

<p><b>CG TOUCH-UP</b></p> <p><b>Effect:</b> Upgrade a single critical failure to failure, failure to success, or success to critical success.</p>	<p><b>FIREARM PHYSICS</b></p> <p><b>Effect:</b> 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.</p>	<p><b>FORTUNATE SACRIFICE</b></p> <p><b>Effect:</b> 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).</p>
<p><b>LAPSE OF JUDGEMENT</b></p> <p><b>Effect:</b> 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.</p> <p><b>Alternative:</b> Subject suffers from temporary incompetence, and is at -4 to all actions for the remainder of the scene.</p>	<p><b>MIRACLE DEFENSE</b></p> <p><b>Effect:</b> 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.</p>	<p><b>OBVIOUS STUNTMAN</b></p> <p><b>Effect:</b> A single damage roll is entirely negated.</p>
<p><b>SERENDIPITOUS SCENERY</b></p> <p><b>Effect:</b> 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.</p> <p><b>Alternative:</b> 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.</p>	<p><b>SLOW MOTION</b></p> <p><b>Effect:</b> You get a +4 bonus to any single action, or a +2 bonus to all actions for an entire scene.</p>	<p><b>SPONTANEOUS EXPERTISE</b></p> <p><b>Effect:</b> 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.</p> <p><b>Alternative:</b> Allows you the use of a skill not currently possessed by the character, at base Attribute level, for the remainder of the scene.</p>

<p><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><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><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><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><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><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><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><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><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>

