

## CG TOUCH-UP

### Effect:

Upgrade a single critical failure to failure, failure to success, or success to critical success.

## FIREARM PHYSICS

### Effect:

For the remainder of this scene, you suffer no penalties for your own movement, acrobatics, off-hand weapons, awkward position, etc., as long as it looks cool. Ignore malfunction or dropped-weapon critical results.

## FORTUNATE SACRIFICE

### Effect:

Something or someone nearby takes the hit for you. Objects are rendered useless, and characters are damaged normally. If a particularly selfless PC is near enough, he may volunteer to take the hit for you, automatically succeeding (taking damage normally).

## LAPSE OF JUDGEMENT

### Effect:

Subject automatically falls for your ruse, trap, attempt at seduction, etc., even if he is not normally disposed to do so. An "opportunity" will surface, if one hasn't already.

### Alternative:

Subject suffers from temporary incompetence, and is at -4 to all actions for the remainder of the scene.

## MIRACLE DEFENSE

### Effect:

For the remainder of the scene, a single object that would normally provide scant protection, provides total protection, so long as the character remains behind it.

## OBVIOUS STUNTMAN

### Effect:

A single damage roll is entirely negated.

## SERENDIPITOUS SCENERY

### Effect:

There is a set-appropriate item you need within easy reach. Either tell the GM in general terms what you want, or let the GM determine what would be most useful.

### Alternative:

You may use an item in a "creative" way for the remainder of the scene, or until the item is destroyed. You may change the same item's "usage" no more than once per Turn, at GM's discretion.

## SLOW MOTION

### Effect:

You get a +4 bonus to any single action, or a +2 bonus to all actions for an entire scene.

## SPONTANEOUS EXPERTISE

### Effect:

You know the answer, get the clue, understand the concept, etc., even if there's no logical reason you should. If the party is trying to figure something out, the GM gives you the right answer.

### Alternative:

Allows you the use of a skill not currently possessed by the character, at base Attribute level, for the remainder of the scene.