

General Social Stunts

COST	NAME	DESCRIPTION
1-3	IMPRESS (CORE)	Gain a +1 per SP spent to your next social test against the same target as this test , during this encounter.
1	CARDS ON THE TABLE	<u>If you were completely honest when making this test</u> , your target must be completely honest in the next social test they make against you during this encounter. This doesn't stop either character from omitting information or offering misleading truths.
1	MAKING AN ENTRANCE	<u>If this is your first action of the encounter</u> , gain +1 to your next opposed roll against one character who witnessed it. You can choose this stunt multiple times per roll.
2	AND ANOTHER THING	Make a second, related test as part of your action, before anyone else has a chance to respond or make any tests of their own.
2	HIDDEN MESSAGE	Your words convey a different message to one person than to everyone else who hears them; the character you choose is the only one who can decipher your true meaning.
2	SWAY THE CROWD	Your words affect one additional person of your choice. You may choose this stunt multiple times per roll, but if someone opposed your test , you can't expand the effect to anyone with a higher ability + focus total than the original target .
3	GOOD COP / BAD COP	Choose an ally to immediately make a test in seeming opposition to the one you just made, with the same target . If they succeed, rather than garnering the usual results, they prompt the target to give up a secret you didn't already know.
3	LET'S MAKE A DEAL	Your action turns out to benefit a character you didn't target , who now owes you a favor, however grudgingly.
3	OBJECTION!	You step in on someone else's behalf. Another character in the scene may use your ability + focus score instead of their own next time they oppose a test during this encounter.
4	CLASS CLOWN	Your words lighten the mood, imposing a -2 penalty to all enemies' initiative rolls if a fight breaks out during this encounter.
4	FLIRT	Roll Communication (Seduction) vs. your target's Willpower (Self-Discipline) as a simple social roll against a character whose Attitude toward you is Open or better, with a positive bent; <u>if you win</u> , they become enamored with your character, opening the door to future romance or intimacy. How this proceeds is up to you and the GM to work out together.
4	FROM THE HEART	You believe wholeheartedly in what you say. Choose one Willpower focus . If you don't have it already, gain it for the rest of the encounter. If you do, it adds +3 instead of +2 to rolls you make with it.
4	SLEEP WITH ONE EYE OPEN	<u>Applies to a test targeting someone</u> you have a negative Relationship with, or who has harmed someone you have a Relationship with. The next attack you make against that target in this session is automatically a surprise attack , as long as they weren't already in combat.
5	ENRAGE	Choose one character present whose Attitude toward you is Neutral or worse, or a negative variant of a more positive Attitude . They must immediately either attack you or storm out of the scene. If they attack , it may or may not be deadly.

5	PATTER	You rapid-fire words confuse your target , who must succeed at a Perception (Empathy) roll vs. your Communication (Deception) , or automatically fail their next non-attack test against you.
7	MY WORD IS MY BOND	Applies to a test relevant to completing a task you've promised someone you have a Relationship with you'll perform. Gain +2 to tests directly related to completing this task until the end of the session. <u>This stunt requires bonus SP available from a Relationship in order to meet the necessary cost.</u>

Attitude Stunts

Note: Some attitude stunts have different effects depending on whether you are having a simple or detailed social interaction.

COST	NAME	DESCRIPTION
1-3	MAKING AN OFFER (CORE)	Your test implies a promise or olive branch, temporarily shifting the target's Attitude toward you up by one per SP spent (even if this test already shifted it); it shifts back by the same amount as soon as you fail a social test against them. <u>Inapplicable when performing a grand gesture.</u>
1	READ THE ROOM	The GM reveals the current Attitude , or an intention or mood indicator, for one character present of your choice, in reaction to your test . You can choose this stunt multiple times per roll. Characters with either the Communication (Deception) or Willpower (Self-Discipline) focus may roll vs. your Perception (Empathy) to avoid this.
2	ON THE FENCE	(<u>Simple</u>) Choose a character you didn't target who's Standoffish , Neutral , or Open toward you. They're convinced to take your side in the conflict, as long as they don't already oppose you; (<u>Detailed</u>) Shift their Attitude toward you up by one for the rest of the encounter.
3	BAD FORM	Immediately regain the SP you spent on this stunt , plus 1 more. Then choose any character present; they now consider you a rival, threat, or enemy, shifting their Attitude to Hostile if it was Standoffish or Neutral , or shifting it to its negative variation if it was more positive. <u>Inapplicable if all NPCs present are already Hostile toward you.</u>
3	CAST OUT	Your action shames or embarrasses another character present, (<u>Simple</u>) imposing a -2 penalty on their next social roll against anyone but you in this encounter; (<u>Detailed</u>) or worsening the Attitude of one other character present toward them by one shift .
4	RISKY BUSINESS	Your action reveals a secret or contains a significant lie, shifting your target's Attitude toward another character in the scene from Neutral or worse to Very Hostile ; it also worsens your target's Attitude toward you by one shift , as they're inclined to shoot the messenger. If you lied and the target later finds out, their Attitude toward you shifts to Very Hostile as well.
5	MEDDLE	Your action brings others together or drives a wedge between them. Choose two other characters present and shift their Attitudes toward each other up or down by one (both in the same direction).

Membership & Reputation Stunts

COST	NAME	DESCRIPTION
1	BON MOT (CORE)	You tag the perfect witty remark onto the end of your action. If you can't think of one, let the group brainstorm and pick one among their ideas. Gain a temporary honorific you can use for passive Reputation only, for the rest of the encounter.
1	STICK YOUR NECK OUT	Your test puts your own Reputation in jeopardy to help someone else. An ally of your choice gains a +2 bonus to their next social test in this encounter; if they fail, you lose all Reputation bonuses from one honorific for the rest of the session.
2	IN GOOD STANDING	When targeting a member of an organization in which you have Membership , treat your rank as one higher for the purpose of gaining access to resources for the rest of this encounter.
3	BENEFIT OF THE DOUBT	Your action impresses or charms any one character present. Roll Communication (Persuasion) vs. Willpower (Self-Discipline) to affect someone with an Attitude of Hostile or worse; no roll is necessary for others. Increase all relevant Membership and Reputation bonuses by +1 while interacting with that character for the rest of the session; this may improve their Attitude toward you, at the GM's discretion.
3	GO VIRAL	Whether via you or others sharing a video or audio recording, news gets out quickly about what you've just done. For the rest of the session, the honorific most related to this test applies even in situations where it seems unrelated.
4	OOZING CONFIDENCE	Your action impresses or fools all the right people. Gain one temporary Reputation honorific or rank of Membership for the rest of the session, or until you next fail a test relevant to this influence, whichever comes first.
5	NAME-DROPPING	Your action displays your affiliation with someone whose Membership rank is higher than yours in an organization to which you belong, or who has a relevant honorific you don't. You may use their Reputation or Membership benefits with that honorific or organization as your own for the rest of the session; if they find out and disapprove, worsen their Attitude toward you by one shift .