

# FATE: Modesty Blaise

Ex-criminal Superspies versus current criminal depraved supervillains thanks to Peter O'Donnell, Jim Holdaway and Enrique Badia Romero.

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## SETTING

Pre-mobile phone modern. Fancy radio communication is cool. Sixties to eighties works nicely. Modesty Blaise is the retired ex-head of the criminal Network organisation, rising from wandering orphan at a very young age. Blackmailed agreeable into helping out the British Secret Service by Gerald Tarrant she is officially a British citizen. Platonic best friends with Willie Garvin, turning his life around after pulling her out of prison. Previously her second in command the partners are ultra-competent and deadly adversaries, more than capable of taking on greater odds. Stylish and sophisticated and witty, their adventures are brilliant in prose and comic. Allies and previously outdone enemies abound throughout the world.

## ISSUES

Sir Gerald has a problem. Again. The British Secret Service is still useless. If it doesn't involve a sociopathic, psychopathic or depraved supervillain we'll be disappointed. Too tough? Target their friends. Crime doesn't pay if we disagree with it.

## THE PLAYERS

Modesty Blaise

Ex-Crimelord

Retirement is boring

Willie, I Really Need You Now!

Orphan Out of Everywhere

No drugs!

Yes, I've got a place on this continent.

F: Incredible +4  
A: Incredible +4  
S: Good +1  
E: Remarkable +3  
R: Excellent +2  
I: Incredible +4  
P: Incredible +4

Resources Incredible (+4)  
Popularity -Remarkable (-3)

#### Other Skills

Amazing (+5) Leadership, Linguist, Kongo, Pistol, Quarterstaff, Survival  
Incredible (+4) Alertness, Contacts, Rapport  
Remarkable (+3) Intimidation, Weapons  
Excellent (+2) Burglary, Deceit, Drive, Empathy, Investigation, Lapidary, Pilot, Ride, Stealth  
Good (+1) Dance  
Typical (+0) Academics, Art

#### Stunts

Close At Hand, Face the Pain, Money Talks, Preemptive Grace, Quick Draw, Shot On the Run

Acrobat, Big Name, Cold Read, Con Man, Criminal Mind, Death Defiance, I Know A Guy Who Knows A Guy, Inner Strength, Martial Arts, Mental Blueprint, Signature Strike, Tripwire Sensibilities

#### Willie Garvin

Ex-Crimelord 2IC  
Retirement is boring  
What the Princess says goes  
Don't count the Princess out  
A Girl In Every Port  
No drugs!  
I Do Own a Circus, Actually. Also, a Pub.

F: Incredible +4  
A: Remarkable +3

S: Excellent +2  
E: Remarkable +3  
R: Excellent +2  
I: Amazing +5  
P: Remarkable +3

Resources Remarkable (+3)  
Popularity -Remarkable (-3)

#### Other Skills

Unearthly (+7) Knife  
Amazing (+5) Alertness, Rapport, Throw  
Incredible (+4) Contacts, Intimidation, Quarterstaff, Rifle, Survival  
Remarkable (+3) Disguise, Empathy, Engineering, Linguist, Ride, Survival, Weapons  
Excellent (+2) Burglary, Deceit, Drive, Gambling, Leadership, Pilot, Ride, Stealth  
Good (+1) Academics, Science  
Poor (-1) Pistol

#### Stunts

Danger Sense [His Ears Prickle], Everybody's Friend, Good Arm, Headquarters, Scary,  
Scientific Invention, Uncanny Hunch

Acrobat, Big Name, Cold Read, Con Man, Criminal Mind, Death Defiance, I Know A Guy Who  
Knows A Guy, Inner Strength, Martial Arts, Mental Blueprint, Signature Strike, Tripwire  
Sensibilities

#### Sir Gerald Tarrant

British Secret Service Chief.  
I Must Have Modesty Blaise!  
What's a bit of blackmail between friends?

F: Typical +0  
A: Good +1  
S: Typical +0  
E: Good +1  
R: Excellent +2  
I: Excellent +2  
P: Remarkable +3

Resources Incredible (+4) [In government capacity, otherwise Excellent (+2)]  
Popularity Excellent (+2)

#### Other Skills

Incredible (+4) Bureaucracy, Contacts, Espionage  
Remarkable (+3) Deceit, Intimidation, Investigation  
Good (+1) Guns, Stealth

#### Stunts

Center of the Web, Expert Staff

#### Weng

Houseboy  
Reformed druggie  
Quite happy in this job, thanks very much

F: Typical +0  
A: Typical +0  
S: Typical +0  
E: Good +1  
R: Good +1  
I: Good +1  
P: Good +1

Resources Good (+1)  
Popularity Typical (0)

#### Other Skills

Excellent (+2) Administration, Drive

#### John Dall

Billionaire businessman  
Occasional boyfriend of Blaise

F: Good +1

A: Good +1  
S: Good +1  
E: Good +1  
R: Excellent +2  
I: Good +1  
P: Excellent +2

Resources Amazing (+5)  
Popularity Remarkable (+2)

#### Other Skills

Incredible (+4) Bureaucracy  
Excellent (+2) Guns, Leadership  
Good (+1) Ride, Pilot

#### Stunts

Center of the Web, Fantastically Rich

#### Steve Collier

Retired mathematician and textbook author  
Psychic Investigator  
Ex-Lover of Blaise  
Husband of Dinah

F: Typical (+0)  
A: Typical (+0)  
S: Typical (+0)  
E: Typical (+0)  
R: Good (+1)  
I: Good +1  
P: Typical +0

Resources Typical +0  
Popularity Typical +0

#### Other Skills

Excellent (+2) Academics, Mathematics, Mysteries

Good (+1)

## Dinah Pilgrim

Blind Diviner  
Ex-Lover of Garvin  
Wife of Steve

F: Poor (-1)  
A: Poor (-1)  
S: Typical (+0)  
E: Typical (+0)  
R: Typical (+1)  
I: Excellent +2  
P: Good +1

Resources Typical +0  
Popularity Typical +0

Other Skills

Mysteries (+2)

Stunts

Fortuneteller, Secrets of the Arcane

## Doctor Giles Pennyfeather

Adverse Conditions Medical Genius  
Bumbling Goofball

F: Poor (-1)  
A: Typical 0  
S: Typical +0  
E: Typical +1  
R: Typical +0  
I: Good +1  
P: Typical +0

Resources Poor (-1)

Popularity Typical (+0)

Other Skills

Excellent (+2) Medicine

Good (+1) Science

Stunts

Doctor, Medic, Surgeon

## **ADVENTURING**

Most definitely a Spirit of the Century via Shadows of the Century style game.

### **TWO PLAYERS**

A perfect two player scenario team, Blaise and Garvin can be easily Compelled into whatever outlandishly led super spy or crime scenario Tarrant can come up with for them to solve. The most likely abduction victims in their oeuvre are detailed above, for added spice. Others include Tarrant's 2IC and Maude, an operative they have worked with in the field before.

### **ONE PLAYER**

The 'needs the other' Aspects can be used in there is only one PC. Got to get to the other.

### **THREE PLAYERS**

Or if three players, an abduction victim attempting to use their brains to survive until Blaise and Garvin can get there. Then surviving to escape with them.

### **MORE PLAYERS**

A possibility is a support team for the two heroes, particularly competent local talent, ex-Network members or others provided by Tarrant to assist in a particular caper that could be on the level of a standard FATE Core beginning character. Which the players could design and based on what they come up with, the actual scenario can then be designed around them.

## THE LADDER

Being a big Marvel Super Heroes fan from way back, this is how I like to think:

Value    Adjective

- +13 Cosmic 5 (Class 5000)
- +12 Cosmic 3 (Class 3000)
- +11 Cosmic 1 (Class 1000)
- +10 Legendary Z (Shift Z)
- +9    Legendary Y (Shift Y)
- +8    Legendary X (Shift X)
- +7    Unearthly (Epic)
- +6    Monstrous (Fantastic)
- +5    Amazing (Superb)
- +4    Incredible (Great)
- +3    Remarkable (Good)
- +2    Excellent (Fair)
- +1    Good (Average)
- +0    Typical (Mediocre)
- 1    Poor
- 2    Feeble (Terrible)
- 3    Awful 0 (Shift 0)
- 4    Abysmal

## FASERIP - basic human attributes

Physique is split compared to Core, into a Strength component and an Endurance component, the latter of which should be used for the Stress track. Reason is native intelligence.

Fighting (Fight)  
Agility (Athletics)  
Strength  
Endurance  
Reason  
Intuition (Notice)  
Psyche (Will)

secondary

Popularity is a measure of charisma, reputation and public influence. If you like, bad people can have a negative popularity ladder equivalent. Supervillains, mass murderers, ruthless thugs in



The Ball, etc.

Popularity  
Resources

## **REFERENCES**

Modesty Blaise: Wikipedia - [http://en.wikipedia.org/wiki/Modesty\\_Blaise](http://en.wikipedia.org/wiki/Modesty_Blaise)

The Complete Modesty Blaise Dossier - <http://www3.sympatico.ca/jim.pattison/modesty/>