

Spirit of the Century Reference Sheet

The FATE Ladder

- +8 Legendary
- +7 Epic
- +6 Fantastic
- +5 Superb
- +4 Great
- +3 Good
- +2 Fair
- +1 Average
- +0 Mediocre
- 1 Poor
- 2 Terrible
- 3 Awful
- 4 Abysmal

Taking Action (Rolling Dice)

Simple Action: Versus a fixed difficulty

Contest: Multiple characters, high roll wins and generate Shifts.

Conflict: Characters in direct opposition, but resolution is complex.

Effort

The result of your dice roll

Shifts

By how much Effort exceeds difficulty

- Reduce time required
- Increase quality
- Increase subtlety

Fate Points

- +1 to any roll or Effort
- Invoke/Tag an Aspect
- Power a Stunt
- Reject Compels

Aspects

Invoking (your Aspects)

- Re-roll the dice, or
- +2 to your Effort

Invoking for Effect

- Make a Declaration

Tagging (not your Aspects)

- Invoke a Scene or character Aspect

Tagging for Effect

- Compel another character
- The target earns the Fate Point

Compel

- GM Tags a PC Aspect for Effect causing complications and trouble

Declare / Assess

- Simple Action to Declare a Sticky Aspect
- Assess Contest to discover Aspect
- First Tag (by anyone) is free

Initiative

Physical: Alertness
Social: Empathy
Tiebreaker: Resolve

Actions

Attack

- Attempt to cause Stress

Maneuver

- Place a Fragile (one single Tag) Aspect on a Scene or character

Full Defense

- +2 on all defensive rolls

Hold Your Action

- Take your turn after anyone else

Block Actions

- Pre-emptive defense roll

Supplemental Action

- Simple action
- -1 penalty to primary action

Movement (Supplemental Action)

- Move 1 Zone

Sprint (Primary Action)

- Roll for number of zones

Range

Same Zone: Fists
1 Zone: Thrown weapons
2 Zones: Handguns
3 Zones: Rifles

Overflow

Surplus Shifts from Offensive actions can be used in an immediate, follow-up action so long as it's not as another attack or other offensive maneuver

Spin (3+ Shifts)

- On defense it lets you apply +/-1 to the very next roll in the conflict
- Maneuvers result in Sticky Aspects

Concession

Offer to give up under your terms, but your opponent may disregard the offer.

Consequences

Aspect taken instead of Stress

Mild -2 Stress

- Lasts until the end of the scene

Moderate -4 Stress

- Removed after hours of downtime

Severe -6 Stress

- Lasts the session; downgrades to Moderate if playing back-to-back.

Taken Out

- Loss of all Stress Track boxes

Skills

- Academics
- Alertness
- Art
- Athletics
- Burglary
- Contacting
- Deceit
- Drive
- Empathy
- Endurance
- Engineering
- Fists
- Gambling
- Guns
- Intimidation
- Investigation
- Leadership
- Might
- Mysteries
- Pilot
- Rapport
- Resolve
- Resources
- Science
- Sleight of Hand
- Stealth
- Survival
- Weapons

Time Steps

- Instant
- Few moments
- 30 Seconds
- Minute
- Few minutes
- 15 minutes
- 30 minutes
- Few hours
- Half a day
- Day
- Few days
- Week
- Few weeks
- Month
- Few months
- Half a year
- Year
- Few years
- Decade
- Lifetime