SUPER MARIO BROS.

A character sheet for SPIRIT OF THE CENTURY by voidstate

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_____
Name

Motivation: _____

Appearance: _____

Portrait

Languages

_____ _____

_____ _____

_____ _____

1 + 1 additional per point of Academics

Skills

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

Aspects

1. _____ **2.** _____

3. _____ **4.** _____

5. _____ **6.** _____

7. _____ **8.** _____

9. _____ **10.** _____

Health

Health ☐☐☐☐☐☐☐☐☐

Composure ☐☐☐☐☐☐☐☐☐

Consequences

Mild	*Moderate*	*Severe*

Stunts

1. _____

Description: _____

2. _____

Description: _____

3. _____

Description: _____

4. _____

Description: _____

5. _____

Description: _____

Rules

Fate Points

Spend a Fate Point to...

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

Receive a Fate Point from...

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

Shifts & Spin

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

- Reduce time required
- Increase quality
- Increase subtlety

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

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

The Ladder

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