

FATE

CORE SYSTEM

GM EMULATOR

To use:

- ❖ Ask a yes or no question
- ❖ Decide how likely a yes would be (options along left side of chart)
 - ❖ Roll four fudge dice (results along top)
- ❖ See where the row and column intersect and interpret the result.

	-4	-3	-2	-1	0	+1	+2	+3	+4
Sure Thing	No	Yes, but	Yes	Yes	Yes	Yes, and	Yes, and	Yes, and	Yes, and
Very Likely	No	No	Yes, but	Yes	Yes	Yes	Yes, and	Yes, and	Yes, and
Likely	No	No	No	Yes, but	Yes	Yes	Yes	Yes, and	Yes, and
50/50	No, and	No	No	No	Yes, but	Yes	Yes	Yes	Yes, and
Unlikely	No, and	No, and	No	No	No	Yes, but	Yes	Yes	Yes
Very Unlikely	No, and	No, and	No, and	No	No	No	Yes, but	Yes	Yes
Nigh Impossible	No, and	No, and	No, and	No, and	No	No	No	Yes, but	Yes

Yes, but it's not simple or straightforward; there are complications.

No, and then some; it's the worst possible outcome and maybe a little more.

Yes, and it's even better than you'd hoped; it's your lucky day.