

SPIRIT OF THE CENTURY

By Robert Donoghue, Fred Hicks, Leonard Balsera - www.evilhat.com

CONFLICT SUMMARY SHEET

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

Start of Conflict

Frame the Scene

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

Declare Zones & Borders


Establish Groups
Group Bonus

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

Place Groups in Zones

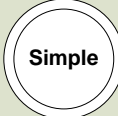
Establish Initiative
Method 1: Roll Alertness
Method 2: Go Clockwise

Key



Contest

Skill vs. Skill




Simple


Skill vs. GM Set Difficulty

Thick Border GM with Player Input

Choose Primary Action (PA)


Attack
To inflict Harm


Vs Person 

Vs Object 

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

Perform a Maneuver
Add an Aspect

Vs Person 

Vs Object 

Full Defense: Skill +2 vs. Attacks

Use a Stunt or Trapping (varies)

Create a Block  Block = Raises

Overcome Block 

Sprint Athletics  1 Zone/Border per Raise

Choose Secondary Action (Optional)


Free Actions


Supplemental Action (-1 to PA)

Move 1 Zone (-1 to PA)

Draw a Weapon (-1 to PA)

Generate Effort

Only Attacker Rolls 

Attacker and Defender Rolls 

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

Determine Modifiers


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


Roll Dice

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

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

Determine Result

 **Effort => Difficulty Success!**

 Higher Effort is Winner
Loser sets Difficulty

Winner Generates Shifts

Effort - Difficulty = Shifts

Spend Shifts: Attacker

Attack: 1 lvl Harm per Shift

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

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

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

Spend Shifts: Defender

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

Sample Maneuvers

Blinding: Weapons vs Athletics
Add Blinded Aspect

Marking: Standard Attack/Defend
Add Marked Aspect

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

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