

WHAT'S IN HERE?

The Deck of Fate is actually three decks in one! You can combine them together if it suits your play goals, or use them separately for a variety of purposes. In this package you'll find:

- A 6-card "Accelerated Arcana" deck: Six inspirational images, or for each of the approach from Fate Accelerated
- A 9-card "Core A can deck: Nine inspiration images covering Nine concepts, with spect style" positive and negative was on each.
- An 81-car "Dice Card" deck: Shuffle this deck and draw to simulate the toss of four Fate Dice. Inspirational phrases are found on each card to give you cues on how to interpret the result.

SECRETS OF THE DECK OF FATE

• The backs of the cards can double as fate point counters.

You can shuffle the Accelerated Arcana and draw from it to randomly determine your approaches for your Fate Accelerated character: first draw is the +3, etc.

Draw com to deck to rand by ditermine a character aspect—or at least get a good starting-point. This works especially well with the Core Arcana, but can work with the Dice Cards as well.



SECRETS OF THE DECK OF FATE (Cont'd)

• If you're not using one or both of the Arcana decks, consider using a card per player as an initiative tracker: show the art when you haven't taken your turn yet, flip it over when you have.

• Each Dice Card has a set of symbols on it: A mix of tye to three Moons () had or Suns (), or an Estipse (). Eclipses are found on unique cards. The symbols are found on tyrds where the dice comparation is rary.

· You can tiz 'variable effect" stunts into these symbols; +I per Moon or Sun, for example, with a special big effect when an Eclipse is drawn.

THE LADDER FOUR ACTIONS

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



Overcome: Get past an obstacle.



Create an
Admitage:
Avecan aspect

or See.



another character.

Defend: Prevent

Defend: Prevent attacks or advantages on you.

FOUR ON SOMES

Fail: Far you action or succeed at major cost.

Tie (O sits): Succeed at minor cost.

Succeed (1-2 shifts): Success at no cost.

Succeed with style (3+): Succeed w/ added benefit.

INVOKING

(costs a fate point, or free; free ones may stack)

- +2 to your skill roll; reroll all your dice;
- +2 to another character's roll vs. passive opposition;
- +2 to the passive opposition vs. another character

COMPELLING

(accept a complication for a fate point)

Event-based. Ou have _____ aspect and are in _____ struation, so it makes sense that unfortunately, _____ would happen to you famn your luck.

Decision-based: You have _____ aspect in _____ situation, so it makes sense that you'd decide to _____. This goes wrong when _____ happens.

