

# SPRIT OF THE CENTURY

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# CONFLICT SUMMARY SHEET

by Brandon Amancio - www.fusionofthought.com/rpg/index.htm

## Start of Conflict

**Frame the Scene**

**Declare Scene Aspects**  
Dark, Loud, On Fire, etc ...

**Declare Zones & Borders**


**Establish Groups**  
Group Bonus

2-3	4-6	7-9	10+
+1	+2	+3	+4

**Place Groups in Zones**

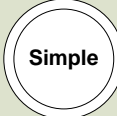
**Establish Initiative**  
Method 1: Roll Alertness  
Method 2: Go Clockwise

**Key**



**Contest**

Skill vs. Skill




**Simple**


Skill vs. GM Set Difficulty

**Thick Border GM with Player Input**

## Choose Primary Action (PA)


**Attack**  
To inflict Harm


Vs Person 

Vs Object 

Physical Attack (any): Fists, Guns, Weapons	Physical Defense (any): Fists, Athletics, Weapons
<b>Social (Sample Conflicts)</b> Deceit vs. Resolve, Empathy Rapport vs. Resolve, Deceit Intimidation vs. Resolve	<b>Mental (Sample)</b> Science Academics Mysteries

**Perform a Maneuver**  
Add an Aspect

Vs Person 


Vs Object 

**Full Defense:** Skill +2 vs. Attacks

**Use a Stunt or Trapping** (varies)

**Create a Block**  Block = Raises

**Overcome Block** 

**Sprint Athletics**  1 Zone/Border per Raise

## Choose Secondary Action (Optional)


**Free Actions**


**Supplemental Action** (-1 to PA)

**Move 1 Zone** (-1 to PA)

**Draw a Weapon** (-1 to PA)

## Generate Effort

**Only Attacker Rolls** 

**Attacker and Defender Rolls** 

**Determine Skill Rank**  
If Defender has acted: Skill  
If Not, Defender may switch to Full defense: Skill +2

**Determine Modifiers**


Skill is Complimented:	+ 1
Skill is Restricted:	- 1
Ally generated Spin:	+ 1
Enemy generated Spin:	- 1


## Roll Dice

Spend 1 Fate or Free Tag to: Tag Aspect + 2

**Effort = Skill**  
(+/-) Modifiers  
(+/-) Dice Roll

## Determine Result

 **Effort => Difficulty Success!**

 Higher Effort is Winner  
Loser sets Difficulty

## Winner Generates Shifts

**Effort - Difficulty = Shifts**

## Spend Shifts: Attacker

**Attack: 1 lvl Harm per Shift**

Defender may opt to take a Consequence or Concession instead of harm

**For Trappings or Stunts**  
-1 Time Category per Shift  
+1 Difficulty to Detect per Shift  
+1 Quality per Shift  
Power the Trapping (see text)  
Power the Stunt (see text)

**Maneuvers**  
Fragile Aspect: 0-2 Shifts  
Sticky Aspect: 3+ Shifts

## Spend Shifts: Defender

**Generate Spin: Cost 3 Shifts On Next Person's Turn**  
Ally: +1 on Roll  
Enemy: -1 on Roll

## Sample Maneuvers

**Blinding:** Weapons vs Athletics  
Add Blinded Aspect

**Marking:** Standard Attack/Defend  
Add Marked Aspect

**Knockback:** Fists/Weapons vs D.  
Move target a # of zones away.  
1 Zone: 1 + Target's Weight Factor  
2 Z: 3 + 2x(WF) | 3 Z: 6 + 3x(WF)

**Pushing:** Fists/Might vs Defense  
Move w/ D. = WF +(1/Zone Moved)