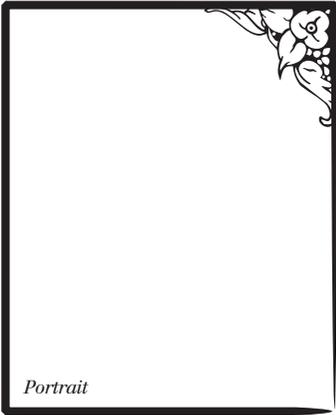


The Amazing Adventures of...

_____, *the* _____
Name Sobriquet

Motivation: _____

Appearance: _____



A character sheet for
SPIRIT OF THE CENTURY

by voidstate

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Languages

1 + 1 additional per point of Academics

Skills

Superb (+5)	_____	_____	_____	_____	_____
Great (+4)	_____	_____	_____	_____	_____
Good (+3)	_____	_____	_____	_____	_____
Fair (+2)	_____	_____	_____	_____	_____
Average (+1)	_____	_____	_____	_____	_____

Aspects

- | | |
|----------|-----------|
| 1. _____ | 2. _____ |
| 3. _____ | 4. _____ |
| 5. _____ | 6. _____ |
| 7. _____ | 8. _____ |
| 9. _____ | 10. _____ |

Stunts

- _____
 Description: _____

Health

Health

Composure

Consequences

Mild

Moderate

Severe

Rules

Fate Points

Spend a Fate Point to...

- ★ Make a *Declaration*
- ★ *Invoke* or *Tag* an *Aspect*, granting:
 - ✧ +2 to one roll
 - ✧ A reroll
 - ✧ Unusual Skill use (scene *Aspects* only)
 - ✧ An *Effect* unrelated to skill use
- ★ Power a *Stunt*
- ★ Refuse a *Compulsion*
- ★ *Compel* an opponent's *Aspect* (they receive the FP)

Receive a Fate Point from...

- ★ Being *Compelled*
- ★ Accidental *Compels*
- ★ Good roleplaying

Shifts & Spin

One *Shift* on a Skill roll can...

- ★ Reduce time required
- ★ Increase quality
- ★ Increase subtlety

Success by at least three shifts grants *Spin*...

- ★ In combat, defending with *Spin* provides +1/-1 on the very next roll (if plausible)
- ★ For *Manoeuvres*, it allows for *Sticky Aspects*
- ★ Otherwise, it marks success as exceptional

The Ladder

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