SPIRIT OF THE CENTURY SKILL 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.

1 In Combat – This use of a Stunt or Skill Trapping only applies during a Conflict

T Instant Few moments Half a minute Minute Few minutes 15 minutes Half an hour I Mew hours An afternoon A day A few days A week A few weeks A month

E Few months A season Half a year A year A few years A decade A lifetime

() Skill Substitution - O 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.

Languages

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

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.

Alertness

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.

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)

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

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.

on option spend billio 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

Dodging

¥ Full Action: **Defense** +2 May not attack or **Sprint**.

Falling

Test Athletics to limit the severity of the fall.

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

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.

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

Good back to the original character
Great + The rumor has spread far eno

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.

Deceit

Rapport

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

If the deciever wins, he may provide a false aspect.

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

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

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.

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.

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 Boxes
\triangleright	Mediocre	(5)
\triangleright	Average-Fair	(6)
≻	Good-Great	(7)
\triangleright	Superb-Fantastic	(8)

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

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.

Fighting People

Attack and Defend in Combat

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.

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.

② ★ Use Guns to Attack, but not to Defend.

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

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

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.

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.

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.

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

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

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.

● Fortune-Telling

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

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.

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.

Opening Up

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

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

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)

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

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.

Cab 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	

Science!

To declare an aspect

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

Art of Distraction

Hide something reasonable in plain sight: Sleight of Hand vs Investigation

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.

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.

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

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

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

Secondary Use: Limited knowledge about weapons and

fighting styles.

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

Fighting People

₹ Attack same Zone or Attack 1 Zone away.

The Defend against Attack