Versions of Fate from Evil Hat Productions

Fate 1

House-rule hacks of Fudge by Rob Donoghue & Fred Hicks. Lost to the mists of time. [c. 2000]

Fate 2

Free to download. Indie-RPG-Award-winning. updated version from Fred & Rob. [c. 2003]

Open Licensing

Learn more about Fate's open licenses at: faterpg.com

Fate Core System

A complete rewrite of Fate from the ground up. Streamlines a number of prior system concepts, introduces the four core actions of the game, and more. Turned from a single book into a robust product line thanks to 10,000+ backers via Kickstarter. [2013]

Dresden Lives

Fate-style dramatic LARP in the Dresden Files universe. [Upcoming]

Fate 3

Versions contained within two "indie blockbuster." commercially published games from Evil Hat. Spirit of the Century served as the standard system reference for this version. Г20061

Spirit of the Century (SOTC)

[2006]

The Dresden **Files RPG** [2010]

Our Paranet

Shadow of the Century

Spirit of the Century gets updated to the dark future of the 1980s! [Upcoming]

Fate Accelerated Edition (FAE)

Family friendly, low-page-count version of Fate that uses Approaches instead of Skills. Fate Accelerated is minimalist and a bit of a paradigm shift, but its heart marches to the Fate Core drumbeat, and its ideas blend together comfortably with anything from Fate Core System.

Fate Worlds & Adventures!

We're working steadily to make more stuff in this vein, thanks to our crowdfunding efforts. Check out these & look for more in the coming months!

Fate Worlds: Worlds on Fire Fate Worlds: Worlds in Shadow The Aether Sea Romance in the Air Save Game Secrets of Cats Many others in digital format

More to come: http://patreon.com/evilhat

Atomic Robo RPG

Super-fast-to-getstarted version of Fate using Modes. Teaches the game with strong visual examples from the graphic novels.

War of **Ashes**

FAE's approaches + minis combat! [Upcoming]

Dresden **Files Accelerated**

[Upcoming]

Do: Fate of the Flying **Temple**

[Upcoming]

Young **Centurions**

Young adult SOTC! [Upcoming]

Fate Worlds

Collections of ready-made settings and scenarios with rules hacks to support them.

Fate System Toolkit

All-you-can-eat plug & play rules options for making Fate Core your own.

Accessories!

Check out our line of Fate Dice, the Deck of Fate, and Campaign Coins' Fate Tokens!

What's Different Between Fate Core and Accelerated?

| Topic | Fate Core System | Fate Accelerated Edition (FAE) |
|------------------------|---|--|
| Overview | Fate Core System is a complete rewrite of Fate from the ground up. Core streamlines a number of prior system concepts, introduces the four core actions of the game, and more. | Family friendly, lightweight version of Fate Core that uses Approaches instead of Skills. FAE is minimalist and oriented on speed over detail. Its ideas blend together comfortably with anything from Fate Core System. |
| What Really Matters | If you like lots of examples, more detailed characters, and the underlying gears of the game illuminated so you can tinker with them extensively, Fate Core is the right fit for you. | If you like something you can read quickly, streamlined to get you started playing as quickly as possible, with highly flexible and lightweight character builds, Fate Accelerated is your bag, baby. |
| Is it Fate Core? | Definitionally, yes! | Yes, also! Fate Accelerated is a low-page-count, highly affordable, streamlined version of Fate Core, but it is still, at its heart, Fate Core. |
| Mechanics | Default skill list features 18 skills with full writeups. This makes the focus on what you're trying to do and what specific expertise you have to apply to a problem. | Default skill list is 6 approaches that function more like "attributes" from other games. This makes the focus on how you do things. |
| | Stunts are written up with several examples and a number of different styles of implementation. | Stunts are simplified, using a few easy fill-in-the- blanks templates to make designing yours a snap. |
| | Defaults to two stress tracks (mental & physical) with discussion of how to add more if desired. Stress tracks are affected by some of your skill choices. | Every PC has a single stress track of the same size, which isn't modified by your approaches. |
| Examples & Advice | Extensive and detailed | Sparser and lightweight |
| Art | Richly varied, with occasional "scary", by Kurt Komoda | Varied and more family-friendly, by Claudia Cangini |
| Page Count | ~300 (about 93,000 words) | ~50 (about 14,000 words) |
| Format | 6"x9" black and white interior hardcover | 6"x9" black and white interior softcover |
| Product Code | EHP0001 | EHP0002 |
| Price (MSRP) | \$25 USD | \$5 USD |