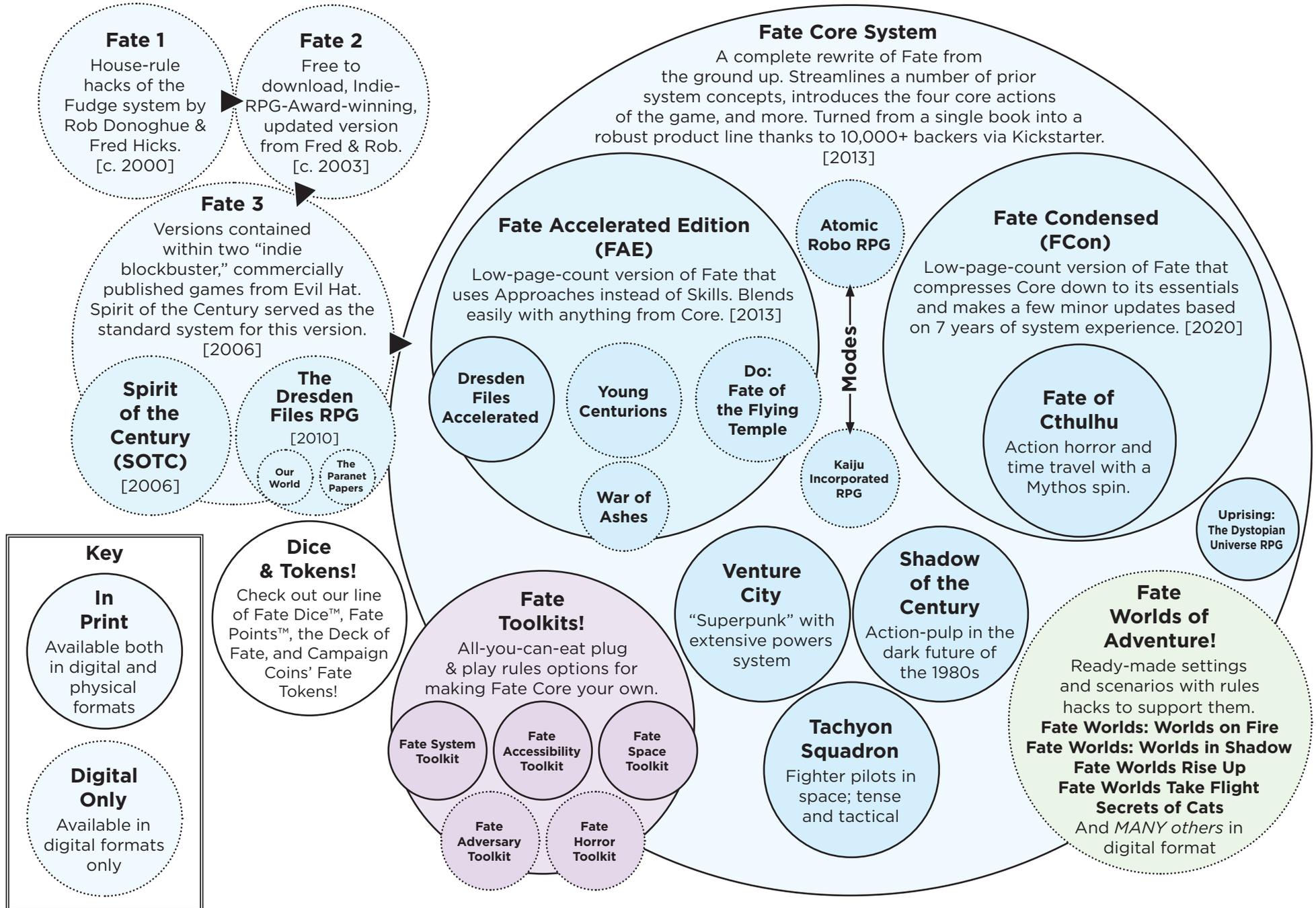


# Versions of Fate from Evil Hat Productions



# What's Different Between Core, Accelerated, and Condensed?

Topic	Fate Core System (Core)	Fate Accelerated Edition (FAE)	Fate Condensed (FCon)
<b>Overview</b>	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.	Friendly, lightweight version of Core that uses Approaches instead of Skills. Minimalist. Oriented on speed over detail. Blends together comfortably with anything from Fate Core System.	A compact, stand-alone version of Fate Core streamlined for clarity and ease of reference. Features small refinements to stress, turn order, advancement, and rules options.
<b>What Really Matters...</b>	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, FAE is your bag, baby.	If you like the most current and modern version of Fate that sticks close to Core's defaults while providing a few minor revisions to the system, FCon is the one you're looking for.
<b>Is it Fate Core?</b>	By definition, yes!	Yes, also! FAE is a low-page-count, highly affordable, streamlined version, but it is still, at its heart, Fate Core.	Yes! FCon compresses Core down to a few pages, with minor revisions based on a decade of design experience.
<b>Skills</b>	Default skill list features 18 skills with full writeups. Focuses 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.	Has 19 skills with simple one-paragraph writeups. Same list as Core, but splits Lore into Lore (fringe knowledge) and Academics ("standard" knowledge).
<b>Stunts</b>	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.	Stunts work as they do in Fate Core, but with few examples in the interests of brevity.
<b>Stress</b>	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.	To minimize confusion and speed up onboarding, stress boxes are one-point. Otherwise it's as with Core: physical & mental tracks affected by skill choices.
<b>Examples &amp; Advice</b>	Extensive and detailed	Sparser and lightweight	Sparse, keeping focus on the rules
<b>Page Count</b>	~300 (about 93,000 words)	~50 (about 14,000 words)	~60 (about 22,000 words)
<b>Format</b>	6"x9" B&W interior hardcover	6"x9" B&W interior softcover	6"x9" B&W interior softcover
<b>Product Code</b>	EHP0001	EHP0002	EHP0055
<b>Price (MSRP)</b>	\$25 USD (digital PWYW)	\$5 USD (digital PWYW)	\$8 USD (digital PWYW)

# How do I use Fate for my own game designs?

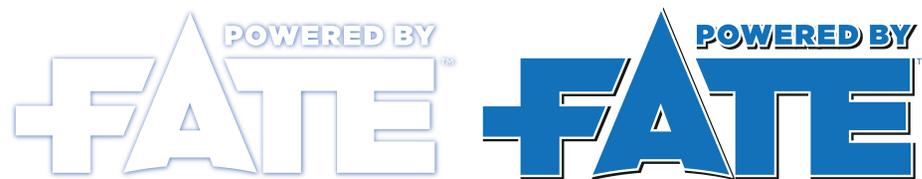
This is a summary of information found at <http://www.faterpg.com/licensing/> – visit that site to get ALL the details!

## OPEN LICENSING OF THE SYSTEM

- **Fate Core**, **Fate Accelerated**, **Fate Condensed**, and the **Fate System Toolkit** all have full-text open-licensable system reference documents (SRDs) made available at the above linked website.
- **Fate Condensed** and **Fate Accelerated** have a low word-count, making it possible for you to embed the entire system in your game without eating up a ton of pagecount. **Condensed** is the most recent.
- Pick the licensing scheme that’s most comfortable, familiar, and understood by you. You don’t need Evil Hat’s approval – that’s the beauty of an open license. Fly! Be free! Make games!
- Here are the two licenses available, in brief:
  - » The **Open Game License (OGL)** is a popular choice that is well-known in gaming circles. This is a good choice if you’re already familiar with its use, or if you’re looking to intermix your content with other OGL licensed content.
  - » For another open license option, we offer the **Creative Commons Attribution (CC-BY) license**. Unlike some other Creative Commons options, this is not “viral”—you don’t have to make your derived content open at all.
- Again, refer to <http://www.faterpg.com/licensing/> to get all the details, including the license-mandated text you must include in your implementation.

## PUTTING A FATE LOGO ON YOUR GAME

We provide a “**Powered By Fate**” logo for your use should you wish to brand your product as a Fate game. (The Fate Core, Accelerated, and Condensed logos will remain the property and trademarks of Evil Hat Productions, LLC.) You can find the Powered by Fate logo on the Fate licensing website at <http://www.faterpg.com/licensing/>



## USING THE FATE CORE ACTION ICONS

Finally, we provide a Fate Core Glyphs font to use for the Four Actions, display Fate Dice results, and quickly create stress tracks. You can download the font (and find necessary licensing text to include when using the font) at <http://www.faterpg.com/licensing/>

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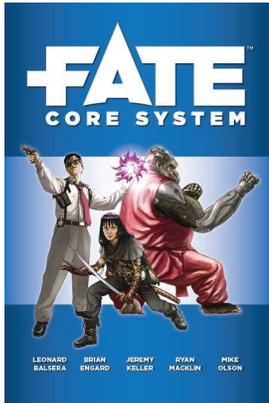
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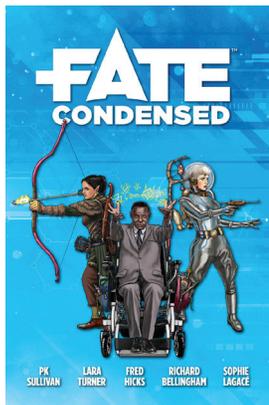
# Selections in Fate for the Gamer Seeking Inspiration

## START WITH...



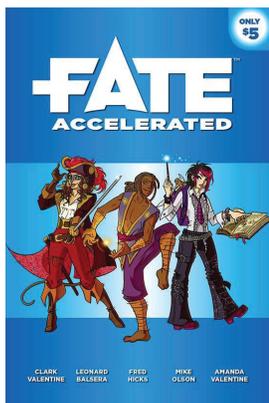
### Fate Core System

- The whole system, explained.
- Lots of examples.
- Lots of looks under the hood.
- Extensive advice for playing and running.
- The original Fate Core that started the line.



### Fate Condensed

- The whole system, explained.
- Just the rules, no frills.
- Tweaks and revisions to the system to make it run even better.
- Prepackaged optional rules to make it easy to make the game your own.
- Most recent version of Fate Core.



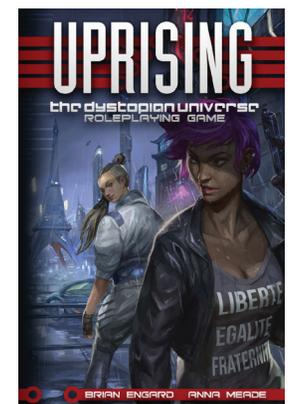
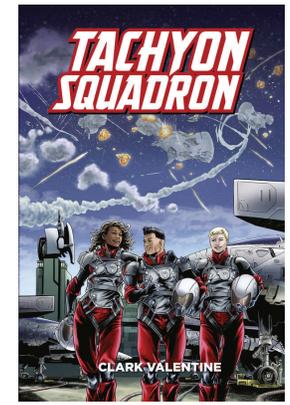
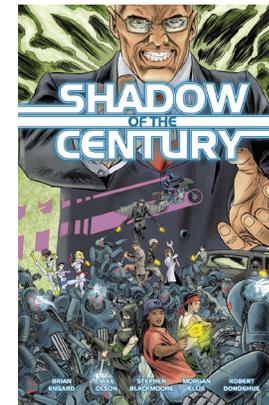
### Fate Accelerated

- The whole system, explained.
- Fewer skills, focusing on “how” more than “what” you do.
- Lighter-weight and simplified system ideas make getting to start of play as fast as possible.

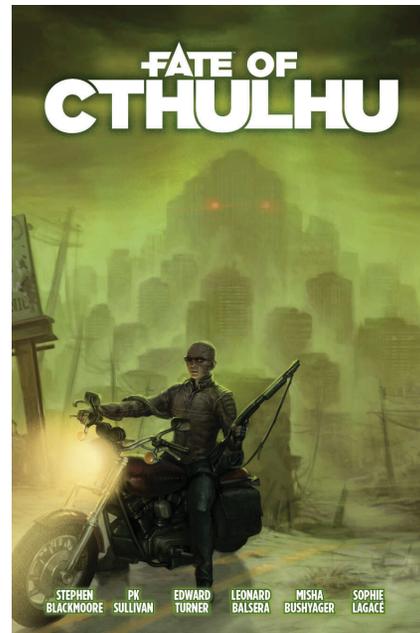
## THEN TAKE A LOOK AT...

### Setting Books

- Venture City for superpowers in a “superpunk” world.
- Shadow of the Century for 1980s action pulp.
- Tachyon Squadron for dogfighting pilots in space.
- Dresden Files Accelerated for urban fantasy.
- Fate of Cthulhu for action-horror time travel with a Mythos spin.
- Uprising for futuristic dystopian rebellion.

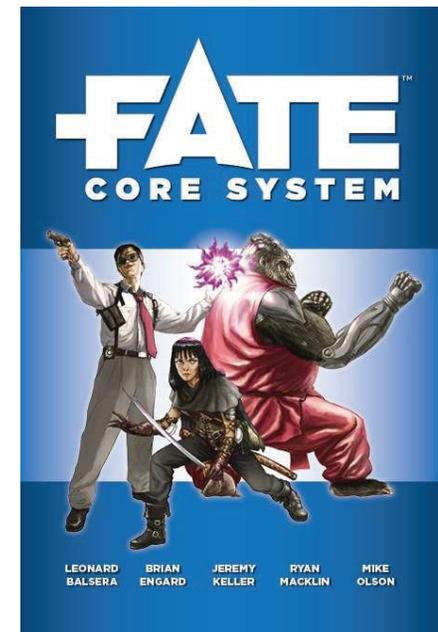
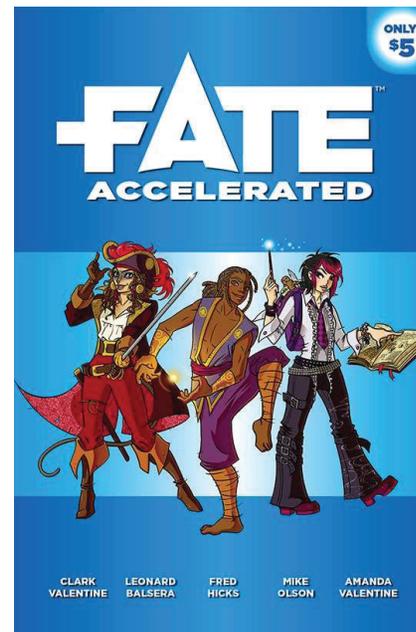
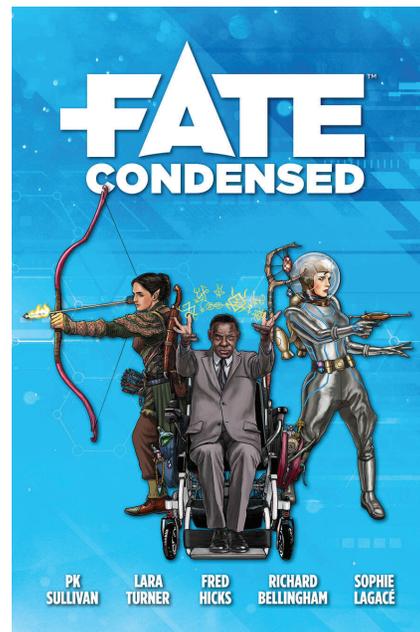
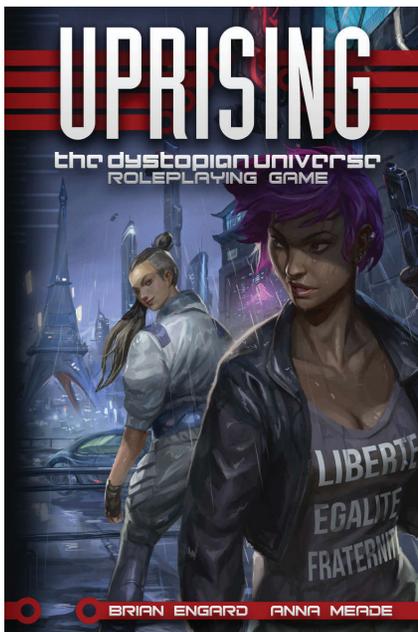


# Selections in Fate for the “One Book Is All I Want” Folks



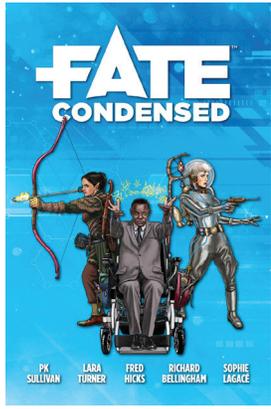
## STAND-ALONE FATE BOOKS

- Dresden Files Accelerated for urban fantasy set in the bestselling novel series (but easily used for other urban fantasies).
- Fate of Cthulhu for action-horror time travel with a Mythos spin. Terminator smashed into Cthulhu!
- Uprising for futuristic dystopian rebellion. Uses a “playbook” style of character creation for speedy setup.
- Fate Condensed, Fate Accelerated, or Fate Core for you to pair with any setting concept, whether it’s your homebrew setting or favorite popular media. Pick the flavor of Fate that matches your tastes and go! (On a budget? You can get Condensed and Accelerated for \$13 total.)



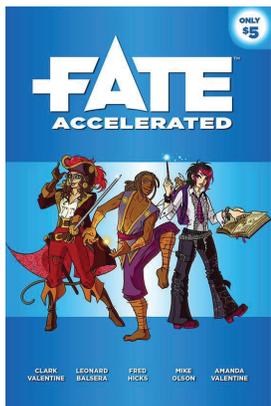
# Selections in Fate When You're Looking to Run a One-Shot

## START WITH...



### Fate Condensed

- The whole system, explained.
- Just the rules, no frills.
- Tweaks and revisions to the system to make it run even better.
- Prepackaged optional rules to make it easy to make the game your own.
- Most recent version of Fate Core.



### Fate Accelerated

- The whole system, explained.
- Fewer skills, focusing on “how” more than “what” you do.
- Lighter-weight and simplified system ideas make getting to start of play as fast as possible.

## THEN TAKE A LOOK AT...

### Fate Worlds of Adventure

- Dozens of ready-to-run, quickly digested settings and adventures in multiple genres, available to download from [evilhat.itch.io](http://evilhat.itch.io) or [drivethrurpg.com](http://drivethrurpg.com)
- Pay What You Want for any of them!

