

Fate Achievements

The purpose of this document is to encourage new Fate players to make full use of the system by providing a checklist of actions that they can take.



TITLE	USE	FATE CORE
<input type="checkbox"/> Imaginator	Spend a Fate point to declare a story detail	p13
<input type="checkbox"/> Troublemaker	Gain a Fate point by compelling your own aspect	p14
<input type="checkbox"/> Teamworker	Help another character with their skill roll	p174
<input type="checkbox"/> Bouncer	Oppose an enemy character's action with active opposition	p131
<input type="checkbox"/> Creator	Create an advantage	p136
<input type="checkbox"/> Combiner	Use two free invokes of aspects in the same skill roll	p70
<input type="checkbox"/> Tableturner	Succeed at a serious cost after a failed Overcome action	p134
<input type="checkbox"/> Withdrawal	Concede a conflict	p167
<input type="checkbox"/> Fight Without Fighting	End a conflict by compelling the opponent to leave the scene	p71
<input type="checkbox"/> Inspirer	Boost a teammate's roll by invoking one of their aspects.	p68

Inspired by the work at <http://bit.ly/2pXiw1P>.

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