General Combat Stunts

COST	NAME	DESCRIPTION
1-3	ADRENALINE RUSH (CORE)	Regain **Fortune** equal to the **SP** spent.
1-3	MOMENTUM (CORE)	Gain **+3** to **initiative** per **SP spent**, changing your place in the initiative order.
1-3	DUCK AND WEAVE (CORE)	Gain **+1** to **Defense** per **SP spent** until the beginning of your next turn.
1-3	TAKE COVER	If there is **cover** available in your immediate vicinity, gain a **cover rating** equal to the **SP spent**, up to the **maximum rating** available.
1+	GUARDIAN ANGEL	Choose an **ally** within **5 meters** of you. If they would take **damage** before your next turn, **1 damage** point per **SP spent** transfers to you instead as you interpose yourself in front of the attack.
1+	SKIRMISH	Move yourself or your attack's **target 2 meters** in any direction for each **1 SP** you **spend**. If this movement would expose the **target** to a **hazard**, such as pushing them off a ledge, roll an **opposed test** of your **attacking ability** versus the **target's Strength (Might)** or **Dexterity (Acrobatics)**, whichever is higher. If you lose the test, the **target** doesn't move.
1	WHATEVER'S HANDY	Immediately arm yourself with anything in your environment you can reasonably wield as a **makeshift weapon**.
2+	GROUP TACTICS	Choose one **ally** to move **2 meters** in a direction of their choosing for each **2 SP spent**.
2	DOUBLE-TEAM	Choose one **ally** to make an immediate **attack** on your **target**, who must be within range and sight of the **ally's attack**.
2	INJURE	<u>If your target has lost half or more of their Fortune</u>, your **attack** imposes an **injured** condition so long as <u>its damage exceeds the target's Toughness</u>. This condition does not reduce the **attack's damage**.
2	KNOCK PRONE	Knock your **enemy prone**.
2	OVERCOME TOUGHNESS	Against this **attack's damage**, the **target's Toughness** is considered to be half its normal value, rounded down.
2	TAUNT	Roll an **opposed test** of **Communication (Deception)** vs. **Willpower (Self-Discipline)** against any **target** within **10 meters** of you; <u>if you win</u>, they must **attack** or **oppose** you in some way on their next turn.
2	VICIOUS BLOW	Inflict an extra **1d6 damage** on this attack.
3	BLOCKADE	Move up to **3 meters**, positioning yourself between a **foe** and a **target**. Until the start of your next turn, the **foe** must succeed on a **minor action Dexterity (Acrobatics)** or **Strength (Might)** test vs. your **Defense** to reach the **target** you're protecting.
3	EXPOSE	**Destroy** or **move** any one **object** in **weapon range**, such as a door or crate, that could provide **cover**. This can take out small sections of larger objects like pillars or walls. The GM may rule some objects are too heavy or tough to be removed by this **stunt**, such as the bulkheads of spaceships and stations.

3	LIGHTNING ATTACK	Make a **second attack** on your turn, either against the same **target** or a different **target**.
3	SHOCK AND AWE	<u>When you succeed at a non-attack physical feat or take an opponent out</u>, anyone who witness it rolls **Willpower (Courage / Morale)** vs. your **Strength (Intimidation)**. <u>If you win</u>, they suffer a **-1** to the next **opposed roll** they make against you, or a **-1** to their **Defense** vs. your next **attack** against them, whichever comes first.
4	KNOCK OUT	<u>If your **target** has lost half or more of their **Fortune**</u>, your **attack** imposes an **unconscious** condition so long as <u>its **damage** exceeds the **target's Toughness**</u>.
4	SEIZE THE INITIATIVE	Move to the top of the **initiative order** until someone else seizes the **initiative**. You may get to take another turn before some others act again.
5	LETHAL BLOW	Inflict an extra **2d6 damage** on this attack.
5	WOUND	<u>If your **target** has lost half or more of their **Fortune**</u>, your **attack** imposes a **wounded** condition so long as <u>its **damage** exceeds the **target's Toughness**</u>. This condition does not reduce the **attack's damage**.

Gun Stunts

Note: You may only choose stunts from this list when you earn the SP while making an attack with a gun.
Some gun stunts require a specific type of gun, such as a pistol or automatic weapon.

COST	NAME	DESCRIPTION
1-3	OVERWATCH (CORE)	Your **opponent** suffers **-1** to **attack rolls** per **SP spent** until the start of your next turn.
1-4	PRECISION MARKS-MANSHIP (CORE)	If you make an **attack** with a **firearm** that benefits from an **Aim bonus** before the end of your next turn, increase the **Aim bonus** by **+1** per **SP spent**.
1-3	RICOCHET	Make a trick shot that ignores (**SP spent**) of the **armor rating** of a **target** behind **cover**.
1-3	SHORT BURST (AUTO)	Ignore **1 point** of your **opponent's Toughness** per **SP spent**.
1-3	STRAFE (AUTOMATIC)	Immediately **move** up to (**SP spent**) **meters** in any direction, and apply this **attack** to anyone within (**SP spent**) **meters** of your original **target**; you can't selectively exclude anyone in the area. **Halve the damage** dealt to the **additional targets** (round up).
1-5	SUPPRESSIVE FIRE (AUTO)	At the end of **each character's turn** until the start of your next turn (including **allies** and your current **target**), make a **new attack** against the **original target** if they're within (**SP spent**) **meters** of the spot where your **target** stands right now.
1	RAPID RELOAD	The next time you need to **reload** a **firearm**, in this **encounter**, you may do so as a **free action**.
2+	EFFICIENT GUNNER	Next time you **miss** with a **firearm**, **subtract 1** from the **Drama Die's** result for each **2 SP spent**, for purposes of checking against **Capacity**.
2	LONG BURST (AUTO)	Make a **second attack** against the same **target** or a different one within **5 meters** of the first; take a **-2** to this **attack roll**, but gain a **+2** to the **damage roll** if you hit. Roll a separate test for **Weapon Capacity** afterward.
3	PISTOL WHIP (PISTOL)	If the **attack** hits an **opponent** adjacent to you, or next time you miss with a **firearm** against an **opponent** adjacent to you and run out of ammo, make a

		second attack against the **same target** with **Accuracy (Pistols)** to club the with the gun, inflicting **1d6 + Strength damage**.
4	CALLED SHOT	You target an exposed part of your **opponent's** body. The **attack's damage** becomes **penetrating**.
4	SNIPER'S PERCH	You find high ground or another advantageous shooting position. If you **attack** with a **firearm** on your next turn, **double** your weapon's **range** and **maximum range** for that turn.
5	SPRAY AND PRAY (**AUTO**)	Apply this **attack** to **every target** within a **5-meter radius** of your **original target**, including **allies**, using the same **attack test result**. All **additional targets** gain **+1** to **Defense** against this **attack**.

Melee Stunts

Note: You may only choose stunts from this list when you earn the SP while making a melee attack.

COST	NAME	DESCRIPTION
1-3	PARRY (CORE)	Your **opponent** suffers **-1** to **Defense** per **SP spent** until your next turn, as you guide their limb or weapon off-center, throwing off their balance.
1+	FOOTWORK (CORE)	You maneuver effortlessly. Gain **+1** per **SP spent** to one **combat-related test** of your choice before the end of your next turn.
1	FEINT	**Reduce** your **target's initiative** by **1** (to a minimum of 1) for the rest of the encounter.
2	DISARM	You and your **target** make **opposed melee attack** rolls; <u>if you win</u>, knock your **enemy's weapon 1d6 + Strength meters** away in a direction of your choice.
3	HAMSTRING	Cumulatively **reduce** your **target's Speed** by **3** for the rest of the encounter. If it's reduced to **0**, they become **restrained** for the rest of the encounter and cannot move.
3	BIND WEAPON	You and you **opponent** make **opposed melee attack rolls**; <u>if you win</u>, your **opponent's** next **melee attack** against you automatically misses.
4	ARMOR CRUSH	Convert up to **3 points of damage** you would inflict on your **foe** with this **attack** into a **penalty** to their worn **armor** instead, based on the type of **damage** you dealt. This **penalty** lasts for **1d6 rounds** or until they take a **major action** to readjust their **armor**, whichever comes first.
5	BREAK WEAPON	You and your **opponent** make **opposed melee attack rolls**; <u>if you win</u>, you **destroy** your **opponent's weapon**, rendering it unusable.

Grappling Stunts

Note: You may only choose stunts from this list when you earn the SP while making a Fighting (Grappling) attack.

COST	NAME	DESCRIPTION
1-3	HINDER (CORE)	**Melee attacks** your **opponent** makes before the start of your next turn reduce their **damage** by **2** per **SP spent**.

1	GRAPPLE (CORE)	You and your **target** make **opposed Fighting (Grappling) rolls**; <u>if you win</u>, they can't move from where they are on their next turn. You and the **target** both take a **-2 Defense penalty** until the beginning of your next turn.
2	TAKEDOWN	You and your **target** make **opposed FIghting (Grappling) rolls**; <u>if you win</u>, you and your **target** fall **prone**. Your **target** takes an additional **1d6 damage** and can't stand up until you do, or until they succeed at an **attack** against you.
3	HUMAN SHIELD	You and your **target** make **opposed FIghting (Grappling) rolls**; <u>if you win</u>, any failed **ranged attack** against you hits your **target** instead, and **ranged attacks** against you take a **-2 penalty**, until the beginning of your turn.
3	STRANGLE	Roll **Fighting (Grappling)** vs. your **target's Constitution (Stamina)**; <u>if you win</u>, the **target** loses their **minor action** catching their breath on their next turn.
4	HOSTAGE	You and your **target** make **opposed Fighting (Grappling) rolls**; <u>if you win</u>, you maneuver them into a vulnerable position. If they do anything other than a **free action** their turn, or if anyone **attacks** you or your **allies** before the beginning of your next turn, you may make an **immediate attack** against your **target** with a **+2 bonus** to the **Drama Die**.
4	PIN	You and your **target** make **opposed Fighting (Grappling) rolls**; <u>if you win</u>, they can't do anything other than a **free action** on their next turn. You and the **target** both take a **-4 Defense penalty** until the beginning of your next turn.
5	RESTRAIN	<u>If you have appropriate equipment in hand</u>, like handcuffs or rope, you and your **target** make **opposed Fighting (Grappling) rolls**; <u>if you win</u>, they become **restrained** and can't do anything other than try to escape with a **Strength (Might)** or **Dexterity (Sabotage)** test as a **major action**, with a **TN** of **10 + your Fighting (Grappling)** score.

Chase Stunts

Note: Stunts from this table are used when engaged in a chase.

COST	NAME	DESCRIPTION
1+	PUNCH IT (CORE)	You gain a **+1 bonus** on your next **chase test** for each **1 SP** you spend.
2	EVASIVE MANEUVER	Until your next turn, **attacks** against you and your vehicle (if any) suffer a **-2 penalty**.
2	FOLLOW THE LEADER	Make a **test** with a **TN** you choose and an **ability focus** you work out with the GM for pulling off a tricky maneuver, such as **Dexterity (Acrobatics)** to slip through a small opening on the run, or **Dexterity (Piloting)** to do the same while flying. If you fail, you **crash**. Anyone following you using the same method of transport must make the **same test** or **crash**.
3	ATTACK ON THE MOVE	You can make a **bonus melee** or **ranged attack**, or use a **bonus Activate action** to use an **in-built weapon system**. You must have a <u>loaded</u> missile weapon to make a ranged attack with it.
3	KEEP IT STEADY	Until the beginning of your next turn, passengers gain **+1 bonus** when making **attacks** or making other **ability tests** that would benefit from a stable platform (leaping from vehicle to vehicle, for example).
4	INTERFERENCE	A character of your choice suffers a **-2 penalty** on their next **chase test**.
5	SHORT CUT	Add an additional **+2** to your **chase total**.

Vehicle Combat Stunts

Note: Stunts from this table are used when attacking or sabotaging a vehicle (including during Space Combat).

COST	NAME	DESCRIPTION
1-3	SYSTEM DAMAGE	Your **attack damages** the vehicle's **Handling**, **Sensors**, or **Weapons**. Impose a **-1 penalty** per **SP spent** to the **damaged ability** (up to 3). **Handling** imposes a modifier on **tests** to operate the vehicle. This **penalty** remains until the vehicle is **repaired**. Damage control with a **TN 13 Intelligence (Engineering)** test can negate (but not remove) the **penalty** for rounds equal to the **Drama Die** result. If the **ability** is reduced below **-2**, the vehicle automatically fails **tests** calling for it. If **Handling** is reduced below **-2**, the vehicle is **out of control** and **helpless**.
1+	PENETRATE HULL	Your **attack** overcomes the vehicle's resistance to **damage**. If a vehicle has a **Hull** rating, <u>you must spend **SP** equal to it on this **stunt** before spending **SP** on other **stunts**</u>.
2	OFF-COURSE	The vehicle is thrown off-course and the **operator** must make a **TN 15** test to **maintain control**. A new **test** can be made each round to regain **control** if it is **lost**.
2	SCUTTLE	Your **attack destroys** the **target** vehicle. This **stunt** is <u>only available against a helpless vehicle</u>.
2 / 4	SHRAPNEL	The **attack** causes a damaging explosion in the vehicle's interior. The **operator** and all **passengers** in the same compartment suffer **1d6 damage** for **2 SP** or **2d6 damage** for **4 SP**.
3+	HULL BREACH	You inflict significant **damage** to the vehicle, reducing its **Hull** rating by **1** per **3 SP spent**. The loss of **Hull** rating lasts until **repaired**.
3	SLOWDOWN	You **damage** the vehicle's propulsion, dropping its **Speed class** by **one** category. If it drops to **Slow** or less, the **operator** must make a **TN 15** test to **maintain control**. The **slowdown** remains until **repaired**. Damage control with a **TN 13 Intelligence (Engineering)** test can negate (but not remove) the **penalty** for rounds equal to the **Drama Die** result.
4	DISABLE DRIVE	Your **attack** disables the vehicle's propulsion. The **operator** must make a **TN 15** test to **maintain control** and, even if they succeed, must deal with a vehicle that no longer move or maneuver under its own power. The vehicle is **helpless**. Damage control with a **TN 13 Intelligence (Engineering)** test can temporarily restore the vehicle's propulsion for rounds equal to the **Drama Die** result.
4 / 6	SKEWER	Your **attack** is in just the right place to do serious **damage** inside the vehicle: One **character** suffers **4d6 damage** for **4 SP**, or for **6 SP**, **6d6 damage** or the **full damage** of your **weapon +2d6**, whichever is less.
5	RUPTURE	Your **attack** ruptures a fuel line or power conduit, causing an internal explosion. This deals **3d6 penetrating damage** to **everyone** in a compartment of the vehicle and also causes the effects of either a **System Dagae (3 SP)** or **Slowdown stunt**.
6	DISABLE ENGINE	Your **attack** disables the vehicle's engine or main power, such as a ship's reactor, causing the effect of a **Disable Drive stunt** and leaving the vehicle completely without power other than emergency back-ups and essentially **helpless**. Damage control with a **TN 13 Intelligence (Engineering)** test can restore power temporarily for rounds equal to the **Drama Die** result. Otherwise the power remains offline until **repaired**.

Command Stunts

Note: Stunts from this table are used in Space Combat, by a character in command of a ship, during the appropriate step.

COST	NAME	DESCRIPTION
1+	GUIDANCE (CORE)	You grant a **+1 bonus** to a chosen **ship combat test** this round for each **1 SP** you **spend**. Choose one of the following: **maneuver** test, **electronic warfare** test, **evasion** test, **point defense** test, or **damage control** tests.
1+	BLINDING MANEUVER	You maneuver your **ship** in such a way as to blind or limit an **opponent's Sensors**. Each **SP** you **spend** reduces an **opposing ship's Sensors** score by **1** (to a minimum score of -2) until the start of the next round.
2	MULTI-TARGETING	Your **ship's point defense cannons** (if any) can both **attack** and **defend** this round without any **penalty**.
2+	ON-TARGET	Every **2 SP** you **spend** increases the **TN** of **tests to evade** your **ship's weapon attacks** that round by **+1**.
2+	TACTICS	Every **2 SP** you **spend** increases the **TN** of an **opposing ship commander's** next **command test** by **+1**.
3+	EVASIVE ACTION	Every **3 SP** you **spend** grants a **+1d6 Hull bonus** to your **ship** that round for resisting **damage** from successful **weapon attacks**.
3	PERCEIVED WEAKNESS	You increase the **damage** of one successful **weapon attack** by **1d6**. This **stunt** is a risk, as <u>it has to come in **Step 5** of the round, and requires a successful hit</u>.
4	PRECISE HIT	One of your successful **weapon attacks** result in an additional **Loss**, even if the **target's Hull** completely eliminated the **damage**.
4+	SET-UP	You maneuver an **opposing ship** into a **hazard** such as a normally **shorter range weapon**, a field of debri, or even a floating rock. This **stunt** is considered a **weapon attack** inflicting **damage dice** equal to **half the SP spent** (round down). The **Set-Up** can be **evaded**; the **TN** is **10 + your Intelligence + Leadership focus** (if any) **+ half the SP spent**. *Example: If a character with Intelligence 2 and Leadership spends 5 SP on this stunt, the TN to evade the Set-Up is (10 + 2 + 2 + 2.5, rounded down to 2) or 16, and a failure on evasion test results in 2d6 damage to the target ship.*