DRAWBACKS GLOSSARY **2**

SFX CONSTRUCTIONS **4**
DICE TRICK SFX 4
RESULT DIE MANIPULATION 4
EFFECT DIE MANIPULATION 4
TRAIT MANIPULATION 5
SCENE OR ASSET MANIPULATION 6
DIE POOL MANIPULATION 7
NONSPECIFIC MANIPULATION 8
RULEBENDER SFX 9
DAMAGE 9
THREAT 10
SABOTAGE 11
NARRATIVE-FOCUSED SFX 12
METAGAME SFX 13

SFX BY SKILL **14**
CRAFT/FIX 14
DRIVE/FLY 14
FIGHT 14
FOCUS 15
INFLUENCE 15
KNOW 16
LABOR 16
MOVE 16
NOTICE 17
OPERATE 17
PERFORM 17
SHOOT 17
SNEAK 17
SURVIVE 17
THROW 18
TREAT 18
TRICK 18

LIMITS AND MILESTONES **19**
CHARACTER DECISIONS 19
PLAYER DECISIONS OR EXTERNAL CIRCUMSTANCES 19
INHERENT QUALITIES 20

DRAWBACKS GLOSSARY

Though not necessarily the fun part of SFX, it's important to cover Drawbacks first since there are only a handful of them and a few additional pieces of jargon are needed to cover how SFX work across a variety of optional rules.

None
Some SFX have no drawbacks or limitations. They are usable at will; go nuts.

Spend
Spend drawbacks model economic circumstances. The most common spend are Plot Points which create an economy of character spotlight time and narrative power. Spending Hero Dice is a similar abstract economy where the requirement to spend an Asset or Resource feels more like an in-universe economic need.

If you're going to have a spend mechanic other than PP, also have a good reason. The system is balanced on PP spends so while other types of spends can be fun and evocative, use them with care. You really can't go wrong choosing a spend drawback for any SFX but its greatest usefulness is for those which grant a healthy dose of narrative control or would break the math if not well-regulated.

Luck
Luck drawbacks require a certain set of events or conditions to activate the associated SFX. Opportunities (and conversely, Spoilers) are the go-to drawbacks for when an SFX requires excellent reaction time or quick thinking in response to an opponent's misstep. Many Luck SFX involving Opportunities will also require spends.

An alternate option to the Opportunity/Spoiler is to use a specific die arrangement such as "all Result dice are even" or "my Effect die shows the same number as my opponent." Use this cautiously as it tends to slow down play, but is somewhat better suited to SFX that react to environmental changes as opposed to opposition error. Setting up die arrangement drawbacks are also somewhat in the hands of the players to maneuver into position so in that sense they are halfway between an Opportunity and a spend.

Damage
Damage drawbacks hurt the character that uses them in some way. Oftentimes, the damage comes in the form of a new or stepped-up Complication, Stress or a loss of Life Points. This drawback represents characters pushing their personal limits or taking significant risk in the pursuit of power. Since a hefty portion of this book is dedicated to showcasing non-combat uses of SFX, we're going to stick to describing SFX in terms of Complications. If you're using

Life Points, you'll have to make that translation on your own though be ready for a lot of Damage-based SFX given here to just not transfer to the Life Point systems well.

Shutdown (Damage Variant)
A variation of damage is the Shutdown, where one or more Traits are stepped down or deactivated to fuel other abilities. Shutdowns are great for gear or equipment-based SFX since they model breakage and failures, though they also work well enough with supernatural powers like magic and psionics. Shutdowns usually last for a specified time:

- Until the next Scene
- Until some Stress or Complication is resolved
- Until you activate an Opportunity
- Until you pay a PP
- Until you use a different specified ability

Endanger
Endangering means giving a boost to your opposition in return for a boost to yourself. Mechanically, this can mean adding a d4 to your own die pool (*endanger d4*), giving a d6 to your opponent or the Doom Pool (*endanger d6*) or increasing a static difficulty, usually by half the size of a standard die (thus *endanger d6* could also be adding +3 to a static number). Certain powerful SFX might require a higher endangering die such as a d8 or d10. In this book, we'll just say *endanger* so it can be applied to whatever difficulty rules are in play.

Penalty
A Penalty drawback occurs when the character's die pool is reduced or hindered somehow. These two penalties are common:

- Remove the highest rolling die from your pool
- Step back the highest die in your pool before rolling

A Penalty is usually a secondary drawback for SFX that combine multiple benefits or as a sort of 'token resistance' if no other Drawback makes sense.

Conditional and Compel
Most SFX operate under listed circumstances. These circumstances might be specific ("when you try to fix a broken machine") or general ("when you try to inflict emotional damage"). We're only going to note **Conditional** as a Drawback going forward if it's unusually demanding or corner-case.

One of these types of listed Conditional Drawbacks is when a character is prompted to take a narrative course of action that is either suboptimal or foolhardy. These are considered **Compe**l SFX instead of Limits because they offer the character an active benefit to an action for forwarding the plot, where a related Limit would offer only a PP (or maybe nothing at all!) for a similar decision. Characters with a knack for stealing victory from the jaws of defeat get Compels. Characters with serious flaws use Limits.

SFX CONSTRUCTIONS

DICE TRICK SFX

Dice trick SFX are precisely what they claim to be - manipulations of your dice or dice pools to change the probabilities and scope of success. Dice trick SFX do not always define a character well so make sure to intersperse them with Narrative and Metagame SFX to give a character identity. They're fun for the mathematically-inclined but are also the first to interact strangely with the game fiction.

The base assumption for this section is that you're using the default Skills and Attributes for assembling die pools and will generally reference them accordingly. Feel free to substitute in whatever alternate Skills, Roles, Specialties or Values you're using along with the odd Signature Asset. We may do the same from time to time as well.

RESULT DIE MANIPULATION

Affecting the Result Dice alter a roll's accuracy or chance of success. Depending on the ruleset, it might also affect the power or strength of the roll.

Result Stack
Add a third die to your Result.
Use Result Stack for instances of a character taking a action that's hard to get away from or ignore. It's also useful for times when a character is particularly good at a niche task. PCs can always spend a PP to get another Result die so Result Stack SFX that require a Spend Drawback should give another benefit as well.
Examples:
SFX: Burst Fire. Step up or double your SHOOT die. Remove the highest-rolling dice for the action and keep three dice for your Result. (+**Trait Boost; Penalty**)
SFX: Objection! Add your PERFORM die directly to your Result for an INFLUENCE action and add a d4 to your die pool. (**Endanger**)
SFX: Trapsense. When you are attacked by a trap you did not previously perceive, activate an Opportunity to keep an extra die to your Result. (**Luck**)

EFFECT DIE MANIPULATION

Affecting the Effect Dice alter a roll's power or Strength. Adding more Effect dice is equivalent to giving a character more actions per turn; consider assigning those extra dice to Asset creation or scene manipulation to maintain economy of actions.

Effect Boost
Step up your Effect die.
Use Effect Boost when you are exploiting a vulnerability in your opponent or a unique quality of your approach to the task at hand.

Examples:
SFX: Dogfight. When you succeed at creating a position-based Asset for aerial combat, step it up by one. (**None**)
SFX: Overly Malicious Code. *Endanger d8* when you take an OPERATE action to hack into a security system. Step up your Effect die. (**Endanger**)
SFX: Feel Their Pain. Add or step up a d6 Past Pains Complication when you TREAT an ally. Step up your Effect die if you succeed. (**Damage**)

Area Effect
For each target beyond the first, add an extra d6 to your die pool and keep another Effect die.
Use Area Attack to affect a handful of discrete creatures or objects all at once in the same manner.
Examples:
SFX: Batch Crafting. Spend a PP. For each ally beyond the first, add an extra d6 to your CRAFT die pool and keep another Effect die. Each Effect die becomes a crafted Asset for a different ally. All Assets must have the same name even if their Trait dice are different. (**Spend**)
SFX: Rapid Appraisal. Spend a PP. For each target beyond the first, add an extra d6 to your NOTICE die pool and keep another Effect die. If your Effect die meets or exceeds the item's Trait die (if any), you accurately know its worth and properties. (**Spend**)
SFX: Razor Storm. Spend a PP. For each target of a THROW beyond the first, add an extra d6 to your die pool and keep another Effect die. (**Spend**)

Rider Effect
Take another Effect die for use as a specific Complication or Asset.
Use Rider Effect when your action has a minor but recurring side effect. This is usually either the smallest-sized die or the die rolling the smallest non-Spoiler value remaining in the pool after Result and first Effect have been chosen.
Examples:
SFX: Poisoned Blade. When your Result is even and your FIGHT action succeeds, inflict an additional Poisoned Complication equal to the smallest die remaining in your pool. (**Luck**)
SFX: Guilt Trip. *Endanger* d8. When you leverage feelings of guilt in an INFLUENCE roll to persuade, inflict an additional Guilty Complication equal to the smallest die remaining in your pool. (**Endanger**)
SFX: Symbiotic Harvesting. Activate an Opportunity to gain an additional flora Asset equal to the lowest die remaining in your pool. (**Luck**)

TRAIT MANIPULATION

Trait Manipulation is a weaker version of Result and Effect Manipulation. It creates the possibility of an improved outcome but lacks the certainty of messing with Result and Effect dice. On the upside, you can put several Trait Manipulations on a character and not throw off game balance.

Trait Boost
Step up or double a certain Trait die. In rare cases, step it up twice.
Use Trait Boost to indicate a Trait being pushed beyond its normal limits or in a way that is dangerous to unintended targets. It is often paired with the Damage and Endanger Drawbacks to further the point.
Variation:

- *In a Contest, the Ability die steps down after its first use, though Opportunities step it up starting from its original value*

Examples:
SFX: Heave!. Step up or double your LABOR die for a single roll. If the roll fails you take damage equal to your LABOR die. (**Damage**)
SFX: Bleeding Edge Tech. Step up or double your FIX die for a single roll. Endanger d8. (**Endanger**)
SFX: Large Ham. Step down your NOTICE die to step up or double PERFORM. The effect persists until your performance ends. (**Damage**)

Overwhelming Force
Use two or more Traits from a set in one die pool, stepping each one back by 1 for each extra Ability included (-1 for two Traits, -2 for three Traits, etc)
Use Overwhelming Force to write SFX of last resort or supreme showmanship. It has a built-in Damage effect so no other Drawback is generally needed. Certain **Faux Asset** SFX are effectively indistinguishable.
Variation:

- *Instead, step the first extra Trait down once, the second down twice, etc.*

Examples:
SFX: Sabre and Pistol. Use FIGHT and SHOOT in a single attack roll by stepping each down once.
SFX: Crew of One. Use FIX, OPERATE and/or FLY in a single action by stepping each down once for each Skill added beyond the first.
SFX: Feral Child. Use SURVIVE, SNEAK and/or MOVE in a single action by stepping each down once for each Skill added beyond the first.

SCENE OR ASSET MANIPULATION

I Have That
Gain an Asset or Stunt, either a la carte or as part of another action.
Use this SFX when an action you take gains you an additional short term benefit or if you have a unique way of creating/obtaining Assets.
SFX: Gadget Bag. Spend 1 PP to produce a small (fits in one hand) non-unique tool as a d8 Asset that solves a problem in this Scene. It can not inflict damage to another character on its own nor can you remove another character from the Scene with it. (+**Narrative Control; Spend**)

SFX: Kinetic Absorption. Activate an Opportunity when an opponent attempts to hurt you with kinetic force to step down the opponent's Effect die. You gain a Kinetic Absorption Stunt equal to the stepped-down die. (+**Shielding**; **Luck**)
SFX:

Asset Boost
Step up an Asset, Resource or Stress used in your pool.
Use Asset Boost when you are utilizing a tool that is particularly effective for what you want to do with it.
SFX: Biosensors. When you FOCUS on another sentient being with your HUD Asset, step it up once. (**None**)
SFX: Ancient Tomes. When you use your Personal Library as part of a KNOW roll, endanger d6 to step up your Asset once. (**Endanger**)
SFX: CRISPR Editing. Spend 1 PP to step up your Medical Nanites Asset as part of a TREAT roll. (**Spend**)

Substitute
Create an Asset that will take damage in your place until it is overcome
Need we say more?
Examples:
SFX: Encouraging Word. Use INFLUENCE to give an ally an Encouraging Word Asset. Emotional damage that would affect the ally is instead attached to the Asset until it is Taken Out.
SFX: Temporary HP. Use TREAT in conjunction with relevant magic to give an ally a Temporary HP Asset. Physical damage that would affect the ally is instead attached to the Asset until it is Taken Out.
SFX:

DIE POOL MANIPULATION

Die Pool Manipulations give the character flexibility in whether to have more small-sized dice or fewer large-sized dice. You do not generally need a Drawback for these types of SFX as the splitting and combining are their own balance feature.

Focus
Replace two dice of the same size with one die stepped up.
Use this SFX to show that your abilities and powers work with additional synergy to create the potential for a greater Effect die. Examples:
SFX: Moving Meditation. When you use your MENTAL attribute in conjunction with MOVE, you may replace two dice of the same size with one die stepped up.
SFX: Hypnosis. When you use your TRICK Skill and PRACTICED PATTER Signature Asset together, you may replace two dice of the same size with one die stepped up.

SFX: Unique Organization. When you take a FIX action at your own workshop, you may replace two dice of the same size with one die stepped up.

Adaptable
Split one die into two dice stepped down once or three dice stepped down twice.
Use Adaptable to show that you have a multifaceted ability that can get Results from several angles all at once.
SFX: Triple Threat. You may split your PERFORM die into two dice stepped down once or three dice stepped down twice when you do various combinations of acting, singing and dancing simultaneously. (**None**)
SFX: Polymath. You may split your KNOW die into two dice stepped down once or three dice stepped down twice when you call upon your interdisciplinary education. (**None**)
SFX: Lift With The Legs. You may split your LABOR die into two dice stepped down once or three dice stepped down twice. In addition, you may spend a PP before you roll to ignore all Spoilers. (+ **Negation; None**)

NONSPECIFIC MANIPULATION

The obligatory “miscellaneous” category. Good stuff that doesn’t quite fit anywhere.

Faux Asset
Add a (d6/d8/specified Trait) to your die pool.
Use Faux Asset to turn minor scene details into dice or indicate synergy between existing Traits. Faux Asset adds dice to the pool which sets up other SFX nicely, such as **Result Stack** or **Focus**. A variant allows the character to give an ally the die instead of herself.
Examples:
SFX: Trip Attack. When you FIGHT on uneven ground and attempt to apply a condition like Prone or Faceplant on an opponent, add a d6 to your die pool. (**Conditional**)
SFX: Lie Detector. Spend 1 PP to use both your FOCUS and NOTICE in a die pool to discern lies. Keep three dice for your result. (+**Result Stack; Spend**)
SFX: Sneak of Shadows. Add a d8 to your die pool to SNEAK around in low light conditions. (**None**)

Lucky
Reroll one die in your pool
Use Lucky to indicate a skill in which the character has unusual luck (obviously) or displays an unusually reliable level of performance.
Variation

- *Reroll your entire die pool*

Examples:
SFX: Fake Out. Activate an Opportunity to reroll your FIGHT die. (**Luck**)
SFX: “Well, Actually”. If you are rolling KNOW in a pool as a response to an ally failing the same task, you may reroll your KNOW die. (**Conditional**)
SFX: Salvage. Spend 1 PP to reroll a die pool containing CRAFT. (**Spend**)

RULEBENDER SFX

In contrast to Dice Trick SFX, Rulebender SFX allow a character to access mechanics normally outside the rules of the game. They interact with rules other than the construction and interpretation of a die pool.

Spontaneous Trait
Gain a temporary Trait.
Yep. This is another SFX that can be indistinguishable from **Faux Asset** at times and relies on the Trait gained to have some other extraneous rules surrounding it.
Examples:
SFX: Charm. Spend 1 PP to gain a d6 Relationship with one Minor or Major GMC in this scene. (**Spend**)
SFX: Unreliable Sorcery. Accept a d8 of mental damage to gain a d6 Magic Blast Power for the remainder of the scene. (**Damage**)
SFX: Experience Download. Spend 1 PP to gain a d6 KNOW Specialty of your choice until the end of the next scene. You may only have one active at a time. (**Spend**)

DAMAGE

Trojan Horse
Step up a Complication you've inflicted without needing to roll again.
Trojan Horse covers slow-acting or insidious attacks whose true effects take a longer amount of time to fully manifest.
Examples:
SFX: Neurotoxin. Spend 1 PP on your turn to step up a Blacking Out Complication that you have previously inflicted on another character. (**Spend**)
SFX: Seed of Doubt. Activate an Opportunity to step up an existing mental Complication on a character with whom you are verbally conflicting. (**Luck**)
SFX: Desperation Grip. Add or step up an injury Complication on yourself to also step up a grappling Complication on an opponent. (**Damage**)

Invulnerable
Ignore incoming Complications of a specific type.
Invulnerable helps high-powered superheroes survive tremendous assault, but also works well keeping disciplined characters from cracking under fear or pain.
Examples:
SFX: Bulletproof. Spend 1 PP to ignore any incoming Complications due to bludgeoning attacks or gunfire. (**Spend**)
SFX: Still Mind. Spend an action during a conflict to center yourself. You ignore any incoming emotional Complications of d8 or lesser impact until the end of the scene. (**Compel**)
SFX:.

Rapid Healing
Slough off damage at an amazing pace.
Like Invulnerability, Rapid Healing is usually used for superheroes, but can be tweaked to other interesting effects if structured nonviolent conflict is a mainstay of your game.
Examples:
SFX: Regeneration. Spend 1 PP to eliminate all physical injury Complications you are currently suffering from. (**Spend**)
SFX: Second Wind. Eliminate a Complication affecting you and *endanger* a die of the same size. Step up one Trait in your next action pool. (+**Trait Boost**; **Endanger**)
SFX: Callous. Remove the highest-rolling die in your pool when you roll TRICK or INFLUENCE. Eliminate all emotional Complications currently affecting you. (**Penalty**)

Counterattack
Strike back against an opponent during that opponent's action.
The exact mechanic of Counterattack is going to vary more than other SFX from game to game depending on the base assumption about counterattacking during Tests. The drawback here is usually a Spend, but the examples show other ways it might occur.
Variants:

- *On a successful defense against an attack, <drawback> to inflict a Complication*
- *On a successful defense against an attack, inflict a Complication. <Drawback> to do this even if your defense failed.*

Examples:
SFX: Spinning Back Kick. On a successful defense against a melee attack, spend a PP to inflict your Effect die as a physical Complication. (**Spend**)
SFX: Retort. On a successful defense against an INFLUENCE roll, activate an Opportunity to step up your Effect die and inflict it as an emotional Complication. Spend a PP to do this even if your defense failed (+**Effect Boost; Luck**, **Spend**)
SFX: Griefer. On a successful defense against an OPERATE roll, inflict emotional damage to your opponent equal to your PERFORM skill stepped down once. *Endanger* d6. (**Endanger**)

Delay
An asset or damage you create now manifests in a later Scene.
Since the off-screen status of most GMCs is not tracked in detail, Delay is largely only useful as a damage effect against PCs. Conversely, it can be used by PCs as a way of generating a useful Asset in a tight spot without rolls or PP at the moment of need as an alternative to **I Have That**.
Examples:
SFX: Brick Joke. Make a PERFORM Test as if to create a related Asset, but it is not accessible now. In a subsequent Scene, you may bring the Asset into existence and use it for rolls that include characters present when you made the original Test. (**Conditional**)

SFX: Subliminal Suggestion. Make a TRICK Test if to inflict a mental Complication, but it takes no effect now. In a subsequent Scene, you may bring the Complication into existence by spending a PP (**Spend**).
SFX: Joyride. As your action during a Transition Scene, make a DRIVE Test as if to create an Asset, but it is not accessible now. In a subsequent Scene, you may reveal a relevant fact you learned during your excursion and bring the Asset into the Scene. (+**Narrative Control; Conditional**)

THREAT

Careful
So long as you have not chosen to downgrade a Trait to a d4, exchange all the d4s in your pool for d6s for this roll.
Careful is a useful SFX in games where the standard die pool is less than 4 dice or characters must routinely use a Trait ranked at d4. It's less meaningful in high-power settings. It must have the "no downgrading" condition attached to prevent the trick of taking a d4 Distinction to earn a PP and then spending that PP to use the SFX thus in effect upgrading all d4s on the character sheet to d6s *ad infinitum*.
Examples:
SFX: Autopilot. Step the largest die in your pool back once. If you have not chosen to downgrade a Trait to d4, trade all the d4s in your pool for d6s for this FLY action. (**Penalty**)
SFX: Practiced Investigation. If you have not chosen to downgrade a Trait to d4 and this is your only action in the Scene, trade all the d4s in your pool for d6s for this NOTICE action. (**Conditional**)
SFX: Sharpen the Cleats. If you have not chosen to downgrade a Trait to d4, spend 1 PP and trade all the d4s in your pool for d6s for this MOVE action. (**Spend**)

Flawless Execution
Ignore one or more Spoilers in your roll.
Flawless Execution is related to both **Careful** and **Auto-Success** in that it represents a technique or action so well-rehearsed that errors are negligible. Practice may not quite make perfect but it gets pretty darn close.
Examples:
SFX: Between Heartbeats. You ignore one Spoiler rolled in any pool containing SHOOT.
SFX: Stump Speech. Spend 1 PP to ignore all Spoilers rolled in a pool intending to sway a crowd. (**Spend**)
SFX: Second Sleight. Step up a mental Complication to ignore Spoilers rolled in a pool containing TRICK. (**Damage**)

Acceptable Casualties
Use a die from the Doom Pool in your roll.

Obviously Acceptable Casualties requires that the GM be using a Doom Pool. It's similar to **Faux Asset** but feels more like gambling. Use it to highlight reckless tactics if the die goes back into the pool, or stabilizing influences if the die is spent and removed from play.
Examples:
SFX: Berserker. Add a die from the Doom Pool to your pool containing FIGHT. After the action resolves, step it up and return it. (**Endanger**)
SFX: Stalk the Predator. Step up an emotional Complication to add a die from the Doom Pool to your SURVIVE check. After the action resolves, return it. (**Damage**)
SFX: In Plain Sight. Spend a PP to add a die from the Doom Pool to your pool containing SNEAK. If you succeed, discard the die. If you fail, return it. (**Spend**)

SABOTAGE

xxxxx.

Negation
Remove a die from a specific source from an opponent's pool before rolling.
Negation allows you to deny an opponent certain advantages or abilities. The tricky part is picking something common enough to be worthwhile but not so ubiquitous as to be overpowering.
Variants:

- *Remove the highest-rolling or the largest die from a rolled pool.*
- *Instead of removing a die, steal it.*

Examples:
SFX: Piercing Thrust. Activate an Opportunity and spend a PP. Remove any dice related to armor from the opponent's pool. (**Luck, Spend**)
SFX: Light Step. Step up a mental Complication. Assets, Distinctions and Complications related to difficult terrain can not be rolled against you during this Scene. (**Damage**)
SFX: Betrayer. Against an opponent with whom you have a Relationship, take the highest-rolling die from the opponent's pool and *endanger* it. (**Endanger**)

Dampening
Step back all Ability dice of a certain type, including your own or allies if applicable.
Dampening is a little bit tricky to justify under purely natural circumstances. It's a very handy SFX against electronics and common with superpowers and magic.
Examples:
SFX: EM Scrambler. Step back the die rating of all gear that relies on electromagnetic communication in your surrounding area. If this does not affect at least one ally, *endanger* d8. (**Endanger**)
SFX: Anti-Magic Field. When you create an Anti-Magic Field Asset, all magical Powers of its die rating or less are nullified. All other magical Powers are stepped back once. (**+Negation**)

SFX: Higher Power. As a high representative of your faith, all Traits (including Distinctions) referencing secular authority are stepped back once when they enter a die pool. (**Conditional**)

Trait Targeting
If your Effect die matches or exceeds an opponent's Trait, shut down that Trait.
Trait Targeting is for situations where an action is intended to damage an opponent's abilities, not just interfere with or circumvent their functioning.
Examples: Rend Weapon, Lampshading, Overload
Variations:

- *Remove a Scene Distinction from play*

Combines With: **Focused Ability**
Activations: PP, Asset, Doom

Result Switch
Switch one of your Result die with one of your opponent's.
Use Result Switch to get the feel of chicanery, especially in using an opponent's power against her.
SFX: Dwarf Tactics. When you fight a creature much bigger than you alone or with allies your size, switch one of your Result dice with one of your opponent's on a FIGHT attack. (**Conditional/Compel**)
SFX:
SFX:

Variations: *Force an opponent to reroll one die (usually the highest) in a pool.*

Shielding
Step down your opponent's Effect die in a general circumstance
Examples: Plasteel Armor, Self Assurance, Recoil
Combines With: **I Have That, Trick Play**
Activations: None, PP, Asset, Doom, Opportunity, Arrangement

NARRATIVE-FOCUSED SFX

Additional Information
Ask one question which the GM must answer truthfully (though the answer might be vague).
Example: Through the Inner Gate, I Didn't Ask That, Eagle Eyes
Activations: PP, Asset, Opportunity, Arrangement

Narrative Control
Reveal or contribute a detail to the current scene that relates to your action.
Examples: Fortunate Fall, Caught You On Tape, Flashback, That One Book
Activations: PP, Asset, Doom

Auto-Success
You automatically succeed at performing a very specific task that occurs regularly but not often (maybe every 2-3 sessions).
Example: Energy Disruption, Remote Viewing, Touchtone Memory, Wreck It, Encase
Activations: PP

Speed of Plot
When you succeed at a specific task, you do so in a fraction of the time it realistically takes to do it.
Example: Mook Masher, 5-Second Rapport, Speed Forgery, Time Stop
Activations: None, PP

Me Too
You place yourself in a scene you weren't already in.
Example: I'm The Cavalry, Eavesdropping, Secret Tunnels
Variations:

- *Place yourself and another character in a scene you weren't already in*

Combines With: **Focused Ability**
Activations: PP, Doom, Compel, Asset, Opportunity

Flee
You leave a Scene immediately with no additional rolls or harm.
Example: Retreat!, Rescue Ring, Shadowdancer
Activations: PP, Doom, Opportunity

Enhancement
You have a superhuman (or otherwise rare for your world) facet that doesn't need a die rating.
Example: Amphibious Adaption, Cortical Binary Input, Beast Tongue
Activations: None, though it is often paired with a corresponding Limit

Spawn
You create or summon an entity that functions as an extension of yourself. The entity's Stress tracks are shorter than yours (usually by 1 or 2 steps) and has one Ability per Activation at a die rating one step down from yours.
Example: Spawn Duplicate, Call Ancestral Spirit, Remote-Controlled Drone
Variations:

- *If the entity does not use your non-Ability dice (Distinctions, Specialties, etc), it rolls a 2d6+1d8 default pool.*

Activations: PP, Asset, Doom, Shutdown

Immortal
Return from the dead or other state of banishment. Step back the Ability that allowed you to do this as a consequence or payment.

METAGAME SFX

Perfect Setup
Move up to three Plot Points between willing allies in a specific circumstance.
Example: Fastball Special, Social Hub, Marching Orders
Activations: None, Asset

Scan
Gain information about someone's statistics and abilities.
Example: Conversation by Combat, Threat Assessment
Activations: PP, Asset, Opportunity, Arrangement

Mimicry
Gain temporary use of an SFX or Ability you don't currently have
Examples: Deadly Download, Parrot, Power Leech
Variations:

- *The rating of the Ability is equal to the lower of the Ability you use to steal and the original source's Ability rating.*

Activations: PP, Asset, Doom, Arrangement

SFX BY SKILL

SFX are sorted by Skill for thematic reference only. Replace Traits as makes sense for your ruleset.

CRAFT/FIX

SFX: Batch Crafting. Spend a PP. For each ally beyond the first, add an extra d6 to your CRAFT die pool and keep another Effect die. Each Effect die becomes a crafted Asset for a different ally. All Assets must have the same name even if their Trait dice are different.

SFX: Unique Organization. When you take a FIX action at your own workshop, you may replace two dice of the same size with one die stepped up.

SFX: Gadget Bag. Spend 1 PP to produce a small (fits in one hand) non-unique tool as a d8 Asset that solves a problem in this Scene. It can not inflict damage to another character on its own nor can you remove another character from the Scene with it.

SFX: Bleeding Edge Tech. Step up or double your FIX die for a single roll. Endanger d8.

SFX: Salvage. Spend 1 PP to reroll a die pool containing CRAFT.

DRIVE/FLY

SFX: Dogfight. When you succeed at creating a position-based Asset for aerial combat, step it up by one.

SFX: Crew of One. Use FIX, OPERATE and/or FLY in a single action by stepping each down once for each Skill added beyond the first.

SFX: Joyride. As your action during a Transition Scene, make a Drive Test as if to create an Asset, but it is not accessible now. In a subsequent Scene, you may reveal a relevant fact you learned during your excursion and bring the Asset into the Scene.

SFX: Autopilot. Step the largest die in your pool back once. If you have not chosen to downgrade a Trait to d4, trade all the d4s in your pool for d6s for this FLY action.

FIGHT

SFX: Poisoned Blade. When your Result is even and your FIGHT action succeeds, inflict an additional Poisoned Complication equal to the smallest die remaining in your pool.

SFX: Trip Attack. When you FIGHT on uneven ground and attempt to apply a condition like Prone or Faceplant on an opponent, add a d6 to your die pool.

SFX: Dwarf Tactics. When you fight a creature much bigger than you alone or with allies your size, switch one of your Result dice with one of your opponent's on a FIGHT attack.

SFX: Fake Out. Activate an Opportunity to reroll your FIGHT die.

SFX: Desperation Grip. Add or step up an injury Complication on yourself to also step up a grappling Complication on an opponent.

SFX: Spinning Back Kick. On a successful defense against a melee attack, spend a PP to inflict your Effect die as a physical Complication.

SFX: Berserker. Add a die from the Doom Pool to your pool containing FIGHT. After the action resolves, step it up and return it.

SFX: Piercing Thrust. Activate an Opportunity and spend a PP. Remove any dice related to armor from the opponent's pool.

FOCUS

SFX: Lie Detector. Spend 1 PP to use both your FOCUS and NOTICE in a die pool to discern lies. Keep three dice for your result.

SFX: Biosensors. When you FOCUS on another sentient being with your HUD Asset, step it up once.

SFX: Unreliable Sorcery. Accept a d8 of mental damage to gain a d6 Magic Blast Power for the remainder of the scene.

SFX: Still Mind. Spend an action during a conflict to center yourself. You ignore any incoming emotional Complications of d8 or lesser impact until the end of the scene.

SFX: Anti-Magic Field. When you create an Anti-Magic Field Asset, all magical Powers of its die rating or less are nullified. All other magical Powers are stepped back once.

INFLUENCE

SFX: Guilt Trip. *Endanger* d8. When you leverage feelings of guilt in an INFLUENCE roll to persuade, inflict an additional Guilty Complication equal to the smallest die remaining in your pool.

SFX: Objection! Add your PERFORM die directly to your Result for an INFLUENCE action and add a d4 to your die pool.

SFX: Charm. Spend 1 PP to gain a d6 Relationship with one Minor or Major GMC in this scene.

SFX: Seed of Doubt. Activate an Opportunity to step up an existing mental Complication on a character with whom you are verbally conflicting.

SFX: Retort. On a successful defense against an INFLUENCE roll, activate an Opportunity to step up your Effect die and inflict it as an emotional Complication. Spend a PP to do this even if your defense failed.

SFX: Higher Power. As a high representative of your faith, all Traits (including Distinctions) referencing secular authority are stepped back once when they enter a die pool.

KNOW

SFX: Polymath. You may split your KNOW die into two dice stepped down once or three dice stepped down twice when you call upon your interdisciplinary education.

SFX: Ancient Tomes. When you use your Personal Library as part of a KNOW roll, endanger d6 to step up your Asset once.

SFX: “Well, Actually”. If you are rolling KNOW in a pool as a response to an ally failing the same task, you may reroll your KNOW die

SFX: Experience Download. Spend 1 PP to gain a d6 KNOW Specialization of your choice until the end of the next scene. You may only have one active at a time.

SFX: Betrayer. Against an opponent with whom you have a Relationship, take the highest-rolling die from the opponent's pool and *endanger* it.

LABOR

SFX: Lift With The Legs. You may split your LABOR die into two dice stepped down once or three dice stepped down twice. In addition, you may spend a PP before you roll to ignore all Spoilers.

SFX: Heave!. Step up or double your LABOR die for a single roll. If the roll fails you take damage equal to your LABOR die.

SFX: Bulletproof. Spend 1 PP to ignore any incoming Complications due to bludgeoning attacks or gunfire.

MOVE

SFX: Moving Meditation. When you use your MENTAL attribute in conjunction with MOVE, you may replace two dice of the same size with one die stepped up.

SFX: Kinetic Absorption. Activate an Opportunity when an opponent attempts to hurt you with kinetic force to step down the opponent's Effect die. You gain a Kinetic Absorption Stunt equal to the stepped-down die.

SFX: Sharpen the Cleats. If you have not chosen to downgrade a Trait to d4, spend 1 PP and trade all the d4s in your pool for d6s for this MOVE action.

SFX: Light Step. Step up a mental Complication. Assets, Distinctions and Complications related to difficult terrain can not be rolled against you during this Scene.

NOTICE

SFX: Rapid Appraisal. Spend a PP. For each target beyond the first, add an extra d6 to your NOTICE die pool and keep another Effect die. If your Effect die meets or exceeds the item's Trait die (if any), you accurately know its worth and properties.

SFX: Practiced Investigation. If you have not chosen to downgrade a Trait to d4 and this is your only action in the Scene, trade all the d4s in your pool for d6s for this NOTICE action.

OPERATE

SFX: Overly Malicious Code. *Endanger d8* when you take an OPERATE action to hack into a security system. Step up your Effect die.

SFX: Griefer. On a successful defense against an OPERATE roll, inflict emotional damage to your opponent equal to your PERFORM skill stepped down once. *Endanger* d6.

SFX: EM Scrambler. Step back the die rating of all gear that relies on electromagnetic communication in your surrounding area. If this does not affect at least one ally, *endanger* d8.

PERFORM

SFX: Triple Threat. You may split your PERFORM die into two dice stepped down once or three dice stepped down twice when you do various combinations of acting, singing and dancing simultaneously.

SFX: Large Ham. Step down your NOTICE die to step or double PERFORM. The effect persists until your performance ends.

SFX: Brick Joke. Make a PERFORM Test as if to create a related Asset, but it is not accessible now. In a subsequent Scene, you may bring the Asset into existence and use it for rolls that include characters present when you made the original Test.
SFX: Stump Speech. Spend 1 PP to ignore all Spoilers rolled in a pool intending to sway a crowd.

SHOOT

SFX: Burst Fire. Remove the highest-rolling die from a SHOOT action and keep three dice for your Result.

SFX: Sabre and Pistol. Use FIGHT and SHOOT in a single attack roll by stepping each down once.

SFX: Between Heartbeats. You ignore one Spoiler rolled in any pool containing SHOOT.

SNEAK

SFX: Sneak of Shadows. Add a d8 to your die pool to SNEAK around in low light conditions.

SFX: Feral Child. Use SURVIVE, SNEAK and/or MOVE in a single action by stepping each down once for each Skill added beyond the first.

SFX: In Plain Sight. Spend a PP to add a die from the Doom Pool to your pool containing SNEAK. If you succeed, discard the die. If you fail, return it.

SURVIVE

SFX: Symbiotic Harvesting. Activate an Opportunity to gain an additional flora Asset equal to the lowest die remaining in your pool.

SFX: Trapsense. When you are attacked by a trap you did not previously perceive, activate an Opportunity to keep an extra die to your Result.

SFX: Stalk the Predator. Step up an emotional Complication to add a die from the Doom Pool to your SURVIVE check. After the action resolves, return it.

THROW

SFX: Razor Storm. Spend a PP. For each target of a THROW beyond the first, add an extra d6 to your die pool and keep another Effect die.

TREAT

SFX: Feel Their Pain. Add or step up a d6 Past Pains Complication when you TREAT an ally. Step up your Effect die if you succeed.

SFX: CRISPR Editing. Spend 1 PP to step up your Medical Nanites Asset as part of a TREAT roll.

SFX: Neurotoxin. Spend 1 PP on your turn to step up a Blacking Out Complication that you have previously inflicted on another character.

SFX: Regeneration. Spend 1 PP to eliminate all physical injury Complications you are currently suffering from.

SFX: Second Wind. Eliminate a Complication affecting you and *endanger* a die of the same size. Step up one Trait in your next action pool.

TRICK

SFX: Hypnosis. When you use your TRICK Skill and PRACTICED PATTER Signature Asset together, you may replace two dice of the same size with one die stepped up.

SFX: Callous. Remove the highest-rolling die in your pool when you roll TRICK or INFLUENCE. Eliminate all emotional Complications currently affecting you.

SFX: Subliminal Suggestion. Make a TRICK Test if to inflict a mental Complication, but it takes no effect now. In a subsequent Scene, you may bring the Complication into existence by spending a PP.

SFX: Second Sleight. Step up a mental Complication to ignore Spoilers rolled in a pool containing TRICK.

LIMITS AND MILESTONES

CHARACTER DECISIONS

Note: As a Limit, these SFX tend to add a d6 to the Doom Pool or to the character's opposition.as well as providing the character a Plot Point

Forceful: When you use brute force in a situation where finesse would be better.
Distracting: When your appearance brings you unwanted attention
Camera Failure: When your surveillance gear focused on an important character malfunctions.
Gullible: When you buy into someone's farfetched tale or sob story.
Selfless: When you help someone in need and add suffer Stress for it..
Insufferable: When you go out of your way to demonstrate how smart you are
Lier X. Aggerate: When you are caught in a lie
Oooh Shiny!: When you lose time or advantage admiring something you value
Slow-Motion Speed Chess: When you assume others can't keep up with your complicated thinking
Impulsive: When you act quickly and without full knowledge of the situation
Nosy: When you interfere in a Contested Action of which you were not an initial participant.
Just The Facts: When you spend a scene investigating where you could take action
Harmless: When you step down inflicted Stress because you don't want to hurt someone
Manipulative: When you ask someone to trust you
Just Enough Rope: When you get in trouble because you acted on incomplete knowledge
Hellbent: When you pursue a goal you know is not in your best interest
Clued In: When someone confronts you for being somewhere or knowing something you shouldn't.
Flirt: When you flirt with another character at a completely inappropriate time
Following Orders: When you follow orders you disagree with or are objectively misguided
Willful: When you insist something be done your way or no way.
Bad Boss or **Arrogance:** When you are disdainful to your inferiors

PLAYER DECISIONS OR EXTERNAL CIRCUMSTANCES

Inflexible: When your plans go awry and you fail an attempt to correct them.
Reputation: When your reputation precedes you in a negative way.
Vulnerable: When you step up the Stress inflicted on you by a specific source
Gear: When you shut down an equipment-based Ability due to damage or lack of fuel/ammo

INHERENT QUALITIES

Huge: You can’t target small creatures or fit into narrow spaces. Turn one of your powers into a Complication.
Vulnerable (alternate): Take Emotional or Mental Stress equal to the relevant Effect die when you take Physical Stress from a specific source

Common Combos
Result Stack + Faux Asset + Penalty
Result Stack + Trait Boost + Penalty
Effect Boost + Faux Asset
Negation + Faux Asset
Trait Boost + Faux Asset
Me Too + Faux Asset
I Have That + Shielding
I Have That + Invulnerable
I Have That + Narrative Control
Trait Boost + Shielding
Trait Boost + Invulnerable
Trait Boost + Counterattack
Effect Boost + Counterattack
Delay + Narrative Control