

EQUIPMENT AND GOLD

MONEY

COMBAT STUNTS

SP COST	STUNT
1+	Skirmish: You can move yourself or the target of your attack 2 yards in any direction for each 1 SP you spend.
1	Rapid Reload: You can immediately reload a missile weapon.
1	Stay Aware: You take a moment to make sure you're mindful of everything that's happening around you. Make a TN 11 Perception test with the focus of your choice. If you succeed, the GM may either make you aware of some battlefield situation that has so far escaped your notice, or give you a +1 bonus to the next test you make. This bonus can never stack with any other test bonus other than from a focus, must be used on the very next test you make (even if you're the defender in an opposed test), and expires at the end of your next turn if you haven't used it by then.
2	Knock Prone: You knock your enemy prone. Any character making a melee attack against a prone foe gains +1 bonus on the attack roll.
2	Defensive Stance: Your attack sets you up for defense. You gain a +2 bonus to Defense until the beginning of your next turn.
2	Disarm: You attempt to disarm the target with your melee attack. You and your opponent must make an opposed attack roll. If you win the test, you knock your enemy's weapon 1d6 + Strength yards away in a direction you choose.
2	Mighty Blow: You inflict an extra 1d6 damage on your attack.
2	Pierce Armor: You find a chink in your enemy's armor. The target's armor rating is halved (rounded down) vs. this attack.
2	Taunt: You insult or distract one opponent of your choice within 10 yards of you. You must make an opposed test of your Communication (Deception) vs. the target's Willpower (Self-Discipline). If you win, the target suffers a -1 penalty on attack rolls and casting rolls on their next turn.
2	Threaten: You strike a threatening pose, challenging an opponent of your choice within 10 yards of you. You must make an opposed test of your Strength (Intimidation) vs. the target's Willpower (Self-Discipline). If you win, they must attack you in some way (melee, missile, spell, etc.) on their next turn.
3	Lightning Attack: You can make a second attack against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a Ranged Attack. If you roll doubles on this second attack roll, you do not get any additional stunt points.
3	Set Up: You create an opening an ally can exploit. Pick an ally. On their next turn, the ally receives a +2 bonus on the ability test of their choice. This decision must be made before the dice are rolled.
4	Dual Strike: Your attack is so strong it affects two targets. First, pick a secondary target. This target must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test result of your original attack roll to the secondary target (in other words, you only make one attack roll and apply it to both opponents). If you hit the secondary target, roll your normal damage for them, also.
4	Seize the Initiative: Your attack changes the tempo of the battle. You move to the top of the initiative order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.
5	Lethal Blow: You inflict an extra 2d6 damage on your attack.

STANDARD SPELL STUNTS

SP COST	SPELL STUNT
1-3	Powerful Casting: Increase the Spellpower of your spell by 1 per stunt point spent, to a maximum of 3.
2	Skillful Casting: Reduce the magic point cost of the spell by 1. This can reduce the MP cost to 0.
2	Mighty Spell: If the spell does damage, one target of the spell of your choice takes an extra d6 damage.
3	Lasting Spell: If the spell has a duration beyond instantaneous, it remains in effect twice as long with no additional MP cost. Stone Cloak would last two hours instead of one, for example. Spells that last until the end of the encounter are extended by 1d6 minutes instead.
3	Magic Shield: You use the residual magic of the spell casting to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	Fast Casting: After you resolve this spell, you can immediately cast another spell. The second spell must have a casting time of a major action or a minor action. If you roll doubles on this casting roll, you do not get any more stunt points.
4	Imposing Spell: The effect of the spell is much more dramatic than usual. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful Willpower (Courage) test. The target number (TN) is 10 + your Willpower ability. Those who fail must take a move or Defend action instead.
4	Split Spell: If the spell affects only one target, you can have it affect two, so long as the second target is within the spell's range and no more than 6 yards from the original target. There is no additional MP cost. Targets test against the spell separately.
5	Disrupt Magic: In addition to its normal effects, your spell is so powerful that it may disrupt another magical effect (such as a spell) on the target. Roll an immediate test of your Intelligence (Power Arcana) vs. the Spellpower of any one effect on the target. Success removes the effect. Doubles on the test do not generate stunt points.
5	Lethal Spell: If the spell does damage, one target of the spell takes an extra 2d6 damage. Alternately all targets of the spell take 1 additional 1d6 damage.

EXPLORATION STUNTS

STUNT COST	STUNT
1	Advantageous Positioning: You make your discovery from an advantageous position of your choice, up to 2 yards away from the place that would normally lead to your discovery with respect to the object of your test. You may wait until the GM describes what you've found, if relevant, before you choose your position. This stunt can be used multiple times on the same test if you have enough stunt points.
2	Efficient Search: If resources of any kind are typically consumed in the course of your test, you use only half as much as would be normal.
2	Speedy Search: You complete your test in half the time it would otherwise take.
3	That Makes Me Wonder: You may immediately make another Perception test, at no additional cost in time or resources, to discover more information about your surroundings, or the object of your test. This bonus test must use a different focus from the first test, however, and doubles on this bonus test do not give rise to stunt points. The two tests are assumed to transpire simultaneously, not one after the other. If there is nothing
3	The Object of Your Attention: You receive a +1 bonus to further tests to examine or perceive additional aspects of the object of your test until the time or venue changes.
4	The Upper Hand: If your discoveries lead to combat within a moment or two you receive a +3 bonus on your initiative roll.
4	Resources at Hand: Choose a focus that you don't have, that falls under the same ability as the test you're making. You are considered to have that focus until the time or venue changes. The GM may require you to explain how this bonus arises from the environment and deny it if you can't
4	With a Flourish: The manner of your success is impressive to those who are nearby to watch you. You have a +1 bonus to opposed tests against them until the time or venue changes.

ROLEPLAYING STUNTS

STUNT COST	STUNT
1	Bon Mot: You tag the perfect witty remark onto the end of your action, affecting all those who hear it that much more deeply. If you can't think of
2	And Another Thing: You manage to weave a second thrust of conversation into the primary interaction that called for the test, if your description supports it. If relevant, you may make an additional test as part of your action, before anyone else has a chance to respond or make any
2	Sway the Crowd: Your interpersonal efforts are so effective that they spill over onto others in the area, and you affect one additional person of your choice past the original target. You may use this stunt multiple times on the same roll. However, if the test that gave rise to this stunt was an
3	Stunned Silence: You are so impressive that you leave all those who witness your display completely dumbfounded and unable to speak for at least a full round. Outside combat this lasts, at the very least, long enough for your character to begin to do something else.
3	Jest: You turn a phrase, twist your expression, or make some other comic motion that leads those nearby to laugh, or at least stifle their snorts. Anyone nearby who wishes to avoid laughing must make a TN 11 Willpower (Self-Discipline) test, with the exception—at the GM's discretion—of
4	Flirt: Choose one character who is present and immediately make an opposed Communications (Seduction) vs. Willpower (Self-Discipline) test. If you win, that character becomes enamored with yours. What exactly this means in the moment and how it might play out (or fall apart) in the long run are up to the GM, and depend on how you continue to act, but if you're successful, you've created an opening for romantic opportunities.
4	Tower of Will: Your success gives you a sense of your own brilliance and strength of character. For the rest of the current roleplaying exchange you gain a +1 bonus to any opposed tests where an opponent tries to put you at an emotional disadvantage, such as by intimidating you, impressing you, bargaining with you, and so on.
4	Enrage: You twist the knife, delivering a provocation or insult in such a way that a single target you designate must choose between either attacking you or storming away from the scene. If they choose to attack the assault need not be deadly, although that option is open to the enraged character. A slap or the throwing of the gauntlet may stand in as an "attack" just as well.

NOTES AND MISC INFORMATION
