SPIRIT OF THE CENTURY

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CONFLICT SUMMARY SHEET

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Establish Initiative Start of **Declare Scene Aspects** Frame the **Declare Zones** Place Groups **Establish Groups** Method 1: Roll Alertness Conflict & Borders Scene in Zones Dark, Loud, On Fire, etc ... Method 2: Go Clockwise **Group Bonus** 7-9 10+ 2-3 4-6 +1 +2 +3 Reference Physical Conflict **Social Conflict** Thick Border Attack (any) Defend (any) Attack vs. Defend Attack vs. Defend Set by GM with Skill vs. GM Set Difficulty Skill vs. Skill Fists Fists Rapport vs. Resolve. Deceit Intimidation vs. Resolve Simple Attacker and **Player Input** Guns **Athletics** vs. Resolve. Empathy Leadership vs. Resolve Only Attacker Rolls Weapons Weapons Empathy vs. Rapport, Deceit Defender Rolls Shifts = Winner's Effort Effort, Tagging Attacker Spin = Effort = Skill Tag Aspects (Optional) Calculate - Loser's Effort Awesome 1 Spin / (+/-) Modifiers and Shifts Cost: 1 Fate or Free Tag **Shifts** 3 Shifts Shifts = Effort Defender Spin = Gain +2 or Re-Roll Dice (+/-) Dice Roll +/- 1 On Next Roll - Total Difficulty **Conflict** Attacker Spends Shifts Inflict Stress - Mark the Stress box equal to total **Actions Determine Modifiers** Has Defender Acted? number of Shifts. If filled, mark the next highest. Vs Person +1 Skill is Complimented **Defeat Minions** – Mark one Minion Box per point **Generate Shifts** (Contest Only) Determine Skill is Restricted inflicted. Multiple Minions may be defeated at once. Yes: Skill (Inflict Stress) +1 Spin from Ally Winner Power Stunts or Trappings - Shifts may be No: May abort to Full **Vs Object** -1 Spin from Enemy spent to inflict Stress AND to power Stunts. Defense(Skill +2) See above Group Bonus: See above Defender may take consequence instead of Stress. 1) Determine Modifiers Overcome a Roll Skill Describe 2) Block Strength = Shifts **Blocks** Simple 1+ Shifts **Block Overcome Block Block** +/- Mods When Block is To Defend Another Defended Rolls normally and uses Spend for Supplemental Actions Now better of two results Pushing: (N)PC Moves Zones w/ Target **Create a Fragile Aspect** Choose a **Vs Person** 0-2 Shifts 1 Free Tag then removed # Zones = Shifts - Weight Factor of Target 1) Determine Modifiers Maneuver to do a special maneuver (here are samples) 2) Has Defender Acted? **Knockback: Move Target Zones away** 3) Determine Winner **Perform Vs Object** Create a Sticky Aspect 1 Zone costs (in Shifts) = 1 + Target's WF 3+ Shifts 1 Free Tag + Stays around

Secondary Actions (Optional)

Full Defense

Free Actions

No Actions

Defense + 2

Move 1 Zone (-1 to PA) Draw Weapon (-1 to PA)

Move Multiple

Zones (Sprint)

Supplemental Action (-1 to PA)

Athletics vs

Mediocre

Simple

CarryingPenalty to PA = WF

1 Zone/Border

per Raise

Zones = Shifts – Weight Factor of Target

Knockback: Move Target Zones away
1 Zone costs (in Shifts) = 1 + Target's WF

2 Zones = 3 + (2 x WF)

Blinding
Weapons vs Athletics
Add Blinded Aspect

Disarming

Impose Penalty on target = (# of Shifts + 1)
to retrieve weapon and act