Spirit of 77

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POWERED BY FATE™

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"...It's all about the big ass laughs and monkeyfun…"

Fate of 77
Spirit of 77 powered by FATE!

El Fantasmo and Riley Russell continued their desperate chase of the mad X-Tech surgeon, Dr. Tungsten, across the roof-top in the Lower Belles district of the City. As Dr. Tungsten leapt across the top of an alley opening thanks to the bionic exoskeleton grafted to his legs, El Fantasmo took a running start and jumped. So close. Yet the super luchador still came up a foot short, causing him to drop down the alleyway to tumble down eight stories to the ground.

Luckily, Shooter McQueen had just pulled up his big rig, Grendel's Mother, carrying a load of half-priced mattress for the big Memorial Day sale across town. El Fantasmo bounced into the back truck bed, with little damage outside of a bruised ego.

Shooter hopped out of the truck to check on El Fantasmo. "Heard on the super-slab you needed some help. You're lucky I'm always there for my friends."

El Fantasmo slapped Shooter's back. "No it is not luck, my amigo. It is fate."

What is Spirit of 77?

The Dukes of Hazzard and the Six Million Dollar Man. Charlie's Angels and John Shaft. High octane cross country car races, killer androids and super groovy kung-fu badasses fighting the good fight. Spirit of 77 combines all these things and more to create an alternate 1970's setting that includes science fiction technology, glam music, kung-fu fighting and everything else awesome about the time period into one funkadelic setting.

A Simple Twist of Fate - What is FATE?

Fate is an open setting, agnostic role playing game ruleset written by those two rapscallions from Evil Hat Productions, Fred "Big Daddy" Hicks and Rob "Too Cool" Donoghue. It's designed to be fast and cinematic in play using descriptive natural language (called aspects) and dice rolls (with special Fate dice) to determine outcomes of activities. It's available for free download from Evil Hat Productions (http://www.evilhat.com/home/fate-core/).

Get it Together! - What you need to use this book:

Between three and five people - One person acts as the DJ (often called the Gamemaster in other Fate games), and everyone else is going to be a player.

A character sheet (one per player) - and some extra paper for note-taking. (Hey DJ! Any important characters you play might also have a character sheet.)

T**he Fate Core rulebook** - access to the Fate System Reference Document, or another Fate game rulebook like Dresden Files or Atomic Robo. This document is not a complete Fate rulebook, but should be used in conjunction with the core rules.

The Spirit of 77 rulebook - this document strictly covers the rules for playing Spirit of 77 with Fate, it does not include the world of Spirit of 77, for that you will need the original book.

Fate dice - at least four, preferably four per person. Fate dice are a special kind of six-sided dice that are marked on two sides with a plus symbol (+), two with a minus symbol (-), and two sides are blank (0). You can get these dice from many hobby and game stores, often under their original name, Fudge dice. (For Fate purposes we'll continue to call them Fate dice, but call them whatever you like!) Fate dice can be purchased at your friendly local game shop or online.

Tokens to represent fate points - Poker chips, glass beads, or anything similar will work. You'll want to have at least thirty or more of these on hand, just to make sure you have enough for any given game. You can use pencil marks on your character sheet in lieu of tokens, but physical tokens add a little more fun.

Index cards - These are optional, but they're very handy for recording aspects during play.

Who Are You? - Players and the DJ

In any game of Spirit of 77, you're either a player or the gamemaster (called the DJ). If you're already familiar with Spirit of 77 (or any game for that matter), you're probably aware of the distinction between the two, but just to make sure the distinction is clear:

As a player, your primary job is to take responsibility for portraying one of the protagonists of the game, which we call a player character (or "PC" for short). You make decisions for your character and describe to everyone else what your character says and does. You'll also take care of the mechanical side of your character—rolling dice when it's appropriate, choosing what abilities to use in a certain situation, and keeping track of fate points.

As the DJ, your primary job is to take responsibility for the world the PC's inhabit. You make decisions and roll dice for every character in the game world who isn't portrayed by a player—we call those non-player characters (or "NPC's'"). You describe the environments and places the PC's go to during the game, and you create the scenarios and situations they interact with. You also act as a final arbiter of the rules, determining the outcome of the PCs' decisions and how that impacts the story as it unfolds.

Both players and DJ's also have a secondary job - make everyone involved look awesome. Spirit of 77 is best as a collaborative endeavor, with everyone sharing ideas and looking for opportunities to make the events as entertaining as possible.

It's On Your Rap Sheet - All About Your Character

For players, a Rap Sheet (also called a character sheet) contains everything to know about their PC—abilities, personality, significant background elements, and any other resources that character has to use in the game. For a Spirit of 77 Rap Sheet, download them from the Spirit of 77 website. (http://spiritof77game.com/).

Aspects

Aspects are phrases that describe a significant detail about a character. They describe reasons why your character matters, and why someone is interested in seeing your character in the game. Aspects can cover a wide range of elements - personality or descriptive traits, beliefs, relationships, issues and problems, or anything else that helps us invest in the character as a person, (rather than just a collection of boring stats).

Aspects come into play in conjunction with fate points. When an aspect benefits you, you can spend fate points to invoke that aspect for a bonus. When an aspect complicates things, you gain fate points back—this is called accepting a compel.

Example:

> *Amber's character, Fata Morgana, has the aspect Seeks the Spotlight on her sheet, which describes her general tendency to show off and make bad decisions when fame and glory are available. This adds an interesting, fun element to the character that gets her into a great deal of trouble, bringing a lot of personality to the game.*

Aspects can describe things that are beneficial or detrimental. In fact, the best aspects are both.

In addition, aspects don't just belong to characters; the surrounding environment can have aspects attached to it as well.

What Can I Do - Skills

Skills are used to do complicated or interesting actions with the dice. Each character has a number of skills that represent his or her basic capabilities, including things like perceptiveness, physical prowess, professional training, education, and other measures of ability.

At the beginning of the game, the player characters have skills rated in steps from Average (+1) to Great (+4). Higher is better, meaning that the character is more capable or succeeds more often when using that skill.

When making a roll that uses a skill your character doesn't have, you can always roll it at Mediocre (+0). There are a couple exceptions to this, such as magic skills that most people don't have at all (like that guy who bends spoons on TV).

Example:

Jason Thunder has the Fight skill at Great (+4), which makes him ideally suited resolving a barroom brawl (usually by beating the tar out of someone). He does not have the Stealth skill however, so when the situation requires him to sneak into the back door of Rajah's Ballroom (and the DJ will make sure it will), he'll have to roll that at Mediocre (+0). Bad news for him.

Glory is Forever - Stunts

Stunts are special tricks that your character knows that allow you to get an extra benefit out of a skill or alter some other game rule to work in your favor. Stunts are like special moves in a video game, letting you do something unique or distinctive compared to other characters. Two characters can have the same rating in a skill, but their stunts might give them vastly different benefits.

Example:

Shooter McQueen has a stunt called Drink You Under the Table – It gives him a bonus to get information from someone with his Rapport skill, provided that he is drinking with his target in a tavern (usually with someone else buying).

Stress

Stress is one of the two options you have to avoid losing a conflict—it represents temporary fatigue, getting winded, superficial injuries, and so on. You have a number of stress levels you can burn off to help keep you in a fight, and they reset at the end of a conflict, once you've had a moment to rest and catch your breath.

Consequences

Consequences are the other option you have to stay in a conflict, but they have a more lasting impact. Every time you take a consequence, it puts a new aspect on your sheet describing your injuries. Unlike stress, time is needed to recover from a consequence, and it's stuck on your character sheet in the meantime. This leaves your character vulnerable to complications or others wishing to take advantage of your new weakness.

Refresh

Refresh is the number of fate points you get at the start of every game session to spend for your character. Your total resets to this number unless you had more fate points at the end of the last session.

Taking Actions, Dice and The Ladder

Some of the things players do in a Spirit of 77 game require a dice roll dice to see if they're successful or not. You will always roll the dice when you're opposing another character with your efforts, or when there's a significant obstacle in the way of your effort. Otherwise, just say what your character does and assume it happens.

To overcome an obstacle

To create or unlock an advantage for your character, in the form of an aspect you can use

To attack someone in a conflict

To defend yourself in a conflict

Rolling the Dice

When you need to roll dice in Fate, pick up four fate dice and roll them. When you read the dice, read every + as +1, every 0 as 0, and every - as −1. Add them all together. You'll get a result from −4 to +4, most often between −2 and +2.

Here are some sample dice totals:

$$\boxminus \boxplus \blacksquare \boxplus = +1$$

$$\boxplus \boxminus \blacksquare \blacksquare = +1$$

$$\boxplus \boxplus \boxplus \boxminus = +2$$

$$\boxminus \blacksquare \blacksquare \blacksquare = -1$$

The result on the dice isn't your final total, however. If your character has a skill that's appropriate to the action, you get to add your character's rating in that skill to whatever you rolled.

So, once you've rolled the dice, how do you determine what a particular result means? Glad you asked.

The Ladder

Spirit of 77 uses a ladder of adjectives and numbers to rate the dice results, a character's skills and the result of a roll.

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

It doesn't really matter which side of the ladder you use—some people remember the words better, some people remember the numbers better, and some people like using both. So you could say, "I got a Great," or "I got a +4," and it means the same thing. As long as everyone understands what you're communicating, you're disco.

Results can go below and above the ladder. It is encouraged that you to come up with your own names for results above Legendary, such as "Funkadelic!" and "Super Groovy!"

Interpreting Results

When you roll the dice, you're trying to get a high enough roll to either match or beat your opposition. That opposition is going to come in one of two forms:

- Active Opposition, from someone rolling dice against you.
- Passive Opposition, from an obstacle that just has a set rating on the ladder for you to overcome.

(Hey DJ's, you can also just decide your NPC's give passive opposition when you don't want to roll dice for them. Saves time for important things like picking the next tune you play.)

As a rule of thumb, if you beat your opposition on the ladder, you succeed at your action. A tie creates some effect, but not to the extent your character was intending. If you win by a lot, something extra happens as part of your success (like doing more harm to your opponent in a fight or a special flair that makes it just a little more cool).

If you don't beat the opposition, either you don't succeed at your action, you succeed at a cost, or something else happens to complicate the outcome. Some game actions have special results when you fail at the roll.

When you beat a roll or a set obstacle, the difference between your opposition and your result is called shifts. Roll one over your opposition, and you have one shift. Rolling two over means two shifts, and so on. When you roll equal to the opposition, you have zero shifts. (Hey, not our fault if you have no shifts to give.)

Example:

> *Chris is playing Jason Thunder, trying to avoid an electrical deathtrap while investigating a secret laboratory in The City sewers. Crackling bolts of electricity jump across electrodes set into the walls and floor of the corridor in front of him.*
>
> *The DJ says, "This is passive opposition, because it's just a trap in your way. It's opposing you at Great (+4). Looks like Dr. Tungsten really didn't want anyone getting into his secret lab."*
>
> *Jason sighs and says, "Well, I've got Athletics at Good (+3), so I'll try dodging and weaving through them to cross the hall."*
>
> *He takes up the dice and rolls, getting –+++, for a result of +2. This steps up his result on the ladder by two, from Good (+3) to Superb (+5). That's enough to beat the opposition by one shift and succeed.*
>
> *The DJ considers the situation. "Well, it takes equal parts acrobatics and frantic stumbling, but you manage to make it through to the other side with only some cosmetic scorch marks to your CHIPS T-shirt to show for it. The mechanism shows no sign of stopping, though—you'll still have to deal with it if you return this way."*
>
> *Chris replies, "The only way is forward," and his character continues his trek through the sewers.*

FATE POINTS

You use tokens to represent how many fate points you have at any given time during play. Fate points are one of your most important resources in Spirit of 77— they're a measure of how much influence you have to make the story go in your character's favor.

Fate points are spent to invoke an aspect, to declare a story detail, or to activate certain powerful stunts. They're earned by accepting a compel on one of your aspects.

A word of warning: don't use edible things as tokens, especially if the food hasn't arrived yet.

Invoking an Aspect

Whenever you're making a skill roll, and you're in a situation where an aspect might be able to help you, you can spend a fate point to invoke it in order to change the dice result. This allows you to either re-roll the dice or add +2 to your roll, whichever is more helpful. (Typically, +2 is a good choice if you rolled –2 or higher, but sometimes you want to risk a reroll to get that +4.) You do this after you've rolled the dice— if you aren't happy with your total.

You also have to explain or justify how the aspect is helpful in order to get the bonus—sometimes it'll be self-evident, and sometimes it might require some creative narrating.

You can spend more than one fate point on a single roll, gaining another reroll or an additional +2, as long as each point you spend invokes a different aspect.

Example:

> *Morgana is trying to covertly goad an embassy clerk into describing the security features of his office by posing as a visiting dignitary from the People's Republic of Slobovia. The clerk is giving her passive opposition at Good (+3), and her Deceive skill is Fair (+2).*
>
> *Amber rolls. She breaks even, getting a 0. That leaves her result at Fair – not enough to get the information she wants.*
>
> *She looks at her character sheet and tells the DJ, "You know, long years of Seeking the Spotlight has taught me a thing or two about impressing hard working regular people. I'm going to impress this clerk by talking about my most recent brush with a famous person."*

Amber hands over a fate point to invoke the aspect, and gets to add +2 to her standing roll. This brings her result to a Great (+4), which exceeds the opposition. The duly impressed clerk starts to brag about the time comedian Paulie Peterson visited the embassy and all the ways the security had to be adjusted to accommodate him.

Declaring a Story Detail

Sometimes, you want to add a detail that works to your character's advantage in a scene. For example, you might use this to narrate a convenient coincidence, like retroactively having the right supplies for a certain job ("Of course I brought that along!"), showing up at a dramatically appropriate moment, or suggesting that you and the NPC you just met have mutual clients in common.

To do this, you'll spend a fate point. You should try to justify your story details by relating them to your aspects. DJ's, you have the right to veto any suggestions that seem out of scope or ask the player to revise them, especially if the rest of the group isn't buying into it.

Example:

> *El Fantasmo and his friend Riley Russell have been captured by a group of Eskimo hunters while investigating "The Case of the Scrimshaw Flim-Flam".*
>
> *Bob looks at El Fantasmo's character sheet and says, "Since I'm a World Famous Luchador, can I declare that despite this tribe being isolated in the arctic circle they know who I am?*
>
> *The DJ thinks that's perfectly reasonable to assume. Bob tosses over a fate point and describes El Fantasmo giving his famous battlecry "¡HECHO EN MEXI-CO!" and then regaling the Inuit Fantasamigos about his amazing exploits in the squared circle.*

Compels

Sometimes (in fact, probably often), you'll find yourself in a situation where an aspect complicates your character's life and creates unexpected drama. When that happens, the DJ will suggest a potential complication that might arise, called a compel.

Sometimes, a compel means your character automatically fails at some goal, or your character's choices are restricted, or simply that unintended consequences cloud whatever your character does. You might negotiate back and forth on the details a little, to arrive at what would be most appropriate and dramatic in the moment.

Once you've agreed to accept the complication, you get a fate point for your troubles. If you want, you can pay a fate point to prevent the complication from happening, but it is not recommended that you do that very often—you'll probably need that fate point later, and getting compelled brings drama (and hence, fun) into your game's story.

Players are going to call for a compel when they want there to be a complication in a decision they've just made, if it's related to one of your aspects.

DJs call for a compel when you make the world respond to the characters in a complicated or dramatic way.

Anyone at the table is free to suggest when a compel might be appropriate for any character (including their own).

Hey DJ, you have the final word on whether or not a compel is valid. And speak up if you see that a compel happened naturally as a result of play, but no fate points were awarded.

Example:

> *Shooter has the aspect Thank God I'm a Country Boy. He is attending the annual Alumni Ball at the City University with his friends.*
>
> *The DJ tells the players, "As you're milling about, a sharply dressed young lady catches Shooter sticking out of the crowd. She observes him for a while, then goes to engage him in conversation, obviously intrigued by how different he looks among all the stuffy academics." He turns to Shooter. "What do you do?"*
>
> *"Uh... well, I guess I'll ask her to dance and play along,*

see what I can find out about her."

The DJ holds up a fate point and says, "And is that going to go wrong, given Shooter's excellent command of etiquette?"

Sam grimaces. "Yeaaaaaah, I presume Shooter will offend her pretty quickly, and that'll get complicated. I'll take the fate point."

The DJ and Sam play a bit to figure out just how Shooter puts his foot in his mouth, and then DJ describes some of the university security showing up. One of them says, "You might want to watch how you speak to the Governor's daughter, country trash."

Sam shakes his head as the DJ starts to play some background fight music. It's going to be a long night.

START PLAYING

These are the basic things you need to know to play Spirit of 77. The following sections go into greater detail on everything covered above, and will show you how to get your game off the ground.

WHERE TO GO FROM HERE

Hey players, you'll eventually want to read Actions and Outcomes and The Long Game, to help you get a better handle on the nuts and bolts of doing stuff and developing your character during play.

Hey DJ, you're going to want to familiarize yourselves with the whole book, but Running the Game and Scenes, Sessions, and Scenarios are of particular importance to you.

CHARACTERS

What Makes a Good Spirit of 77 Game?

Spirit of 77 is all about badass everyday heroes standing up for what's right and sticking it to The Man. There's no time for dilly-dallying when you're neck deep in killer alien androids disguised as the cast of Welcome Back, Kotter. The possibilities for characters in Spirit of 77 are near endless but they all have a few things in common; they're all highly competent at what they do, they're proactive in getting out there and kicking ass and their lives are filled with unexpected drama.

Proactivity

Characters in a game of Spirit of 77 should be proactive. They have a variety of abilities that lend themselves to active problem solving, and they aren't timid about using them. They don't sit around waiting for the solution to a crisis to come to them—they go out and apply their energies, taking risks and overcoming obstacles to achieve their goals.

This doesn't mean that they never plan or strategize, or that they're all careless to a fault. It just means that even the most patient among them will eventually rise and take action in a tangible, demonstrable way.

Any Spirit of 77 game you play should give a clear opportunity for the characters to be proactive in solving their problems, and have a variety of ways they might go about it. A game about scientists spending all their time researching high technology isn't a Spirit of 77 game. A game about scientists applying alien technology to fight secret world spanning conspiracies is.

Competence

Characters in a game of Spirit of 77 are really good at things, they are often near super-heroic in nature. They aren't turkeys who routinely look ridiculous when they're trying to get things done—they're highly skilled, talented, or trained individuals who are capable of making visible change in the world they inhabit. They're the right people for the job, and they get involved in a crisis because they're the ones with the best chance of resolving it for the better. Solid.

This doesn't mean they always succeed, or that their actions are without unintended consequence. It just means that when they fail, it isn't because they made dumb mistakes or weren't prepared for the risks.

Drama

Characters in a game of Spirit of 77 lead full throttle action packed lives, wearing drama like an old coat. The volume and the stakes are always high for them, both in terms of what they have to deal with in their world, and what they're dealing with in the six inches of space between their ears. Like us, they have interpersonal troubles and struggle with their issues, and though the external circumstances of their lives might be a lot bigger in scope than what we go through, we can still relate to and sympathize with them.

This doesn't mean they spend all their time wallowing in misery and pain, or that everything in their lives is always a world-shaking crisis. It just means that their lives require them to make hard choices and live with the consequences—in other words, that they're essentially human.

Any Spirit of 77 game that you play should provide the potential and opportunity for drama among and between the characters, and give you a chance to relate to them as people.

You've got a full tank of gas, plenty of ammo and there are butts out there that need to be kicked, now get to it.

Character Creation

Come up with your character concept and Buzz aspects.

Character creation starts with a concept for your character. It could be modeled after a character from a favorite tv show or movie, or could be based around a specific angle you want to do (like breaking boards with your forehead, drive a big rig in the City, or blowing things up with everyday household ingredients). You're going to take your ideas and turn them into the two central aspects for your character— character concept and Buzz.

Player characters should be exceptional and interesting. They could very easily find success in less exciting situations than those that come their way in play. Figure out why your character is going to keep getting involved in these more dangerous things. If you don't, you're just taking up a chair at the gaming table while the DJ makes it happen for the players who are set on getting it on.

BUILDING ON THE SETTING

As you're filling in the blanks for your characters, you'll end up talking about NPCs, organizations, places, and other details that will populate the game and its world. That's outta sight!

Because picking a character concept and Buzz are linked, they're grouped together. You'll likely have more success coming up with a compelling character idea if you think about them as one big step rather than two separate ones. Only after you have that (and a name, of course!) can you move on to the rest of character creation. But don't worry too much—if your character idea evolves later on, it's all good. You can always go back and tinker with the early decisions.

High Concept

Your high concept is a phrase that sums up what your character is about—who he is and what he does. It's an aspect, one of the first and most important ones for your character.

Think of this aspect like your job, or your calling—it's what you're good at, but it's also a duty you have to deal with, and it's constantly filled with problems of its own. That is to say, it comes with some good and some bad. There are a few different directions to take this

You could take the idea of "like your job" literally: Lead Detective, Truck Driver, Low-level Thug.

You could throw on an adjective or other descriptor to further define the idea:Reluctant Lead Detective, Noble Truck Driver, Ambitious Low-level Thug.

You could mash two jobs or roles together that most people would find odd: Alien Private Eye, Singing Truck Driver, Monster-slaying Accountant.

You could play off of an important relationship to your family or an organization you're deeply involved with (especially if the family or organization are well-connected or well-known): Black Sheep of the Thompson Family, Low-level Thug for the Syndicate, Lead Singer of Cabover Pete.

These aren't the only ways to play with your high concept, but they'll get you started. But don't stress out over it—the worst thing to do is make it into too big of a deal. You'll come up with four other aspects after this one—you don't have to get it all nailed right now.

IF YOU GET STUMPED ON ASPECTS

The golden rule of making aspects in character creation: you can always change it later. If you're struggling to make an aspect, write out the idea in as many words as you need to, in order to get it down on paper in the first place. If a specific phrase pops up after you write it down, great! If not, maybe someone else at the table can help you come up with an aspect. And if you're still stuck, leave it for now—you'll have plenty of time during play to refine it.

And if you really need to, it's okay to leave some blank. Look at Quick Character Creation for more on leaving parts of your character sheet blank.

High concepts can have overlap among the characters, as long as you have something to distinguish how your character is different from the others. If high concepts must be similar among all the characters, such as if the DJ pitches an all-gangster story, it's crucial that the troubles differ.

Example:

> Chris has settled on the "guy who punches stuff" idea, and Sam's going with "guy in a cool truck". Amber really wants to be a rock star. Again. But those are just starting ideas, it's time to turn them into proper high concepts.
>
> Chris latches onto the idea of being a sports player, and starts with "All-Star Forward for the...." He envisions a character who has played professional sports, involving sponsors and rival teams. The group helps him come up with a suitable team: The NTI Juggernauts.
>
> Sam on the other hand, doesn't really know where to go from "guy with a cool truck." He's not interested in the sports thing, so she's thinking about adjectives. Eventually, he settles on Famous Smuggler with a Cool Truck.
>
> Amber's idea of "rock star" isn't pushing it very far. She thinks about it and asks "hey, can I be an alien?" They talk a bit about what that means, so that being an alien doesn't overshadow the others and isn't a weak idea. After that, she writes down Exiled Alien Princess.

Buzz

In addition to a high concept, every character has some sort of Buzz aspect that's a part of his life and story. If your high concept is what or who your character is, your Buzz is the answer to a simple question: what motivates your character's existence?

Buzz brings chaos into a character's life and drives him into interesting situations. Buzz aspects are broken up into three types: goals, personal struggles and problematic relationships.

Goals are the most common Buzz, they represent what your character is ultimately after. When the character needs to make a decision, a goal-based Buzz should help you determine your choice.

Examples:

> *Seeks the Spotlight*
>
> *Avenge Her Slain Partner*
>
> *Become the World Champion*

Personal struggles and goals are about your character's impulses that are hard to control. If it's something that your character might be tempted to do or unconsciously do at the worst possible moment, it's this sort of trouble.

Examples:

> *Sucker for a Pretty Face*
>
> *The Bottle Calls to Me*
>
> *Can't Take a Joke*

Problematic relationships are about people or organizations that make your life hard. It could be a group of people who hate your guts and want you to suffer, folks you work for that don't make your job easy, or even your family or friends that too often get caught in the crossfire.

Examples:

> *Family Man*
>
> *Debt to the Mob*
>
> *Marked for Death*

Your Buzz shouldn't be easy to resolve. If it was, your character would have done that already, and that's not interesting. But nor should it paralyze the character completely. If the Buzz is constantly interfering with the character's day-to-day life, he's going to spend all his time dealing with it rather than other matters at hand. You shouldn't have to deal with your Buzz at every turn—unless that's the core of one particular adventure in the story (and even then, that's just one adventure).

Buzz also shouldn't be directly related to your high concept. If you have Lead Detective, saying your trouble is The Criminal Underworld Hates Me is a dull trouble, because it is already assumed with your high concept. (Of course, you can turn that up a notch, like Crime Boss Orlando Weiss Personally Hates Me, making it personal and a greater risk.)

Before you go any further, talk with the DJ about your character's Buzz. Make sure you're both on the same page in terms of what it means. Both of you may want to find one way this aspect might be invoked or compelled to make sure you're both seeing the same things—or to give each other ideas. The DJ should come away from this conversation knowing what you want out of your trouble.

Example:

> *Sam wants to go with a classic character concept – a simple guy with simple needs. He also wants something that will get him into social trouble, something that has to do with him and not with any specific people or organizations. For Shooter, he writes down Thank God I'm a Country Boy.*
>
> *Amber likes this idea of her character being her own worst enemy, so she's also going for a personal struggle. She's had the idea for a while of playing someone who can't help but Seek the Spotlight, so she writes it down.*
>
> *After seeing the other two go for personal struggles, Chris wants to add a bit to the setting by having a problematic relationship for Jason Thunder. He wants something that's involved with his high concept, someone he can't just fight openly against—he wants intrigue in his story. Chris chooses Disgraced Former Hall of Famer.*

The Bright Side of Buzz

Since your Buzz is an aspect, it's something you should also be able to invoke, right? Because you've been so focused on how this complicates your character's life, it's easy to miss how a Buzz also helps your character.

Your experience with your Buzz makes you a stronger person in that regard. Dealing with personal struggles leaves you vulnerable to being tempted or cajoled, but it can also give you a sense of inner strength, because you know the sort of person you want to be. Problematic relationships often cause trouble, but people do learn hard lessons from the troubles they deal with. They especially learn how to maneuver around many of the smaller issues their troubles present.

Examples:

> *Sam's Thank God I'm a Country Boy can be used to the group's benefit. Sure, it might get him in trouble in polite company, but in a honky-tonk bar he's going to fit right in, and maybe even be able to cover some of Amber's weird alien ways.*

> *With Amber's Seeking the Spotlight it can easily be said that she knows her way around behind a stage, when the time comes to sabotage the lighting for a rival act this becomes an advantage.*

> *Chris's reputation in Derbyball can come in handy when dealing with rivals he knows well—he knows what to expect from their tactics.*

Intro to Choosing Aspects

A lot of character creation focuses on coming up with aspects—some are called high concepts, some are called troubles, but they all work the same way. Aspects are one of the most important parts of your character, since they define who she is, and provide ways for you to generate fate points (which are handy later when spending those fate points on bonuses). If you have time, you really might want to read the whole section dedicated to aspects before you go through the process of character creation.

But if you're pressed for time, here are some guidelines for choosing aspects.

Aspects which don't help you tell a good story (by giving you success when you need it and by drawing you into danger and action when the story needs it) aren't doing their job. The aspects which push you into conflict—and help you excel once you're there—will be among your best and most-used.

Aspects need to be both useful and dangerous—allowing you to help shape the story and generating lots of fate points—and they should never be boring. The best aspect suggests both ways to use it and ways it can complicate your situation. Aspects that cannot be used for either of those are likely to be dull indeed.

Bottom line: if you want to maximize the power of your aspects, maximize their interest.

When you're told you need to come up with an aspect, you might experience brain freeze. If you feel stumped for decent ideas for aspects, there's a big section focusing on several methods for coming up with good aspect ideas in aspects and fate points.

If your character doesn't have many connections to the other characters, talk with the group about aspects that might tie your character in with theirs. This is the explicit purpose of Phases Two and Three—but that doesn't mean you can't do it elsewhere as well.

If you ultimately can't break the block by any means, don't force it—leave it completely blank. You can always come back and fill out that aspect later, or let it develop during play—as with the Quick Character Creation rules.

Ultimately, it's much better to leave an aspect slot blank than to pick one that isn't inspiring and evocative to play. If you're picking aspects you're not invested in, they'll end up being noticeable drags on your fun.

Name

If you haven't already, it's time to give your character a name!

Sam names his character "Shooter McQueen" he's wanted to be a cowboy truck driver since he first saw Convoy on cable as a kid.

Amber names her character "Fata Morgana," Which is just a stage name as it's impossible to translate her alien name into English.

Chris names his character Jason" because it sounds like a solid red blooded American first name. Then he pauses for a moment before making it "Jason Thunder". Because of course he does.

Core, Role and Story

Once you have your Character Concept aspect and a Buzz aspect you'll further flesh out your character by choosing a Core, a Role and a Story aspect. Each of these aspects will determine your character's starting skills.

Your Core aspect describes what's at your character's core, are they smart and perspective, or strong and tough? Chose one of the five core aspects and give it a name.

MIGHT - Having a Might core aspect means your character is strong and tough.

Some good Might aspects would be: Muscles On Top Of Muscles, Stronger Than She Looks, Built Like an Amazon, Limitless Stamina.

HUSTLE - having a Hustle core aspect means your character is fast, steady and accurate.

Some good Hustle aspects would be: Quick Like A Bunny, Nerves Of Steel, Always Shoots First, Karate Champion, Olympic Gymnast.

SMOOTH - Having a Smooth core aspect means your character is charismatic, attractive and manipulative.

Some good Smooth aspects would be: Sex Machine With All The Chicks, Prettiest Man In The Room, Can Sell Snow to an Eskimo, High Class Low Life.

BRAINS - Having a Brains core aspect means your character is knowledgeable and perceptive.

Some good Brains aspects would be: Keen Eyed, I Went To Harvard, Glasses More Than Make Me Look Smart, Books Are My Only Friends.

SOUL - Having a Soul core aspect means that your character is creative, serene and spiritual.

Some good Soul aspects would be: Zen Motorcycle Mechanic, Dancing Machine, Unrecognized Virtuoso, Everything Should Be Funky.

Your Role aspect describes what your character does in the world, how they approach solving problems. Do they charge in guns blazing? Do they try to convince others to do their dirty work? or do they try to figure out how to defuse a situation rationally? There are seven Roles, choose one and give it a name.

Bopper - Old school gang members with brass-knuckle determination.

Some good Bopper aspects would be: King of 44th Street, Switchblade Sister, Chapter President of the Iron Devils.

Good Old Boy - Speed demons and stunt drivers into fast cars and dare-devil chases.

Some good Good Old Boy aspects would be: Born behind the wheel, Greased Lightning, Unintentional Demolition Derby Champ.

Honeypot - Charismatic manipulators using good looks and whatever else to succeed.

Some good Honeypot aspects would be: Sex on Toast, Clean up Woman, Always Hustling.

Rocker - Hardworking musicians dreaming of stardom and the big time.

Some good Rocker aspects would be: Piano Man, Anything's a Drum If You Hit It Enough, Queen of the Keytar.

Sleuth - Wisecracking gumshoes uncovering mysteries and solving crimes.

Some good Sleuth aspects would be: Famous Consulting Detective, Happy Go Lucky Private Eye, Kid Super Genius

Tough Guy - Hardcore fighters who like the pain and hand it out like free candy.

Some good Tough Guy aspects would be: Heavyweight Champion Of The World, Too Violent for Derbyball, Eye of the Tiger.

Vigilante - When you've got a hammer every problem looks like a nail, when you've got a gun…

Some good Vigilante aspects would be: Zen Archer, Masked Avenger, One Shot One Kill

Your Story aspect describes where your character comes from and how they go about doing their business. Is your character a small town girl in the big city? Or maybe you grew up on the streets and everyone know how much ass you can kick? Perhaps you've found the ability to harness the power of Glam. There are nine Stories, choose one and give it a name.

All-Star - A big-name athlete now playing a deadlier type of game.

Some good All-Star aspects would be: Disgraced Derbyball Champ, Retired Tri-Athlete, Texas Tornado Cheerleader

Ex-Con - Out of stir and now rebuilding their life, one way or another.

Some good Ex-Con aspects would be: Returned POW, Brick City Rocker, The Screws Couldn't Break Me.

Former Badge - Ex-cop, now working on the other side of the tracks.

Some good Former Badge aspects would be: SWAT Training, Undercover Too Long, They Didn't Teach This At The Academy

Glam - It's all about being fabulous and in the front of the pack.

Some good Glam aspects would be: Glitter's In My Blood, The Prettiest Star, Straight Outta Outer Space.

Humble Beginnings - Small-time hitting the big time, with plenty of danger involved.

Some good Humble Beginning aspects would be: Born on The Bayou, Coal Miner's Daughter, Girl Next Door.

Kung-Fu - years of training have made your body a lethal weapon.

Some good Kung-Fu aspects would be: Adept of the Shao Lin Temple, Better Than Incredible, Krav Maga Instructor.

One Bad Mother - You've got a rep on the street and the ability to back it up.

Some good One Bad Mother aspects would be: Walking The Walk and Talking The Talk, Won't Cop Out When There's Danger All About, So Hot She's Cool.

War Vet - Out of the jungle, straight to the street. Some things don't change.

Some good War Vet aspects would be: Hot Shot Pilot, Army Medic, I Fought a Different Kind of War

X-Tech - All in the name of science. Weird science.

Some good X-Tech aspects would be: The Seven Million Dollar Woman, Better Living Through Chemistry, Now That I've Made It, What Does it Do?

Determine your character's trained skills.

Once you have mapped out your character's Aspects and chosen aspects, it's time to determine your skills. You'll find descriptions and details for each skill in the Skills and Stunts section.

Core Role and Story Trained Skills

Each of your three primary aspects, Core, Role and Story will give you three trained skills, write these on your character sheet under Trained Skills for that Aspect. Each Trained Skill starts at +1 (Average) and can be advanced from there.

Reinforced Skills

If a skill is listed for more than one of your aspects it's reinforced, this increases it's starting rating by one for each additional aspect it's listed on.

Example:

Ringo Tragedy is a Glam Rocker, both the Glam Story and the Rocker Role have Perform as a trained skill, Ringo starts with Perform at +2 (Fair).

Beau Dupree is a Humble Beginnings Good Old Boy with a Hustle aspect, Drive is a skill for all three of his aspects so he starts with Drive at +3(Good). Mechanics and Shoot are both listed on two of his aspects so he starts with both of them at +2(Fair).

Select Extra Skills

Once you've determined the starting trained skills for your aspects you can select three more skills, these skill selections can be used to add additional skills to your trained skill list, or they can be used to reinforce skills you already have on your list.

Example:

Ringo Tragedy isn't satisfied with a mere Fair Performance skill, he spends two of his extra skill selections to improve Perform to +4 (Great). He then spends his third selection on making Resources a trained skill, because he needs to support his extravagant rock star lifestyle.

FOR VETERANS: WHY NOT USE THE SKILL PYRAMID?

If you've played Fate Core before, you know that it uses a skill pyramid instead of associating skills with aspects. We associate skills with aspects in order to better emulate the fiction that Spirit of 77 is based on, if you and your group are more comfortable with the less restrictive pyramid format feel free to use it instead. Characters in Spirit of 77 start with less skills than typical Fate games so if you're using the pyramid, each character should start with four average skills, three Fair skills and one Good skill.

THE SKILL CAP

Great (+4) is the highest rated skill PCs start with. As characters advance, they can improve beyond this cap, but it's more difficult than improving skills rated below the cap (see Major Milestones).

Mediocre (+0) is the default for any skill you do not take. Sometimes, a skill will state that it's unavailable if a character didn't take it; in those cases, it's not even at Mediocre.

Note: a few skills have special benefits, notably those skills that affect the number of stress boxes and consequences you have available. Check out the detailed descriptions of each skill for more information about additional stress boxes.

Example:

Amber knows that Fata Morgana is not like the other two characters, she's the one who's going to be doing all the talking while they do all the punching. She decides that Morgana has a Soul core aspect which she names Neptunian Empathy. She's then decides that Morgana's Role and Story aspects are Rocker and Glam respectively. Her rocker aspect she names Lead Singer of Tricks of the Light and her Glam aspect as Straight Outta Outer Space.

Amber writes her aspects on her character sheet and then looks at the skill grid. She sees that all three of her aspects include Perform so she writes that down as a +3 (Good) skill, two of her aspects include Will and Empathy so she writes them both down as +2(Fair) and only one of her aspects includes Deceive and Glam, both those get listed as +1(Average).

She then takes three additional selection, choosing to use two to increase Glam from Fair to Good and the last one to add Stealth as a trained skill at +1(Average).

Pick or invent three to five stunts. Determine how many fate points you start play with.

Stunts change how skills work for your character. Picking and inventing stunts are covered in the Skills and Stunts section.

You get three stunts for free, and you can take up to two more stunts at the cost of lowering your refresh by one each. (The gist is this: the more cool tricks you can do, the more you'll need to accept compels to get fate points.) Figuring out stunts can take a while, so you may want to pick one for now and determine the rest of them during play.

Example:

> *Amber decides to take the Who Looks Fabulous stunt as one of her freebies: Once per scene she can use Deceive instead of Rapport.*
>
> *For her remaining free stunts, she picks God of Thunder and This Song's For You. You can see the write-ups for these in the next chapter under skills.*

Adjusting Refresh

A player character in Spirit of 77 starts with a refresh of 3. That means they'll start each session off with at least 3 fate points.

If you pick four stunts, your refresh is 2.

If you pick five stunts, your refresh is 1. (Good luck.)

Determine how much of a beating your character can take.

When Fate characters find themselves in harm's way—a fairly common occurrence when you're highly competent, proactive, and facing drama at every turn—they have two ways to stand their ground and stay on their feet: stress and consequences.

The Conflicts section of the Challenges, Contests, and Conflicts section fully explains what these mean and how they're used. In brief, stress represents the ephemeral toll of participating in a conflict, whereas consequences are the lingering effects, and sometimes quite traumatic ones, of taking harm.

Stress Tracks

Every PC has three different stress tracks:

The physical stress track deals with physical harm

The mental stress track mitigates mental harm

The Heat stress track mitigates legal harm

The more boxes in a stress track, the more resilient the character is in that regard. By default, a character has two boxes in each stress track.

Consequence Slots

Every PC also has three consequence slots. One is mild, one is moderate, and the last one is severe. Unlike stress, these aren't classified as either physical, mental or Heat — any of them can apply to any type of harm. As mentioned above, consequences are the injuries and traumas you can't just shake off after the dust settles.

Adding Tracks and Slots

Certain skills and some stunts can add to these defaults. See the Skills and Stunts section for more on that. For the sake of quick reference, these are the skills in Spirit of 77 that alter stress and consequences:

Physique helps with physical stress, Will helps with mental stress and Contacts helps with heat stress. Each skill grants one more stress box of the respective type (physical, mental or heat) if rated at Average (+1) or Fair (+2), or two more stress boxes if rated at Good (+3) or higher. At Superb (+5) or higher, they also grant an additional mild consequence slot. Unlike the standard three, this consequence slot is specifically restricted to either physical harm (Physique), mental harm (Will) or Heat (Contacts).

Jason Thunder has a Good (+3) Physique, which nets him two more physical stress boxes. His Will, however, is only Average (+1), but that's still good enough for one more mental stress box.

Shooter's Physique is Fair (+2), so he gets a third physical stress box. But his mental stress track remains at two boxes, thanks to his Mediocre (+0) Will.

Fata Morgana, being an alien, has Mediocre (+0) Physique, so she has only the default physical stress track of two boxes. Her Fair (+2) Will, though, is good for one bonus mental stress box.

Because none of these characters has Physique or Will rated at Superb (+5) or above, each has the default number of consequences: one mild, one moderate, and one severe.

You're All Set!

At the end of this process, you should have a character with:

- A name
- A Concept, Core, Role, Story and Buzz aspect.
- Twelve total skill ranks
- Between three and five stunts
- A mental, physical and heat stress track of 2–4 boxes each
- A refresh rate of 1–3 fate points

Now you're ready to play!

Hey DJ, see the Scenes, Sessions, and Scenarios section for advice on how to take the aspects from the PCs' sheets and from game creation and turn those into thrilling scenarios for the players to experience.

Hey players, check out the next section for more on how to use your aspects, or jump straight to Actions and Outcomes to learn more about how to use your skills to do stuff.

Core, Role and Story Skills

The following tables show the skills associated with each of the Core, Role and Story aspects. A more thorough description including sample stunts are included in the next chapter.

CORE			
MIGHT	Fight	Physique	Provoke
HUSTLE	Athletics	Drive	Shoot
SMOOTH	Contacts	Deceive	Rapport
BRAINS	Investigate	Knowledge	Mechanics
SOUL	Empathy	Perform	Will
ROLES			
BOPPER	Contacts	Fight	Provoke
GOOD OLD BOY	Drive	Mechanics	Shoot
HONEYPOT	Deceive	Empathy	Rapport
ROCKER	Empathy	Perform	Will
TOUGH GUY	Fight	Physique	Provoke
SLEUTH	Investigate	Knowledge	Stealth
VIGILANTE	Provoke	Shoot	Stealth
STORIES			
ALL-STAR	Athletic	Physique	Will
EX-CON	Contacts	Deceive	Provoke
FORMER BADGE	Contacts	Investigate	Shoot
GLAM	Deceive	Glam	Perform
HUMBLE BEGINNINGS	Drive	Empathy	Mechanics
KUNG FU	Athletics	Fight	Stealth
ONE BAD MOTHER	Fight	Provoke	Will
WAR VET	Mechanics	Physique	Shoot
X-TECH	Investigate	Knowledge	X-Tech

Alternate Character Creation

Custom Characters

The default system is intended to create characters that will fit into the fiction of the 1970's but if that doesn't mean characters can't forge their own path.

Since the Core, Role and Story aspects each give a character three skills, there's no reason to limit yourself to one of each. If your character concept works better with two Stories and a Role, or three Cores, go for it.

If you want to go really crazy, ignore the Core, Role and Story aspects (you still need a High Concept and Buzz) and just take twelve total skill ranks in whichever skills you want.

Three Minute Overdrive! - Quick Rules for Character Creation

Bomb about to go off with only three minutes left on the timer? If you want to skip making a detailed character and just want to play, leave most of the character blank and fill it in as you play. No time to mess around!

T-Minus 2:59 - The Very Basics

You'll need to have the following filled out to start:

- High concept aspect
- Best skill
- Name

When it comes to your high concept, you can start off vague and refine the aspect later. Girl with a Gun is an okay high concept for this method, later you might discover something about your character that puts a spin on it. When that happens, rewrite the aspect to reflect that spin.

You should know your best skill to start—that gives us further ideas about your character. If you have any other thoughts on skills, either skills you're good at or skills you're bad at, write those down. (Since you don't normally write down any skills you have at lower than Average (+1), just make a note on your sheet about those skills you're intentionally saying you don't have.)

And, of course, you need a name! Maybe a first name is all you need for the moment, or a nickname. (There's also the trick of giving yourself a name, only to later reveal that you've been hiding, are undercover, or have amnesia, and write down what your real name is.)

T-Minus 2:01 - Starting Play

Creating a character in overdrive, means starting with 3 refresh, so you'll start playing with 3 fate points. After the first session is over, if you're planning on playing your character again, take the time to fill in the rest of the aspects, skills, and stunts. But right now, let's keep going! No time to lose!

T-Minus 1:47 - Filling Aspects in Play

Unless you immediately have an idea for your Buzz aspect, fill that in later. With the other three aspects, just make up whatever aspect seems interesting to you at the moment. Typically you'll do this when you need an aspect on your character to achieve something, or you want to turn a situation that's happening into something that's compel-worthy.

As with high concept, don't stress about getting this aspect dead-on. After the session's over, take some time to look over and tweak the aspects you've created on the fly.

T-Minus 1:08 - Filling Skills in Play

At any point, if you are using a skill that isn't on your character sheet, one of two things happens:

Assume the skill is Mediocre (+0),

Write it down at a specific level (+1 to +4) and roll it at that level. This choice exists until you have assigned a total of 12 levels of skills.

If you roll for a skill not on your sheet and choose to go with Mediocre rather than write it down, you can later fill it in on your sheet as something higher. For example, you might be called to roll Drive, and choose to roll it at Mediocre. Later, you might be called to roll it again, and this time you choose to fill it in at Fair (+2).

Likewise, if you roll well on a skill when you chose to take it at Mediocre, maybe that'll inspire you to take that skill later.

Since some skills have secondary benefits, notably adjusting your stress track and consequences, you can fill those in when you want to declare your character has such a benefit. Until then, you don't have those benefits, as you're assumed to have that skill at Mediocre.

T-Minus :47 - Filling Stunts in Play

You get three stunts for free, which you can fill in at any time. You can fill in other stunts at any time, but you must pay a fate point for each one to do so. That's because your refresh tells you how many fate points you start the game with, so by taking a stunt, you should have started with fewer.

If you're out of fate points, but want to note down a stunt you have because you're suddenly struck with the idea, do so. But your character doesn't actually have it until you gain a fate point and spend it.

You'll also need to reduce your refresh by one for the next session for each extra stunt you take.

T-Minus :10....09....08.... - After The First Session

After the first session is over, if you're planning on playing your character again, take the time to fill in the rest of the aspects, skills, and stunts if any are blank. Tweak any aspects you added on the fly and see if they still match up to your character concept. Now cut the red wire! I said the red wire! Cut it! HURRY!

Skills and Stunts

"Anyone can drive a motorcycle, son. Jumping a motorcycle through a ring of fire above a school bus in the name of Jesus requires something special. Praise the Lord!" – Superstar Billy Lazarus, daredevil and motivational speaker

Skills in Spirit of 77

A skill is a word that describes a broad family of competency at something— such as Athletics, Fight, or Deceive—which your character might have gained through innate talent, training, or years of trial and error. Skills are the basis for everything your character does in the game that involves challenge and chance (and dice).

Skills are rated on the adjective ladder -the higher the rating, the better your character is at the skill. Taken together, your list of skills gives you a picture of that character's potential for action at a glance— what you're best at, what you're okay at, and what you should probably leave up to the experts.

Skilled are defined in two ways - in terms of the game actions that you can do with them, and in the context they are used. There are only a handful of basic game actions, but the number of potential contexts is infinite.

Basic Game Actions

We cover these in more detail in Actions and Outcomes, but here's a quick reference so that you don't have to flip all the way over there right now.

Overcome: True to its name, you tackle some kind of challenge, engaging task, or hindrance related to your skill.

Create an Advantage: Whether you're discovering something that already exists about an opponent or creating a situation that helps you succeed, creating advantages allows you to discover and create aspects, and lets you get free invocations of them.

Attack: You try to harm someone in a conflict. That harm may be physical, mental, emotional, or social in nature.

Defend: You try to keep someone from harming you, getting past you, or creating an advantage to use against you.

There are also special effects that some skills perform, such as giving you additional stress boxes for a conflict. [See Physique and Will in the default skill list below for examples.]

Even though there are only four actions that all skills adhere to, the skill in question lends context to the action. For example, both Investigation and Mechanics allow you to create an advantage, but only under very different contexts— Investigation allows you to do it when you're scoping out a crime scene, and Mechanics allows you to do it when you're examining a piece of machinery. The different skills differentiate the PCs' abilities from one another, allowing each person to have a unique contribution to the game.

Stunts

A stunt is a special trait your character has that changes the way a skill works for you. Stunts indicate some special way a character uses a skill that is unique to whoever has that stunt - special or elite training, exceptional talents, the mark of destiny, genetic alteration, innate coolness, and a myriad of other reasons all explain why some people get more out of their skills than others do.

Unlike skills, which are about the sort of things anyone can do in your campaign, stunts are about individual characters. For that reason, the next several pages are about how to make your own stunts, but we'll also have example stunts listed under each skill in the Default Skill List.

Example:

> *Jason and Shooter both have a high Fight skill, but Jason also has the Heavy Hitter stunt, which makes him better at attacking with the skill. This differentiates the two characters a great deal—Jason has a unique capability to take down opponents quickly which Shooter doesn't.*
>
> *One might imagine Shooter starting a fight by testing an enemy with moves and jabs, carefully assessing her opponent's limits before moving in for a decisive strike, whereas Jason is happy to wade in and drop the hammer on anyone and everyone.*

Stunts also set apart a certain set of abilities as belonging to a dedicated few. For example, the knowledge skill covers a wide variety of topics including general medical knowledge but it takes more than just some anatomy lessons to be considered a medical doctor and the base knowledge skill isn't sufficient. A stunt would be necessary to apply that knowledge skill to performing surgery (successfully, at any rate).

Stunts and Refresh

Taking a new stunt beyond the first three reduces your character's refresh rate by one.

Building Stunts

Spirit of 77 allows players to take stunts during character creation, or leave open the option to take stunts during play. There are a number of example stunts listed under each skill entry below. These are not a hard and fast list; they're there to show you how to create your own (though you can certainly lift directly from the book if you'd like).

There is also a list of all the things that stunts can potentially do when you're coming up with them for your game. When in doubt, look at the listed stunts for guidance, as well as those the example characters have.

Adding a New Action to a Skill

The most basic option for a stunt is to allow a skill to do something that it normally can't do. It adds a new action onto the base skill in certain situations, for those with this stunt. This new action can be one that's available to another skill (allowing one skill to swap for another under certain circumstances), or one that's not available to any skill.

Here are some new action stunts:

Backstab - You can use Stealth to make physical attacks, provided your target isn't already aware of your presence.

The Fight in the Dog - You can use Provoke to enter the kinds of contests that you'd normally need Physique for, whenever your ability to psych your opponent out with the force of your presence alone would be a factor.

You're Never Safe - You can use Burglary to make mental attacks and create advantages against a target, by staging a heist in such a way as to shatter their confidence in their security.

Just because you have a stunt doesn't mean you always have to use it when it becomes relevant. Using a stunt is always a choice, and you can opt not to use it if you don't think it would be appropriate or you just have better things to do.

For example, you could have a stunt that allows you to use Fight in place of Athletics when defending against arrows and thrown weapon attacks. Whenever you're attacked by an archer, you can choose to use Fight—or simply use Athletics as anyone else would. Your call, sunshine.

Adding a Bonus to an Action

Another use for a stunt is to give a skill an automatic bonus under a particular, very narrow circumstance, effectively letting a character specialize in something. The circumstance should be narrower than what the normal action allows, and only apply to one particular action or pair of actions.

The usual bonus is +2 to the skill total. However, if you want, you can also express the bonus as two shifts of additional effect after the roll succeeds, if that makes more sense. Remember, higher shifts on a roll allow your action to be more effective in certain ways.

You can also use this to establish any effect worth two shifts as an additional benefit of succeeding at the skill roll. This might be Fair (+2) passive opposition, the equivalent of a 2-point hit, a mild consequence, or an advantage that takes Fair (+2) opposition to remove.

Here are some examples of adding a bonus to an action:

Phone Phreak - Gain a +2 bonus to create an advantage using Lore, whenever the situation has specifically to do with technology.

Suppressing Fire! - You really like emptying magazines. Any time you're using a fully automatic weapon and you succeed at a Shoot attack, you automatically create a Fair (+2) opposition against movement in that zone until your next turn, because of all the lead in the air. (Normally, you'd need to take a separate action to set up this kind of interference, but with the stunt, it's free.)

I'm With the Band - Gain a +2 bonus to any attempt to overcome obstacles with Rapport when you're at an entertainment function, such as a nightclub or concert.

Hey Players, when building stunts that give an action bonus, look out for situations that seem like they'd only come up rarely in play. Suppressing Fire! would be useless in a game based on intrigue and subterfuge, for example, while I'm With the Band will not help on Moonbase: Roanoke (unless you're really, really on tour). If you don't think you'll use the stunt at least twice in most of your game sessions, change the condition associated with the bonus.

Hey DJ, it's on you to help the players make sure their stunts see use—look at the conditions they choose here as a "laundry list" of stuff that you want to trend toward in your sessions.

Creating a Rules Exception

A stunt can allow a skill to make a single exception in a narrow circumstance, for any other game rule that doesn't precisely fit into the category of an action. The "Challenges, Contests, and Conflicts" section is full of different little rules about the circumstances under which a skill can be used and what happens when you use them. But stunts can break those rules, allowing your character to stretch the boundaries of the possible.

The only limit to this is that a stunt can't change any of the basic rules for aspects in terms of invoking, compelling, and the fate point economy. Those always remain the same.

Here are some stunts that create rules exceptions:

Got Ourselves a Reader - Use Knowledge in place of another skill during a challenge, allowing you to use Knowledge twice in the same challenge.

Floating Cherry Blossom -You can use the Athletics skill to jump or fall great distances without consequence once per scene.

Riposte - If you succeed with style on a Fight defense, you can choose to inflict a 2-shift hit rather than take a boost.

Balancing Stunt Utility

Looking at most of the example stunts, you'll notice that the circumstances you can use them are pretty narrow compared to the base skills they modify. That's the sweet spot to shoot for with your own stunts—they should be limited enough in scope that it feels special when used, but not so narrow that they never come up in a situation.

Also if the stunt effectively takes over all of the skill's base actions, it's not limited enough. Stunts should not replace the skill it modifies.

The two main ways to limit a stunt are by keeping its effects to a specific action or pair of actions (only creating an advantage or only attack and defend rolls), or by limiting the situations it can be used (only when you're among bikers, only when dealing with the supernatural, and so on).

For the best results, use both—have the stunt restricted to a specific action, which can only be used in a very specific in-game situation. If you're worried about the situation being too narrow, back up and think of the ways the skill might be used in play. If you can see the stunt being relevant to one of those uses, you're probably on the right track. If you can't, you may need to adjust the stunt a little to make sure it'll come up.

You can also restrict a stunt by only allowing it to be used once in a certain period of game time, such as once per conflict, once per scene, or once per session.

FATE POINT-POWERED STUNTS

Another way to restrict how often a stunt comes into play is to have it cost a fate point to use. This is a good option if the desired stunt effect is very powerful, or there doesn't seem to be a good way for you to change the wording of the stunt to make it come up less often in play.

Our best advice for determining what really powerful means is that it either goes beyond the specified limits given above (so, if it adds a new action to a skill and a bonus), or significantly affects conflicts. Specifically, almost any stunt that allows you to do extra stress in a conflict should cost a fate point to use.

Example:

> Chris is considering a stunt for Jason Thunder called "Thunderstruck". He wants it to add two shifts to any successful Fight attack when he fights unarmed.
>
> The DJ thinks it over. It fulfills all the criteria for limitations, but there's one problem—neither Chris nor the DJ can envision very many situations where Jason wouldn't be using his fists (as opposed to using a weapon). So he'd basically be able to use that stunt every time he attacked someone, replacing the normal use of the Fight skill. Deciding that's too much, the DJ asks Chris to modify the stunt.
>
> "Well, how about if it lets me do that whenever I'm fighting a member of a rival Derbyball team?"
>
> The DJ asks, "Were we going to establish rival Derbyball teams in this game? I thought the point was for you guys to stick to The City."
>
> Chris agrees that it probably wouldn't come up often enough, and thinks some more.
>
> Then it comes to him. "How about this—what if, when someone uses their 2-point stress box to absorb one of my Fight attacks with my fists, I can make them use their mild consequence instead?"
>
> The DJ likes this, because it'll come up in nearly every conflict Jason gets into, but can't be used in every exchange. He asks for a further restriction of one use per conflict, and they call it done.
>
> On Jason Thunder's sheet, Chris writes:
>
> Thunderstruck – Once per conflict, you can force the opponent to use a mild consequence instead of a 2-point stress box on a successful Fight attack with your heirloom sword.

Spirit of 77 Skill List

Here is the basic list of skills for Spirit of 77 games. Each skill description contains a list of actions that you can use with the will. This list is not necessarily exhaustive, creative players may come up with unique uses of their skills during gameplay that fall outside this list.

Skill	Overcome	Create an Advantage	Attack	Defend
Athletics	X	X		X
Contacts	X	X		X
Deceive	X	X		X
Drive	X	X	X	X
Empathy	X	X		X
Fight	X	X	X	X
Investigate	X	X		
Knowledge	X	X		
Mechanics	X	X		
Perform	X	X		
Physique	X	X		X
Provoke	X	X	X	
Rapport	X	X		X
Shoot	X	X	X	
Stealth	X	X		X
Will	X	X		X
Resources	X	X		
Glam	X	X	X	X
X-Tech	X	X		

SKILLS AND GEAR

Some of the skills, like Shoot and Mechanics, imply the need for gear in order to be effective. It is presumed by default that if you have a skill, you also have the tools you need to use it, and that the effectiveness of those tools is built into the skill result. If you want to make gear special, you'll want to look at the Extras section.

Athletics

Athletics represents your character's general level of physical fitness,whether through training, natural gifts, secret kung-fu techniques, bionics or some killer dance moves. Athletics is the sill that represents how quickly and accurately you can move your body.

🏃 - Overcome: Athletics allows you to overcome any obstacle that requires physical movement—jumping, running, climbing, swimming, etc. If it resembles something you'd do in the decathlon, you roll Athletics. You use overcome actions with Athletics to move between zones in a conflict if there's a situation aspect or other obstacle in your way. You also roll Athletics to chase or race in any contests or challenges that rely on these types of activities.

✛ - Create an Advantage: When you're creating an advantage with Athletics, you're jumping to high ground, running faster than the opponent can keep up with, or performing dazzling acrobatic maneuvers in order to confound your foes.

⊛ - Attack: Athletics is not meant as an attack skill.

D - Defend: Athletics is a catch-all skill to roll for defense in a physical conflict, against close quarters and ranged attacks. You can also use it to defend against characters trying to move past you, if you're in a position to physically interfere with whoever's making the attempt.

Athletic Stunts

Johnny Hustle - You move two zones for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement.

Floating Cherry Blossom - +2 to overcome actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Thousand Points of Silence - When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the Dazed situation aspect to your opponent with a free invoke, instead of just a boost.

Contacts

Contacts is the skill of knowing and making connections with people.You might know people in the government, organized crime or among the cultural elite of The City. A high level of Contacts also gives you additional heat stress boxes, allowing you to take more heat before facing consequences.

🏃 - Overcome: You use Contacts to overcome any obstacle related to finding someone you need to find. Whether that's old-fashioned "man on the street" type of work, polling your information network, or searching the local newspaper archives, you're able to hunt down people or somehow get access to them.

✛ - Create an Advantage: Contacts allows you to know who the perfect person to talk to is for anything you might need, or to decide that you know the perfect person already. It's likely that you'll create story details with this skill, represented by aspects. ("Hey, guys, my contacts tell me that Big Jon Pendleton is the Best Mechanic For A Thousand Miles—we should talk to him.")

You can also create an advantage that represents what the word on the street is about a particular individual, object, or location, based on what your contacts tell you.These aspects almost always deal with reputation more than fact, such as Mad, Bad and Dangerous to Know or Well-Known Hustler. Whether that person lives up to their reputation is anybody's guess, though that doesn't invalidate the aspect—people often have misleading reputations that complicate their lives.

Contacts could also be used to create aspects that represent using your information network to plant or acquire information.

⊛ - Attack: Contacts isn't used for attacks; it's hard to harm someone simply by knowing people.

🔰 - Defend: Contacts can be used to defend against people creating social advantages against you, provided your information network can be brought to bear in the situation. You might also use it to keep someone from using Deceive or Contacts to go "off the grid", or to interfere with Investigate attempts to find you.

Special: The Contacts skill gives you additional heat stress boxes. Average (+1) or Fair (+2) gives you a 3-point stress box. Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box.

Contact Stunts

Power to the People - Whenever someone initiates a conflict against you in an area where you've built a network of contacts, you use Contacts instead of Investigate to set up an advantage before conflict starts, because you got tipped off in time.

I'm Not One To Gossip, BUT... - +2 to create an advantage when you plant vicious rumors about someone else.

I Heard You Were Dead - You can use Contacts instead of Provoke to create advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate aspect to pair with this stunt.

Deceive

Deceive is the skill about lying to and misdirecting people. Providing a good cover story, creating a disguise or bluffing your way through a high stakes poker game are all aspects of Deceive.

(icon) - **Overcome:** Use Deceive to bluff your way past someone, or to get someone to believe a lie, or to get something out of someone because they believe in one of your lies. For nameless NPCs, this is just an overcome roll, but for PC's or named NPC's, it requires a contest, and the target opposes with Empathy. Winning this contest could justify placing a situation aspect on your target, if buying into your lie could help you in a future scene.

Deceive is the skill you use for determining if a disguise works, whether on yourself or others. You'll need to have the time and supplies to create the desired effect.

You can also use Deceive to do small tricks of sleight-of-hand and misdirection.

(icon) - **Create an Advantage:** Use Deceive to create momentary distractions, cover stories, or false impressions. You could feint in a boxing match, putting an opponent Off-Balance and setting you up for an attack. You could do the whole, "What's that over there!" trick to give you a Head Start when you run away. You could establish a Wealthy Oil Baron Cover Story for when you attend a business meeting. You could trick someone into revealing one of their aspects or other information.

(icon) - **Attack:** Deceive is an indirect skill that creates a lot of opportunities you can capitalize on, but it doesn't do direct harm to an individual.

(icon) - **Defend:** You can use Deceive to throw off Investigation attempts with false information and to defend against efforts made to discern your true motives with the Empathy skill.

Deceive Stunts

Lying Eyes - +2 to create a Deceive advantage against someone who has believed one of your lies already during this session.

Head Games - You can use Deceive in place of Provoke to make mental attacks, as long as you can make up a clever lie as part of the attack.

Never the Same Lie Twice - Whenever you meet someone new, you can spend a fate point to declare that you've met that person before, but under a different name and identity. Create a situation aspect to represent your cover story, and you can use Deceive in place of Rapport whenever interacting with that person.

SOCIAL SKILLS AND OTHER CHARACTERS

Many of the social skills have actions that let you change the emotional state of another character or make them accept some fact in the story (like believing one of your lies).

A successful use of a social skill does not confer the authority to force another character to act contrary to their nature or how the person controlling the character sees them. If another PC gets affected by one of your skills, the player gets input on how their character responds. They can't negate your victory, but they can choose what it looks like.

So, you may successfully Provoke by getting in their face and screaming at them, intending to scare them into hesitation and create an advantage. But if the other player doesn't imagine his character reacting that way, you should work out an alternative—maybe you make him so angry that he's unbalanced by his rage, or you embarrass him by making a spectacle around him in public.

As long as you get your advantage, you're fine. Use it as an opportunity to create story with other people, instead of shutting them down.

Drive

The Drive skill is all about operating vehicles and things that go fast. Whether it's race cars, motorcycles, speedboats or the Gettysburg Beer Clydesdale team they all use the Drive skill.

🏃 - Overcome: Drive is the equivalent of Athletics when you're in a vehicle—you use it to successfully accomplish movement in the face of difficult circumstances, like rough terrain, small amounts of clearance, or stunt driving. Obviously, Drive is also ripe for contests, especially chases and races.

➕ - Create an Advantage: You can use Drive to determine the best way to get somewhere in a vehicle, and a good enough roll might allow you to learn features of the route that get expressed as aspects, or declare that you know a Convenient Shortcut or something similar.

You can also just read the Athletics description, and then make it about a vehicle. Advantages created using Drive often revolve around getting good positioning, doing a fancy maneuver (Did a Barrel Roll, anyone?), or putting your opponent in a bad spot.

⚔ - Attack: Drive isn't usually used as an attack skill (though stunts can certainly alter this). If you want to ram a vehicle, you can attack with Drive, but you take the same shifts of harm you inflict.

🛡 - Defend: Avoiding damage to a vehicle in a physical conflict is one of the most common uses of Drive. You can also use it to defend against advantages being created against you or overcome actions of someone trying to move past you in a vehicle.

Drive Stunts

Follow That Car! - +2 to Drive whenever you're pursuing another vehicle in a chase scene.

Damn the Double Nickel - You can coax more speed out of your vehicle than seems possible. Whenever you're engaged in any contest where speed is the primary factor (such as a chase or race of some kind) and you tie with your Drive roll, it's considered a success.

Deathproof - When ramming another vehicle, ignore two shifts of damage. If you ram and hit for four shifts, you only take two yourself.

Empathy

Empathy involves knowing and being able to spot changes in a person's mood or bearing. In many ways it's the same as the Investigate skill for people.

🏃 - Overcome: You don't really use Empathy to overcome obstacles directly—normally, you find out some information with it, and then use another skill to act. In some cases, though, you might use Empathy like you would Investigate, to see if you catch a change in someone's attitude or intent.

➕ - Create an Advantage: You can use Empathy to read a person's emotional state and get a general sense of who they are, presuming you have some kind of interpersonal contact with them. Most often, you'll use this to assess the aspects on another character's sheet, but sometimes you'll also be able to create new aspects, especially on NPCs. If the target has some reason to be aware that you're trying to read them, they can defend with Deceive or Rapport.

You can also use Empathy to discover what circumstances will allow you to make mental attacks on someone, figuring out their breaking points.

⚔ - Attack: Empathy can't really be used in this capacity.

🛡 - Defend: This is the skill to go to in order to defend against Deceive actions, allowing you to pierce through lies and see through to someone's true intent. You can also use it to defend against those creating social advantages against you in general.

Special: Empathy is the main skill you use to help others recover from consequences that are mental in nature.

Empathy Stunts

No Bull- +2 to all Empathy rolls made to discern or discover lies, whether they're directed at you or someone else.

This Song's For You - Either by performing or playing a specific song, you can improve someone's results in their next roll, once per session.

I Can Dig It - Once per session you can reduce someone else's consequence by one level of severity (severe to moderate, moderate to mild, mild to nothing at all) by succeeding on an Empathy roll with a difficulty of Fair (+2) for a mild consequence, Good (+3) for moderate, or Great (+4) for severe. You need to talk with the person you're treating for at least half an hour in order for them to receive the benefits of this stunt, and you can't use it on yourself. (Normally, this roll would only start the recovery process, instead of changing the consequence level.)

Fight

The Fight skill covers all forms of close-quarters combat (in other words, within the same zone), both unarmed and using weapons. For the ranged weapons counterpart, see Shoot.

 - Overcome: Since you don't really use Fight outside of a conflict, it's not often used to overcome obstacles. You might use it to display your fighting prowess in a demonstration, or to participate in some kind of regulated bout or sport fighting, which would allow you to use this skill in a contest.

 - Create an Advantage: You'll probably use Fight for most of the advantages you create in a physical conflict. Any number of special moves can be covered with advantages: a targeted strike to stun, a "dirty move," disarming, and so on. You could even use Fight to assess another fighter's style, spotting weaknesses in his or her form that you can exploit.

 - Attack: This is self-explanatory. You make physical attacks with Fight. Remember, this is for close-in work, so you have to be in the same zone as your opponent

 - Defend: You use Fight to defend against any other attack or create an advantage attempt made with Fight, as well as pretty much any action where violently interposing yourself could prevent it from happening. You can't use this skill to defend against Shoot attacks (unless you have an appropriate stunt).

Fight Stunts

Heavy Hitter - When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.

Backup Weapon - Whenever someone's about to hit you with a Disarmed situation aspect or something similar, spend a fate point to declare you have a backup weapon. Instead of a situation aspect, your opponent gets a boost, representing the momentary distraction you suffer having to switch.

Killing Stroke - Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence and a second consequence or be taken out.

Investigate

Investigate is the perception skill you use to find things and discover information. Investigate revolves around concentrated effort and in-depth scrutiny.

 - Overcome: Investigate obstacles are all about information that's hard to uncover for some reason. Analyzing a crime scene for clues, searching a cluttered room for the item you need, even poring over a musty old tome to try and find the passage that makes everything make sense.

Racing against the clock to collect evidence before the cops show up or disaster occurs is a classic way to use Investigate in a challenge.

 - Create an Advantage: Investigate is probably one of the most versatile skills you can use to create an advantage. As long as you're willing to take the time, you can find out just about anything about anyone, discover nearly any detail about a place or object, or otherwise make up aspects about nearly anything in the game world that your character could reasonably unearth.

If that sounds broad, consider the following as just a few of the possibilities for using Investigate: eavesdropping on a conversation, looking for clues at a crime scene, examining records, verifying the truth of a piece of information, conducting surveillance, and researching a cover story.

 - Attack: Investigate isn't used to make attacks. (Although Columbo came close.)

⚔ - Defend: You can use Investigate to defend against any uses of Stealth to get the drop on you or ambush you, or to discover that you're being observed.

Investigate Stunts

Details Matter - You can use Investigate instead of Empathy to defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.

Danger Sense - You have an almost preternatural capacity for detecting danger. Your Investigate skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

The Power of Deduction - Once per scene you can spend a fate point (and a few minutes of observation) to make a special Investigate roll representing your potent deductive faculties. For each shift you make on this roll you discover or create an aspect, on either the scene or the target of your observations, though you may only invoke one of them for free.

Note: Investigate vs Notice – Unlike many FATE games, Spirit of 77 does not include a separate Notice skills. If something is visible in a scene, any character looking around should be able to see it, if something is hidden, an Investigate roll is necessary to find it.

Knowledge

The Knowledge skill is about knowledge and education.

🔍 - Overcome: You can use Knowledge to overcome any obstacle that requires applying your character's knowledge to achieve a goal. For example, you might roll Knowledge to decipher some ancient language on a tomb wall, under the presumption that your character might have researched it at some point.

Frankly, you can use Knowledge as a go-to skill any time you need to know if your character can answer a difficult question, where some tension exists in not knowing the answer.

⊕ - Create an Advantage: Like Investigate, Knowledge provides a lot of very flexible opportunities to create advantages, provided you can research the subject in question. More often than not, you'll be using Knowledge to get a story detail, some obscure bit of information that you uncover or know already, but if that information gives you an edge in a future scene, it might take the form of an aspect. Likewise, you can use Knowledge to create advantages based on any subject matter your character might have studied, which gives you a fun way to add details to the setting.

⚔ - Attack: Knowledge isn't used in conflicts. You may know where to hit them right where it hurts, but you still have to hit them.

⚔ - Defend: Knowledge isn't used to defend. Yes, yes. Knowledge is power. But you'll still get hit in the face.

Special – Knowledge is the main skill you use to help others recover from consequences that are physical in nature.

Knowledge Stunts

Encyclopedic Memory - You've read hundreds—if not thousands—of books on a wide variety of topics. You can spend a fate point to use Knowledge in place of any other skill for one roll or exchange, provided you can justify having read about the action you're attempting.

Army Medic - Once per session you can reduce someone else's physical consequence by one level of severity (severe to moderate, moderate to mild, mild to nothing at all) by succeeding on a Knowledge roll with a difficulty of Fair (+2) for a mild consequence, Good (+3) for moderate, or Great (+4) for severe. You need access to medical supplies (a first aid kit) and a few minutes of uninterrupted time to treat someone wounds. (Normally, this roll would only start the recovery process, instead of changing the consequence level.)

Specialist - Choose a field of specialization, such as medicine, herbology, criminology, or zoology. You get a +2 to all Knowledge rolls relating to that field of specialization.

Mechanics

Mechanics is the skill of working with machinery, for good or ill. Fixing a small block V8, disabling an electrified fence, or sabotaging a 30 foot robotic gorilla are all examples of Mechanics.

⟳ - Overcome: Mechanics allows you to build, break, or fix machinery, presuming you have the time and tools you need. Often, actions with Mechanics happen as one component of a more complex situation, making it a popular skill for challenges. For example, if you're just fixing a broken door, neither success nor failure is interesting; you should just succeed and move on. Now, if you're trying to get your car to start while a gang of boppers is hunting you…

⊕ - Create an Advantage: You can use Mechanics to create aspects representing features of a piece of machinery, pointing out useful features or strengths you can use to your advantage (Armor-Plated, Rugged Construction) or a vulnerability for you to exploit (Flaw in the Cross-Beam, Hasty Work). Creating Mechanics advantages can also take the form of quick and dirty sabotage or jury-rigging on mechanical objects in the scene. For example, you might create a Makeshift Pulley to help you get to the platform above you, or throw something into the gun emplacement that's firing on you to give it a Jammed Pivoting Joint and make it harder to hit you.

⊛ - Attack: You probably won't use Mechanics to attack in a conflict, unless the conflict is specifically about using machinery, like with giant robots or a construction crane.

🛡 - Defend: As with attacking, Mechanics doesn't defend, unless you're somehow using it as the skill to control a piece of machinery that you block with.

Mechanics Stunts

Tool Belt - You don't ever have to spend a fate point to declare that you have the proper tools for a particular job using Mechanics, even in extreme situations (like being imprisoned and separated from all your stuff). This source of opposition is just off the table.

Custom Job - Whenever you succeed with style on an overcome action to repair a piece of machinery, you can immediately give it a new situation aspect (with a free invoke) reflecting the improvements you've made, instead of just a boost.

Scrap the Caddy - When using Mechanics in a conflict involving machinery, you can filter out unwanted targets from whole-zone attacks without having to divide up your shifts (normally, you'd need to divide your roll between your targets).

Perform

The Perform skill is used to entertain others, be it via singing, dancing, or playing an instrument. Music and dancing have power in Spirit of 77 and the ability to tap into that power comes from the Perform skill.

⟳ - Overcome: Performance Obstacles most often take the form of people in need of entertainment, but they could also include things like identifying a piece of music, evaluating another performer or writing a new song to impress an important NPC.

⊕ - Create an Advantage: You can use music to create advantages representing momentary emotional states for you and your allies like Inspired, Calm, or Energized.

⊛ - Attack: Perform is not normally used to make direct attacks, although there are certain exceptions (See: Perform Stunts)

🛡 - Defend: Perform is also not normally used to defend.

Special: Like Empathy, the Performance skill can be used to help others recover from consequences that are mental in nature.

Perform Stunts

This Song's For You - You can use Perform in place of Rapport as long as you take the time to dedicate a song to the person you're targeting before the performance.

God of Thunder - You can spend a Fate point and perform a song at top volume, for each shift you make on this roll you attach the Dazed situation aspect to your an opponent in the same zone and get a free invoke.

Mesmerizing - You can use Perform to defend against Physical attacks initiated by any normal person witnessing you.

Physique

The Physique skill is a counterpart to Athletics, representing the character's natural physical aptitudes, such as raw strength and endurance. Where Athletics is about speed and accuracy Physique is about power and endurance.

- Overcome: You can use Physique to overcome any obstacles that require the application of brute force—most often to overcome a situation aspect on a zone—or any other physical impedance, like prison bars or locked gates. Of course, Physique is the classic skill for arm-wrestling matches and other contests of applied strength, as well as marathons or other endurance-based challenges.

- Create an Advantage: Physique has a lot of potential for advantages in physical conflict, usually related to grappling and holding someone in place, making them Pinned or Locked Down. You might also use it as a way of discovering physical impairments possessed by the target—grappling the old mercenary tells you that he has a Bum Leg or some such.

- Attack: Physique is not used to harm people directly—see the Fight skill for that.

- Defend: Physique can be used to defend against attacks, or to resist any dangerous situation requiring endurance and stamina such as resisting the effects of poison, or holding your breath underwater. You can use it to provide active opposition to someone else's movement, provided you're in a small enough space that you can effectively use your body to block access. You might also interpose something heavy and brace it to stop someone from getting through.

Special: The Physique skill gives you additional physical stress or consequence slots. Average (+1) or Fair (+2) gives you a 3-point stress box. Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box. Superb (+5)and above give you an additional mild consequence slot along with the additional stress boxes. This slot can only be used for physical harm.

Physique Stunts

Grappler - +2 to Physique rolls made to create advantages on an enemy by wrestling or grappling with them.

Hard as a Coffin Nail - You can use Physique to defend against Fight attacks made with fists or blunt instruments, though you always take 1 shift of stress on a tie.

Tougher Than Leather - Once per session, at the cost of a fate point, you can reduce the severity of a moderate consequence that's physical in nature to a mild consequence (if your mild consequence slot is free), or erase a mild consequence altogether.

Provoke

Provoke is the skill about getting in someone's face and eliciting negative emotional response from them—fear, anger, shame, etc. It's the "being a jerk" skill.

To use Provoke, you need some kind of justification. That could come entirely from situation, or because you have an aspect that's appropriate, or because you've created an advantage with another skill (like Rapport or Deceive), or because you've assessed your target's aspects (see Empathy).

This skill requires that your target can feel emotions—robots and zombies typically can't be provoked.

- Overcome: You can Provoke someone into doing what you want in a fit of emotional pique. You might intimidate them for information, piss them off so badly that they act out, or scare them into running away. This will often happen when you're going up against nameless NPC's or it isn't worthwhile to play out the particulars. Against PC's or important NPC's, you'll need to win a contest. They oppose with Will.

- Create an Advantage: You can create advantages representing momentary emotional states, like Enraged, Shocked, or Hesitant. Your target opposes with Will.

- Attack: You can make mental attacks with Provoke, to do emotional harm to an opponent. Your relationship with the target and the circumstances you're in figure a great deal into whether or not you can use this action.

- Defend: Being good at provoking others doesn't make you better at avoiding it yourself. You need Will for that.

Provoke Stunts

It's a Promise Not a Threat - You can use Provoke to defend against Fight attacks, but only until the first time you're dealt stress in a conflict. You can make your opponents hesitate to attack, but when someone shows them that you're only human your advantage disappears.

Do Ya Feel Lucky? - When you create an advantage on an opponent using Provoke, you can use your free invocation to become the target of that character's next relevant action, drawing their attention away from another target.

Okay, Fine! - You can use Provoke in place of Empathy to learn a target's aspects, by bullying them until they reveal one to you. The target defends against this with Will. (If the DJ thinks the aspect is particularly vulnerable to your hostile approach, you get a +2 bonus.)

Rapport

The Rapport skill is all about making positive connections to people and eliciting positive emotion. It's the skill of being liked and trusted.

(icon) - Overcome: Use Rapport to charm or inspire people to do what you want, or to establish a good connection with them. Charm your way past the guard, convince someone to take you into their confidence, or become the man of the hour at the local tavern. For nameless NPCs, this is just an overcome action, but you may have to enter a contest to sufficiently ingratiate yourself to a named NPC or PC.

(icon) - Create an Advantage: Use Rapport to establish a positive mood on a target or in a scene or to get someone to confide in you out of a genuine sense of trust. You could pep talk someone into having Elevated Confidence, or stir a crowd into a Joyful Fervor, or simply make someone Talkative or Helpful.

(icon) - Attack: Rapport doesn't cause harm, so you don't use it for attacks.

(icon) - Defend: Rapport defends against any skill used to damage your reputation, sour a mood you've created, or make you look bad in front of other people. It does not, however, defend against mental attacks. That requires Will.

Rapport Stunts

Best Foot Forward - Twice per session, you may upgrade a boost you receive with Rapport into a full situation aspect with a free invocation.

Can I Get an Amen - +2 to Rapport when you're delivering an inspiring speech in front of a crowd. (If there are named NPCs or PCs in the scene, you may target them all simultaneously with one roll rather than dividing up your shifts.)

Toast of the Town - If you're in an area where you're popular and well-liked, you can use Rapport in place of Contacts. You may be able to establish your popularity by spending a fate point to declare a story detail, or because of prior justification.

Shoot

The counterpart to Fight, Shoot is the skill of using ranged weapons, either in a conflict or on targets that don't actively resist your attempts to shoot them (like a bull's-eye or the broad side of a barn). It doesn't matter if you're using a magnum, a rocket launcher, throwing stars or just hurling a jagged piece of metal at someone's face, they all use the Shoot skill.

(icon) - Overcome: Unless, for some reason, you need to demonstrate your Shoot ability in a non-conflict situation, you probably won't be using this skill for normal obstacles much. Obviously, contests involving Shoot are a popular staple of adventure fiction, and we recommend you look for the opportunity to have them if you have a character who specializes in this.

(icon) - Create an Advantage: In physical conflicts, Shoot can be used to perform a wide variety of moves, like trick shots, keeping someone under heavy fire, and the like. In cinematic games, you might even be able to disarm people and pin their sleeves to walls—pretty much anything you've seen in an action movie. You could also make the argument for creating aspects based on your knowledge of guns (like placing a Prone to Jams aspect on an opponent's gun).

(icon) - Attack: This skill makes physical attacks. You can make them from up to two zones away, unlike with Fight. (Sometimes the range will change with the weapon.)

(shield icon) - **Defend:** Shoot is unique in that it doesn't really have a defense component to it—you'd use Athletics for that. You could use it to lay down some covering fire—which might act as a defense for your allies or provide opposition to someone else's movement—though it could just as easily be represented by creating an advantage (Covering Fire or Hail of Bullets, for example).

Shoot Stunts

Called Shot - During a Shoot attack, spend a fate point and declare a specific condition you want to inflict on a target, like "Shot in the Hand". If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

Both Guns Blazing - By spending a Fate point you can apply an Attack action to any number of targets in front of you.

Uncanny Accuracy - Once per conflict, stack an additional free invoke on an advantage you've created to represent the time you take to aim or line up a shot (like In My Sights).

Stealth

The Stealth skill allows you to avoid detection, both when hiding in place and trying to move about unseen. It's also used for things like sleight of hand and pickpocketing.

(overcome icon) - **Overcome:** You can use Stealth to get past any situation that primarily depends on you not being seen. Sneaking past sentries and security, hiding from a pursuer, avoiding leaving evidence as you pass through a place, and any other such uses all fall under the purview of Stealth.

(advantage icon) - **Create an Advantage:** You'll mainly use Stealth to create aspects on yourself, setting yourself in an ideal position for an attack or ambush in a conflict. That way, you can be Well-Hidden when the guards pass by and take advantage of that, or Hard to Pin Down if you're fighting in the dark.

(attack icon) - **Attack:** Stealth isn't used to make attacks.

(shield icon) - **Defend:** You can use this to foil investigate attempt from someone trying to track you.

Stealth Stunts

He Looked So Normal - +2 to any Stealth roll to blend into a crowd. What a "crowd" means will depend on the environment—a subway station requires more people to be crowded than a small bar.

Ninja Vanish - Once per scene, you can vanish while in plain sight by spending a fate point, using a smoke pellet or other mysterious technique. This places the Vanished boost on you. While you're vanished, no one can attack or create an advantage on you until after they've succeeded at an overcome roll with Investigate to suss out where you went (basically meaning they have to give up an exchange to try). This aspect goes away as soon as you invoke it, or someone makes that overcome roll.

Slippery Target - Provided you're in darkness or shadow, you can use Stealth to defend against Shoot attacks from enemies that are at least one zone away.

Will

The Will skill represents your character's general level of mental fortitude, the same way that Physique represents your physical fortitude.

(overcome icon) - **Overcome:** You can use Will to pit yourself against obstacles that require mental effort. Puzzles and riddles can fall under this category, as well as any mentally absorbing task, like deciphering a code. Use Will when it's only a matter of time before you overcome the mental challenge, and Knowledge if it takes something more than brute mental force to get past it. Many of the obstacles that you go up against with Will might be made part of challenges, to reflect the effort involved.

Contests of Will might reflect particularly challenging games, like chess, or competing in a hard set of exams.

(advantage icon) - **Create an Advantage:** You can use Will to place aspects on yourself, representing a state of deep concentration or focus.

(attack icon) - **Attack** Will isn't really used for attacks.

(shield icon) - **Defend:** Will is the main skill you use to defend against mental attacks from Provoke, representing your control over your reactions.

Special: The Will skill gives you additional mental stress boxes or consequence slots. Average (+1) or Fair (+2) gives you a 3-point stress box. Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box. Superb (+5) and above give you an additional mild consequence slot along with the additional stress boxes. This slot can only be used for mental harm.

Will Stunts

Won't Go Down - Use Will instead of Physique on any overcome rolls representing feats of strength.

Playing Hurt - You can choose to ignore a mild or moderate consequence for the duration of the scene. It can't be compelled against you or invoked by your enemies. At the end of the scene it comes back worse, though; if it was a mild consequence it becomes a moderate consequence, and if it was already moderate, it becomes severe.

Ignore the Crowd - +2 to defend against Provoke attacks specifically related to intimidation and fear.

Resources

Resources describes your character's general level of material wealth and ability to apply it. This might not always reflect cash on hand, it might mean a number of good lines of credit, favors owed by powerful individuals, or a well stocked garage.

- Overcome: You can use Resources to get yourself out of or past any situation where throwing money at the problem will help, such as committing bribery or acquiring rare and expensive things. Challenges or contests might involve auctions or bidding wars.

- Create an Advantage: You might use Resources to grease the wheels and make people more friendly, whether that represents an actual bribe (I Scratch Your Back...) or simply buying drinks for people (In Vino Veritas). You can also use Resources to declare that you have something you need on hand, or can quickly acquire it, which could give you an aspect representing the object.

- Attack: Resources isn't used for attacks.

- Defend: Resources isn't used to defend.

Resources Stunts

Money Talks - You can use Resources instead of Rapport in any situation where ostentatious displays of material wealth might aid your cause.

It's a Sure Thing - You get an additional free invoke when you create advantages with Resources, provided that they describe a monetary return on an investment you made in a previous session. (In other words, you can't retroactively declare that you did it, but if it happened in the course of play, you get higher returns.)

Trust Fund Baby - Twice per session, you may take a boost representing a windfall or influx of cash.

Glam

Glam is the enigmatic force that surrounds us, binds us together and makes the world a funky place. The Glam skill allows you to manipulate this power from beyond the stars. Glam can not be used to hide things, only to draw more attention to them.

- Overcome: Glam can be used in many of the same ways as Decieve, to impress or fool someone into believing something that isn't really there. Glam can be used to disguise you, those around you or even an entire area as something more fabulous and outrageous than it already is.

- Create an Advantage: You can use Glam to create distractions, or draw attention to yourself with minor visual or auditory illusions.

- Attack: Glam isn't used for attacks without an appropriate stunt

- Defend: Glam isn't used for defense without an appropriate stunt

Glam Stunts

Sparkle Motion - By spinning around in a circle you can change your appearance to a mild mannered civilian complete with identity hiding black rimmed glasses. Unless you choose to reveal yourself no one will recognise you in this disguise.

Dazzling Comeback - Once per scene, you can check a mental stress box to absorb physical harm. If you do, you get a free boost.

Who Looks Fabulous - Once per scene you can use Glam in place of Rapport.

X-Tech

X-Tech is the skill used to manipulate the strange technology that fills the world of Spirit of 77. Robots, jetpacks, ray-guns and pocket telephones

 - Overcome: Much like Mechanics, X-tech lets you operate, examine and potentially even build or repair X-tech devices. Unlike normal mechanical devices every use of an X-Tech device requires a use of the X-Tech skill.

 - Create an Advantage: You can use X-Tech to create aspects representing features of a piece of X-technology, pointing out useful features or strengths you can use to your advantage (Force-Field, Titanium Casing) or a vulnerability for you to exploit (Delicate Crystal Focus).

 - Attack: X-Tech is used instead of Shoot or Fight when using an X-Tech weapon such as a Ray Blaster or Force Sword.

 - Defend: X-Tech is used when defending with an X-Tech device such as a Vibro-shield or sonic field disruptor.

X-Tech Stunts

X-Tech Expert - +2 to overcome or create an advantage when directly working with technology you've never encountered before.

Hot Tech - You may use X-Tech in place or Resources in order to acquire high technology items.

Better, Stronger, Faster - Stronger than any human but at a cost.

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Name

Description

Concept Aspect

Core Aspect

Role Aspect

Story Aspect

Refresh

Buzz Aspect

Mild (-2) Consequence

Moderate (-4) Consequence

Severe (-6) Consequence

SUPERB(+5)

GREAT(+4)

GOOD(+3)

FAIR(+2)

AVERAGE(+1)

Trained Skills

Trained Skills

Trained Skills

Stunts

PHYSICAL STRESS 1 2 3 4 5

MENTAL STRESS 1 2 3 4 5

HEAT STRESS 1 2 3 4 5