

First Action: Punch something	<u>Punchy</u> : Whenever your first action in a scene is to “punch something”, place a “you gonna get punched” aspect on whatever you are punching. This aspect gets 2 free invokes
First action: Look Around	<u>Looky Lou</u> : Whenever your first action in a scene is to “look around”, You get a +2 to your investigation and you find things quicker than normal.
First action: Run Away	<u>Forest</u> : Whenever your first action in a scene is to “run away”, you can successfully remove yourself from the scene, no matter what barrier is in your way (as long as your description is believable).
First action: Try to use Magic	<u>Magical</u> : You have the ability to use magic. Will to see how much power you have, Discipline to aim and control that power. Anything you can’t control hurts you or the environment around you. Each time you do a spell it deals you 1 mental stress
First action: Go through the exit	<u>First Look</u> : Whenever you are the first to go through a door/portal/exit and into a new space, you get to place 1 scene aspect on that room for free.
First Action: Be nice	<u>Can’t we all just get along</u> : Your Rapport checks to calm people down work great. Whenever you try to do this you can freely put the aspect of “Maybe we should talk it out” on the scene.
First Action: Get a Weapon	<u>Always loaded</u> : As long as you are using a common weapon, you never run out of ammo and you always have a knife on your person. Always.
First Action: Hide	<u>Shadow Master Ninja Death Blade Fantasy Style Move Hand</u> : Whenever your first action in any conflict is to “hide”, you automatically succeed no matter the circumstances. You place the aspect of “Super Duper Totally Hidden” on yourself.
Character makes a joke	<u>Jokes on you</u> : Whenever you make a joke or funny quip, you may freely place the aspect of “I’m a funny guy” on yourself. This aspect has 2 free invokes before it is removed.
Someone Yawns	<u>Sleepy</u> : Your presence makes everyone around you very sleepy. The first time you act in any scene, you automatically place the aspect of “I’m a little sleepy” on any sentient being in your zone.
Someone makes a pun	<u>Punny</u> : Your puns make direct mental damage on your target. You may use Rapport or Provoke for these Pun attacks and they have a weapons rating of +2
Someone builds something	<u>Call me Bob</u> : Whenever you use Craft to try and build something, you get to place an extra aspect of “awesomely made” on that item.
Someone uses Performance	<u>Bestest Speaker</u> : Whenever performing to a crowd, as long as you make sure you have every single person's attention, you get +4 to place an aspect on the scene.

[illegible]