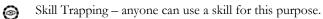
SPIRIT OF THE CENTURY SKILL AND STUNT SUMMARY

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

Key



Stunt – a character must purchase the stunt in order to use.

1 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 ...

Academics

Skills, page 85; Stunts, page 116; Adjudication, page 227 **Summary:** Measures the character's "book learning".

Primary Uses: The player can ask the GM "What do I know about this subject?" or "What does this mean?"

Character examples: Librarians, Archeologists and Students.

Research

[Req: Library with *Quality* equal to the level of the question being asked + Time]

Purpose: Answer a question after failing an Academics roll

Adjudication for Research: the best yardstick is obscurity.

- **Beyond Fantastic:** Lost knowledge.
- Fantastic: Known by one or two people in the world.
- **Superb:** The handful of leading experts.
- > Great: All the top men in the field
- ➤ Good and Lower: The common body of knowledge.

Canguages

Know +1 Langauge per step above **Mediocre**. Choose languages as convienent.

MEMORY

WALKING LIBRARY

Always have a Library (*Quality* = **Academics**).

Research with an actual *Library* take -1 *Time*

***PHOTOGRAPHIC MEMORY

[Req: Walking Library]

Research takes -2 Time

STUDIED RECALL

[Req: Photographic Memory]

[Use: 1/Scene] Spent 1 Fate - Academics vs Mediocre

Memorize one target per shift generated.

Target may be assessed for additional details later.

LANGUAGES

LINGUIST - Speak five additional languages.

GIFT OF TONGUES

[Req: Linguist] – Know all "mainstream" languages. Use language slots for unusual or fantastic languages.

Declaring Minor Details

② Declare an Aspect − Roll vs GM set Difficulty.

➤ GM does not have to reveal difficulty.

Success – the declaration is true and may be tagged for free once.

Failure – GM has the option to place a temporary "mistaken" aspect on the academic.

Exposition and Knowledge Dumping

GM may use character as a mouthpiece to convey a lot of information. Reward the Character with **1 Fate Point**.

The Truth (Plant Bad Information)

[Req: Deceiver need access to the target's library.] Deceiver: Academics modfied by Deceit sets difficulty.

Deceived: Academics vs Difficulty:

Failure – Academics discovers false information,

Failure by 3 or more, then the true information may simply be unavailable.

Success – Researcher discovers false information and recognizes it as false.

SCHOLARSHIP

SCHOLAR

- ➤ Choose a Field +1 Academics.
- ➤ Choose a Field Specialty +2 Academics, -1 Time
- ➤ When in an Academic Environment Use **Academics** to *compliment* social skills.

DIZZYING INTELLECT

[Req: Scholar]

- > () with Scholar Field Deceit
- ➤ With Scholar Field compliment Deceit

TA IT'S ACADEMIC

[Req: Scholar]

[Use: 1/Session] – Academics vs GM Set Difficulty to **②Declare Minor Detail** – Declare +1 *detail* per 2 shifts

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

WAON TOP OF IT

- > \frac{1}{3} Spend 1 Fate: Go first in an exchange.
 - o If multiple people use this stunt they go first in initiative order.
- > \frac{1}{3} Spend 1 Fate: Act next, if the exchange has already started and you have not yet acted.
 - o 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.

KACUT OFF

[Req: MOn Top Of It]

Topponents never gain *Spin* from failed *Attacks*.

RUN INTERFERENCE

[Req: Ready for Anything]

- 1. Y Hold Your Action
- 2. **Spend 1 Fate** *before* someone acts to have that person truthfully declare what he is about to do.
- 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

TANGER 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.

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 Otrappings of Academics but focused on Art.

Art as Craft

All Otrappings 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: Wirtuoso]

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

() to determine the *source* of something.

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

[Use: 1/Piece of Art]

CREATION

WALLOSO

Choose an art form: +1 Art

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

MOVING PERFORMANCE

[Req: Wirtuoso]

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

REPUTATION

COMM/SS/ONS

[Req: Wirtuoso]

[Use: 1/Session] () Resources

DO YOU KNOW WHO I AM?

[Req: Wirtuoso]

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: () Rapport, Intimidation,

Contacting, or Deceit

Spend +1 Fate to ensure the target knows who you

are.

Athletics

Skills, page 91; Stunts, page 126; Adjudication, page 231

Summary: This measures the character's general physical capability.

Primary Uses: Athletics covers running, jumping, climbing, and other broadly physical activities you might find in a track and field event.

Character examples: Athletes, soldiers and outdoorsmen.

Sumping

The difficulty is going to be the bare minimum to clear the distance, so beating that by a few shifts is often a good idea. Outside of that, jumping is often just considered an extension of normal movement.

Sprinting

↑ Spend Full Action – Athletics vs Mediocre.

Cross a number of zones and borders equal to or less than the total shifts of effect.

Climbing

GM Option: Spend shifts to reduce time.

Height Base Difficulty *- Climbs of this
Short Mediocre(+0) length are Athletics
Medium Fair (+2) restricted by
Long Great (+4)* Endurance w/o rest.

Extreme Fantastic (+6)*

	Slipperiness	Visibility	Distractions
+1	Wet or slick	Dark or	Non-threatening
		Raining	interactions
+2	Completely smooth	Pitch Black	External Dangers

UNCOMMON MOVEMENT

HUMAN SPIDER

©Climb +2. Spend 1 Fate to eliminate all climbing difficulty modifiers resulting from the environment.

MIGHTY LEAP

Reduce any height related borders by three.

EQUESTRIAN

() Survival when riding horses or other riding animals.

Dodging

Y Full Action: Defense +2 May not attack or

Sprint.

Falling

Test Athletics to limit the severity of the fall.

GYMNASTICS

CONTORTIONIST

Use full **Athletics** when attempting impossible contorting tasks.

**ACROBAT

- Reduce **Acrobatic** Difficulties by two.
- Falling rolls: Athletics +2
- **Athletics** will never restrict another skill.

SAFE FALL

[Req: Acrobat]

Reduce falls by two categories when near a solid surface.

SLIPPERY

[Req: at least one other Athletics stunt.]

- ➤ \ +2 vs **knockback**, **push** attacks
- > +2 to escape from bonds.

SPEED

MARATHON TRAINING

- > () Endurance with lengthy athletic activity.
- > Compliment Endurance under most other circumstances.

#FAST AS A LEOPARD

[Req: Marathon Training]

Sprint Action + 2 or be considered on an "even footing" with a mounted beast or car.

FASTER THAN A LEOPARD

[Req: Fast as a Leopard]

Sprint Action + 4 or **Sprint** Action +2 and be on an "even footing" with a mounted beast or car.

No penalties for moving one zone as a supplemental action.

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 committeed the same crime himself.

TRIPWIRE SENSIBILITIES

() Alterness or Investigation to avoid a trap.

TRESPASS TEMPO

[Req: Tripwire Sensibilities]

() *Inititative 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 *retroative aspects* to:
 - a. Assign an *aspect* as needed [Max: 1/Scene]
 - b. Trade to declare 3 non-aspect facts

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**.

METWORK 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 Good back to the original character

Great + The rumor has spre

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.

RIG REPUTATION

[Req: Big Name]

Spend 1 Fate – () Rapport, Intimidation, Deceit, Leadership, or Resolve

Deceit

Skills, page 95; Stunts, page 134; Adjudication, page 238

Summary: The ability to lie.

Primary Uses: Be it through word or deed, it's the ability to convey untruths convincingly. **Secondary Uses:** Modify, restrict, or complement Empathy, Alertness, or Investigation.

Character examples: Grifters, spies, and politicians.

False Face Forward – Defend against a *Read*() Rapport: Deceit vs. Empathy modified with Rapport If the deciever wins, he may provide a false aspect.

Ocat and Mouse — Riposte in a **Social Conflict**Deceit vs. Empathy — If Deceiver wins he may represent any particularly convincing lie as a **Consequences**.

FALSEHOOD

THE HONEST LIE

Deceit +2 when lying with a lot of truth.

The truth must be *relevant*, not unimportant, and *significant*. It must be on par with the lie.

TAKES ONE TO KNOW ONE

() Empathy when detecting if someone is lying.

CLEVER FACADE

[Req: either The Honest Lie or Takes One to Know One]

- When the target of an **Empathy** *Read*, the character puts a false face forward.
- If he wins the contest then the character reveals a *False Aspect* and *gets* a *Read* on the reader.

CONFIDENCE

CON MAN

(C) Empathy to *Read* a person May only learn aspects that are Weaknesses.

THE FIX IS IN

[Req: Con Man]

O Gambling - if he loses, the game is treated as *high stakes*.

SUCKER

[Req: **Con Man**]

Create a *Companion* with: Quality: Fair, Resources: Skilled, (2) Advances

WABIG SUCKER

[Req: Sucker]

Improve Sucker Companion. Increase Sucker's Resources to Quality + 2. Add 1 Advance.

○Disguise — Conceal your true identity Used without Stunts: **Deceit** vs. **Alertness** Used with Stunts: **Deceit** vs. **Investigation**

DISGUISE

CLEVER DISGUISE

While Disguised: Defend with full **Deceit**. With Disguise Kit: Create a disguise in **A Few Minutes**.

MM/CRY

[Req: Clever Disguise]

While Disguised: Pretend to be a specific person.

Empathy / Investigation / Deceit vs. Mediocre
Study target for Half and Hour. -1 Time per Raise

MASTER OF DISGUISE

[Req: Clever Disguise and Mimicry]

Cost 1 Fate: Character may go "off camera" and stop playing. Character may return at any point as a nameless character, revealing themselves as the PC in disguise! *Investigator with Suspicion* may spend **1 Fate**

Investigation vs. Deceit. If Investigator wins then that player gets to decide which nameless character is actually the Master of Disguise.

INFILTRATOR

[Req: Master of Disguise]

While "off screen" via Master of Disguise –
Investigation vs. Mediocre. Each gained shift can:

- Gain a useful (but general) piece of information about the area or group being infiltrated.
- Leave a clue, hint or message for the rest of the player characters without revealing himself.

THE MIND

[Req: Master of Disguise and a Deceit skill of Great or better]

() Any other skill, target should possess at Deceit -2 Pay 1 Fate or Resolve vs. Deceit -2.

If missed, become temporarily lost in the persona. You may be subject to one no-fate-point compel before you break out of it.

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.

WALLINSAFE 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.

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
 - O 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.

WAHEART'S SECRET

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

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.

Endurance

Skills, page 97; Stunts, page 144; Adjudication, page 246

Summary: Endurance is the ability to keep performing physical activity despite fatigue or injury.

Primary Uses: Resist Shock and effort. Resist poisons and diseases.

Secondary Uses: Compliments Athletics over a Distance. **Character examples:** Explorers, athletes, and sailors.

©Endurance (Health Track) -

Starting Endurance		Health Track Box
\triangleright	Mediocre	(5)
\triangleright	Average-Fair	(6)
\triangleright	Good-Great	(7)
\triangleright	Superb-Fantastic	(8)

PERSISTENCE

LAST LEG

[Req: When taken out by a physical hit]

Spend 1 Fate - Defer a consequence or concession for one or more exchange, or until hit again.

If character is still taken out when **Last Leg** ceases, the attacker may determine the **taken out** result, even if he has been defeated in the intervening time.

FEEL THE BURN

May sustain one extra *moderate, physical* consequence before moving on to a severe physical consequence. Character may take a total of *four* consequences in a physical conflict.

WAFACE THE PAIN

[Req: Feel the Burn]

[Use: 1/Scene] Spent 1 Fate: Remove a single check mark from the injury track.

TIRELESS

Reduce the amount of sleep needed in a night. **Endurance** vs **Mediocre** + skipped nights of sleep.

- > 0 Shifts: 6-8 hours
- ➤ 1 Shift: 3-4 hours
- > 2 Shifts: 1 hour
- 3 Shifts: 30 minutes
- ➤ 4 Shifts: a few minutes.

Character must get a full nights sleep to reset difficulty to Mediocre.

RECOVERY

BOUNCE BACK

- Heal from consequences in Time -2.
- Mild physical consequences are removed between scenes *even if* there's no "break."
- Moderate consequences take an hour of rest.
- Severe consequences may be reduced from months to weeks, weeks to a day or less.

DEATH DEFIANCE

[Req: Get taken out "off camera"]

Spend ½ of remaining fate points, rounded up (Min 1). Once he has a story, re-enter play in any subsequent scene in as dramatic a fashion as he sees fit. All physical stress is cleared. A single consequence remains to reflect the dangers survived.

DEVELOPED IMMUNITIES

[Req: at least one other Endurance stunt]

Endurance + 2 to resist any uncommon poison he has *not* previously encountered

Endurance + 6 to resist any previously encountered poison.

TOUGHNESS

ONE HIT TO THE BODY

When a hit would roll up, he may instead choose to fill in any number of lower wound boxes that total the value of the hit. i.e. Instead of rolling up a 4 to 5, take a 1 and a 3.

THICK SKINNED

[Req: One Hit To The Body]
Gain one additional physical stress box.

MAN OF IRON

[Reg: Thick Skinned]

The character's physical injuries roll **down** rather than up. If no lower boxes are available, hits roll up as normal.

MANOW YOU'VE MADE ME MAD

[Req: two other Endurance stunts]

[Use: 1/Scene] Take physical stress – Spend 1 Fate Add the original value of the wound to an action in the next exchange vs the person who inflicted the stress.

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

se to setup maneuvers or weirdly indirect attacks

DEVICES

PERSONAL GADGET

Create a personal gadget with 3 Improvements.

WAUNIVERSAL 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.

MAMISTER 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.

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.)

WAMIX 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 succeesful, 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.

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.

WANEVER 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.

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.

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

AIMING

LONG SHOT

Use pistols up to three zones

Trifles and other such weaponry reach an additional zone

SHOT ON THE RUN

Defend with Guns vs Physical Attacks.

STAY ON TARGET

₩ith 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.

MONE SHOT LEFT

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

RAIN OF LEAD

Ignore 2 points of penalties when performing a block.

DRAW

A Q UICK DRAW

Take no penalty for drawing a gun as a supplemental

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

\$\frac{1}{3}\$ Shoot with 2 Guns. If target is hit for Stress, then Stress + 1

Intimidation

Skills, page 100; Stunts, page 161; Adjudication, page 253 **Summary:** Convince someone to do what you want, ... or else.

Primary Uses A blatant social attack, defend with Resolve. Interrogate someone. **Secondary Use:** Provoke to produce a strong "burst" of negative emotional response.

Character examples: Mob enforcers, bouncers and "bad" cops.

Brush Off

During First Contact - Intimidation vs Resolve

> Establish a powerful, menacing first impression

Brush past them without engaging

THREAT OF VIOLENCE

Target completely helpless: Intimidation +2
Target at disadvantage: Intimidation +1
Target has advantage: Resolve +1
Target is very secure: Resolve +2

CONTROL

INFURIATE

Intimidation +2 when inciting Anger. If target then attacks, you may use **Intimidation** to complement your action on the first Exchange.

SUBTLE MENACE

When **Intimidating** – reduce the target's bonus for acting from a superior position by 2 (min +0)

THE SERPENT'S TONGUE

[Req: Subtle Menace]

() Empathy or Rapport when extorting information. Limitation – Aspects revealed must be expressed in the language of fear.

WALLE

() Resolve when defending against Rapport, Deceit, and Empathy.

FEAR

SCARY

() Resolve to resist Intimidation.

AURA OF MENACE

[Req: Scary]

[Use: 1/Scene] Spend 1 Fate – Intimidate a Target as a *free action*. Action may take place at any time and does not use up the character's regular action.

ZAURA OF FEAR

[Req: Aura of Menace]

[Use: 1/Scene] Spend 1 Fate – Full Action Intimidation -2 vs all opponents in the scene.

Vs Minions – If roll is greater than *Quality* then at least half of the Minions are affected.

This effect on minions may be cancelled if they have a leader with **Leadership** present, who may take a second defensive action on their behalf, using that skill.

THE PROMISE OF PAIN

[Req: Scary]

Attack with **Intimidation** – Score a successful hit of 1+ on target's mental stress track.

Spend 1 Fate – immediately force a *consequence* instead.

STEELY GAZE

[Req: Scary]

Look in opponents eyes – Make **Intimidation** Check. Both characters are locked in a contest of wills, and can only take **Intimidation** actions against each other until one or the other either takes a consequence, concedes, or is interrupted (by, say, a gunshot). Any defense rolls either makes against an interrupting action while this is in effect is at -2.

FEARSOME GAZE

[Req: Steely Gaze]

As per **Steely Gaze**, but if opponent loses to the point of taking a consequence, he both takes the consequence *and* is taken out. Target may choose to take a consequence in lieu of getting taken out.

MASTER OF FEAR

[Req: Fearsome Gaze and Aura of Fear] [Use: 1/Scene] Spend 1 Fate – Full Action – Intimidation vs all opponents in the scene.

Vs Minions – if roll beats Quality, minion automatically fails unless their *leader* discards his next action for the exchange to roll **Leadership** to defend them. Without a leader, the minions simply flee, faint, or otherwise take an immediate consequence, to the last man.

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.

WALLINGANNY 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 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.

WAQ UICK EYE

Time -2 with Investigation.

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

TReq: 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)

- \angle Lieutenant x2 as above with 4 additional advances.
- **△**Lieutenant x3 − Good quality with 6 additional advances.

M/N/ONS

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.

Might

(Skills, page 103; Stunts, page 171; Adjudication, page 256) **Summary:** This is a measure of pure physical power. **Primary Uses:** Lifting, moving and breaking things.

Character examples: Strongmen, laborers, and lords of the jungle.

Fighting People

**Compliments: Fists and Weapons

Maneuvers: (Wrestling) - Switch from Fists to Might

Breaking Things

Use brute force to break inanimate things. Two types: Methodical and Abrupt.

Methodical – Roll to Modify time taken.

Abrupt – Roll against the Target's Nature (object strength)

Retry? - Characters can fail twice without penalty.

Difficulty increases by 1 for each additional try.

Mediocre	Paper or glass.
Average	Flimsy wood.
Good	Cheap wood, broken with the grain.
Great	Non-reinforced wood, Interior Door
Superb	Strong wood, exterior door
Fantastic	Reinforced wood, heavy door.
Epic	Security door, bending prison bars.
Legendary	Bank vault door, the door of a safe

FORCE

##HERCULEAN STRENGTH

(-2) to all weight-based difficulties that don't involve combat.

PILEDRIVER

[Req: Herculean Strength] Might +4 vs inanimate targets.

UNBOUND

Might +2 to break restraints.

UNSTOPPABLE

[Req: Herculean Strength + 1 other Might stunt] () Athletics for move actions. Movement *blocks* that can be smashed are considered to be Value -2.

Lifting Things

Might also controls how much the character can lift or move. The weight of the thing being moved sets the difficulty for the roll.

Might	Capacity	WF
Abysmal	10	0
Terrible	50	1
Poor	100	1
Mediocre	150	2
Average	200	2
Fair	250	3
Good	300	3
Great	350	4
Superb	400	4
Fantastic	450	5
Epic	500	5
Legendary	600	6
Each +1	+100	.05

WRESTLING

WRESTLER

[Req: one other Might Stunt]

() Fists

BODY TOSS

[Req: Wrestler]

₹ When making a *throw* or *push* manuever

Target is **Weight -1**.

WAHAMMERLOCK

[Req: Wrestler]

Might +1 to perform an *action block* by grabbing hold of someone. You may inflict a single point of stress on a person who tries and fails to break the *block*.

Mysteries

(Skills, page 104; Stunts, page 172; Adjudication, page 259)

Summary: There is more to the world than science has explained yet.

Primary Uses: Acts as Academics but specializing in the strange, occult, lost mysteries, etc ...

Character examples: Mystics, explorers, and adventurous archaeologists.

Sixth Sense

() Alertness, but for supernatural events.

Mesmerism

Mental Conflict where both parties are willing. **Practical Uses:** Recover lost memories, post hypnotic suggestions, ignore external distractions.

Arcane Lore

() Academics but for @Research of esoteric topics.

Artificing

[Req: Arcane Workshop]

() Engineering, but to create artifacts and talismans.

ARTIFACTS

ARTIFICER

[Req: Arcane Workshop]

Mysteries to improve Artifacts per Gadgets and Gizmos.

PERSONAL ARTIFACT

Own a magical gadget with 3 Advances.

RARE ARTIFACT

Own a "Universal" Artifact. Create a temporary artifact with 3 advances. See book for additional rules.

HYPNOSIS

MESMERIST

With **Mesmerism** − Target is always considered to be actively participating (+2 to roll).

Time -1 to place target in trance.

WHYPNOTIC SPEECH

[Req: Mesmerist]

After several minutes of calm conversation –

() Rapport or Deceit.

MIND'S SHADOW

[Req: Mesmerist]

Requires a target in a full trance – then you may plant false memories, or remove existing ones.

Result sets difficulty to detect.

ENTHRALL

[Req: Mind's Shadow and Hypnotic Speech]

Place an unwilling subject into a hypnotic trance.

Unrestrained targets defend with Resolve +2. If Enthraller wins, he may place a temporary aspect that lasts for 1 scene or he may inflict composure stress.

Fortune-Telling

[Use: 1/Session] Cast a Fortune. Roll against a GM set difficulty. Create an aspect for a person or scene.

SECRETS

FORTUNETELLER

With **Fortune Telling** - make *two* predictions per session, instead of the usual one.

##HERBAL REMEDIES

- () Survival to find medicinal herbs.
- () Science to perform first aid or proper medical care.

PALM READER

() Empathy with "personal examination."

Time: a few minutes

May be combined with a fortune-telling prediction.

SECRETS OF THE ARCANE

() Academics +1 in a specific occult field.

Choose an occult specialization – Mysteries + 2

@Research: Time -1

SP/R/TS

** PSYCHIC

- () Alertness for the paranormal, including surprise.
- () Investigation to gain some mystic or terrible insight into the occult "climate" of an area.

SPIRIT COMPANION

Create a **Companion** with 3 Advances and Independent Advance. Has no physical form To summon – **Spend 1 Fate** or **Spend Time**: *a minute* and roll **Mysteries** vs **Companion's** quality.

VOICES FROM BEYOND

[Req: Psychic]

Summon a spirit - Mysteries vs GM set difficulty Spirit is not compelled to be coorperative. If Summoner gains spin, the spirit may manifest visibly. Use **Mysteries** or **Resolve** to struggle with spirit.

WORDS ON THE WIND

[Req: Psychic]

[Use: 1/Session] – Request an *omen* from the GM. Mysteries vs Mediocre

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

() 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

PLANE MECHANIC

[Req: at least two other Pilot stunts]

Engineer. See desc. for add detail.

C) Engineering with Planes.

() Engineering -1 with other Vehicles.

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.

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.

MAPLOMB

[Req: Smooth Recovery]

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

WAUNFLAPPABLE

[Req: Smooth Recovery]

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

RIGHT PLACE. RIGHT TIME

[Req: Wunflappable]

The 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: MInner 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).

Resources

(Skills, page 108; Stunts, page 187; Adjudication, page 266)

Summary: A measure of available wealth.

Primary Uses: Passively informs the GM as to how wealthy the character is. **Secondary Uses:** Make large expenditures. Attack or Defend against Resources. **Character examples:** Robber barons, aristocrats and successful criminals.

Spending Money

- Adjective 2 Steps or Less Character probably already has one, if it makes sense.
- Equal or Lower on Adjective Ladder -Automatically buy reasonable quantities.
- Adjective Greater than **Resources** Roll vs cost Characters can only make one **Resources** roll per scene.

Workspaces

Own a Workspace: Base Quality = Resources – 2 Each player may have 1 free workspace in their home. Specialize a Workspace: Greatly limit flexibility, Quality = Resources -1

Buy a Higher Quality Workspace: Resources = Quality + 2 (+1 for Specialized)

Extra Shifts can be used to reduce time.

Skill	Work	Workplace
Academics	Academic Research	Library
Science	Lab Work	Lab
Engineering	Gadgeteering	Workshop
Mysteries	Arcane Research	Arcane Library
Mysteries	Artificing	Arcane Workshop

HQ Extra Elements

- Expert Staff HQ has 2 Companions with 1 Average Skill each, and 1 Companion with 1 Fair Skill. Companions become Mediocre if they leave HQ.
- ➤ Secondary Facility HQ acts as second type of Workplace also (Quality = Resouces-3)
- Extensive Security Difficulty +1 to bypass HQ Security.
- Utmost Secrecy Difficulty = Resources to find HQ with Investigation or Contacting. Communications
 Center Communication via HQ = Time-1

ADVANTAGE

GREASE THE WHEELS

() Leadership

MAMONEY TALKS

() Contacting

COMFORT

HOME AWAY FROM HOME

Own a second Work Area with a rating of: **Resources -2** or **Resources -1** if specialized.

WHEADQUARTERS

- Upgrade a Work Area to a Headquarters.
- ➤ HQ is a Work Area with Quality = **Resources** or **Resources** +1 if specialized.
- ➤ HQ has one **②HQ Extra Element**

LAIR

[Req: Headquarters]

HQ has three Extra Elements (rather than one).

STATELY PLEASURE DOME

[Req: Lair]

Has All Extra Elements. Upgrade one to something unique and distinctinve, see pg 189 for examples.

TRUSTED EMPLOYEE

[Req: a HQ with the Expert Staff element]

Convert 1 member of staff into a Companion with Quality = Current Quality.

Companion has 3 Advances, plus Independent Advance (Max Quality of Good)

LIQUIDITY

BEST THAT MONEY CAN BUY

Resources +1 to purchase "the best."

LONG TERM INVESTMENT

[Use: 1 / Session] Resources +2

MAMONEY IS NO OBJECT

[Req: two other Resources stunts]

[Use: 1/ Session] Spend 1 Fate - Act as if you had rolled ++++ on the dice.

You may do this after the fact on a roll. May be combined with Long Term Investment and the Best That Money Can Buy.

Penalty – **Resources -2** for the rest of the session.

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. autoposy), then **Science -2**

WADOCTOR

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 modical work

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.

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.

Stealth

(Skills, page 112; Stunts, page 197; Adjudication, page 268)

Summary: Remain unseen and unheard.

Primary Use: Stay Hidden.

Opposed By: Alertness or Investigation Secondary Uses: Create things with Science

Character examples: Burglars, assassins, and sneaky children.

Hiding

Stay perfectly still and hidden.

Modifiers: Lighting, obstacles and other factors

Bonus	Environment
+4	Pitch black, no visibility
+2	Dark, smoke, thick fog, greatly diminished visibility
0	Dim lighting, cluttered line of sight.
-2	Good Lighting, clear line of sight
-4	Bright lighting, clear area

Skulking

The art of moving while trying to remain unnoticed.

As per **Hiding**, but more difficult.

HIDE

IN PLAIN SIGHT

With Stealth – ignore environmental difficulty icreases.

When **Hiding** – searchers do not get +2 to **Alertness** or **Investigation**.

MASTER OF SHADOWS

[Req: MIn Plain Sight]

As **In Plain Sight**, but may also move one zone per exchange without automatically breaking stealth.

When in a stealthy environment, **spend 1 fate** – make a *sprint* action without automatically breaking stealth.

Outside of conflict: Observers at +1 for a cautious creep, +2 for walking pace, +3 for a jog (short sprint) and +4 for an out-and-out run (long sprint)

Inside conflict: Observers only get a +1 to detect the character for every zone moved in an exchange.

If used in combination with Like the Wind, these discovery bonuses are eliminated entirely.

SHADOWED STRIKE

[Req: Master of Shadows and Vanish]

Attack while *remaining* hidden, using **Stealth** for any defense rolls for the duration of that exchange.

() Combat Defense

DEADLY SHADOWS

[Req: Shadowed Strike]

Attack with **Stealth**

Ambush

Pre-Combat – Stealth vs Alertness

Attacker wins – target must defend and their first defense roll is at Mediocre

If Defender wins – target can defend normally.

RETREAT

QUICK EXIT

When not in a conflict - **Stealth** vs highest **Alertness** in the room to duck out unnoticed.

VANISH

[Req: Quick Exit]

Perform a dramatic flourish of invoke an appropriate environment aspect -

As **Quick Exit**, but the character may vanish even if he is in a conflict, as a full action.

SKULK

HUSH

Make 1 **Stealth** roll (no stunts) for a group of people (max # = Stealth value.)

i.e. Fair Stealth and this stunt would be able to use his skill for himself and two others.

LIGHTFOOT

Traps and such that depend on pressure or some other weight-based trigger are two steps easier for you to circumvent, and any attempts to trace the physical evidence of your steps face a difficulty two higher than you rolled.

LIKE THE WIND

[Req: Lightfoot]

When *skulking* – the bonus to discovery efforts is cut in half.

Observers are only at +1 for a slow creep, +2 for walking pace, +3 for jogging, and +4 for a full-out run; in a conflict, observers are only at +1 per zone moved.

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 penalites.

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.

WHELL BENT FOR LEATHER

Survival +2 with *sprint* action while mounted With **™Animal Compaion** – 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.

Weapons

(Skills, page 114; Stunts, page 203; Adjudication, page 271)

Summary: Fight with Weapons

Primary Uses: Use a Weapon to attack or defend in Combat. Throw small handheld weapons up to one zone away.

Secondary Use: Limited knowledge about weapons and fighting styles.

Character examples: Sailors, fencers, and some kinds of athletes and circus performers.

PROFICIENCY

FLAWLESS PARRY

₹ With Full Defense – Weapons + 3

**RIPOSTE

[Req: Flawless Parry]

Whenever you are physically attacked by an opponent at melee distance and you successfully defend yourself (using Weapons) well enough to gain spin, you may use that spin to inflict a single point of physical stress on your attacker, immediately, as a free action.

TURNABOUT

[Req: Riposte]

[Use: 1/ Scene] Spend 1 Fate + Riposte spin Treat your defense roll as a free-action attack, dealing physical stress equal to the shifts you got on your defense roll.

THROWN

CATCH

The Defend vs thrown object – With *spin* you may catch the item that was thrown at you, provided you have a free hand and it's something you could, practically speaking, catch.

RICOCHET

Weapons -1 to hit. Inflict damage + 2.

GOOD ARM

Weapons -1 to attack up to 2 zones away.

WEAPONRY

ANYTHING GOES

Suffer no complications from improvised weapons. Never need to spend a fate point to declare that an improvised weapon is close at hand.

CLOSE AT HAND

The Draw weapon for free. If being actively blocked, then Block -2.

WEAPON OF DESTINY

[Req: that you have an aspect that refers to the weapon by name]

Artifiact with Craftmanship Improvement (Weapon +1) and 1 additional improvement.

Spend 1 Fate - "Summon" Weapon even when "impossible."

WEAPONS OF THE WORLD

Use all Weapons at no penalty.

Use: 1 / new weapon, per session – tell a quick story about how you came to use such a weapon to get a +1 bonus for a scene.

Gadgets, Gizmos and Artifacts

mprove an Item

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

Buy an Item with Improvements

- Find the Item: Contacting with Difficulty = Cost +1 per improvement.
- Buy the Item: Resources with Difficulty = Cost +2 per improvment.
- 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	
Cars					
Car (Model T Ford)	Average			Great	
Luxury car	Good			Superb	
Hot Rod	Great			Great	
Limousine	Fair			Superb	
Truck	Average			Good	
Motorcycles					
Simple Cycle	Good			Good	
Harley Davidson	Great			Great	
	Force	Area	Notes	Cost	
Dynamite	Legendary	1		Mediocre	
Hand Grenade	Fantastic	1		Good	
Bottle of Nitro	Fantastic	1	Hair Trigger	Great	
C	Fantastic	1		Superb	

Guns Practical, line of duty Revolvers Big Honkin' Revolvers Semi-Automatic Pistols Hunting Rifles Military Rifles Submachine Guns Machine Guns	Cost Mediocre Mediocre Average Average Fair Good Good
Blades Pocket knife Hunting knife Sword	Terrible Poor Mediocre

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

T			Half a minute				
I M	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
E	Few months	A season	Half a year				

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+8 Legendary +7 Epic +6 Fantastic +5 Superb +4 Great +3 Good +2 Fair +1 Average +0 Mediocre Spirit of the Century Skill Summary

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