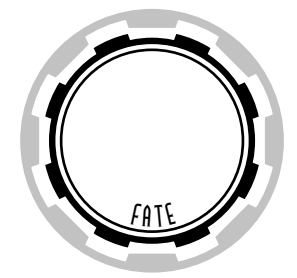
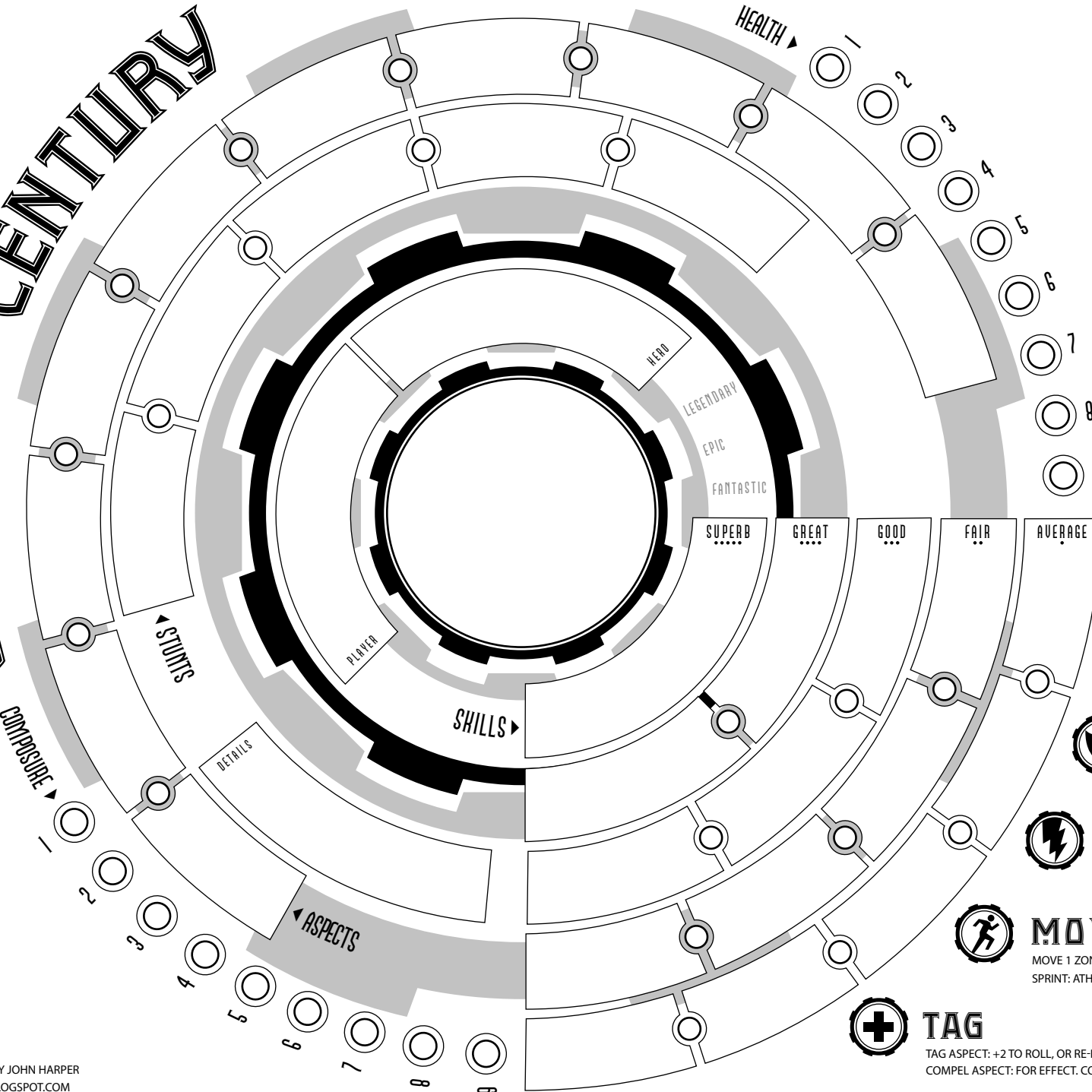


SPIRIT OF THE CENTURALS



CONSEQUENCES

MEDIOCRE
POOR
TERRIBLE



ACTION
SKILL ROLL VS DIFFICULTY
ATTACK: SHIFTS = STRESS



BLOCK
SKILL ROLL = BLOCK STRENGTH



MANEUVER
SKILL ROLL VS DIFFICULTY
PLACE ASPECT. ASSESS ASPECT. SKILL SUB.



MOVE
MOVE 1 ZONE AND ACT WITH -1 PENALTY.
SPRINT: ATHLETICS ROLL = ZONES MOVED



TAG
TAG ASPECT: +2 TO ROLL, OR RE-ROLL, OR SKILL SUB. COST: 1 FATE
COMPEL ASPECT: FOR EFFECT. COMPELLED CHARACTER GETS 1 FATE