

SPIRIT OF THE CENTURY DEMO KIT

Number of Players Supported: One or Two.

Running Time: Intended as 10-15 minutes.

Materials Needed:

- Character sheets (Jet Black and Sally Slick. Use Jet for the 1-person version.)
- 8 Fudge Dice (4 for each player; GM/demo-er can go without)
- 10 poker chips (3 for each player; these will represent their fate points. 4 for the GM in reserve, to show off compels.)
- Quick-reference bookmarks (useful for looking at the adjective ladder)

Overview

This demo is meant to be run briskly, in about ten minutes, with a five minute “fudge factor” for filling in blanks, running over on one of the parts, etc.

The first part is **orientation**: show the character sheets to the players, give them an idea of what’s involved in each part.

The second part is **play demo**: this demo more than anything is focused on the thing that makes Spirit of the Century different — aspects. Play should last long enough to let people give aspects a small workout, but not to the point of resolving the scene.

End on a cliffhanger! If you’ve got a little time afterwards, answer questions.

Orientation

Hand out **Jet Black** to player #1. If there’s a player #2, give them **Sally Slick**.

Give them maybe 15 seconds to look over the sheet, then launch right into a guided tour. You want to cover all of this stuff, but make sure to communicate directly what excites you about the game and about the characters you’ve handed out. Positive, enthusiastic energy sells the game!

The sheet is divided into three sections — skills, stunts, and aspects — and you want to talk about them in that order.

Skills are arranged in a “pyramid”, with the character’s “peak” skills at the top. These are pretty straightforward, representing what you can do and how well you can do it. Peak skills are a good way to get a quick idea of what sorts of action the character does best.

Jet’s peak skills are Athletics, Guns, and Engineering, so we know he’s a limber, fast-on-his feet guy who knows his way equally well around a revolver or a car engine. Sally’s are Engineering, Drive, and Weapons. She’s a tomboy greasemonkey who can drive as well as a professional racer and swing that giant wrench on her belt like a club. These skills are what you roll against; talk about the Fudge Dice and how they generate a -4 to +4 range, and what the results of a roll look like (you can hold off until you’re actually running the scenario).

Stunts are situational bonuses or advantages that you can bring to bear with a particular skill. The effects are written out on the sheet — if you’re running this demo for the first time, take a few minutes to read those over so you can give a quick explanation if asked. But with stunts, you can usually say “these are like feats in a d20 game, or advantages or shticks in a ton of other systems” and be done with it after pointing out your favorites on each character.

Aspects are where it’s at and they’ll form a basis for the demo, so give them some time. In particular you want to highlight the aspects that will be especially relevant for the scene you’re about to run (which aspects are different depending on headcount — see the scenario descriptions below for details) as you talk through what aspects do.

You’ll want to talk about **invoking** first, since it’s the easiest thing: spend a fate point, point at an aspect and explain why it matters, and get a **+2 or a reroll** on those fudge dice.

Then talk about getting those fate points back by accepting **compels** — when the GM triggers a compel (or you walk into a situation where an aspect might work against you, and raise the issue to the GM), the GM offers you a fate point, indicating that an aspect of yours is a problem for you. You can accept it and change your behavior to suit, or reject it and pay a fate

point instead (usually, it's accept).

It's easy at this point to segue into talking about **tagging** — talk about how the environment and other characters' aspects are available to you if you're aware of them, letting you “tag” those aspects, getting the same benefits as an invoke.

You should also talk about how you can get **free tags** on aspects, saving yourself a fate point by setting something up with a skill roll, whether as:

- an **assessment** (discovering a hidden aspect with a skill roll, getting a free tag)
- a **declaration** (declaring an aspect to exist, and making a skill roll to make what you declare into truth, getting a free tag)
- or a **maneuver** (doing trickery with your skill to place an aspect on your opponent, representing your temporary upper hand, getting a free tag)

In a two-player situation, you want to stress maneuvers in particular as good ways to do teamwork — one guy places an aspect and gives the free tag to the other guy, producing a “lay-up and spike!” effect.

A lot of the above **can** be covered in play, so don't spend more than 5-6 minutes tops on the above. Cover the basics of the concepts so they're not encountering them first in play, and then get the dice rolling.

One-Player Scenario: Jet Black

The one-player scenario revolves around Jet Black. Especially relevant aspects:

- **First on the Scene** (use a compel of this to frame the situation)
- **Over My Head** to hit Jet with some more compelling things as things go down.
- **Nick of Time** and **Seat of My Pants** for invokes.
- **Amazing Jet Pack!** to show off synergies between the stunt of the same name and the aspect.

In general the GM will not roll dice here, just assume the minions to be making Fair or Good rolls regularly.

The Situation: Jet Black bursts into a warehouse full of the mechanical monkey minions of Gorilla Khan. Fight!

The System: Jet first faces a compel on his First on the Scene aspect... he's showing up without his friends. Worth a fate point? You betcha!

Next: Give him a chance to make his entrance awesome, dropping through a skylight or whooshing through the doors with his jetpack. Maybe this is time for an Athletics maneuver to place a “Surprised Monkeys!” aspect on the minions, and then tag that later for benefits.

The Warehouse: Probably has some interesting aspects on it, like “Cramped” or “Dark”. Let

him claim some free tags on these aspects, or even let the minions get one free tag off on, say, Cramped to take advantage of Jet's difficulty maneuvering.

The Takedown: At some point Jet should get a chance to take down the minions, preferably by working up a set of aspects on them from maneuvers and other situations so he has a big swack of free tags and can do it all at once. (Maybe he's used an Assessment action with his Engineering to figure out where their controlling transmitter is, whatever!) There are a lot of monkeys (2 stress per monkey to take out); show off how he can really juice up his smackdown roll by stretching just a little more with another fate point buy, so long as he has a new aspect to hook it into.

The Cliffhanger: Once the monkeys are down, end on a big bellow, flying crates, and Gorilla Khan stepping out. As a bit of finishing comedy, throw Jet a fate point as your final act. “Looks like you're in **Over Your Head**, Jet!”

That's it for the one-player scenario. Be adaptable! Just keep an eye on making sure that one or more maneuvers are done, maybe an assessment or declaration, some tags, a couple compels, a few invokes. Anything else is gravy. You can play fast and loose with the details on the GM's side, since these are minions.

NAME: Jet Black

PLAYER:

ASPECTS

Motorhead

Unspoken Love (Sally Slick)

First on the Scene

Nick of Time

"Sally, Save Me!"

Rocket Red Rivalry

Stop Doctor Methuselah!

Seat of My Pants

Over My Head

Amazing Jet Pack!

REFRESH RATE 10

CURRENT FATE POINTS

SKILLS

SUPERB Athletics

GREAT Guns Engineering

GOOD Pilot Stealth Fists

FAIR Drive Endurance Resolve Intimidation

AVERAGE Alertness Science Might Rapport Weapons

STUNTS

Amazing Jet Pack (Athletics/Eng.)

This is a gadget; you can fly, using Athletics.

Universal Gadget (Engineering)

A gadget you specify on-the-fly, as needed.

One Shot Left! (Guns)

You opt to run out of ammo; in return, your last shot is at +3.

Trick Shot (Guns)

+2 on a Guns roll, but only if shooting something inanimate.

Two Gun Joe (Guns)

When using two guns, a successful hit is +1 stress, and you're harder to disarm.



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COMPOSURE □ □ □ □ □ □ ■ ■ ■ ■

CONSEQUENCES

Two-Player Scenario: Jet and Sally

The two-player scenario uses Jet Black and Sally Slick. They work particularly well as a pair because Jet is essentially Sally's "damsel" in distress, as well as harbors a secret crush on her. Sally has a few aspects on her that make scenes with Jet work particularly well, too.

For Jet:

- Compels: **"Sally, Save Me!"** and **Unspoken Love (Sally Slick)**
- Invokes: **Nick of Time** and **Stop Doctor Methuselah!**

For Sally:

- Compels: **"Jet's in Trouble!"** is the big one, but so is **"Gimme a Minute!"**
- Invokes: Also **"Jet's in Trouble!"**, among others. We focus on this one to show off how aspects can be double-edged. Look also to **Monkeywrench** and **Eureka!**

Again, the GM doesn't really roll dice here. Instead he focuses on what's happening with the characters' sheets and sets interesting difficulties for their efforts.

The Situation: Much like the one-player situation, set up Jet in a predicament: he's caught inside a death trap set by the nefarious Dr. Methuselah. It's a TIME SHEAR DEVICE that has Jet moving too slow to escape, and will tear him into pieces, sending those bits throughout history if the device isn't

shut off!

The System: This is a compel, essentially: you're saying "I'm framing you into a bad situation that Sally will need to bail you out of — this is **Sally Save Me!** in action as a compel". Jet gets a fate point.

Next: Sally bursts into the room and sees Jet caught in the weird time-field. Dr. Methuselah is making his escape. She could chase him, but **Jet's In Trouble!** — a compel (which she's likely to accept) to stay and break Jet free instead of follow Dr. M.

The Device: It's a race against the clock. She'll have to use her Engineering to unravel the device (give it a high difficulty, and make her use her aspects to hit the mark—have it work like an attack, she has to deal X stress to the device with her Engineering roll in order to disable it).

Jet's Predicament: But the device is pulling Jet apart—through time! He may have to make Athletics rolls to defend against "attacks" by the device. He's a goner for sure, unless the object of his Unspoken Love can save him...

Teamwork: Jet may be able to help Sally out by shouting out advice based on his Engineering skill, declaring/maneuvering aspects onto the device that Sally can then tag for free to boost her rolls. Alternately, Sally can take a break from trying to

deactivate the device in order to declare some aspects into being that Jet can use to help his defense. Actively, strongly encourage this!

Boom! Once the device is deactivated, it turns, of course, into a bomb (or activates another bomb somewhere nearby if the device was described to be destroyed during Sally's efforts). Here, you can give each player a target roll for Athletics or whatever to dive free. Maybe Jet will use his Unspoken Love to help him push Sally to safety even as the masonry collapses onto his head. The bomb going off is where you put your scenario-ending cliffhanger!

The above can be elaborated with actual fightable opponents if the device and bomb thing runs too short. Maybe the thing's ticking down to zero while Jet and Sally must fight through a couple Methuselahbot Minions to make it to safety.

NAME: Sally Slick

PLAYER:

ASPECTS

Fearless

One of the Guys

Grease Monkey

Hidden Crush (Mack Silver)

Eureka!

"Jet's in Trouble!"

Monkeywrench

"Gimme a Minute!"

Scrappy

"It Works on Paper!"

REFRESH RATE 10

CURRENT FATE POINTS

SKILLS

SUPERB Engineering

GREAT Drive Weapons

GOOD Athletics Endurance Fists

FAIR Science Resolve Stealth Investigation

AVERAGE Alertness Pilot Might Rapport Contacting

STUNTS

Universal Gadget (Engineering)

A gadget you specify on-the-fly, as needed.

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One Hand on the Wheel (Drive)

You can use other skills at the same time as driving with no penalty to either skill.

Unsafe at Any Speed (Drive)

The environment takes double damage when you're doing combat driving; if something breaks, it breaks spectacularly!



HEALTH 1 2 3 4 5 6 7 8 9
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CONSEQUENCES

Three-Player Scenario: Jet, Sally, and Mack

The three-player scenario uses Jet Black, Sally Slick, and Mack Silver, the classic love triangle from SOTC. Jet secretly loves Sally, Sally has a hidden crush on Mack, and Sally's "One of the Guys" aspect keeps her from being seen as a girl by Mack — who's a sleep-around scoundrel.

Important Compels:

- Jet: **Unspoken Love (Sally Slick), Rocket Red Rivalry, and Sally Save Me!**
- Sally: **Hidden Crush (Mack Silver), One of the Guys, and Jet's in Trouble!**
- Mack: **"Lucy" the Century Clipper, and Girl in Every Port**

The GM doesn't really roll dice here, as usual for the demo. Rocket Red, a female russian thief/femme fatale, will get treated as having Great piloting and fighting skills for the purpose of the demo; everything else can be Good or Fair.

The Situation: Mack's been drugged in bed and kidnapped aboard his plane, which is taking off without Sally and Jet. Just as the tied-up Mack wakes to see his plane being piloted by Rocket Red, Sally and Jet down on the ground see it taking into the sky. What to do!

The System: A few framing compels to start things off — Mack's getting compelled on Lucy because his plane's being stolen and on Girl in Every Port to take advantage of his

scoundrelish ways, duped by a woman.

Next: Mack is going to have a chance to try to reason with Rocket Red, using his words or whatever while trying to slyly get out of his bindings, relying on his Deceit and Rapport to cover up, potentially, for his not-so-hot Sleight of Hand. So he's in a social conflict with Rocket Red. He should know he already has a **temporary aspect** on him "Bound Up" to represent that he's been tied to the co-pilot's seat.

Meanwhile: Jet and Sally are going to have to decide whether or not to pursue. Sally might face a compel based on her Hidden Crush ("we've got to go save Mack!") and Jet might face some jealousy and desire to resist due to his Unspoken Love. This is a great chance to create an impasse by compelling both of those aspects on the players, forcing an argument. (Once Jet decides to fly after Mack, it'll be a simple matter; jets are faster than clippers, so they'll catch up. This is a demo, we're allowed to railroad a little.) If they go to an argument, you might want to give Sally a chance to tag Jet's Rocket Red Rivalry aspect **for effect**, which would trigger a second compel where he might have to let the rivalry guide him to go save Mack after all.

The Climax: The scenario quickly comes to a

head, with Jet and Sally possibly in pursuit, and Mack either fooling Red and slyly getting out of his bonds, or losing and having the bonds improved (a temporary aspect placed on him in addition to the one he already has; maybe the second aspect would be "... and Gagged", for a bit of amusement). Regardless, some sort of altercation should break out — Mack deciding to fight with his feet even though he's tied up, Jet and Sally landing on board and trying to knock Red out, something...

When that happens, we have an on-board fight as Rocket Red holds Lucy (the plane) hostage with the explosive devices she's planted in it. (If she can't steal Mack and his plane, no one can!)

Escape or Capture: If Rocket Red's caught, she "won't be taken alive"; if she escapes, it's probably by way of her rocket-pack, a rocket-fuel analogue for Jet's backpack flight gizmo; either way, a bomb is going off!

Cliffhanger the players with Rocket Red's escape or capture, and one of the devices going off, sending the plane into a tail-spin, sure to crash into the Pacific!

NAME: Mack Silver

ASPECTS

Silver Spoon

Black Sheep

Fly by Night

War Buddies

A Girl in Every Port

"Lucy", the Century Clipper

Been There

I Know a Guy

Seat of His Pants

Heart of Gold

REFRESH RATE 10

CURRENT FATE POINTS

PLAYER:

SKILLS

SUPERB Contacting

GREAT Deceit Pilot

GOOD Gambling Fists Rapport

FAIR Academics Alertness Athletics Resources

AVERAGE Endurance Guns Stealth Resolve Sleight of Hand

STUNTS

Linguist (Academics)

Mack can speak up to 7 additional languages.

Walk the Walk (Contacting)

Mack never faces increased difficulty on Contacting rolls due to an unfamiliar locale.

Network of Contacts (Contacting)

Mack always has a familiar friend in an unexpected place. He can call on a companion of his own design once per adventure.

Barnstormer (Pilot)

If Mack COULD fit the plane through a space, he CAN. No problem.

Lucy (Personal Gadget Vehicle)

This is a China Clipper seaplane before its time, extra rugged (5 stress), with an autopilot.



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