

# TABLE OF CONTENTS

TABLE OF CONTENTS

**INTRODUCTION . . . . . 1**

**BACKGROUND . . . . . 2**

- The Century Club . . . . . 2
- The Truth . . . . . 3
- Changing the World . . . . . 3
- Some Ugly Truths . . . . . 4
- Exception-Driven Science . . . . . 5

**THE BASICS . . . . . 7**

- Things You Should Have . . . . . 7
- The Ladder . . . . . 7
- Rolling the Dice . . . . . 8
- Difficulty . . . . . 8
- Skills . . . . . 9
- Aspects . . . . . 9
- Stunts . . . . . 10
- Fate Points . . . . . 10
- Refreshing Fate Points . . . . . 13
- Earning New Fate Points . . . . . 14

**CHARACTER CREATION .15**

- Steps of Character Creation . . . . . 15
- Character Ideas . . . . . 15
  - Academic . . . . . 15
  - Explorer . . . . . 15
  - Gadget Guy . . . . . 16
  - Gentleman Criminal . . . . . 16
  - Jungle Lord . . . . . 17
  - Man of Mystery . . . . . 17
  - Operator . . . . . 17
  - Plucky Reporter . . . . . 18
  - Primitive/Foreigner . . . . . 18
  - Science Hero . . . . . 18
  - Scientist . . . . . 19
  - Two-Fisted Pilot . . . . . 19
- Creating the Character . . . . . 20
- Preparation . . . . . 20
- Names . . . . . 20
- Phase 1: Background . . . . . 21
  - Player Rules . . . . . 22
- Phase 2 . . . . . 22
  - Player Rules . . . . . 22
- Phase 3 . . . . . 23
  - Player Rules . . . . . 23
- Phase 4 . . . . . 23
  - Player Rules . . . . . 23
- Phase 5 . . . . . 24
  - Player Rules . . . . . 24

- Adding Characters Later . . . . . 24
- Skills . . . . . 24
- Stunts . . . . . 24
- Conclusion . . . . . 25
- Advice on Character Creation . . . . . 25
- Motivation . . . . . 25
- Choosing Aspects . . . . . 26
  - Powerful Aspects . . . . . 27
- Fast Character Creation . . . . . 28
  - Creation on the Fly . . . . . 28
  - Some Tips . . . . . 30

**ASPECTS . . . . . 33**

- Picking Character Aspects . . . . . 33
  - Why Would I Want a Bad Aspect? . . . . . 34
  - Jazzing It Up . . . . . 35
  - Story vs. Situation . . . . . 36
  - Getting On the Same Page . . . . . 37
- Using Aspects . . . . . 38
- Invoking Aspects . . . . . 39
  - Invoking for Effect . . . . . 40
  - Encountering Other Aspects . . . . . 40
  - Tagging . . . . . 40
    - To Catch a King (Tagging for Effect) . . . . . 42
    - Guessing Aspects . . . . . 43
- Compelling Aspects . . . . . 44
  - Negotiating a Compel . . . . . 45
  - “Accidental” Compels . . . . . 47
  - Conflicting or Contradictory Aspects . . . . . 47
  - Escalation . . . . . 47
- Sample Aspects . . . . . 48
  - Anger . . . . . 48
  - Bookworm . . . . . 48
  - Cowardly . . . . . 49
  - Duty . . . . . 49
  - Intelligent . . . . . 49
  - Meticulous . . . . . 49
  - Priest . . . . . 50
  - Self-Destructive . . . . . 50
  - Family Estate . . . . . 50
  - Treacherous . . . . . 50
  - Veteran . . . . . 51
  - Gallipoli . . . . . 51
- Even More Examples . . . . . 51

**HOW TO DO THINGS . . 53**

- Using Shifts . . . . . 53
- Taking Action . . . . . 54

Simple Actions ..... 54  
 Contests ..... 54  
 Conflicts ..... 55  
**Running Conflicts** ..... **55**  
 Framing the Scene ..... 56  
 Establish Groups ..... 56  
 Establish Initiative ..... 57  
   An Alternative to Skills ..... 57  
 Taking Action ..... 58  
   Attacks ..... 58  
   Maneuvers ..... 59  
   Special Actions ..... 59  
     Free Actions ..... 59  
     Full Defense ..... 59  
     Hold Action ..... 60  
   Block Actions ..... 60  
   Supplemental Actions ..... 62  
     Movement ..... 62  
   Combining Skills ..... 63  
   Long Contests ..... 65  
 Resolving Actions ..... 65  
 Resolving Attacks ..... 65  
   Taken Out ..... 67  
   Consequences ..... 68  
     Removing Consequences ..... 68  
   Concessions ..... 70  
   Grit ..... 70  
   Resolving Maneuvers ..... 71  
     Temporary Aspects ..... 72  
     Some Example Maneuvers ..... 72  
 Mixions ..... 74  
 Mixed Groups ..... 76  
 Companions ..... 77  
   Minions vs. Companions: Who Gets  
   Them ..... 79  
 Overflow and Spin ..... 79  
   Spin ..... 80  
   Using the Environment for Unusual  
   Skill Use ..... 81

**SKILLS** ..... **82**

**Using This Chapter** ..... **82**  
**Skill List** ..... **82**  
   Assessment and Declaration ..... 83  
**Academics** ..... **85**  
   Research ..... 85  
   Exposition and Knowledge Dumping  
   ..... 86  
   Declaring Minor Details ..... 87  
   Languages ..... 87  
   The Truth ..... 88  
**Alertness** ..... **88**  
   Avoiding Surprise ..... 89

**Art** ..... **89**  
   Art as Knowledge ..... 89  
   Art as Craft ..... 89  
   Art as Communication ..... 89  
   Art as Performance ..... 90  
   Forgery ..... 90  
**Athletics** ..... **91**  
   Jumping ..... 91  
   Sprinting ..... 91  
   Climbing ..... 91  
   Dodging ..... 92  
   Falling ..... 92  
**Burglary** ..... **92**  
   Casing ..... 92  
**Contacting** ..... **93**  
   Gather Information ..... 93  
   Getting the Tip Off ..... 94  
   Rumors ..... 94  
**Deceit** ..... **95**  
   Disguise ..... 95  
   False Face Forward ..... 95  
   Cat and Mouse ..... 95  
**Drive** ..... **96**  
   Chases ..... 96  
**Empathy** ..... **96**  
   Reading People ..... 97  
**Endurance** ..... **97**  
**Engineering** ..... **98**  
   Building Stuff ..... 98  
   Fixing Stuff ..... 98  
   Breaking Stuff ..... 98  
**Fists** ..... **98**  
**Gambling** ..... **99**  
   Playing the Game ..... 99  
**Guns** ..... **99**  
**Intimidation** ..... **100**  
   Threat of Violence ..... 101  
   Brush Off ..... 101  
**Investigation** ..... **101**  
**Leadership** ..... **102**  
   Administration ..... 102  
   Bureaucracy ..... 102  
   Command ..... 102  
**Might** ..... **103**  
   Fighting People ..... 103  
   Breaking Things ..... 103  
   Lifting Things ..... 103  
**Mysteries** ..... **103**  
   Sixth Sense ..... 104  
   Mesmerism ..... 104  
   Arcane Lore ..... 104  
   Fortune-Telling ..... 105  
   Artificing ..... 105  
**Pilot** ..... **105**

<b>Report</b> .....	<b>106</b>	Appreciation .....	122
First Impressions .....	106	The Artist's Eye .....	122
Closing Down .....	106	Creation .....	123
Opening Up .....	106	Virtuoso .....	123
<b>Resolve</b> .....	<b>107</b>	Moving Performance .....	123
<b>Resources</b> .....	<b>107</b>	Persona .....	123
Spending Money .....	108	Razor Tongue .....	123
Lifestyle .....	108	Poison Words .....	124
Workspaces .....	109	Stage Presence .....	124
<b>Science</b> .....	<b>109</b>	All the World's a Stage .....	124
Lab Work .....	110	Reputation .....	125
Medical Attention .....	110	Commissions .....	125
Science! .....	110	Do You Know Who I Am? .....	125
<b>Sleight of Hand</b> .....	<b>111</b>	Weight of Reputation .....	125
Pickpocket .....	111	<b>Athletics</b> .....	<b>125</b>
Art of Distraction .....	111	Gymnastics .....	125
<b>Stealth</b> .....	<b>112</b>	Contortionist .....	125
Hiding .....	112	Acrobat .....	126
Skulking .....	112	Safe Fall .....	126
Ambush .....	112	Slippery .....	126
<b>Survival</b> .....	<b>112</b>	Speed .....	126
Animal Handling .....	113	Marathon Training .....	126
Riding .....	113	Fast as a Leopard .....	127
Camouflage .....	113	Faster than a Leopard .....	127
Scavenging .....	113	Uncommon Movement .....	127
<b>Weapons</b> .....	<b>113</b>	Human Spider .....	127
<b>STUNTS</b> .....	<b>115</b>	Mighty Leap .....	128
<b>What Stunts Do</b> .....	<b>115</b>	Equestrian .....	128
<b>Academics</b> .....	<b>116</b>	<b>Burglary</b> .....	<b>128</b>
Languages .....	116	Perspective .....	128
Linguist .....	116	Criminal Mind .....	128
Gift of Tongues .....	116	Tripwire Sensibilities .....	128
Memory .....	116	Trespass Tempo .....	129
Walking Library .....	116	Technique .....	129
Photographic Memory .....	117	Hatpin Maestro .....	129
Studied Recall .....	117	Mental Blueprint .....	129
Scholarship .....	118	The Big Heist .....	129
Scholar .....	118	<b>Contacting</b> .....	<b>130</b>
Dizzying Intellect .....	118	Companions .....	130
It's Academic .....	119	Contact .....	130
<b>Alertness</b> .....	<b>119</b>	Close Contacts .....	131
Reflexes .....	119	Network of Contacts .....	131
On Top Of It .....	119	Connections .....	132
Ready for Anything .....	120	I Know a Guy Who Knows a Guy .....	132
Cut Off .....	120	Insider .....	132
Run Interference .....	120	Walk the Walk .....	132
Vigilance .....	121	Reputation .....	132
Danger Sense .....	121	Big Man .....	132
Saw It Coming .....	121	Talk the Talk .....	133
Constant Vigilance .....	121	Big Name .....	133
Take It All In .....	122	Big Reputation .....	133
<b>Art</b> .....	<b>122</b>	<b>Deceit</b> .....	<b>134</b>
		Confidence .....	134
		Con Man .....	134

The Fix Is In .....	134	Methods.....	149
Sucker .....	134	Demolitions.....	149
Big Sucker.....	135	Architect of Death.....	149
Disguise .....	135	Grease Monkey.....	149
Clever Disguise.....	135	Mister Fix-It .....	149
Mimicry .....	135	Thump of Restoration.....	150
Master of Disguise .....	136	<b>Fists.....</b>	<b>150</b>
Infiltrator .....	136	Brawling.....	150
Disguise of the Mind.....	137	Brawler .....	150
Falsehood.....	137	Dirty Fighter.....	151
The Honest Lie .....	137	Crippling Blow .....	151
Takes One to Know One .....	138	Signature Strike .....	151
Clever Facade.....	138	Mix it Up .....	152
<b>Drive.....</b>	<b>138</b>	Army of One .....	152
Cars.....	138	Whatever's on Hand .....	152
Custom Ride .....	138	Fists of Fury .....	152
Prototype Car .....	139	Kung Fu.....	153
Car Mechanic .....	139	Martial Arts .....	153
Tricks .....	139	Brickbreaker.....	153
Defensive Driving.....	139	Demoralizing Stance.....	153
One Hand on the Wheel .....	140	Flying Kick.....	154
Turn on a Dime.....	140	Flow like Water.....	154
Unsafe at Any Speed .....	141	Bend like the Reed .....	154
<b>Empathy.....</b>	<b>141</b>	Lethal Weapon .....	154
Intuition.....	141	Fist of Death .....	155
Ebb and Flow.....	141	Signature Strike.....	155
Preemptive Grace .....	141	<b>Gambling.....</b>	<b>155</b>
Track the Soul.....	142	Luck .....	155
The Skeptic's Ear .....	142	Gambling Man .....	155
Insight .....	142	Double or Nothing .....	155
Cold Read .....	142	The Devil's Own Luck.....	156
Heart's Secret.....	142	Skill.....	156
Hit Them Where It Hurts .....	143	Know When to Fold 'Em.....	156
A Peek Inside.....	143	Never Bluff a Bluffer .....	156
Uncanny Hunch.....	144	Winnings .....	157
<b>Endurance .....</b>	<b>144</b>	Players' Club .....	157
Persistence.....	144	Gambling Buddy.....	157
Last Leg.....	144	<b>Guns .....</b>	<b>157</b>
Feel the Burn .....	145	Aiming .....	157
Face the Pain .....	145	Long Shot.....	157
Tireless .....	145	Shot on the Run .....	158
Recovery .....	146	Stay on Target .....	158
Bounce Back .....	146	Trick Shot.....	158
Death Defiance.....	146	Ammunition.....	158
Developed Immunities .....	146	Fast Reload.....	158
Toughness .....	147	One Shot Left .....	159
One Hit to the Body .....	147	Rain of Lead.....	159
Thick Skinned.....	147	Draw.....	159
Man of Iron .....	147	Quick Draw .....	159
Now You've Made Me Mad .....	148	Lightning Hands .....	159
<b>Engineering.....</b>	<b>148</b>	Snap Shot.....	160
Devices.....	148	Firepower.....	160
Personal Gadget .....	148	Gun-Crazy.....	160
Universal Gadget .....	148	Custom Firearm .....	160

Two Gun Joe .....	161	Hypnosis .....	174
<b>Intimidation</b> .....	<b>161</b>	Mesmerist .....	174
Control .....	161	Hypnotic Speech .....	175
Infuriate .....	161	Mind's Shadow .....	175
Subtle Menace .....	162	Enthrall .....	175
The Serpent's Tongue .....	162	Secrets .....	176
Unapproachable .....	162	Fortuneteller .....	176
Fear .....	162	Herbal Remedies .....	176
Scary .....	162	Palm Reader .....	177
Aura of Menace .....	163	Secrets of the Arcane .....	177
Aura of Fear .....	163	Spirits .....	177
The Promise of Pain .....	163	Psychic .....	177
Steely Gaze .....	164	Spirit Companion .....	178
Fearsome Gaze .....	164	Voices from Beyond .....	179
Master of Fear .....	164	Words on the Wind .....	179
<b>Investigation</b> .....	<b>165</b>	<b>Pilot</b> .....	<b>180</b>
Contemplation .....	165	Flight .....	180
Scene of the Crime .....	165	Barnstormer .....	180
Eye for Detail .....	165	Flawless Navigation .....	180
Uncanny Hunch .....	165	Fly by Night .....	180
Observation .....	166	Flying Ace .....	181
Lip Reading .....	166	Death From Above .....	181
Focused Sense .....	166	Walk Away From It .....	181
Impossible Detail .....	166	Planes .....	181
Quick Eye .....	167	Personal Aircraft .....	181
<b>Leadership</b> .....	<b>167</b>	Prototype Aircraft .....	182
Followers .....	167	Plane Mechanic .....	182
Personal Conspiracy .....	167	<b>Rapport</b> .....	<b>182</b>
Lieutenant .....	168	Charisma .....	182
Minions .....	168	Best Foot Forward .....	182
Reinforcements .....	169	Five Minute Friends .....	183
Law .....	169	International .....	183
Legal Eagle .....	169	Ladies' Man/Popular Gal .....	183
World Court .....	169	Wordplay .....	183
Organizations .....	170	Blather .....	183
Funding .....	170	Heart on My Sleeve .....	184
Instant Functionary .....	170	The Right Questions .....	184
Center of the Web .....	170	Smooth Over .....	185
Ubiquity .....	171	<b>Resolve</b> .....	<b>185</b>
<b>Might</b> .....	<b>171</b>	Cool .....	185
Force .....	171	Smooth Recovery .....	185
Herculean Strength .....	171	Cool Customer .....	185
Piledriver .....	171	Aplomb .....	186
Unbound .....	172	Unflappable .....	186
Unstoppable .....	172	Right Place, Right Time .....	186
Wrestling .....	172	Tenacity .....	187
Wrestler .....	172	Inner Strength .....	187
Body Toss .....	172	Iron Determination .....	187
Hammerlock .....	173	Still Standing .....	187
<b>Mysteries</b> .....	<b>173</b>	Driven .....	187
Artifacts .....	173	Unyielding .....	188
Artificer .....	173	<b>Resources</b> .....	<b>188</b>
Personal Artifact .....	173	Advantage .....	188
Rare Artifact .....	174	Grease the Wheels .....	188

Money Talks .....	188	Tracker.....	202
Comfort.....	188	Riding.....	202
Home Away From Home.....	188	Hands Free.....	202
Headquarters.....	189	Hell Bent for Leather.....	202
Lair.....	190	Ride Anything.....	202
Stately Pleasure Dome.....	190	Breaking it In.....	202
Trusted Employee.....	190	<b>Weapons.....</b>	<b>203</b>
Liquidity .....	191	Proficiency.....	203
Best That Money Can Buy.....	191	Flawless Parry.....	203
Long Term Investment .....	191	Riposte .....	203
Money Is No Object .....	191	Turnabout.....	203
<b>Science .....</b>	<b>192</b>	Thrown.....	204
Medicine .....	192	Catch.....	204
Forensic Medicine .....	192	Ricochet .....	204
Doctor.....	192	Good Arm .....	204
Medic.....	192	Weaponry .....	205
Surgeon.....	193	Anything Goes .....	205
Theory .....	193	Close at Hand.....	205
Scientific Genius.....	193	Weapon of Destiny.....	205
Theory in Practice.....	194	Weapons of the World.....	206
Scientific Invention .....	194		
Weird Science .....	194	<b>GADGETS AND GIZMOS</b>	<b>207</b>
Mad Science.....	195	<b>State of the Art .....</b>	<b>207</b>
<b>Sleight of Hand.....</b>	<b>195</b>	Day to day .....	207
Distractions.....	195	Modern marvels.....	207
Bump and Grab.....	195	Soon to Come .....	208
Cool Hand.....	195	<b>Dollars and Cents.....</b>	<b>208</b>
Sucker Punch.....	196	<b>Vehicles.....</b>	<b>209</b>
Showmanship.....	196	<b>Guns .....</b>	<b>211</b>
Juggler .....	196	<b>Explosives.....</b>	<b>212</b>
Legerdemain .....	196	Bigger Bombs .....	212
Stage Magic .....	196	<b>Other Weapons.....</b>	<b>212</b>
Master of Illusion .....	197	<b>Making Things.....</b>	<b>213</b>
<b>Stealth.....</b>	<b>197</b>	<b>Improving Things.....</b>	<b>213</b>
Hide .....	197	<b>Personal Things.....</b>	<b>216</b>
In Plain Sight.....	197	Universal Gadgets .....	217
Master of Shadows.....	197	Those Wonderful Toys: Gadgets as	
Shadowed Strike .....	198	Effects .....	218
Deadly Shadows .....	198	<b>Buying Gadgets Outright .....</b>	<b>218</b>
Retreat .....	199	<b>Some Sample Gadgets .....</b>	<b>219</b>
Quick Exit .....	199	Artifacts.....	220
Vanish .....	199	Making and Improving Artifacts	221
Skulk.....	199	Personal Artifacts and Rare Artifacts	221
Hush .....	199	.....	221
Lightfoot .....	199	<b>RUNNING THE GAME.</b>	<b>222</b>
Like the Wind.....	200	<b>Setting Difficulties .....</b>	<b>222</b>
<b>Survival.....</b>	<b>200</b>	Spin.....	225
Beasts .....	200	Setting Difficulties for Declarations	225
Animal Companion.....	200	Setting Difficulties for Assessments	226
Animal Friend .....	200	<b>Time .....</b>	<b>226</b>
Call of the Wild .....	201	Taking Your Time .....	227
King of the Beasts.....	201	<b>Adjudicating Skills.....</b>	<b>227</b>
Orientation .....	201		
Due North .....	201		

Academics . . . . .	227	Resolve . . . . .	265
Declaring Minor Details . . . . .	227	Resources . . . . .	266
Alertness . . . . .	228	Spending Money . . . . .	266
Art . . . . .	228	Science . . . . .	266
Art as Knowledge . . . . .	228	Lab Work . . . . .	267
Art as Craft . . . . .	228	Medical Attention . . . . .	267
Art as Performance . . . . .	229	Science! . . . . .	268
Satire and Eulogy . . . . .	230	Sleight of Hand . . . . .	268
Static Art . . . . .	230	Pickpocket . . . . .	268
Using Performances . . . . .	231	Stealth . . . . .	268
Forgery . . . . .	231	Hiding . . . . .	269
Athletics . . . . .	231	Skulking . . . . .	269
Jumping . . . . .	232	Survival . . . . .	270
Climbing . . . . .	232	Animal Handling and Riding . . . . .	270
Falling . . . . .	233	Scavenging . . . . .	270
Casing . . . . .	234	Weapons . . . . .	270
Locks . . . . .	235	<b>Other Common Situations . . . . .</b>	<b>271</b>
Security . . . . .	236	Fire . . . . .	271
Contacting . . . . .	236	Explosions . . . . .	272
Gather Information . . . . .	237	Playing With Fire . . . . .	274
Getting the Tip-Off . . . . .	237	Pick It Up and Throw It . . . . .	274
Rumors . . . . .	238	Pick It Up and Disarm It . . . . .	274
Disguise . . . . .	239	Leap on Top of It . . . . .	274
Cat and Mouse . . . . .	239	Run Away . . . . .	275
Drive . . . . .	240	Bombs Outside of Combat . . . . .	275
Chases . . . . .	240	<b>TIPS AND TRICKS . . . 276</b>	
Multiple Vehicles . . . . .	241	<b>The Power of the Pickup Game . 276</b>	
Chase Scenes . . . . .	242	The Structured Pickup Game: Easy as	
Passengers . . . . .	245	1-2-3 . . . . .	277
Empathy . . . . .	245	Establishing Characters . . . . .	277
Reading People . . . . .	245	The Pulp Plot Framework . . . . .	277
Endurance . . . . .	246	Endanger the Characters . . . . .	278
Poisons . . . . .	246	Reveal the True Danger . . . . .	280
Engineering . . . . .	248	The Pursuit Encounters	
Fists . . . . .	249	Complications . . . . .	281
Gambling . . . . .	251	Certain Doom . . . . .	282
Guns . . . . .	252	The Twist . . . . .	283
Ammunition . . . . .	252	Final Showdown . . . . .	285
Intimidation . . . . .	253	Breakneck Escape . . . . .	287
Investigation . . . . .	254	Wrapping Up . . . . .	288
Leadership . . . . .	256	Pulling it all Together . . . . .	288
Command . . . . .	256	What's Wrong With It . . . . .	289
Might . . . . .	256	The Aspected Pickup Game:	
Breaking Things . . . . .	257	Improvising Like a Pro . . . . .	289
Lifting Things . . . . .	258	Basic Assumptions . . . . .	290
Pitching In . . . . .	259	Making the Plot . . . . .	290
Encumbrance . . . . .	259	Decision Points . . . . .	292
Mysteries . . . . .	259	What Happens in Play . . . . .	294
Sixth Sense . . . . .	260	Getting Decision Points into Scenes	
Mesmerism . . . . .	260	. . . . .	294
Fortune Telling . . . . .	261	Avoid Dithering with Pacing and	
Pilot . . . . .	263	Structure . . . . .	295
Rapport . . . . .	263		
First Impressions . . . . .	263		

Long-Term Play.....296  
 The Dynamic Pickup Game: Set 'Em Up  
 and Knock 'Em Down ..... 296  
 Set Up the Board .....297  
 Step One: What is the Hook? ..297  
 Step Two: Who Wants It?.....297  
 Step Three: What is He Going to Do  
 With It?.....297  
 Step Four: Is That Enough? ....298  
 Look at the Big Picture .....299  
 Get the Ball Rolling.....300  
 Plan It Out.....300  
 Sketch It Out.....301  
 Play It Out.....301  
 Was it Enough?.....301  
 Expanding and Contracting the Model  
 .....302  
 The Bottom Line.....303  
**Keeping it Pulp** ..... 303  
 Staying Action-Oriented.....304  
 Put Them on the Clock.....304  
 Provide Plenty of Cues and Clues 305  
 Embrace Crazy Plans and Schemes. 307  
 Encourage Action over Contemplation  
 .....307  
 Allow Two Fists to Solve What Ails Us  
 .....309  
 When All Else Fails... Send in the  
 Ninjas .....309  
 Slightly More Subtle Ninjas ....310  
 Good Cliche, Bad Cliche ..... 311  
 NPCs on the Fly .....311  
 R-E-S-P-E-C-T .....311  
 Deathtraps and Other Dooms....313  
**Information Management..... 313**  
 Color .....314  
 Scenes .....314  
 Improvising Detail .....314  
 People .....315  
 A Trick .....315  
 Drama.....315  
 Consequence, Consequence,  
 Consequence.....316  
 Clarity and Choice.....317  
 Getting Blindsided.....317  
 Building a Mystery .....318  
 Tells .....318  
 Clues .....319  
 Tells and Clues.....320  
 Secrets Kill! .....320  
 Gathering Information .....321  
**Testing the Breeze..... 322**  
**Controlling Perspective..... 323**  
 Scene Framing .....323

Starting Things Off ..... 324  
 When a Scene is No Longer a Scene  
 ..... 324  
 Making the Transitions.....325  
 Camera Work.....326  
 Cut Scenes.....328  
 The Montage.....329  
**The Long Game: Advancement . 330**  
 Skills: Raising the Roof ..... 330  
 Aspects: Deepening the Story ... 331  
 Stunts: New Tricks for Old Dogs .332  
 Shuffling: Staying Put is Still Travel333  
**Setting Decisions ..... 333**  
 How Weird Is Your World?.....333  
 The World Outside Your Window334  
 World of Mystery .....334  
 World of Adventure.....334  
 World of Magic.....334  
 World of Tomorrow.....334  
 Building a History.....335  
 Rigidly Historical.....335  
 Fluid History.....335  
 Ahistorical .....335

**THE NETHER AGENDA:A**

**SAMPLE SCENARIO . . 336**

**Part One: The Nether Menace .. 336**  
 A First Encounter .....336  
 The Setup.....337  
 Customizing the Adventure .....337  
 Persons of Note .....338  
 Disappearance and Murder.....340  
 Trapped! .....341  
 The Plan.....341  
 The Investigation .....342  
 Complicating Matters .....343  
 The Final Confrontation.....344  
 Garrison Grayson .....344  
 Grey Men .....345

**Part Two: Revenge of the Grey King.  
 ..... 346**

An Initial Encounter.....346  
 Conversations With a Prisoner .. 346  
 Grayson's Transformation and Scheme  
 .....346  
 The Device .....347  
 The Brilliant Mind .....347  
 Target: London .....348

**SECRETS OF THE CENTURY**

**.....350**

The Nature of the Centurions... 350



Spirit and Shadow .....	351	Been There .....	377
Millennials .....	351	Mister/Miss Big .....	377
<b>Characters and Spirit .....</b>	<b>352</b>	<b>Deceit .....</b>	<b>377</b>
<b>Known Centurions .....</b>	<b>353</b>	Man/Woman of a Thousand Faces	377
In the Century Club .....	353	Slippery Character .....	377
Outside the Club .....	355	<b>Drive .....</b>	<b>378</b>
The Senior Centurions .....	355	Genius Mechanic .....	378
Other Forces .....	356	Wizard behind the Wheel .....	378
<b>The Starting Year .....</b>	<b>357</b>	<b>Empathy .....</b>	<b>378</b>
<b>The Name Dropper's Guide to the Pulp</b>		Interrogator .....	378
<b>Era .....</b>	<b>358</b>	Perceptive Conversationalist .....	379
The World .....	359	<b>Endurance .....</b>	<b>379</b>
In Your Game .....	359	Can't Be Killed .....	379
The Great War .....	360	Iron-Clad .....	379
In Your Game .....	360	Never Rests .....	379
League of Nations .....	360	<b>Engineering .....</b>	<b>380</b>
In Your Game .....	361	Gadgeteer .....	380
America .....	361	Munitions Guy/Gal .....	380
In Your Game .....	362	<b>Fists .....</b>	<b>380</b>
Prohibition .....	363	Deadly Martial Artist .....	380
In Your Game .....	363	Fights Dirty .....	380
Nazis .....	363	Gentle Fighter .....	381
In Your Game .....	363	Scrappy Brawler .....	381
Japan .....	364	<b>Gambling .....</b>	<b>381</b>
In Your Game .....	364	Lucky Devil .....	381
Lost Generation .....	364	Professional Gambler .....	381
In Your Game .....	365	<b>Guns .....</b>	<b>382</b>
Bolsheviks .....	365	Gun Nut .....	382
In Your Game .....	365	Pistolero .....	382
Other Places of Interest .....	366	Sniper .....	382
<b>Timeline .....</b>	<b>367</b>	<b>Intimidation .....</b>	<b>383</b>
		Dead-Eyed Stare .....	383
		Never Cross Me .....	383
		Under Their Skin .....	383
<b>QUICK PICK STUNT</b>		<b>Investigation .....</b>	<b>383</b>
<b>PACKAGES .....</b>	<b>373</b>	I Miss Nothing .....	383
<b>Academics .....</b>	<b>373</b>	Private Eye .....	384
Rosetta Stone .....	373	<b>Leadership .....</b>	<b>384</b>
Smug Scholar .....	373	International Attorney .....	384
<b>Alertness .....</b>	<b>374</b>	Master/Mistress of Minions .....	384
First in Action .....	374	Octopus' Head .....	384
Never Surprised .....	374	<b>Might .....</b>	<b>385</b>
<b>Art .....</b>	<b>374</b>	Juggernaut .....	385
Artiste .....	374	Wrestler .....	385
Avant Garde .....	375	<b>Mysteries .....</b>	<b>385</b>
<b>Athletics .....</b>	<b>375</b>	Collector .....	385
Fastest Man/Woman Alive .....	375	Hypnotist .....	386
Man or Beast? .....	375	Mystic .....	386
Up in the Air with the Greatest of Ease	376	Psychic Summoner .....	386
.....	376	<b>Pilot .....</b>	<b>386</b>
<b>Burglary .....</b>	<b>376</b>	Ace .....	386
Caper Commander .....	376	Experimental Pilot .....	387
Second Story Man/Woman .....	376	<b>Rapport .....</b>	<b>387</b>
<b>Contacting .....</b>	<b>376</b>	Everybody's Friend .....	387
A Little Help from My Friends .....	376		

Mister Mouth.....387  
**Resolve**..... 387  
 Cool as a Cucumber.....387  
 Makes It Look Easy.....388  
 Unyielding.....388  
**Resources**..... 388  
 Fantastically Rich.....388  
 King/Queen of the Castle.....388  
**Science**..... 389  
 Mad Scientist.....389  
 Medical Doctor.....389  
 Science Hero/Heroine.....389  
**Sleight of Hand**..... 390  
 Illusionist.....390  
 Pickpocket.....390  
**Stealth**..... 390  
 Man/Woman of Shadows.....390  
 Swift and Silent.....390  
**Survival**..... 391  
 Cowboy/Cowgirl.....391  
 Hunter.....391  
 Jungle Prince.....391  
**Weapons**..... 391  
 Combat Juggler.....391  
 Man/Woman from another Time.392  
 Skilled Fencer.....392

***BIBLIOGRAPHY . . . 393***

**Books**..... 393  
**RPGs**..... 393  
**Movies and TV**..... 393  
**Web Resources**..... 394

***SAMPLE NPCs . . . . 395***

Jet Black, Flying Soldier..... 395  
 Mack Silver, Entrepreneurial Pilot396  
 Sally Slick, Scrappy Mechanic .. 397  
 The Grey Ghost, Unseen Hand of  
 Justice..... 398  
 Rocket Red, Crimson Comrade. 399  
 Der Blitzmann, Electrical Madman..  
 ..... 400  
 Gorilla Khan, Conqueror Ape .. 401  
 Doctor Methuselah, Mathemagician.  
 ..... 402