

Spirit of the Century Skill Summary

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.

Jumping

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 length are Athletics restricted by Endurance w/o rest.
Short	Mediocre(+0)	
Medium	Fair (+2)	
Long	Great (+4)*	
Extreme	Fantastic (+6)*	

	Slipperiness	Visibility	Distractions
+1	Wet or slick	Dark or Raining	Non-threatening 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 back to the original character
Good 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.

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

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

Spirit of the Century Skill Summary

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

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

Spirit of the Century Skill Summary

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 away.

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.

 Defend against Attack

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