Backfire

- **Intimate** (*decreases range*)
- **Reload** (*can't cast next turn*)
- **Awkward** (*unforeseen drawback*)
- **Slow** (*lose next Quick Action*)
- **Loud** (*draws attention*)
- **Clunky** (*lose next movement*)
- **Restrictive** (*decreased effect*)
- **Harmful** (*-1 Harm to the Caster*)

Advanced 13+

- **Area**
- **Line**
- **Chaining**
- **+1 Effect**
- **+1 Harm**
- **+1 Healing**

Luck

Test of Fate - This is a very unique **Task** that cannot be performed at will by a Hunter. Instead, the GM will prompt a Hunter to test their fate, this can happen as a way to move the plot forward, cross paths with a certain figure, or simply add an element of chaos into the game! **Tests of Fate** cannot be influenced by **Forwards**, **Ongoing**, or any other kind of **Attribute** bonus that does not specifically reference **Luck**.

The most common example of a **Test of Fate** is when you have to roll a **Luck Task** while in the **Dying** state. There is one additional aspect to **Luck** as an **Attribute** and a **Task**. Your **Luck Attribute** also counts as a pool of points that can be used throughout a **Season** to help pull you out of sticky situations. Using a **Luck Point** will lower your **Attribute** for the remainder of that **Season**. At the start of every new **Season**, your **Luck Points** are returned.

You can use **Luck Points** for a variety of things such as:

- Making an Enemy Attack miss
- Immunity against dipping below 1 Health for one Enemy turn
- Set a roll to 13+ regardless of Attributes
- Attempting a Task that normally would not be allowed in a given scenario (with GM approval)

Haunts - This is not a traditional **Task**, but is related to **Luck Points**. Occasionally one can anger greater powers or spirits of the world. When displeasing the unknown forces of the world, you may acquire what is known as a **Haunt**. Simply put, a **Haunt** is a **Luck Point** that the GM can use on that Hunter in the *next* session. **Haunts** cannot be used in the same **Season** they are acquired. They can come from cursed objects, malevolent forces, or taboo rituals. A **Haunt** can only be used on the Hunter next session otherwise it is lost.

GMs may use **Haunts** for a variety of things such as:

- Set an Attack on the Hunter to 13+ regardless of Evasion.
- Make a Hunter's roll on a Task count as a Miss.
- Can Harm but not kill a specific creature for that Hunter's turn.
- Allows a creature to perform a unique 'cinematic' Task against a Hunter that captures/compromises them (still requires a successful roll).

Non-Attribute Based Moves

Support - When performing this **Move**, you attempt to help out or aid a teammate. This can be a **Quick Action** or a **Reaction**. The result changes based on which form it takes. When used as a **Reaction**, give +1 on the roll the target is currently performing. On a **Quick Action**, give +1 **Ongoing** for a specific **Attribute** for one turn. When using this **Move**, you must specify how you are helping the target. If there is no feasible way to assist given the circumstance, the **Task** cannot be performed. This **Move** does not require a roll and is always performed as a **success**.

Exchange Items - When performing this **Move**, you will attempt to equip an unequipped item in your **Backpack,** by switching it with an equipped item. This only applies to **Weapons**, **Armor**, or **Tools**. Consumables may be used from the **Backpack** freely. You may also use this as a **Quick action** to take an item from an ally's **Backpack** or as a **Free Action** (once a turn) to exchange non-equipment items between each other. This **Move** does not require a roll and is always performed as a **success**.

Prepared Action - When performing this **Move**, you select any **Innate Task** and perform it as a free **Reaction**, This consumes the **Action** you prepared. You also must set a condition in which to activate it, if the condition is not met the **Action** is not taken. This cannot be used on **Special Moves** or **Abilities**. This **Move** does not require a roll and is always performed as a **success**.