






SPIRIT OF THE CENTURY

SKILL AND STUNT SUMMARY

By Brandon Amancio – www.fusionofthought.com/rpg/index.htm

Key

-  Skill Trapping – anyone can use a skill for this purpose.
-  Stunt – a character must purchase the stunt in order to use.
-  In Combat – This use of a Stunt or Skill Trapping only applies during a Conflict
-  Skill Substitution -  Deceit – Use the main skill instead of Deceit
- Req Requires
- 1\ Once per ...

Spirit of the Century Skill Summary

Alertness (Perception)

Skills, page 88 ; Stunts, page 119; Adjudication, page 228

Summary: a measure of the character's regular, *passive* level of awareness.

Primary Uses: Test to prevent surprise or sometimes to spot a clue.

Character examples: Bodyguards, Outdoorsmen and Criminals of a sneaky variety.

Ⓢ Avoiding Surprise

When Ambushed: Test **Alertness** vs **Stealth**.

Failure: Defense skill is considered to be **Mediocre** for the first exchange.

REFLEXES

🔪 ON TOP OF IT

- 🔪 **Spend 1 Fate:** Go first in an exchange.
 - If multiple people use this stunt they go first in initiative order.
- 🔪 **Spend 1 Fate:** Act next, if the exchange has already started and you have not yet acted.
 - This is not an interruption of any kind.

🔪 READY FOR ANYTHING

[Req: 🔪 I'm On Top Of It]

🔪 **Initiative:** **Alertness** + 1 and win ties to go first. If taken multiple times, add another +1 to **Alertness**.

🔪 CUT OFF

[Req: 🔪 On Top Of It]

🔪 Opponents never gain **Spin** from failed **Attacks**.

🔪 RUN INTERFERENCE

[Req: 🔪 Ready for Anything]

1. 🔪 Hold Your Action
2. **Spend 1 Fate** *before* someone acts to have that person truthfully declare what he is about to do.
3. You *may* then use your held action to **block** the declared action.
4. If you *do* act and your most recent target then changes his mind based on that block, he must do so as a **supplemental** action, putting him at a -1. If he continues his declared course of action despite what you did, he must overcome the block.

VIGILANCE

🔪 DANGER SENSE

When **Ambushed:** Take a full defensive action.

- If **surprised:** Defense is **Mediocre** +2
- If not **surprised:** Defense is **Alertness** + 2.

🔪 SAW IT COMING

[Req: 🔪 Danger Sense]

The character is never **surprised**.

🔪 CONSTANT VIGILANCE

[Req: 🔪 Saw It Coming]

Ambush rules do not apply to this character.

🔪 TAKE IT ALL IN

[Req: two other Alertness Stunts]

⌚ Investigation

[Req: normal amount of time for Investigation.]

The trick: The results may come to the character with a different set of details than a methodical approach would yield. Conclusions may precede supporting details; the GM might choose to describe the middle part of a piece of information before the beginning or the end. Such are the hazards of Alertness.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Art

Skills, page 89 ; Stunts, page 122; Adjudication, page 228

Summary: Measures the character’s overall artistic ability, from painting to dance to music.

Primary Uses: This includes knowledge, composition, and performance.

Character examples: Artistis, Aristocrats, those of the avant garde.

Art as Knowledge

All trappings of **Academics** but focused on **Art**.

Art as Craft

All trappings of a crafting skill.

Art as Performance

Add an **Aspect** to a Scene:

Difficulty: **Fair + Modifiers**

- Adding to a mood (+1)
- Changing a mood (+3)
- Distractions (+1)
- Major Distractions (+3)
- Total Distractions (+5)

PERSONA

RAZOR TONGUE

Craft exquisit insults to **Complement** any social roll with **Art +1**.

POISON WORDS

[Req: **Razor Tongue**]

With **Performance**: Add a **target** to the created **aspect**. Target does not need to be present.

Normal **Performance aspect**. Hate

Poison Words aspect. Hate Lord Octavian

STAGE PRESENCE

[Req: **Virtuoso**]

Halve any additional **difficulty** bonuses due to distractions (rounded down)

ALL THE WORLD’S A STAGE

[Req: one other Art stunt]

Deceit - When convincing a target that he is someone else.

Art as Communication

Art can modify appropriate social skill: **Rapport, Intimidate, Leadership or Deceit**

Forgery

Difficulty = Complexity of target.

With original on hand: **Art + 1**

APPRECIATION

THE ARTIST’S EYE

Deceit to determine the *source* of something.

Deceit Empathy – to **assess** the target (artist) *in absentia*.

[Use: 1/Piece of Art]

CREATION

VIRTUOSO

Choose an art form: **+1 Art**

Choose an art form specialty: **+2 Art, -1 Time**

MOVING PERFORMANCE

[Req: **Virtuoso**]

With **Performance**: **aspect** remains in place in any subsequent scenes involving the audience, up to a day.

REPUTATION

COMMISSIONS

[Req: **Virtuoso**]

[Use: 1/Session] **Deceit** Resources

DO YOU KNOW WHO I AM?

[Req: **Virtuoso**]

Identify yourself in order to get your way

Complement: **Rapport, Intimidation, Deceit** and **Contacting**

WEIGHT OF REPUTATION

[Req: **Do You Know Who I Am?**]

Spend 1 Fate: **Deceit** **Rapport, Intimidation, Contacting, or Deceit**

Spend **+1 Fate** to ensure the target knows who you are.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
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Spirit of the Century Skill Summary

Burglary

Skills, page 92 ; Stunts, page 128; Adjudication, page 234

Summary: Know how to steal things or understand how they were be stolen.

Primary Uses: The ability to overcome security systems, from alarms to locks. This also includes knowledge of those systems and the ability to assess them.

Character examples: Burglars, private eyes and even some cops.

🕒 Casing

🕒 **Declare Minor Detail** to add an *aspect* to a target.

LOCKS ADJUDICATION

Front Door, Simple Padlock	Mediocre
Quality Padlock, Office Door	Average
Security Door	Fair
Prison Cell	Good
Safety Deposit Box, Cheap Safe	Great
Expensive Safe	Superb
Bank Vault	Fantastic

PERSPECTIVE

🕒 CRIMINAL MIND

🕒 **Investigation:** When investigating an act committed by someone using the Burglary skill.

Burglary +1 if the character has committed the same crime himself.

🕒 TRIPWIRE SENSIBILITIES

🕒 **Alertness** or **Investigation** to avoid a trap.

🕒 TRESPASS TEMPO

[Req: 🕒 Tripwire Sensibilities]

🕒 **Initiative Skill** when everything is going to plan.

Always know how much *time* has passed.

TECHNIQUE

🕒 HATPIN MAESTRO

- *Never* suffer an increased difficulty for lacking proper tools on a **Burglary** roll.
- With *proper* tools **-1 Time**.

🕒 MENTAL BLUEPRINT

+2 to 🕒 **Case** a location.

🕒 THE BIG HEIST

[Req: 🕒 Mental Blueprint + 1 Burglary stunt]

When 🕒 **Casing** a Location:

1. **Burglary** vs **Mediocre** + Difficulty
2. Earn 1 *retroactive aspect* per 3 shifts generated.
3. Spend *retroactive aspects* to:
 - a. Assign an *aspect* as needed [Max: 1/Scene]
 - b. Trade to declare 3 non-aspect facts

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
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Spirit of the Century Skill Summary

Contacting

Skills, page 93 ; Stunts, page 130; Adjudication, page 236

Summary: The ability to find things out from people.

Primary Uses: Know how to find things out by asking around.

Character examples: Reporters, private eyes and spies.

Modifiers: Increase difficulty for an unfamiliar environment (max -4). Reduce penalty by 1 point per week.

☞ Gather Information

Name a question. GM Sets Difficulty. Roll Dice. GM Reveals what is discovered.

- **Quality** of person determine max **quality** of info.
- To determine the truthfulness of the information a more in-depth conversation may involve **Empathy, Rapport, Deceit**, etc ...

☞ Getting the Tip Off

Social Alertness – Keeping the character abreast of things that might be coming his way.

COMPANIONS

☛ CONTACT

Create a *Companion* with 3 *Advances*.

☛ CLOSE CONTACTS

[Req: at least one ☛ Contact]

Spread 3 additional advances among your ☛ Contacts.

☛ NETWORK OF CONTACTS

[Req: at least one other Contacting stunt]

[Use: 1/Adventure] Create an **Average Quality Companion** with 2 *Advances* on the fly. See book if taken multiple times.

CONNECTIONS

☛ I KNOW A GUY WHO KNOWS A GUY

-1 **Time** on all ☞ Contacting Rolls. Gain +2 on any “second roll” efforts made to corroborate information you’ve gotten from another of your contacts.

☛ INSIDER

☹ **Leadership** with bureaucracies

☛ WALK THE WALK

Ignore Difficulty Modifiers when **Contacting** in unfamiliar circumstances.

☞ Rumors

➤ Plant false information. GM uses the final roll to determine what the result of the rumor is.

Mediocre/Average The rumor earns passing mention
Fair Other characters are passing around the rumor, even back to the original character
Good
Great + The rumor has spread far enough that someone will do something in response to it. Additional shifts above Great may indicate that the rumor has spawned a number of alternate or embellished versions as well, all with the same thread running through them, or may be used to speed up the rate at which the rumor spreads.

➤ Result becomes the difficulty for someone else to find out who planted the rumor.

REPUTATION

☛ BIG MAN

Choose a field to be important in. Gain **Narrative Benefits** of being important. ☹ **Resources** when appropriate.

☛ TALK THE TALK

[Req: ☛ Big Man]

- With ☛ Big Man: **Rapport +2**
- With ☛ Big Man: ☹ **Rapport**

☛ BIG NAME

[Req: ☛ Big Man] **Rapport +2** or **Intimidation +2** - With someone who knows who you are.

☛ BIG REPUTATION

[Req: ☛ Big Name]

Spend 1 **Fate** – ☹ **Rapport, Intimidation, Deceit, Leadership, or Resolve**

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
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Spirit of the Century Skill Summary

Drive

Skills, page 96 ; Stunts, page 138; Adjudication, page 240

Summary: The ability to drive.

Primary Uses: Drive a car at speeds of up to 45 miles per hour!

Secondary Uses: Drive will restrict if attempting to Drive and Shoot

Character examples: Chauffeurs, racers, and getaway drivers.

 **Chases**

Use to close or increase distance.


CARS

 **CUSTOM RIDE**

Drive +1 with your “Special” Car

[Use: 1/Session] Spend 1 Fate - Temporarily add a *device* to the car with 2 Limited Scope Improvements. Many forms of miniaturization and futurization, and several kinds of alternate usage and additional capability, are disallowed at this level of the stunt.

 **PROTOTYPE CAR**

[Req:  Custom Ride]

[Use: 1/Session] Spend 1 Fate - Temporarily add a device to the car with 2 Improvements.

- Car has 3 built-in Improvements.
- Improvements must be defined before or after a session. Improvements can't be changed except by an Engineer. See desc. for add detail.

 **CAR MECHANIC**

[Req: at least two other Drive stunts]

- () **Engineering** with Cars.
- () **Engineering -1** with other Vehicles.

TRICKS

 **DEFENSIVE DRIVING**


During a Chase – Choose difficulty.

If successful, pursuers must beat difficulty + 1.

 **ONE HAND ON THE WHEEL**

- May perform minor supplemental action with no penalty.
- May drive as supplemental action with no penalty.
- **Drive** does not restrict a Primary Skill.

 **TURN ON A DIME**

[Req:  Defensive Driving]

During a Chase – Ignore increased difficulty due to environment.

 **UNSAFE AT ANY SPEED**

[Req: at least one other Drive stunt]

The value of any damage this character does to the environment when driving a vehicle is doubled. If an object is taken out by the damage, the result should be spectacular.

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Spirit of the Century Skill Summary

Empathy

Skills, page 96 ; Stunts, page 141; Adjudication, page 245

Summary: This is the ability to understand what other people are thinking and feeling.

Primary Uses: Spot a liar or tell someone what that person wants to hear.

Secondary Uses: Defense vs Deceit, Initiative in Social Conflict.

Character examples: Gamblers, reporters and socialites.

🕒 Reading People

[Req: Half Hour of Personal Interaction]

- **Empathy vs Rapport +1**
 - Learn a new *aspect* about the character.
- A character may ultimately reveal a total number of aspects equal to his **Empathy** value.

INTUITION

🌀 EBB AND FLOW

Cost: 1 Fate – Before any social exchange initiative, take a quick *read* of any one target as a *free action*.

🌀 PREEMPTIVE GRACE

[Req: 🌀 Ebb and Flow]

Social Conflict Initiative – Empathy +2, wins ties

🌀 TRACK THE SOUL

🕒 – Investigation when trying to find someone you have previously met.

🌀 THE SKEPTIC'S EAR

[Req: at least one other Empathy stunt]

Always know when someone is using the **Deceit** skill on you. You may take a full defensive action with **Empathy +2** if appropriate.

INSIGHT

🌀 COLD READ

🕒 *Read* a target in *Half a Minute* or a *Few Moments*.

🌀 HEART'S SECRET

With a successful **Empathy** 🕒 *Read* – Learn an aspect that is of the Utmost importance.

🌀 HIT THEM WHERE IT HURTS

After any successful **Empathy** check vs target

🕒 Intimidation

🌀 A PEEK INSIDE

[Req: at least two other Empathy stunts]

After a successful **Empathy** 🕒 *Read* – Ask the GM a hypothetical Yes/No/Maybe question about the target's motives. If the answer is Maybe, you may ask a 2nd question seeking details. Answer is not limited to Yes/No/Maybe.

🌀 UNCANNY HUNCH

[Req: at least one other Investigation stunt and one other Empathy stunt]

[Use: 1/Scene] – Make a guess about what the “deal” is with a particular character, object, location, or situation. Do not speak this guess aloud; write it down on a piece of paper and give it to the GM. The GM must accept it as a valid *hunch* that would be something of a revelation if true. Then 🕒 **any Skill** where target of hunch is concerned for one exchange.

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Spirit of the Century Skill Summary

Engineering

Skills, page 98 ; Stunts, page 147; Adjudication, page 248; Gadgets and Gizmos, page 207

Summary: The understanding of how machinery works, both for purposes of building it and taking it apart.

Primary Uses: Compliments Science. Build things. Understand how they are built.

Character examples: Inventors, mechanics, and frequently, drivers and pilots.

Building Stuff

An engineer with time and tools can build a variety of items.

Fixing Stuff

Engineering can be used to repair devices, given the right tools and enough time.

Breaking Stuff

Use to setup maneuvers or weirdly indirect attacks

DEVICES

PERSONAL GADGET

Create a personal gadget with 3 Improvements.

UNIVERSAL GADGET

Create a temporary personal gadget on the fly with 2 improvements.

METHODS

DEMOLITIONS

Force Rate +3 with explosives vs target when character can take the time to properly set up the charges.

ARCHITECT OF DEATH

[Req: one other Engineering stunt]

When Engineering a weapon: Difficulty -1, Time -1.


GREASE MONKEY

[Req: one other Engineering stunt]

When Engineering a vehicle: Difficulty -1, Time -1.

MISTER FIX-IT

When fixing something: Time -2 or if Time is *instant* then Difficulty -1.

These bonuses stack with  Grease Monkey.

THUMP OF RESTORATION

[Req:  Mister Fix-It]

Spend 1 Fate: Engineering vs Mediocre.

Device will work for a number of exchanges equal to the number of shifts earned. Future attempts to repair device are Difficulty + 1.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
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Spirit of the Century Skill Summary

Fists

Skills, page 98 ; Stunts, page 150; Adjudication, page 249

Summary: This is the ability to hold one’s own in a fistfight.

Primary Uses: Attack and Defend in Combat.

Secondary Use: Have a limited sort of knowledge skill covering those areas.

Character examples: Sailors, thugs, and martial artists.

BRAWLING

BRAWLER

Fists +1 on Defense Rolls when *outnumbered*.

When fighting more than 2 *minions*, deal +1 stress on a successful hit.

DIRTY FIGHTER

[Req: **Brawler**]

Any time you *tag* an opponent’s aspect in a fight, you get an additional +1 on the roll.

CRIPPLING BLOW

[Req: **Dirty Fighter**]

[Use: 1/Scene/Opponent] Spend 1 Fate - Target must take a consequence rather than check off a box.

The target may *concede* rather than take the consequence.

SIGNATURE STRIKE

[Req: **Crippling Blow** or **Fist of Death**]

If **Signature Strike** damages the opponent, target takes a *consequence in addition* to checking off a box (or taking a consequence.)

MIX IT UP

[Req: **Brawler**]

Save up *spin* gained on defense and apply it *your* next attack.

ARMY OF ONE

[Req: **Mix it Up**]

Opponents do not gain a bonus due to numbers against you.

WHATEVER’S ON HAND

[Req: **Brawler**]

Weapons when using an *improvised* weapon.

Improvised weapons usually don’t last for more than one exchange.

FISTS OF FURY

[Req: **Brawler**]

Opponents who use an all-out defense against your Fists attacks do not get a +2 bonus.

KUNG FU

MARTIAL ARTS

With Full Action – **Fists** vs **Fists**, target *must* defend.

If successful, place an aspect on the target. Whenever you tag this aspect, you gain an additional +1 to your roll.

BRICKBREAKER

[Req: **Martial Arts**]

[Use: 1/Exchange] – deal double *stress* with Fists to a *non-character* target.

DEMORALIZING STANCE

[Req: **Martial Arts**]

Intimidation

FLYING KICK

[Req: **Martial Arts**]

Move *one zone* + **Fists**: Attack without penalty.

Move *two zones* + **Fists**: Attack with -1 penalty.

FLOW LIKE WATER

[Req: **Martial Arts**]

Full Defense is **Fists** +3 (instead of **Fists** +2)

BEND LIKE THE REED

[Req: **Flow Like Water**]

When you gain *spin*, make a free *throw* maneuver vs target.

LETHAL WEAPON

[Req: **Martial Arts**]

If opponent opts to take a mild or moderate consequence from a blow you have dealt, **spend 1 Fate** to increase the severity of that consequence by one step. Opponent may offer a concession rather than take the increased consequence.

FIST OF DEATH

[Req: **Lethal Weapon**]

[Use: 1/Fight] Spend 1 Fate - after landing a successful blow – fill opponents *highest* unchecked stress box automatically.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists	Weapons	Guns	Guns	Athletics		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	(Melee)	(thrown)	(Handguns)	(Rifles)	Weapons, Fists		Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Gambling

Skills, page 99; Stunts, page 154; Adjudication, page 251

Summary: Some games are pure luck, but a good gambler doesn't play those.

Primary Uses: The knowledge of how to gamble and moreover, how to win when gambling.

Secondary Use: It also includes knowledge of secondary things like bookmaking.

Character examples: Gamblers and dapper secret agents.

Playing the Game

[Req: Contacting Roll Complemented by Gambling vs Quality of Game]

- **Gambling vs Gambling** to win or lose Resources equal to quality.

LUCK

GAMBLING MAN

[Req: one or more compellable aspects related to gambling]

Compels involving **Gambling** automatically start out at the 2 fate point level.

DOUBLE OR NOTHING

[Req: **Gambling Man**]

[Use: 1/Scene]

[Req: Lose a Gambling roll]

1. Declare "Double or Nothing!"
2. *Both* sides reroll.
 - If Gambler wins, no loss to participants.
 - If Gambler loses, he takes a hit equal to double the value of the initial loss.
 - Regular stakes game becomes High Stakes.
 - High Stakes game becomes a matter of life and death.

THE DEVIL'S OWN LUCK

[Req: **Gambling Man** and at least one other Gambling stunt]

Use **Gambling** on games of *pure* chance.

SKILL

KNOW WHEN TO FOLD 'EM

When gambling with NPCs – GM rolls NPC's *Gambling in advance*. This roll is kept secret. The GM then indicates whether the NPC's roll is *above* or *below* the player's character's *Gambling* skill – just not by how much. Player may excuse himself from the *Gambling* contest or play proceeds as normal.

NEVER BLUFF A BLUFFER

- () Deceit to run a bluff.
- () Empathy to see through a bluff.

WINNINGS

[Use: 1/Session] () Resources

PLAYERS' CLUB

[Req: at least one other Gambling stunt]

- () Contacting

GAMBLING BUDDY

[Req: **Players' Club**]

[Use: 1/Session] – Introduce a Companion with **Skilled (Gambling)** and **2 Advances**.

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Spirit of the Century Skill Summary

Guns

Skills, page 99; Stunts, page 157; Adjudication, page 252

Summary: Sometimes characters just need to shoot things.

Primary Uses: With a gun, characters can shoot up to two zones away – three if it's a rifle.

Secondary Use: Use non-gun weapons that shoot at a distance (at a small penalty)

Character examples: Soldiers, assassins, and hunters.

Requirements: A gun in hand, or at least close as hand.

Use Guns to Attack, but not to Defend.

Knowledge - Well-versed in a variety of small and large arms and ammunitions.

AIMING

LONG SHOT

Use pistols up to three zones

Rifles and other such weaponry reach an additional zone

SHOT ON THE RUN

Defend with **Guns** vs **Physical Attacks**.

STAY ON TARGET

With *aiming* maneuver, **Guns +1** to place aspect, **Guns +2** with a targeting scope.

TRICK SHOT

Guns +2 vs an inanimate object.

AMMUNITION

FAST RELOAD

Spend 1 Fate – Remove “out of ammunition” minor consequence. The next consequence will still be moderate

Defend +2 vs “out of ammunition” temporary aspect resulting from a maneuver.

ONE SHOT LEFT

Declare this is the *last* bullet – Attack with **Guns +3**. To acquire more ammo requires an action. Fast Reload cannot remedy this “out of ammunition.”

RAIN OF LEAD

Ignore 2 points of penalties when performing a *block*.

DRAW

QUICK DRAW

Take no penalty for drawing a gun as a supplemental action.

If this action is actively blocked such an action treat that block as Value -2.

LIGHTNING HANDS

[Req: Quick Draw]

Alertness for Initiative.

SNAP SHOT

[Req: Lightning Hands]

Spend 1 Fate: Take a free preempt action with Guns. Each time Snap Shot is done in the same scene, the fate point cost increases by one.

FIREPOWER

GUN-CRAZY

Engineering with Guns.

CUSTOM FIREARM

[Req: Gun-Crazy]

Own a Gun *Gadget* with the *Craftsman* Improvement, plus 2 Improvements.

➤ Improvements may be changed between sessions.

When Repairing: Time -4

TWO GUN JOE

Shoot with 2 Guns. If target is hit for Stress, then Stress + 1

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Spirit of the Century Skill Summary

Investigation

Skills, page 101; Stunts, page 164; Adjudication, page 254

Summary: the ability to look for things and, hopefully, find them.

Primary Uses Find something that is hidden or inobvious (like clues or an enemy)

Secondary Use: Find deep patterns or hidden flaws (Assessment Action)

Character examples: Private investigators, reporters and cops.

CONTEMPLATION

SCENE OF THE CRIME

When revisiting a place, the Investigator may make an immediate Investigation in a matter of seconds to determine what is different.

EYE FOR DETAIL

[Req: Scene of the Crime]

Spend 1 Fate – Make a single perception roll (usually Investigation) to discover things about a previously visited location.

UNCANNY HUNCH

[Req: at least one other Investigation stunt and one other Empathy stunt]

[Use: 1/Scene] Make a guess about what the “deal” is with a particular character, object, location, or situation. Do not speak this guess aloud; write it down on a piece of paper and give it to the GM. The GM must accept it as a valid *hunch* that would be something of a revelation if true. Then (C) Any Skill where target of hunch is concerned for one exchanged.

OBSERVATION

LIP READING

Skill Scope – Investigation to eavesdrop on conversations he can only see.

FOCUSED SENSE

- Choose a Sense when Stunt is purchased.
- Enter a Focused “sense” State then Investigation +2 with sense.
- All non-Investigation roll, that roll is at -2 due to this intense focus.

IMPOSSIBLE DETAIL

[Req: Focused Senses]

- Face no increased difficulties due to a physical detail being too small or subtle.
- This can reduce the difficulty to detect the presence of nearly any poison to Mediocre.

QUICK EYE

Time -2 with Investigation.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Leadership

Skills, page 102; Stunts, page 167; Adjudication, page 256

Summary: A good leader knows how to direct and inspire people, but he also understands how to run an organization.

Character examples: Military officers, politicians, bureaucrats, and lawyers

Command

[Req: In a position to give orders]

Character may apply his **Leadership** as a modifying secondary skill on the minions skill roll.

FOLLOWERS

PERSONAL CONSPIRACY

Create a **Companion** on the fly.

- Option: Create a Companion with 1 Advance
- Option: Create a Companion with 2 Advances and the Independent Advance.
 - Gain a temporary aspect related to a need you must fulfill for the conspiracy.

LIEUTENANT

[You must take this stunt two or three times]

Base Lieutenant (Companion): Fair quality, Independent, Skilled (Leadership)

Lieutenant x2 – as above with 4 additional advances.

Lieutenant x3 – Good quality with 6 additional advances.

MINIONS

Begin with 2 or 3 Minions with Average quality.

Add 3 picks. Choose from:

- +3 Minions
- 3 Minions are Quality +1 (Max Good)

REINFORCEMENTS

[Req: Minions]

Spend 1 Fate – Replace half of lost minions at the beginning of the next exchange.

Administration

Any organization which the character is in charge of uses his **Leadership** as its default value.

Bureaucracy

Academics - How to act in a given organization, including important things like how much to bribe.

LAW

LEGAL EAGLE

Leadership +2 to exploit loopholes in the Law.

Process Legal paperwork in **Time -1**.

WORLD COURT

[Req: Legal Eagle]

Ignore Increased Difficulty from being in a foreign location.

ORGANIZATIONS

FUNDING

Organization has **Resources of Leadership-2**.

Time +1 when using these Resources to acquire *goods*

INSTANT FUNCTIONARY

Deceit when pretending to fill the role of a minor functionary of a target organization.

CENTER OF THE WEB

Time -1 to Gather Information. “So long as you are able to make any sort of contact with the outside world,” then *shifts* generated may increase speed to **Time -3**, with GM’s permission.

UBIQUITY

[Req: Center of the Web]

Time -2 to Gather Information. This stunt removes the restriction “so long as you are able to make any sort of contact with the outside world.”

Spend 1 Fate - Your organization can even make some fairly *unreasonable* efforts to stay in contact.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Pilot

(Skills, page 105; Stunts, page 179; Adjudication, page 263)

Summary: You know how to fly ... things.

Primary Uses: Fly a plane

Secondary Uses: Know things about planes.

Character examples: Professional pilots, idle rich.

FLIGHT

✶BARNSTORMER

If the plane could fit, it can.

Spend 1 Fate – The player can fit the plane in places it absolutely should *not* be able to.

✶FLAWLESS NAVIGATION

Never get lost while flying. Difficulties to Pilot rolls for navigation are never reduced by more than 2.

✶FLY BY NIGHT

Never face increased difficulties due to environmental factors (darkness, weather) when flying.

✶FLYING ACE

(G) Guns when dogfighting.

✶DEATH FROM ABOVE

[Req: ✶Flying Ace]

+2 Stress on a successful hit while dogfighting.

This stunt can't be used two exchanges in a row.

✶WALK AWAY FROM IT

[Req: at least two other Pilot stunts]

He and his passengers are all considered “out of sight” when the plane crashes.

PLANES

✶PERSONAL AIRCRAFT

Pilot +1 with “Special Plane”

[Use: 1/Session] **Spend 1 Fate** to temporarily add a device to the plane with 2 Limited Scope

Improvements. Many forms of miniaturization and futurization, and several kinds of alternate usage and additional capability, are disallowed at this level of the stunt.

✶PROTOTYPE AIRCRAFT

[Req: ✶Personal Aircraft]

[Use: 1/Session] **Spend 1 Fate** to temporarily add a device to the Plane with 2 Improvements.

Plane has 3 built-in Improvements.

Improvements must be defined before or after a session. Improvements can't be changed except by an Engineer. See desc. for add detail.

✶PLANE MECHANIC

[Req: at least two other Pilot stunts]

(G) Engineering with Planes.

(G) Engineering -1 with other Vehicles.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists	Weapons	Guns	Guns	Athletics
	(Melee)	(thrown)	(Handguns)	(Rifles)	Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Rapport

(Skills, page 106; Stunts, page 181; Adjudication, page 263)

Summary: Talk with people in a friendly fashion and make a good impression.

Primary Uses: Convince someone to see your side without threats.

Character examples: Grifters, reporters, and good cops.

🎯 First Impressions

Initial Contact – Rapport roll then consult *attitude table*.

🎯 Closing Down

Defense vs Empathy – Req: Desire to reveal nothing and Full Defense action – **Rapport + 2**

Rapport controls the face the character shows to the world, and that includes what they choose *not* to show.

CHARISMA

🔥 BEST FOOT FORWARD

If a target ever gains spin on an impression “defense”, it does not cause his attitude to degrade by one step.

🔥 FIVE MINUTE FRIENDS

Spend 1 Fate + 5 Minutes - Make a steadfast friend in a place you’ve never been.

🔥 INTERNATIONAL

Never suffer any penalties or increased difficulty for being unfamiliar with a setting.

🔥 LADIES’ MAN/POPULAR GAL

Rapport +2 when seducing a target who could be receptive.

🎯 Opening Up

Defense vs Empathy – If Defense succeeds, then defender reveals a any true aspect of their choice.

WORDPLAY

🔥 BLATHER

Rapport vs Resolve or Rapport.

If you win, test again next round.

If you lose, **Spend 1 Fate** to win.

If Target loses then the difficulty of any perception (usually Alertness) checks are based off your base

Rapport skill, or your last successful roll, whichever value is higher.

🔥 HEART ON MY SLEEVE

Rapport +1 when 🎯 Opening Up vs Empathy read.

If you gain *spin* on your defense, you may substitute one alternate *true, non-trivial* fact about yourself instead of revealing an aspect.

🔥 THE RIGHT QUESTIONS

🕒 **Contacting** if target is Neutral or Positive towards you.

🔥 SMOOTH OVER

Rapport +2 to calm target down provided you are not the *direct* reason they are upset.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Resolve

(Skills, page 107; Stunts, page 184; Adjudication, page 265)

Summary: A measure of a character’s self-mastery (i.e. courage and willpower.)

Primary Uses: Defense against most kinds of social manipulation or distraction.

Secondary Uses: Resist torture or the strange mental powers of psychic villainy.

Character examples: Grizzled Veterans, Spies, former prisoners.

Resolve (Composure Track)

- Mediocre (5)
- Average-Fair (6)
- Good-Great (7)
- Superb-Fantastic (8)

COOL

SMOOTH RECOVERY

The character may take one additional *moderate, social* or *mental* consequence than normal.

COOL CUSTOMER

[Req: **Smooth Recovery**]

[Use: 1/Exchange] **Resolve** vs **Mediocre** to remove a checkmark in his first mental stress box.

If he desires, after a successful roll, he may instead **spend a fate point** and remove *any* single composure stress track box of a value equal to or less than the shifts he gained on his roll.

APLOMB

[Req: **Smooth Recovery**]

The character’s composure stress track rolls down instead of up.

UNFLAPPABLE

[Req: **Smooth Recovery**]

Resolve +2 vs a purely fear-based Intimidation action.

RIGHT PLACE, RIGHT TIME

[Req: **Unflappable**]

Defend with **Resolve**.

Character may not **Sprint** and may only Defend.

TENACITY

INNER STRENGTH

Resolve +2 vs Torture

With Full Defense - **Resolve +3** vs Torture

IRON DETERMINATION

Bluntly speak your true intentions

Intimidation +1, Resolve +1, Defense +1

You may no longer use Rapport with the same audience.

STILL STANDING

[Req: **Inner Strength**]

The character may take one additional *moderate* consequence of *any type* before being taken out. Maybe combined with Feed the burn and/or Smooth Recovery.

DRIVEN

[Req: **Still Standing**]

Always be considered to have an “inspiration” rationale to spend fate points to invoke any of the consequences he has taken.

UNYIELDING

[Req: **Driven**]

Spend 1 Fate – Convert any one health stress hit into two 1-point hits of composure stress (subject to roll-up).

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Science

(Skills, page 109; Stunts, page 191; Adjudication, page 266)

Summary: “Science!”

Primary Use: A broad knowledge of all things scientific, from raw knowledge to the proper application of scientific method, and includes the field of medicine.

Secondary Uses: Create things with Science

Character examples: Scientists and physicians, but any gentleman of quality has at least some familiarity with the sciences.

🔬 Lab Work

🕒 **Academics** – [Req: A Lab]

🔬 Medical Attention (pg 267)

Stress Track: Full Action – **Science** vs **Mediocre**

1 Shift – lvl 1 Box	7 Shifts – lvl 4 Box
3 Shifts – lvl 2 Box	9 Shifts – lvl 5 Box
5 Shifts – lvl 3 Box	etc ...

Heal Consequences: With Scene – Provide *proper* medical attention.

Success: Time -1 to recover.

(GM consent) **Success + Spin:** Time – 2 to recover

Consequence	Difficulty to Reduce Time
Mild	Mediocre
Moderate	Fair
Severe	Great

MEDICINE

🔬 FORENSIC MEDICINE

🕒 **Investigation** for medical evidence
If roll would normally be Science (i.e. autopsy), then Science -2

🔬 DOCTOR

Science +2 to provide first aid or proper medical attention

🔬 MEDIC

[Req: 🔬 Doctor]

When performing *First Aid* – every shift past the first one improves the level of stress that may be removed. If total is greater than physical stress capacity, he may remove a *minor, physical* consequence.

🔬 SURGEON

[Req: 🔬 Doctor]

Science +1 when performing surgery or other intensive medical work.

Choose a medical specialty - **+2 Science, -1 Difficulty**

🔬 Science!

To declare an *aspect*

THEORY

🔬 SCIENTIFIC GENIUS

Choose an scientific field - **+1 Science**
Choose an an scientific specialty - **+2 Science**
-1 Time when researching.

🔬 THEORY IN PRACTICE

[Req: 🔬 Scientific Genius]

[Use: 1/Scene] **Spend 1 Fate** – substitute **Science** for any other skill (with GM’s approval.)

If the roll generates no shifts, the scientist takes a minor consequence (i.e. crackpot)

🔬 SCIENTIFIC INVENTION

[Req: 🔬 Scientific Genius]

🕒 **Engineering** when creating new devices and upgrading technology.

🔬 WEIRD SCIENCE

[Req: 🔬 Scientific Invention]

With Gadgets – use any improvements that are marked as requiring **Weird Science**.

When assisting an Engineer that engineer may include **Weird Science** improvements for a single improvement allocation on one of his personal or universal gadgets. Science restricts Engineering.

🔬 MAD SCIENCE

[Req: 🔬 Mad Science]

Choose a **Mad Science** theme. Create gadgets that even a 21st century person would deem impossible, unlikely, or simply too advanced for mankind’s present capabilities.

All improvements must fit the **Mad Science** theme.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Sleight of Hand

(Skills, page 111; Stunts, page 195; Adjudication, page 268)

Summary: The hand can certainly be quicker than the eye.

Primary Use: This skill covers fine, dexterous activities like stage magic, pickpocketing, and replacing an idol with a bag of sand without tripping a trap.

Secondary Uses: Create things with Science

Character examples: Stage magicians, pickpockets, and jugglers.

🕒 Pickpocket

To Pickpocket: **Sleight of Hand** vs **Alertness**

(complimented by Sleight of Hand)

Modifier: Defender receives +2 for Full Defence unless distracted. Observers may also detect, but do not receive +2.

🌀 DISTRACTIONS

🌀 BUMP AND GRAB

Spend 1 Fate – Make a *simple* Sleight of Hand attempt as a *free* action.

🌀 COOL HAND

When performing *any* fine manual work – Ignore any difficulty increases from the environment

[Use: 1/Scene] Eliminate one single *non-environmental* penalty that affects his **Sleight of Hand**.

🌀 SUCKER PUNCH

🕒 **Fists** on the first exchange when initiating an attack with someone who is not be expecting it.

🕒 Art of Distraction

Hide something reasonable in plain sight:

Sleight of Hand vs **Investigation**

SHOWMANSHIP

🌀 JUGGLER

Sleight of Hand +2 when juggling or 🕒 **Art**

🕒 with Thrown weapons – compliment **Weapons**

🌀 LEGERDEMAIN

🕒 **Art** + 1

If you are covering up some other sort of activity at the same time, your effort to conceal receives a +1 as well.

🌀 STAGE MAGIC

[Req: 🌀 **Legerdemain**]

Provided you are acting within an arena you control there are simply no size limitations (within reason) on what you may use **Sleight of Hand** on.

🌀 MASTER OF ILLUSION

[Req: 🌀 **Stage Magic**]

With 🌀 **Stage Magic: Time** – 3

i.e. 30 minutes becomes a 1 minute.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Survival

(Skills, page 112; Stunts, page 200; Adjudication, page 270)

Summary: This is the skill of outdoorsmen.

Primary Use: It covers hunting, trapping, tracking, building fires, and lots of other wilderness skills that a civilized man has no use for.

Character examples: Explorers, hunters, scouts, and lords of the jungle.

Animal Handling

Social Skill for modifying an animal's reactions or actions.

Riding

Drive for Animals

BEASTS

ANIMAL COMPANION

Create a Companion with 4 Advances.
Only "Physical" Advances may be chosen.
At least 2 Advances must be spent on *Skilled* or *Quality*.
Skilled must be: **Athletics, Fists, Might, Stealth, or Survival**.
One Skilled Advance may be outside this list if appropriate.
Companion as Mount: **Survival +1**, Must be large enough to ride.

ANIMAL FRIEND

Choose a particular type of animal
Animal Handling + 2

CALL OF THE WILD

[Req: **Animal Friend**]
Survival vs Mediocre – Shifts summon animals (x1, regular, x10 if small, x100 vermin)
Animal type must be specified in **Animal Friend** or **King of Beasts**.

KING OF THE BEASTS

[Req: **Animal Friend**]
As **Animal Friend** but applies to creatures of the sea, creatures of the land, or vermin.

Camouflage

[Req: a few hours to build a blind]
Stealth in the Wilderness
Blind will last for one day + 1 Day per shift.

Scavenging

If characters need to scrounge up something from the wilderness – sticks, bones, sharp rocks, vines that can serve as plants and so on

ORIENTATION

DUE NORTH

Survival +2 to find his way out of a place.
Ignore familiarity penalties.

TRACKER

Survival vs Mediocre to Track – Each shift from this roll spent thereafter gives the character one piece of information about the person or creature being tracked.

RIDING

HANDS FREE

Riding your animal never causes a supplemental action penalty when you're doing something else from the saddle.

HELL BENT FOR LEATHER

Survival +2 with *sprint* action while mounted
With **Animal Companion** – Companion's **Athletics +2** with *sprint* action while mounted.

RIDE ANYTHING

Suffer no penalty or increased difficulty for a lack of familiarity.

BREAKING IT IN

When breaking in new mounts.
Survival +2 vs Resolve
Athletics +2 or Might +2 vs Survival.
If successful, **Survival +1** on a creature he has broken for the duration of that session.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Gadgets, Gizmos and Artifacts

🔧 Improve an Item

1. Determine the base *difficulty [cost]* of the device.
2. **+1 Difficulty, +8 Hours** per added **Improvement**.
3. **[Req : Work Space with Quality equal to (=) Total Difficulty]**
4. Increase or Decrease *time* spent
 - o Double *time* to gain **Skill +1** to create. Do this as many times as desired.
 - o Reduce the *time* spent. **Skill -1** per hour less than 8 per improvements.
5. Note : 🔄 **Improved** items do not last between adventures.

🔧 Buy an Item with Improvements

1. Find the Item : **Contacting** with **Difficulty = Cost +1** per improvement.
2. Buy the Item : **Resources** with **Difficulty = Cost +2** per improvement.
3. Note : 🔄 **Bought** items do not last between adventures.

STANDARD IMPROVEMENTS

Additional Capability

- Do something else of roughly the same scope
 - Do something normal but do it exceptionally well
- Armed** – Adds guns or blades to a device. Use with the Guns or Weapons skill.

Armored – When hit for one point of stress, the damage is inflicted but does not roll up.

Futurization* – Include a technological advance that existed before the beginning of World War II.

Independent – Add a manner of autopilot. It is able to act independently in a very limited fashion.

Hair Trigger* – Mostly only applicable to explosives.

- A bomb with a hair trigger has no delay.
- **Failing** the throw - explodes at the thrower's feet!
- Take physical stress while carrying device, roll a die, and on a -, it explodes.

Miniaturization – Make the device smaller.

Maximization – Make the device BIG!

Craftsmanship – +1 to Device Skill, max once.

Rugged – 2 extra boxes of capacity over the default.

Upgrade – +2 to Device Skill in a specific circumstance.

*** May not be added to Artifacts.**

WEIRD SCIENCE IMPROVEMENTS

[Req: 🚫 **Weird Science** or co-inventor]

Alternate Usage – The device allows one skill to be 🔄 substituted for another.

Speculative Science - Include a technological advance that existed during the 20th Century.

Conscious - Device is capable of basic reasoning, and can interpret simple commands.

Special Effect – A device may now operate on different principles., like a car that runs on water or a gun which can shoot ghosts. The game benefit of this will depend highly on the specifics.

MAD SCIENCE IMPROVEMENTS

[Req: 🚫 **Mad Science** or co-inventor]

Unbelievable - Like futurization, but this allows for scientific advances which are considered science fiction even today.

ARTIFACT ONLY IMPROVEMENTS

Arcane - Does not actually *do* anything, except it makes whatever else the artifact does into a magical effect.

Blessed – As Arcane but Holy. Artificer should also be a holy man of some sort, like a priest.

SAMPLE EQUIPMENT LIST

	Speed	Capacity	Cost		Cost
Cars				Guns	
Car (Model T Ford)	Average	□□□	Great	Practical, line of duty Revolvers	Mediocre
Luxury car	Good	□□□	Superb	Big Honkin' Revolvers	Mediocre
Hot Rod	Great	□□	Great	Semi-Automatic Pistols	Average
Limousine	Fair	□□□□□	Superb	Hunting Rifles	Average
Truck	Average	□□□□□□	Good	Military Rifles	Fair
Motorcycles				Submachine Guns	
Simple Cycle	Good	□	Good	Machine Guns	Good
Harley Davidson	Great	□	Great		
	Force	Area	Notes	Blades	
Dynamite	Legendary	1		Pocket knife	Terrible
Hand Grenade	Fantastic	1		Hunting knife	Poor
Bottle of Nitro	Fantastic	1	Hair Trigger	Sword	Mediocre
C	Fantastic	1			

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists	Weapons	Guns	Guns	Athletics		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	(Melee)	(thrown)	(Handguns)	(Rifles)	Weapons, Fists		Few months	A season	Half a year	A year	A few years	A decade	A lifetime

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- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distrib- uting are Open Game Content.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

