

General Exploration Stunts

COST	NAME	DESCRIPTION
1-3	WHEN A PLAN COMES TOGETHER (CORE)	You reveal this test was part of your plan all along, granting a bonus equal to the SP spent on one ally's next test during the same encounter to accomplish the same goal. If desired, you can split the bonus among multiple allies , giving each a minimum +1 . You must make this decision before any ally rolls.
1+	A STITCH IN TIME	You put in the effort to do it right the first time, setting yourself up for greater success later. Gain +1 per SP spent on your next test related to this one during this encounter, <u>as long as this roll was part of and advanced test</u> .
1+	PAY DIRT	In the course of your endeavor, you win a bet, happen across a conveniently abandoned stash, or discover something valuable you can pawn to make a buck, among other possibilities. Temporarily gain +1 Income per SP spent ; this increase lasts until you next fail an Income test . Instances of this stunt don't stack; only the highest bonus applies.
2	JURY RIG	You find or improvise a piece of equipment you need to be more effective. Negate any situational penalties you would suffer for lacking proper equipment on tests appropriate to the improvisation, for the rest of the encounter.
2	SPEED DEMON	You complete your test in half the time it would otherwise take.
3	THE UPPER HAND	If your success leads to combat within the encounter, you receive a +3 on your initiative roll .
4	WITH A FLOURISH	You impress everyone who watches you with your ability. Gain a +1 to opposed tests against them for the rest of the encounter.
5	FRUGAL	You use only what you must to get the job done, saving resources for a rainy day. This Income test doesn't deplete your Income even if it normally would.

Infiltration Stunts

Note: You may apply stunts from this list when physically breaking in somewhere or exploring a new place, hacking into a computer or network, pulling a con job, or otherwise evading consequences and getting away with things.

COST	NAME	DESCRIPTION
1+	JUST A SHADOW (CORE)	Gain +1 per SP spent to your next test during this encounter as long as you remain unnoticed .
1	GOOD INSTINCTS (CORE)	Make a Perception test using an appropriate focus (GM's choice) with the same TN as the test you just made to learn the most likely immediate consequence of the action you just performed.
1+	CALMING THE WATERS	Reduce the current Churn Pool by the SP spent .
1	BRAVERY	Your success bolsters your courage, granting you 1d6 extra Toughness against the next damaging hazard you face in this encounter.
2	OVER HERE	Your flashy action makes you the center of attention. Each of your allies gains +1 to their next test to hide or pass scrutiny in this encounter, such as Dexterity (Sleight of Hand / Stealth) or Communication (Disguise) . Any action an opponent

		takes until then automatically targets you.
2	TAKE ONE FOR THE TEAM	When you successfully avoid damage from a hazard but an ally doesn't, you may take the damage for that ally while they remain unaffected.
3	COVER YOUR TRACKS	Whether you're hacking into a network, evading the cops, or infiltrating a military base, you impose a -2 on all future rolls to follow your trail related to this test .
3	HIGH TECH HUSTLE	With an injection of technobabble or a quick mod to a device, you sidestep one minor complication impending your current goal, or give yourself the ability to perform one task you otherwise couldn't in the current situation, at the GM's discretion.
4	IT WASN'T ME	You leave evidence another character is responsible for the results of your test , such as breaking and entering, cheating at cards, or uploading a computer virus. All failed tests to investigate the truth reveal that person as the culprit, and such tests suffer a -2 penalty .
5	FANCY MEETING YOU HERE	Choose a focus or talent your character doesn't possess. An NPC of the GM's choice with that focus or talent appears in the scene within a few minutes, or a few rounds if your action leads directly to action time. This doesn't dictate anything about their situation, attitude or identity; these are all up to the GM.

Investigation Stunts

Note: You may apply stunts from this list when performing an investigation, or trying to find information.

Some investigation stunts have different effects depending on whether you are pursuing a simple or detailed investigation.

COST	NAME	DESCRIPTION
1-3	A-HA! (CORE)	(Simple) The GM reveals an additional useful fact about the object of your test per SP spent ; (Detailed) Gain +1 per SP spent to your next test following up on the lead you just unlocked.
1	FLASHBACK	(Simple) This test reminds you of something important you forgot. The GM reveals the identity or existence of another source of information you didn't know about; (Detailed) Treat one of your tangential focuses as a primary one on the next test you make to unlock a lead related to this test .
2	INTUITION	(Simple) The GM reveals a fact about the object of your test you could not have noticed or deduced simply by interacting with it; (Detailed) <u>When you uncover a clue</u> , you gain two new leads instead of one, making the path branch.
3	LUCKY BREAK (DETAILED)	This test's result leads fortuitously to putting two and two together later. Treat one irrelevant focus as tangential one on the next test you make to unlock a lead related to this test .
4	DOWN THE RABBIT HOLE (DETAILED)	<u>If this test lead to a reveal</u> , the GM also provides a brand new lead about a new subject that will lead to greater rewards.
5	BREAKTHROUGH	(Simple) You gain not only information but some form of incontrovertible proof; (Detailed) Reduce the total number of leads on the path by one, jumping to a further point in the investigation immediately.