

What a Player Can Do in SOTC

FP = Fate Point

Aspects

Accept or reject a *compel* from the GM (gain a FP for accepting, lose one to reject)

suggest a compelled aspect to the GM

Invoke an aspect (pay a FP; Add +2 to your effort, or reroll a result)

Tag an aspect on another character, or the scene (otherwise the same as invoking)

Tag a scene aspect to use the environment (pay a FP; use one skill for another, based on the setting)

Other Uses of Fate Points

spend a fate point to make a *minor Declaration* (adding elements to the story)

spend a fate point to give yourself a +1 effect bonus (no aspect required)

General Actions

Make a Skill Roll for a Simple Action (against a target difficulty)

Make a Skill Roll to make a *Declaration* (place an aspect which you can tag once for free)

Make a Skill Roll in a Contest against an opponent

Use a Stunt (may require a fate point or a skill roll)

Conflicts

Make a Skill Roll to do harm to an opponent in a Conflict

Make a Skill Roll to perform a *maneuver* (place a temporary aspect which you can tag once for free)

Make a Skill Roll to create a *Block* (number of shifts equals the difficulty of overcoming the block)

Other Actions in an Exchange

You may spend leftover Shifts to move or do other minor actions, or just to add glory to the action

If you defend with 3 or more shifts, you can take *Spin* on your next action (+1 with narration)

You may spend your entire turn defending yourself (+2 to defense rolls)

You may spend your entire turn moving (sprinting, for example)

Stress and Consequence

If you take Stress, you can choose to take a Consequence instead

If you take a Consequence, you decide what form it takes

In a conflict, you can concede, offering terms for your character being taken out; if your opponent rejects a reasonable offer, they give you a Fate Point.