invocations  Remove a Situation Aspect  * **Fail:** The opposition gain a free invocation * **Tie or succeed:** The aspect is gone * **Succeed with style:** The aspect is gone and you have a free boost on the opposition  Healing Put an asterisk by the consequence to start healing. Once the relevant time has passed, remove the consequence.   * **Mild:** starts at the end of the scene, takes one scene * **Moderate:** starts at the end of the session, takes one session * **Severe:** starts at the end of the scenario, takes one scenario  Useful Aspects Off-balance, disarmed, hurt, confused, disoriented, waiting for orders, scared, out of ammo, bleeding |