

<p style="text-align: center;"><b>CRITICAL MOMENT</b></p> <p><b>Effect:</b> Your single aimed shot goes right where you intended. If your unmodified skill check is successful, your attack deals max damage/effect. Otherwise, it deals normal damage. If attempting a trick shot, it automatically succeeds (doing no extra damage).</p> <p><b>Alternative:</b> You automatically succeed at a single improbable stunt. You must succeed at an appropriate Attribute/Skill check or lose something in the process .</p>	<p style="text-align: center;"><b>DIVINE INTERVENTION</b></p> <p><b>Effect:</b> Turn your failure to your advantage, or turn an Opponent's success against him. The original result of the check happens as normal, but an unintended consequence or side-effect of the action turns the balance.</p>	<p style="text-align: center;"><b>EDITING MISTAKE</b></p> <p><b>Effect:</b> You may retroactively produce or retrieve an item, or perform a simple (no check required) task.</p>
<p style="text-align: center;"><b>GRATUITOUS EXPLOSIONS</b></p> <p><b>Effect:</b> A single item or entity struck or shot will explode mightily, even if the normal chance of explosion is very slim (but not none).</p> <p><b>Alternative:</b> You are immune to physical damage from explosions or effects of explosions for the remainder of the scene. You still suffer Knockback, and the GM may inflict one or more FP for especially large explosions.</p>	<p style="text-align: center;"><b>LUCKY BREAK</b></p> <p><b>Effect:</b> Opponent's item (i.e. weapon), or part of a larger device (i.e. vehicle) malfunctions or breaks until repaired.</p> <p><b>Alternative:</b> An item of yours that should break, malfunction, or be otherwise rendered useless to you, does not, for the remainder of the scene.</p>	<p style="text-align: center;"><b>MAGIC GUNS</b></p> <p><b>Effect:</b> You will not run out of either ammo or guns (choose one), or need to reload your weapon(s) for the duration of the scene. At the end of the scene, you will be completely out of ammo. A critical failure on an attack roll will result in a malfunction or empty magazine (at GM's discretion) and cancel the effect.</p> <p><b>Alternative:</b> A single weapon that is not normally reloadable may be re-used for the duration of the scene, at RDF ½.</p>
<p style="text-align: center;"><b>SECOND WIND</b></p> <p><b>Effect:</b> Your Opponent is forced into a lull (to insult you or your girlfriend, gloat, give a soliloquy, etc.) while you are restored to full HP or FP. If the effects of another card have been canceled, they will be restored.</p>	<p style="text-align: center;"><b>STORY IMMUNITY</b></p> <p><b>Effect:</b> For the remainder of the scene, any direct hostile action against you is lowered from critical success to success, success to failure, or failure to critical failure. Any damage suffered will cancel the effect.</p> <p><b>Alternative:</b> For the remainder of the scene, your HP cannot be reduced below 1/3, although you will still suffer from Shock, Knockdown or Crippling effects. Afterward, you will be at -4 to all actions until you get rest or medical attention.</p>	<p style="text-align: center;"><b>STRIKING POSE</b></p> <p><b>Effect:</b> You strike a confident pose, possibly moving in slow-motion toward the action, with ominous or heroic music playing in the background (you must describe this in detail). Your actions cannot fail; any normal failure on any action-based check is treated as a +0 success. Any action-based critical failure on your part will cancel the effect.</p>