

# The Amazing Adventures of...

Efram \_\_\_\_\_, *the* Stepping Razor \_\_\_\_\_  
Name Sobriquet

**Motivation:** See that Captain Danvers gets what's coming to him  
**Appearance:** A black native of the Midnight Archipelago, with the eerie golden eyes of a serpent.

## Skills

**Great (+4)** Intimidation  
**Good (+3)** Sorcery (Mysteries), Alertness  
**Fair (+2)** Fists, Fencing (Weapons), Athletics  
**Average (+1)** Endurance, Resolve, Might, Stealth

## Aspects

- \* Former Crew of the Golden Monkey
- \* Sworn to Madame Dlo
- \* Native of the Midnight Archipelago
- \* Eyes of a Serpent
- \* Stepping Razor
- \* Thirst for Gold
- \* The Sea is in my Blood
- \* No Stranger to the Lash

## Health

**Health**



**Composure**



**Consequences**

*Mild*

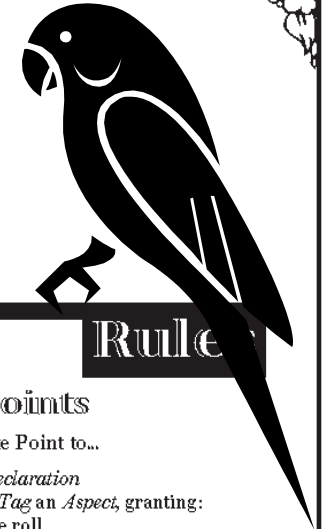
*Moderate*

*Severe*



A character sheet for  
**SPIRIT OF THE CENTURY**  
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## 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 plausible)
- \* For *Manoeuvres*, it allows for *Sticky Aspects*
- \* Otherwise, it marks success as exceptional

### The Ladder

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

### Weather-Eye (Alertness) (Custom)

Ignore any difficulty increases from the environment to see things.

### Unapproachable (Intimidation)

Use Intimidation in lieu of Resolve to defend against Rapport, Deceit, and Empathy.

### Psychic (Mysteries)

Deliberately use Mysteries skill to gain some mystic or terrible insight into the occult "climate" of an area, as if it were Investigation.

### Voices from Beyond (Mysteries)

Perform a real, functioning séance to try to call out to spirits dead or never living.