

GENERAL COMBAT STUNTS

SP Cost	STUNT	SP Cost	STUNT
1-3	(CORE) MOMENTUM : Gain +3 to initiative per SP spent, until the end of the next round.	2	PRECISE FORCE (IMPACT DAMAGE) : This attack ignores half the opponent's equipment-based armor, rounded down.
1-3	(CORE) DUCK AND WEAVE : Gain +1 to Defense per SP spent, until the beginning of your next turn.	2	TAUNT : Roll Communication (Deception) vs. Willpower (Self-Discipline) against any target within 10 yards of you. If you win, they must attack or oppose you in some way on their next turn.
1-3	ADRENALINE RUSH : Temporarily regain 2 Health per SP spent (GRITTY 2 / PULPY 4 / CINEMATIC 6). You lose this Health again at the end of your next turn, even if you would drop to 0.	2	VICIOUS BLOW : Inflict an extra 1d6 of damage on this attack.
1-3	TAKE COVER : If you can find cover in your immediate vicinity, gain a cover rating equal to the SP spent, up to the maximum rating available nearby.	3	BLOCKADE : Move up to 3 yards to position yourself between a foe and something or someone else. Until the beginning of your next turn, that foe must succeed at a minor action Dexterity (Acrobatics) or Strength (Might) test vs. your Defense to reach whatever or whoever you're protecting.
1+	GUARDIAN ANGEL : You stand ready to interpose yourself between an ally and danger. Choose a character within 5 yards of you. If they would take damage before your next turn, 1 point of damage per SP spent transfers to you instead.	3	EXPLORE : Destroy or move any one object in weapon range, such as a door or crate, that could provide cover. This can take out small sections of larger objects like pillars or walls. Some heavy and/or tough objects can be moved or destroyed only in Cinematic mode, at the GM's discretion.
1+	SKIRMISH : Move yourself or your attack's target 2 yards in any direction for each 1 SP you spend; you can choose Skirmish more than once per turn.	3	PLAY DEAD : In the confusion, you drop to the ground and convince others you're slain. No one may attack you until the next round begins.
1	WHATEVER'S HANDY : Immediately arm yourself with anything in your environment you can reasonably wield. It has the statistics of the closest weapon to its shape, size, and material, but attacks take a penalty of -1 or -2 from the Clumsy improvised weapon quality. The weapon also has the Fragile or Weak quality. See CHAPTER 4: EQUIPMENT for these improvised weapon qualities.	3	SHOCK AND AWE : When you succeed at a non-attack physical feat or take an opponent out, anyone who witnesses it rolls Willpower (Courage) or (Morale) vs. your Strength (Intimidation). If you win, they suffer a -1 to the next opposed roll they make against you, or a -1 to their Defense vs. your next attack against them, whichever comes first.
2+	GROUP TACTICS : Pick one ally to move 2 yards in a direction they choose for each 2 SP spent; you can choose Group Tactics more than once per turn.	4	KNOCK OUT (STUN DAMAGE) [GRITTY] : If your opponent has less than half their Health left, you may roll an attack opposed by your target's Constitution (Stamina); if you win, they immediately fall unconscious.
2	BRUTAL STRIKE (STUN DAMAGE) : This attack deals wound damage instead.	4	SEIZE THE INITIATIVE : Move to the top of the initiative order until someone else seizes the initiative. You may get to take another turn before some others act again.
2	COLLATERAL DAMAGE : Destroy objects in your environment to create obstacles for your foes. Make the roll you used to generate the stunt again. A pursuer must beat that roll in an opposed test (using an ability and focus picked by the GM that fits the situation) to pursue you.	5	MAIM [GRITTY] : Roll an attack opposed by your target's Constitution (Stamina). If you win, you remove (with blades) or disable (with other weapons) one of their limbs or an organ (such as an eye). They take a -5 to relevant actions and the GM may rule that some actions become impossible.
2	DOUBLE-TEAM : Choose one ally to make an immediate attack on your target, who must be within range and sight of the ally. Your ally must have a loaded missile weapon to attack at range.	5	LETHAL BLOW : Inflict an extra 2d6 damage on this attack.
2	KNOCK PRONE : Knock your enemy prone. Melee attacks against a prone foe gain a +1, but ranged attacks against a prone foe suffer a -1.	5	INSTANT KILL (WOUND DAMAGE) [GRITTY] : If your opponent has less than half their Health left, you may roll an attack opposed by your target's Constitution (Stamina) roll; if you win, they immediately die.
2	LIGHTNING ATTACK : Make a second attack against the same target or a different one within range and sight; you must have a loaded missile weapon to attack at range.		

MELEE STUNTS

SP Cost	STUNT
1-3	(CORE) PARRY : Your opponent suffers -1 to Defense per SP spent until your next turn, as you guide their limb or weapon askew.
1+	(CORE) FOOTWORK : You maneuver effortlessly. Gain +1 per SP spent to one combat-related test of your choice before the end of your next turn.
2	DISARM : You and your target make opposed melee attack rolls; if you win, knock your enemy's weapon 1d6 + Strength yards away in a direction you choose.
2	HAMSTRING : Reduce your target's Speed by 4 for the rest of the encounter. You may select this stunt multiple times, reducing the target's Speed by 4 each time. If the target's Speed is reduced to 0, they can't move from where they are. In Gritty games, they are also knocked prone and can only stand up by succeeding at a TN 12 Dexterity (Acrobatics) test.
3	BIND WEAPON : You and your opponent make opposed melee attack rolls; if you win, your opponent's next melee attack against you automatically misses.
4	ARMOR CRUSH : Against an opponent wearing armor (as equipment, instead of natural armor) convert up to 3 points of damage you would inflict on your foe with this attack into an armor penalty (a penalty to Speed and Dexterity — see CHAPTER 4: EQUIPMENT) of equal size instead. This stacks with any current armor penalty. This additional penalty lasts until the target takes a major action to readjust their armor.
5	BREAK WEAPON : You and your opponent make opposed melee attack rolls. If you win, you destroy your opponent's weapon, or at the GM's discretion, disable it for the encounter, instead. Against especially tough weapons (products of magic or high technology, for example) this stunt doesn't work, and you must choose another.

FIREARMS STUNTS

SP Cost	Stunt
1-3	(CORE) OVERWATCH: Your opponent suffers -1 to attack rolls per SP spent until your next turn.
1-3	(CORE) PRECISION MARKSMANSHIP: If you make an attack with a firearm that benefits from an aim bonus before the end of your next turn, increase the aim bonus by +1 per SP spent.
1-3	RICOCET [CINEMATIC]: Make a trick shot that ignores the Armor Bonus of a target in cover per SP spent.
1-3	SHORT BURST (AUTOMATIC WEAPONS): Ignore one point of your opponent's ballistic armor per SP spent. You deal at least 1 point of damage no matter what.
1-3	STRAFE (AUTOMATIC WEAPONS): Immediately move up to 1 yard per SP spent in any direction, and apply this attack to anyone within 1 yard per SP spent of your original target. You can't selectively exclude anyone in the area. Halve the damage dealt to these additional targets (round up).
1	SUPPRESSIVE FIRE (AUTOMATIC WEAPONS): You pepper an area with bullets. If anyone, friend or foe, stands or moves within (GRITTY 1/PULPY 3/CINEMATIC 5) yards of where your target was positioned when you attacked between now and your turn next round, roll a new attack against that individual, whether you want to or not, to a maximum of one attack per target in that zone.
1	RAPID RELOAD [PULPY/ CINEMATIC]: Next time you miss with a firearm, immediately reload without checking against Capacity.
2+	EFFICIENT GUNNER [GRITTY]: Next time you miss with a firearm, subtract 1 from the Stunt Die's result for each 2 SP spent, for purposes of checking against Capacity.
2	LONG BURST (AUTOMATIC WEAPONS): Make a second attack against the same target or a different one within 5 yards of the first; take a -2 to this attack roll, but gain a +2 to the damage roll if you hit. You deal at least 1 point of damage no matter what, but you must reload your weapon afterward to continue using it.
3	PISTOL WHIP (PISTOLS): If this attack hit an opponent adjacent to you, <i>or</i> next time you miss with a firearm against an opponent adjacent to you and run out of ammo, make a second attack against the same target with Accuracy (Pistols) to club them with the gun. This inflicts 1d6 impact damage.
4	CALLED SHOT: You target an exposed part of your opponent's body. This attack's damage becomes penetrating.
4	SNIPER'S PERCH: You find high ground or another advantageous shooting position. In addition to the usual benefits, if you attack with a firearm on your next turn, double your weapon's short and long ranges for that turn.
5	SPRAY AND PRAY (AUTOMATIC WEAPONS) [CINEMATIC]: Apply this attack to everyone within a 5-yard radius of your original target, including allies. All additional targets gain +1 to Defense against this attack.

NOTE: Stunts from this list are designed to be used when you earn the SP while making an attack with a firearm.

GRAPPLING STUNTS

SP Cost	Stunt
1-3	(CORE) HINDER: Melee attacks your opponent makes before your next turn reduce their damage by 2 per SP spent.
1	(CORE) GRAPPLE: You and your target make opposed Fighting (Grappling) rolls; if you win, they can't move from where they are on their next turn. You and your target both take a -2 Defense penalty until the beginning of your next turn.
2	TAKEDOWN: You and your target make opposed Fighting (Grappling) rolls; if you win, you and your target fall prone (-1 to ranged attacks against both of you, but +1 to melee attacks against both of you). Your target takes an additional 1d6 damage and can't stand up until you do, or until they succeed at an attack against you.
3	HUMAN SHIELD: You and your target make opposed Fighting (Grappling) rolls. If you win, any failed ranged attack against you hits your target instead, and ranged attacks against you take a -2 penalty until the beginning of your next turn.
3	STRANGLE [GRITTY]: Roll Fighting (Grappling) vs. your target's Constitution (Stamina). If you win, the target must spend a minor action catching their breath on their next turn.
4	PIN: You and your target make opposed Fighting (Grappling) rolls. If you win, they can't do anything other than a free action on their next turn. You and the target both take a -4 Defense penalty until the beginning of your next turn.
4	HOSTAGE [GRITTY/PULPY]: You and your target make opposed Fighting (Grappling) rolls; if you win, you maneuver them into a vulnerable position. If they do anything other than a free action on their next turn, or if anyone attacks you or your allies before the beginning of your next turn, you may make an immediate attack against your target with a +2 bonus.
5	RESTRAIN: If you have appropriate equipment in hand, like handcuffs or rope, you and your target make opposed Fighting (Grappling) rolls. If you win, they take a -4 Defense penalty while restrained, and can't do anything other than try to escape with a Strength (Might) or Dexterity (Sabotage) test as a major action (minor in Cinematic games), with TN = 2d6 + (your Fighting (Grappling) score).

NOTE: Stunts from this list are designed to be used when you earn the SP while making a Fighting (Grappling) attack.

ANTI-VEHICLE STUNTS

SP Cost	STUNT
1-3	(CORE) DENT: Your actions make the vehicle harder to handle. Impose a -1 penalty to tests to operate the vehicle per SP spent. These penalties can be undone only by repairing the vehicle.
1+	PIERCE HULL: Your attack penetrates a vehicle's exceptionally tough outer shell. If a vehicle has a Hull rating, you must spend SP equal to it on this stunt before spending other SP. This stunt has no other effect.
2+	SHRAPNEL: The attack showers the vehicle's interior with damaging fragments. The operator and all passengers in the same compartment suffer 1d6 ballistic wound damage for 2 SP, or 2d6 damage for 4 SP.
2	DESTROY SYSTEM: You destroy a system of your choice other than the engine, such as the brakes, lights, or a weapons system, with exact effects determined by the GM. This damage persists until repaired.
3	SLOWDOWN: You damage the vehicle's engine or one of its wheels, dropping its Velocity class by one category. If it drops to Standard or below, the vehicle crashes unless the operator succeeds at a TN 15 test using the appropriate focus to keep control. Aircraft will be forced to the ground in any event. This engine trouble persists until repaired.
3	CRASH RISK: Your attack strikes with such power or precision that the operator must make a TN 15 test to maintain control, using the appropriate focus, or crash.
4	MOBILITY KILL: Your attack destroys the vehicle's engine. The operator must make a TN 15 test to maintain control, using the appropriate focus, or crash. Even if they succeed, they must deal with a vehicle that can no longer move under its own power.
5	FUEL LINE: Your attack or maneuver ruptures the fuel line of an enemy vehicle, causing an explosion or burst of flame. This deals 3d6 penetrating damage to the operator and all passengers and has the effects of the Mobility Kill stunt as well. Vehicles without combustible elements suffer the effects of Mobility Kill but do not damage their occupants. In all cases, however, the vehicle is wrecked to the point where it can't be repaired in the field.

NOTE: Stunts from this list are designed to be used when attacking or sabotaging a vehicle.

CHASE STUNTS

SP Cost	STUNT
1+	(CORE) BURST OF SPEED: You gain a +1 bonus on your next Chase Test for every 1 SP you spend.
2	EVASIVE MANEUVER: Until your next turn, attacks against you and your mount/vehicle (if any) suffer a -2 penalty.
2	FOLLOW THE LEADER: Make a test with a TN you choose and an ability focus you work out with the GM, such as Dexterity (Acrobatics) to slip through a small opening while on the run. If you fail, you crash. Anyone following you using the same method of transport must make the same test or crash.
3	ATTACK ON THE MOVE: You can make a bonus melee or ranged attack, use the bonus Activate action to use an in-built weapon system, or make a bonus Ram attack against an enemy within range and line of sight, at a -2 penalty to the roll. You must have a loaded missile weapon to make a ranged attack.
3	KEEP IT STEADY: Until your next turn, passengers gain a +1 bonus when making attacks or taking other ability tests that would benefit from stable platform (leaping from vehicle to vehicle, for example).
4	INTERFERENCE: A character of your choice suffers a -2 penalty on their next Chase Test.
5	SHORTCUT: Add 2 to your Chase Total.

NOTE: Characters making Chase Tests (a type of advanced test—see CHAPTER 8 of *Modern AGE*) can use Chase Stunts. Spending SP on Chase Stunts doesn't reduce the Chase Total generated by the test.

GENERAL EXPLORATION STUNTS

SP Cost	STUNT
1-3	(CORE) WHEN A PLAN COMES TOGETHER: You reveal this test was part of your plan all along, granting a bonus equal to SP spent on one ally's next test during the same encounter to accomplish the same goal. You must make this decision before the ally rolls.
1+	A STITCH IN TIME: You put in the effort to do it right the first time, setting yourself up for more success later. Gain +1 per SP spent on your next test related to this one during this encounter, as long as this roll was part of an advanced test.
1+	PAY DIRT: In the course of your endeavor, you win a bet, happen across a conveniently abandoned briefcase of cash, or discover something valuable you can pawn off to make a buck. Temporarily gain +1 Resources per SP spent; this increase lasts until you next fail a Resources test. Instances of this stunt don't stack.
2	JURY RIG: You find or improvise a piece of equipment you need to be more effective. Negate any situational penalties you would suffer for lacking proper equipment on tests appropriate to the improvisation, for the rest of the encounter.
2	SPEED DEMON: You complete your test in half the time it would otherwise take.
3	THE UPPER HAND: If your success leads to combat within a moment or two, you receive a +3 on your initiative roll.
4	WITH A FLOURISH: You impress everyone who watches you with your showmanship. Gain a +1 to opposed tests against them for the rest of the encounter.
5	FRUGAL: You use only what you must to get the job done, saving cash and supplies for a rainy day. This Resources test doesn't deplete your Resources even if it normally would.

INFILTRATION STUNTS

SP Cost	Stunt
1+	(CORE) JUST A SHADOW: Gain +1 per SP spent to your next test during this encounter as long as you remain unnoticed.
1	(CORE) GOOD INSTINCTS: Make a Perception (appropriate focus) test with the same TN as the test you just made to learn the most likely immediate consequence of the action you just performed.
1	BRAVERY: Your success bolsters your courage, granting you 1d6 extra Toughness against the next damaging hazard you face during this encounter.
2	OVER HERE!: Your flashy action makes you the center of attention. Each of your allies gains +1 to their next test to hide or pass scrutiny in this encounter, such as Dexterity (Sleight of Hand) or (Stealth), or Communication (Disguise). Any action an opponent takes until then automatically targets you.
2	TAKE ONE FOR THE TEAM: When you successfully avoid damage from a trap or hazard but an ally doesn't, you may take the damage for that ally while they remain unscathed.
3	COVER YOUR TRACKS: Whether you're hacking into a network, evading the cops, or infiltrating a military base, you impose a -2 on all future rolls to follow your trail related to this test.
3	HIGH TECH HUSTLE: With an injection of technobabble or a quick mod to a device, you sidestep one minor complication impeding your current goal, or give yourself the ability to perform one task you otherwise couldn't in the current situation, at the GM's discretion.
4	IT WASN'T ME: You leave evidence that another character is responsible for the results of your test, such as breaking and entering, cheating at cards, or uploading a computer virus. All failed tests to investigate the truth reveal that person as the culprit, and such tests suffer a -2.
5	FANCY MEETING YOU HERE: Choose a focus or talent your character doesn't possess. An NPC of the GM's choice with that focus or talent appears in the scene within a few minutes, or a few rounds if your action leads directly to action time. This doesn't dictate anything about their situation, attitude, or identity; these are all up to the GM.

NOTE: Infiltration stunts may apply when physically breaking in somewhere or exploring a new place, hacking into a computer or network, pulling a con job, or otherwise evading consequences and getting away with things.

INVESTIGATION STUNTS

SP Cost	Stunt
1-3	(CORE) AH-HA!: The GM reveals an additional useful fact about the object of your test per SP spent (Simple); gain +1 per SP spent to your next test following up on the lead you just unlocked (Detailed).
1	FLASHBACK: This test reminds you of something important you forgot. The GM reveals the identity or existence of another source of new information you didn't know about (Simple). Treat one of your tangential focuses as a primary one on the next test you make to unlock a lead related to this test (Detailed).
2	INTUITION: The GM reveals a fact about the object of your test you could not have noticed or deduced simply by interacting with it (Simple). When you uncover a clue, you gain <i>two</i> new leads instead of one, making the path branch (Detailed).
3	LUCKY BREAK (DETAILED): This test's result leads fortuitously to putting two and two together later. Treat one irrelevant focus as a tangential one on the next test you make to unlock a lead related to this test.
4	DOWN THE RABBIT HOLE (DETAILED): If this test led to a reveal, the GM also provides a brand-new lead about a new subject that will provide greater rewards.
5	BREAKTHROUGH: You gain not only information, but some form of incontrovertible proof (Simple). Reduce the total number of leads on the path by one, jumping to a further point in the investigation immediately (Detailed).

NOTE: Some investigation stunts have different effects depending on whether you use the simple or detailed investigation rules, denoted by parenthetical tags.



GENERAL SOCIAL STUNTS

SP Cost	STUNT
1+	(CORE) IMPRESS: Gain a +1 per SP spent to your next social test against the same target as this test, during this encounter.
1	CARDS ON THE TABLE: If you were completely honest when making this test, your target must be completely honest in the next social test they make against you during this encounter. (This doesn't stop either character from omitting information.)
1	MAKING AN ENTRANCE: As long as this is your first action of the encounter, gain +1 to your next opposed roll against one character who witnessed it. You can choose this stunt multiple times per roll.
2	AND ANOTHER THING: Make a second, related test as part of your action, before anyone else has a chance to respond or make any tests of their own.
2	HIDDEN MESSAGE: Your words convey a different message to one person than to everyone else who hears them; the character you choose is the only one who can decipher your true meaning.
2	SWAY THE CROWD: Your words affect one additional person of your choice. You may choose this stunt multiple times per roll, but if someone opposed your test, you can't expand the effect to anyone with a higher ability + focus total than the original target.
3	GOOD COP/BAD COP: Choose an ally to immediately make a test in seeming opposition to the one you just made, with the same target. If they succeed, rather than garnering the usual results, they prompt the target to give up a secret you didn't already know.
3	LET'S MAKE A DEAL: Your action turns out to benefit a character you didn't target, who now owes you a favor, however grudgingly.
3	OBJECTION! You step in on someone else's behalf. Another character in the scene may use your ability + focus instead of their own next time they oppose a test during this encounter.
4	CLASS CLOWN: Your words lighten the mood, imposing a -2 penalty to all enemies' initiative rolls if a fight breaks out during this encounter.
4	FLIRT: Roll Communication (Seduction) vs. your target's Willpower (Self-Discipline) as a simple social roll against a character whose attitude toward you is Open or better, with a positive bent. If you win, they become enamored with your character, opening the door to future romance or intimacy. How this proceeds is up to you and the GM to work out together.
4	FROM THE HEART: You believe wholeheartedly in what you say. Choose one Willpower focus. If you don't have it already, gain it for the rest of the encounter. If you do, add an additional +1 to rolls you make with it.
4	SLEEP WITH ONE EYE OPEN: Applies to a test targeting someone you have a negative Relationship with, or who's injured or killed someone you have/had a Relationship with. The next attack you make against that target in this session is automatically a surprise attack, as long as they weren't already in combat.
5	ENRAGE: Choose one character present whose attitude toward you is Neutral or worse, or a negative variant of a more positive attitude. They must immediately either attack you or storm out of the scene. If they attack, it needn't be deadly (though it can be).
5	PATTER: Your rapid-fire words confuse your target, who must succeed at a Perception (Empathy) roll vs. your Communication (Deception), or automatically fail their next non-attack test against you.
7	MY WORD IS MY BOND: Applies to a test relevant to completing a task you've promised someone you have a Relationship with you will perform. Gain +2 to tests <i>directly</i> related to completing this task until the end of the session.

MEMBERSHIP & REPUTATION STUNTS

SP Cost	STUNT
1	(CORE) BON MOT: You tag the perfect witty remark onto the end of your action. If you can't think of one, let the group brainstorm and pick one among their ideas. Gain a temporary honorific you can use for passive Reputation only, for the rest of the session.
1	STICK YOUR NECK OUT: Your test to help someone else puts your own Reputation in jeopardy. An ally of your choice gains a +2 bonus to their next social roll in this encounter; if they fail, you lose all Reputation bonuses from one honorific for the rest of the session.
2	IN GOOD STANDING: When targeting a member of an organization in which you have Membership, treat your rank as one higher for purposes of gaining access to resources for the rest of this encounter.
3	BENEFIT OF THE DOUBT: Your action impresses or charms any one character present. Roll Communications (Persuasion) vs. Willpower (Self-Discipline) to affect someone with an attitude of Hostile or worse; no roll is necessary for others. Increase all relevant Membership and Reputation bonuses by +1 while interacting with that character for the rest of the session; you may improve their attitude toward you, at the GM's discretion.
3	CLICK "SHARE": Whether it's from you or others sharing a video on YouTube, jotting down a quick blog post, calling up a buddy at the local radio station, or posting on a huge gossip's Facebook wall, the news gets out quickly about what you've just done. For the rest of the session, the honorific most related to this test applies even in situations where it seems unrelated.
4	OOZING CONFIDENCE: Your action impresses or fools all the right people. Gain one temporary Reputation honorific or rank of Membership for the rest of the session, or until you next fail a test relevant to this influence, whichever comes first.
5	NAME-DROPPING: Your action blatantly displays your affiliation with someone whose Membership rank is higher than yours in an organization to which you belong, or who has a relevant honorific when you don't. You may use their Reputation or Membership benefits with that honorific or organization as your own for the rest of the session. If they find out and disapprove, worsen their attitude toward you by one shift.

ATTITUDE STUNTS

SP Cost	STUNT
1-3	(CORE) MAKING AN OFFER: Your test implies a promise or olive branch, temporarily shifting the target's attitude toward you up by one per SP spent (even if this test already shifted it). It shifts back by the same amount as soon as you fail a social test against them. Inapplicable when performing a grand gesture.
1+	READ THE ROOM: In reaction to your test, the GM reveals the current attitude or intention, or a mood indicator for one present character of your choice. You can choose this stunt multiple times per roll. Characters with the Communication (Deception) or Willpower (Self-Discipline) focus may roll vs. your Perception (Empathy) to avoid this.
2	ON THE FENCE: Choose a character you didn't target who's Standoffish, Neutral, or Open toward you. They're convinced to take your side in the conflict, as long as they don't already oppose you (Simple). Shift their attitude toward you up by one for the rest of the encounter (Detailed).
3	BAD FORM: Regain the SP you spent on this stunt, plus 1 more, to spend on any other stunt that fits your action. You perform the stunt in a way that offends one other character. They now consider you a rival, threat, or enemy, shifting their attitude to Hostile if it was Standoffish or Neutral, or shifting it to its negative variation if it was more positive. You can't use this stunt if all NPCs present are already Hostile toward you.
3	CAST OUT: Your action shames or embarrasses a present character whom you target, imposing a -2 penalty on their next social roll against anyone but you in this encounter (Simple), or worsening the attitude of one other present character toward your target by one shift (Detailed).
4	RISKY BUSINESS: Your action reveals a secret or contains a whopper, shifting your target's attitude toward another character in the scene from Neutral or worse to Very Hostile; it also worsens your target's attitude toward you by one shift, as they're inclined to shoot the messenger. If you lied and the target later finds out, their attitude toward you shifts to Very Hostile.
5	MEDDLE: Your action brings others together or drives a wedge between them. Choose two present characters other than yours and shift their attitudes toward each other up or down (both in the same direction).
4	IT WASN'T ME: You leave evidence that another character is responsible for the results of your test, such as breaking and entering, cheating at cards, or uploading a computer virus. All failed tests to investigate the truth reveal that person as the culprit, and such tests suffer a -2.
5	FANCY MEETING YOU HERE: Choose a focus or talent your character doesn't possess. An NPC of the GM's choice with that focus or talent appears in the scene within a few minutes, or a few rounds if your action leads directly to action time. This doesn't dictate anything about their situation, attitude, or identity; these are all up to the GM.

POWER STUNTS

SP Cost	STUNT
1-3	(CORE) POWERFUL MANIFESTATION: Increase the Force of your power by 1 per SP spent, to a maximum of 3.
2	SKILLFUL POWER: Reduce the PP cost of the power by 1. This can reduce the cost to 0. If the power requires a fatigue test, reduce its TN by 2.
2	MIGHTY POWER: If the power does damage, one target of your choice takes an extra 1d6 damage.
3	LASTING POWER: If the power has a duration beyond instantaneous, it remains in effect twice as long with no additional PP cost. Burning Shield would last 2 rounds per point of Willpower instead of 1, for example. Powers that last until the end of the encounter are extended by 1d6 minutes instead.
3	POWER SHIELD: You use the residual energy of the power to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	FAST USE: After you resolve this power, you can immediately use another. The second power must require a major action or a minor action's worth of time to use. If you roll doubles on the roll to use the power, you do not get any more SP.
4	IMPOSING POWER: The power manifests in a much more dramatic fashion than usual, or perhaps radiates a sinister aura. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful Willpower (Courage) test with a TN of 10 + your Willpower ability. Those who fail must take a move or defend action instead.
4	OMEN: The power attunes its user to occult sources of information: secret energy flows, whispering spirits, or prophetic visions, for instance. This automatically unlocks one lead in a relevant investigation, even creating a lead to unlock if one isn't present, or it provides one piece of useful information determined by the GM.
4	SPLIT POWER: If the power affects only one target, you can have it affect two, so long as the second target is within the power's range and no more than 6 yards from the original target. There is no additional PP cost. Targets test against the power separately.
5	DISRUPT POWER: In addition to its normal effects, your power disrupts another extraordinary effect (such as an arcana's power) on the target. Roll an immediate test of your Intelligence (Occultism) vs. the Force of any one effect on the target. Success removes the effect. Doubles on the test do not generate SP. Note that the GM may decide that one type of extraordinary power may not disrupt another, so that, for example, arcana can't disrupt psychic powers.
5	LETHAL POWER: If the power does damage, one of its targets takes an extra 2d6 damage. Alternately, all targets of the power take an additional 1d6 damage.

ACCURACY FOCUSES

- ASSAULT RIFLES:** Proficiency with weapons in the Assault Rifles weapon group.
- BLACK POWDER:** Proficiency with weapons in the Black Powder weapon group.
- BOWS:** Proficiency with weapons in the Bows weapon group.
- GRENADES:** Proficiency with weapons in the Grenades weapon group.
- LONGARMS:** Proficiency with weapons in the Longarms weapon group.
- PISTOLS:** Proficiency with weapons in the Pistols weapon group.
- SHOTGUNS:** Proficiency with weapons in the Shotguns weapon group.
- SMGs:** Proficiency with weapons in the Submachine Guns weapon group.
- THROWN:** Proficiency with weapons in the Thrown weapon group.

COMMUNICATION FOCUSES

- ANIMAL HANDLING:** Interacting with and caring for animals.
- BARGAINING:** Negotiating with others and making deals.
- DECEPTION:** Lying to and tricking those less mentally adept than you.
- DISGUISE:** Altering your appearance to look like someone else or a different class of person.
- ETIQUETTE:** Knowing the social niceties of various cultures.
- EXPRESSION:** Conveying your thoughts and ideas effectively through indirect means, such as letters, op-ed newspaper articles, podcasts, vlogs, and social media.
- GAMBLING:** Playing and profiting from games of chance.
- INVESTIGATION:** Interviewing people for information and finding and deciphering clues.
- LEADERSHIP:** Guiding, directing, and inspiring others.
- PERFORMING:** Entertaining an audience with an artistic talent.
- PERSUASION:** Convincing others to agree with you.
- SEDUCTION:** Using your allure at its best in the game of love.

CONSTITUTION FOCUSES

- PROPELLING:** Moving a muscle-powered vehicle such as a bicycle or rowboat.
- RUNNING:** Moving quickly in both short sprints and long-distance hauls.
- STAMINA:** Enduring fatigue, disease, and privation.
- SWIMMING:** Moving across water and staying afloat.
- TOLERANCE:** Withstanding the effects of potentially toxic substances, imbibed for recreation or unwitting exposure.

DEXTERITY FOCUSES

- ACROBATICS:** Executing gymnastic, balancing, and tumbling maneuvers.
- CRAFTING:** Making items with manual skills, like woodworking, sculpting, leather working, glassblowing, etc.
- DRIVING:** Pushing the performance of everyday motorized vehicles like cars, SUVs, motorcycles, or powerboats.

FORGERY: Making false documents, pieces of art, or other forms of expression so that they look authentic.

INITIATIVE: Acting quickly in tense situations.

PILOTING: Operating complex vehicles like aircraft, military drones, yachts, or tanks.

RIDING: Directing a mount such as a horse or pony.

SABOTAGE: Disarming or defeating the purpose of mechanical devices such as locks or traps.

SAILING: Operating and maintaining a sailing ship.

SLEIGHT OF HAND: Using manual dexterity to trick others, hide things, and pick pockets.

STEALTH: Sneaking about quietly and out of sight.

FIGHTING FOCUSES

BRAWLING: Proficiency with weapons in the Brawling weapon group.

FLEXIBLE WEAPONS: Proficiency with weapons in the Flexible weapon group.

GRAPPLING: Proficiency with unarmed techniques intended to immobilize and restrain.

HEAVY BLADES: Proficiency with weapons in the Heavy Blades weapon group.

LIGHT BLADES: Proficiency with weapons in the Light Blades weapon group.

LONG HAFTED: Proficiency with weapons in the Long-Hafted weapon group.

SHORT HAFTED: Proficiency with weapons in the Short-Hafted weapon group.

INTELLIGENCE FOCUSES

ANTHROPOLOGY: Knowing the traditions and beliefs of various cultures.

ART: Knowing about artistic movements, styles, artists, and works in any of the fine arts.

ASTRONOMY: Knowing about the nature and phenomena of planets, stars, and outer space.

BIOLOGY: Knowing natural flora and fauna.

BUSINESS: Knowing how to run a business, as well as the names and practices of famous entrepreneurs and their companies.

CARTOGRAPHY: Making and reading maps and blueprints.

CHEMISTRY: Knowing and making chemical substances according to their properties.

COMPUTERS: Using computers and other smart electronic devices like smartphones and tablets.

CRYPTOGRAPHY: Creating and deciphering codes and ciphers.

CURRENT AFFAIRS: Knowing about politics, newsworthy events, and popular culture.

EARTH SCIENCES: Knowing about the constitution and behavior of the earth and its atmosphere.

ENGINEERING: Knowing the practicalities of construction, building, and invention.

ELECTRONICS: Knowing and making electronic devices and their operation.

EVALUATION: Knowing the value of goods, works of art, and other valuables.

EXPLOSIVES: Identifying, using, and safely handling explosives, as well as understanding their effects and detonation methods.

HISTORY: Knowing important events, places, items, and personalities from the past.

HOMEMAKING: Cooking, cleaning, and managing a household with efficiency and style.

LAW: Knowing about codes, regulations, and different legal proceedings of all levels of the judiciary and law enforcement.

MEDICINE: Tending to the wounded and sick, and understanding medical and anatomical knowledge.

NAVIGATION: Planning and following a route from one place to another, interpreting maps and geographical data, and figuring out where you are.

OCCULTISM: Knowing about the supernatural and phenomena that science cannot explain, whether they are real or not. For any focus necessary to use a special power, see CHAPTER 6 of the *Modern AGE* rulebook.

PHYSICS: Knowing about the nature and properties of matter and energy.

RESEARCH: Conducting a systematic investigation, usually using records, archives, and books.

SECURITY: Knowing about different security devices, systems, protocols, and personnel.

TACTICS: Knowing strategy, tactics, and famous applications thereof, both for military and law enforcement.

THEOLOGY: Knowing religious traditions and practices.

TINKERING: Fixing machinery and devices to restore them to normal or operating conditions or modifying them to exceed their capacities.

PERCEPTION FOCUSES

EMPATHY: Discerning the feelings and emotions of others.

HEARING: Using your auditory sense.

SEARCHING: Finding things that are hidden or obscured, such as secret compartments.

SEEING: Using your visual sense.

SMELLING: Using your olfactory sense.

TASTING: Using your olfactory sense.

TOUCHING: Using your tactile sense.

TRACKING: Following tracks and other signs of passage.

STRENGTH FOCUSES

CLIMBING: Scaling walls and other vertical obstacles.

INTIMIDATION: Overwhelming others with physical presence and threats.

JUMPING: Springing and leaping.

MACHINING: Making heavy-duty items such as archaic weapons and motor parts using heavy machinery and tools.

MIGHT: Performing feats of raw power, such as lifting or holding up heavy objects.

STEERING: Directing and guiding heavy or cumbersome vehicles or machinery.

WILLPOWER FOCUSES

COURAGE: Overcoming fear in the face of adversity.

FAITH: Deriving inner strength through spiritual or moral belief.

MORALE: Maintaining good spirits and confidence in yourself or your group. NPCs tend to use this focus more than PCs.

SELF-DISCIPLINE: Focusing your mental energy or controlling your impulses and emotions.

MAJOR ACTIONS

ALL-OUT ATTACK

You attack one adjacent enemy in hand-to-hand combat, throwing the full weight of your Strength behind the attack even though your ability to react to counterattacks will suffer. If you hit, you do +1 damage, but whether or not this attack hits, you suffer -1 to your Defense until your next turn.

CHARGE

You move up to half your Speed (rounded down) in yards and finish with a melee attack against an adjacent enemy. If you moved at least 4 yards in a straight line before reaching your target, you gain a +1 bonus on your attack roll.

DEFEND

You concentrate on defending yourself this round. Until the beginning of your next turn, you gain a +2 bonus to your Defense.

FIRST AID

You provide quick medical assistance to an injured ally. You must be adjacent to your ally and have bandages ready. This is a TN 11 Intelligence (Medicine) test. If you succeed, your ally gets back an amount of Health equal to the Stunt Die + your Intelligence (minimum 1 Health point). A character cannot benefit from another First Aid action until additional damage is taken.

GRITTY MODE: the First Aid action is TN 13, and restores Health only equal to the provider's Intelligence + 1 (minimum 1).

MELEE ATTACK

You attack one adjacent enemy in hand-to-hand combat. An enemy within 2 yards of you is considered adjacent.

RANGED ATTACK

You fire or throw a missile weapon at one visible enemy within range.

RUN/CHASE

On foot, you may move up to double your Speed in yards, sacrificing the ability to perform another action so you can move farther. You cannot take this action if you are prone (you'd need to use the Move action to stand up first). If riding a mount, you may urge it forward the same distance. On foot, on a mount, or in a vehicle, this action is required to participate in a chase.

STUNT ATTACK

Instead of trying to damage an opponent, you focus on performing a specific action stunt, like attempting to subdue an enemy with a hold instead of hurting them. Roll an attack as usual. A successful attack awards you 1 automatic

stunt point of a type appropriate for the attack, but inflicts no base damage. If you roll doubles, you earn additional stunt points as normal, and may choose a stunt that also damages your opponent, but only the damage from stunts applies. You may attempt Stunt Attacks against objects as well as opponents, though the GM may rule that some stunts do not apply. See **Attacking Objects** in CHAPTER 2 of the *Modern AGE* rulebook for more information

MINOR ACTIONS

ACTIVATE

This action allows you to start using certain abilities or items, such as an arcane power or an electronic device. When a vehicle has integrated weaponry (such as a machine gun built into a spy car) you use the Activate action to deliver attacks.

AIM

You take the measure of your opponent and plan your next strike. If your next action is a Melee Attack or Ranged Attack, you gain a +1 bonus on your attack roll.

GUARD UP

You balance action and defense. Add +1 or +2 (your choice) to your Defense until the end of this round. However, you suffer the amount you choose as a penalty to all tests you make—even opposed tests—for the remainder of the current round as well (unlike the more advantageous Defend action, which lasts until the beginning of your next turn). If you choose this minor action, you must do it before any major action you take this turn, and this major action cannot be Defend.

MOVE

You can move up to your Speed in yards and can combine this with actions like falling prone, standing up, mounting a horse, or climbing on a vehicle, but these actions consume half your Speed (rounded down).

PREPARE

When you take this action, you postpone your major action to use at a later point. You declare one major action and your choice to Prepare it. After you do so, the next person in initiative order acts, and so on, but at any time until your next turn, you can interrupt another character and take your prepared action immediately. If you don't use the prepared action by your next turn, you lose it.

PRESS THE ATTACK

You stand ready to pursue an enemy if they fall back or flee. You can take this action after successfully striking an enemy target with a melee attack (whether you inflict damage or not). After you declare this action, if that enemy moves away from you, you may immediately move up to your Speed in yards in direct

pursuit at no additional cost in actions. This occurs immediately after your foe's movement, before they can do anything else. Your movement need not bring you adjacent to that enemy if you can't go that fast. In that case, you simply move as far as you can before you stop. You can decide to forego some or all the movement this action allows when your enemy triggers it.

RAM

When operating a vehicle in motion, you use it to sideswipe or collide with a target. Your attack roll uses whatever focus you would use to operate the vehicle, and you may opt for a sideswipe or a full collision. Against another vehicle, a ram is a Stunt Attack that automatically generates 1 SP to put toward anti-vehicle stunts on a sideswipe, and 2 SP on a collision. A vehicle's Defense is equal to 10 modified by its Handling rating. Against living targets, a ram inflicts damage instead, and the attack is rolled against the target's Defense. See CHAPTER 4 of the *Modern AGE* rulebook for more on ram types and damage by vehicle and speed.

READY

You draw a weapon, pull out a device, or otherwise ready an item that is stowed. As part of this action, you can put away something already in hand. You could holster a handgun and pull out a grenade, for example.

STAND FIRM

You lower your center of gravity and prepare to resist any effort to move you from the place where you stand. Until the beginning of your next turn, any enemy who uses the Skirmish or Knock Prone stunts to move you or knock you to the ground must succeed in an opposed test pitting their Strength (Might) vs. your choice of your Strength (Might) or Dexterity (Acrobatics) to move you or knock you prone. This test can only be attempted after your opponent spends the relevant stunt points, which are nevertheless expended to no effect if you win the test. An opponent who attempts to Skirmish you more than once as part of a single attack (to move you more than 2 yards) makes only a single opposed test against you, with all the skirmishing movement hanging in the balance.

VARIABLE ACTIONS

USE A POWER

You attempt to use a special ability granted by a talent, specialization, or any other source, including arcane spells or psychic powers. This may be a major action, minor action, or free action depending on the power and the use of any related stunt, and may require a specific ability test.

RELOAD

You reload a missile weapon. This may be a major action, minor action, or free action depending on the weapon the stunts used, and your abilities.

VEHICLES, MOUNTS, & CHASES

Combatants can ride horses and other mounts, or operate vehicles in combat. You can mount an animal or enter a typical automobile as part of a move action. If you do so, you can move only half your Speed in yards (a move action normally lets you move your Speed in yards). Other vehicles may require more time. Popping the hatch of an armored vehicle takes extra time, and aircraft usually require pre-flight checks, and flying without them is perilous.

Once in the saddle or at the controls, you use Move and Run/Chase actions as normal, but you move using the mount's Speed or the vehicle's Velocity (see the **Velocity Classes** table). When multiple characters use the Run/Chase action, it triggers a **Chase** test. Passengers do not have to use Move and Run actions, as they are simply carried along. They take actions as normal, but the GM should bear their situation in mind.

Enemies can choose to attack you or your method of travel. Some vehicles provide an armor bonus from cover. Attacking a vehicle uses the rules for attacking objects. The GM determines how much damage is required to shoot out tires and so on.

SPEED AND CONTROL

Every vehicle or mount has an ability focus associated with piloting or controlling it. Each vehicle also has a Velocity class and modifier, and a Handling modifier. At Standard Velocity, use normal Speed scores, such as those listed for characters. For faster conveyances, estimate how far a vehicle moves based on its real-world values. When an unexpected danger comes up, make a basic test set by the GM, using the appropriate focus. (see **Crashes**).

VEHICULAR COMBAT

Operating a vehicle counts as your Move action. If a vehicle provides cover, it hinders you as you shoot out an open window or attack in some other way, as per the usual rules for cover hindering fire.

In addition, you may use the Activate minor action to operate built-in weaponry, and the Ram minor action to strike a target with the vehicle itself.

Using the rules for attacking objects, the GM can assign Health ratings to vehicle parts, and invent effects when these parts are damaged or destroyed. For instance, if a character shoots out a tire, the GM might decide this prompts a test to prevent a crash and, in any event, slows the vehicle down. On the other hand, if an attack targets the vehicle as a whole, it doesn't inflict damage in a conventional fashion. Instead, all attacks

become variations of the Stunt Attack action, even if they would normally not be. Generated stunt points are used to inflict Anti-Vehicle Stunts (See **Anti-Vehicle Stunts** table.). Some weapons, such as anti-material rifles, generate bonus stunt points when used to attack vehicles. A few vehicles are exceptionally tough. Against these, an attack must spend stunt points on the Pierce Hull stunt before devoting them to other Anti-Vehicle Stunts. A vehicle has a Defense of 10 + its Handling rating + the ability used to operate it, based on its focus. This is Dexterity for most motor vehicles, as they use the Dexterity (Driving) focus.

The GM can always disallow certain attacks against vehicles for being inherently ineffective. Stabbing a car with a knife is unlikely to cause more than cosmetic damage, for example. Furthermore, using the rules for attacking objects, the GM can assign Health ratings to vehicle parts, and invent effects when these parts are damaged or destroyed.

RIDING MOUNTS

When engaging in melee combat from a higher position than your opponent, atop a mount such as a horse, you gain a +1 bonus to attack rolls. Some mounts, like police horses, are trained for combat and can attack on their own, but most can't. If they can attack, they attack on your turn. You don't need to roll initiative separately for the mount. Attacking a mount inflicts damage to the mount's Health, and you roll against its Defense.

Opponents can use the Knock Prone stunt to try to dismount you. This is more difficult than overbearing someone on foot, though, so you get a chance to resist it. If you make a successful Dexterity (Riding) test, you remain mounted. The TN for this test is equal to 10 + opponent's Strength. If you fail, you are knocked to the ground, take 1d6 pene-

trating damage, and are now prone. The GM controls the actions of the mount until you re-mount or the encounter ends.

CRASHES

Crashes inflict on vehicle passengers the damage shown on the **Crash Damage** table, determined by velocity. They can inflict more, less, or different forms of damage based on the exact situation. The GM decides when these circumstances arise. For example, crashing a boat may inflict little damage, but force characters to sink or swim. The **Crash Damage** table provides guidelines for damage by vehicle velocity. **CHAPTER 8** of the *Modern AGE* rulebook provides further detail, along with guidelines for when a chase may lead to a crash.

VEHICLE SPEED

The **Velocity Classes** table list the various speeds for vehicles and mounts.

- **STANDARD:** The vehicle moves in the same speed range as humans and animals.
- **FAST:** Automobiles and boats typically move at this speed, allowing them to safely cruise at 50 to 100 mph, and move faster at the risk of safe handling.
- **VERY FAST:** Specialized cars and other exceptionally fast vehicles capable of stable operation at speeds in the range of 200 mph belong to this class.
- **EXTREME:** Civilian and light military aircraft belong to this category. These routinely operate at speeds of 400 mph or greater.

Some vehicles have a Velocity modifier ranging from -3 to +3, which provides a rough gauge of how fast they are compared to others of the same Velocity class. This comes into play during chases.

CRASH DAMAGE

VELOCITY	DAMAGE
Standard	1d6 impact, stun
Fast	2d6 impact, wound
Very Fast	4d6 ballistic, wound
Extreme	6d6 penetrating, wound

VELOCITY CLASSES

VELOCITY CLASS	COLLISION	SIDESWIPE	EXAMPLE
Standard	1d6	1d3	Horse, bicycle, golf cart
Fast	2d6	1d6	Car, motorboat
Very Fast	4d6	2d6	Sports car, speed boat, helicopter
Extreme	6d6	3d6	Aircraft

RAM ATTACKS

When a vehicle hits with a ram attack, it acts as a Stunt Attack against other vehicles, and inflicts penetrating wound damage against characters and other living targets. Two forms of ram attacks are possible.

- SIDESWIPE:** The vehicle clips or grinds against the target, or rear-ends a vehicle that's moving in the same Velocity class as the attacker. Sideswipes against living targets moving in the same direction in the same Velocity class inflict only the vehicle's base ram damage. Otherwise, add the base ram damage to the listed sideswipe damage for its Velocity class and roll it together. Against another vehicle, a sideswipe is a 1 SP Stunt Attack. The operator suffers a -1 penalty to tests to handle the vehicle for the next round.
- COLLISION:** The vehicle strikes the target with its front end, either perpendicularly or head on. Against living targets, this inflicts damage equal to the vehicle's ram damage rating plus the Velocity class at which its current moving. Against another vehicle, a collision is a 2 SP Stunt Attack, but the operator of the attacking vehicle must roll a TN 13 test using the vehicle's appropriate focus, or crash. See CHAPTER 8 of the *Modern AGE* rulebook for more on the effects of crashes.

As noted, vehicles are damaged with Anti-Vehicle Stunts. In the case of ram attacks, the GM may give bonus SP to a heavier attacker, or reduce the number of SP generated by a lighter attacker.

CHASE TESTS

When multiple characters pursue and evade each other at high speed, that triggers a chase, which requires the GM's help to plan. Chases are triggered when one character takes the Run/Chase major action, and at least one other person follows that character. Each round, all chase participants must take the Run/Chase action and make what's called a Chase Test. Chase Tests use various focuses depending on the method of travel, as next described:

- ON FOOT:** Constitution (Running) or Constitution (Swimming) in the water.
- MOUNTED:** Dexterity (Riding)
- MUSCLE POWERED VEHICLE (BIKE, CANOE, ETC.):** Constitution (Propelling)
- WIND POWERED VEHICLE:** Dexterity (Sailing)
- MOTORCYCLE, STANDARD AUTOMOBILE, POWERBOAT:** Dexterity (Driving)
- INDUSTRIAL MACHINERY:** Strength (Steering)
- AIRCRAFT (PLANES, HELICOPTERS, MILITARY-GRADE DRONES):** Dexterity (Piloting)

CHASE TEST DIFFICULTIES		
CONDITIONS	TN	EXAMPLE
Ideal	9	Running down a clear corridor
Average	11	Running down a city street
Rough	13	Running down a trash-strewn alley
Hard	15	Running through thick, rocky woods
Almost Impossible	18	Running through a collapsing building during an earthquake.

- SIMPLE DRONES:** Intelligence (Computers) or Dexterity (Piloting) – whichever is better.
- COMPLEX VEHICLES:** Dexterity (Piloting). This category includes main battle tanks, yachts, and other large ships. The GM may impose penalties based on the unfamiliarity and complexity of the vehicle. A military aircraft pilot might not enjoy their focus bonus when operating a tank, for example.

In a vehicle, add its Handling bonus or penalty. Passengers do not make Chase Tests. They're just along for the ride.

CHASE TARGET NUMBERS

The TN for a Chase Test depends on how tricky it is to use a method of transport in a given area. Rocky terrain is a concern for a runner, but not the flying drone pursuing them. Use the **Chase Test Difficulties** table as a guideline.

TRACKING THE CHASE

As in other advanced tests, characters keep a running total of the Stunt Die results from successful tests. This is known as the Chase Total. Participants with Chase Totals within 10 of each other can attack with weapons that have a Range of 500 yards or greater. Participants with Chase Totals within 5 of each other can make ranged attacks with weapons with smaller Range numbers. Characters with Chase Totals within 2 of each other may perform melee attacks (if this would be practical) or vehicular attacks. In most cases, attacks must be delivered by passengers, since keeping up with the chase is a major action, but vehicle operators may use Active to operate vehicular weaponry, and Ram to strike with the vehicle.

RELATIVE SPEED

Faster characters naturally have an advantage over slower ones. Characters (or their mounts) with a Speed of 14 add +1 to the Chase Total for each successful test. Participants with a Speed of 18 (the speed of a typical riding horse) add +2, and participants with Speeds of 21 or higher add +3. Participants with Speeds of 6 or less reduce the points gained on a successful Chase Test by -1.

Vehicles adjust their Chase Total points for each successful roll by their Velocity modifier.

If participants use modes of transport with different Velocities, those with higher Velocity classes may modify this, based on game mode.

GRITTY MODE: The GM simply determines whether a character using a faster method catches up with one using a slower method. This is usually automatic unless the pursued character finds a way to make it difficult to be followed using the faster method—running up an urban staircase where a car can't follow, for instance. In some cases, stopping a vehicle in the right place might be difficult, prompting a basic test to brake at the right time.

PULPY MODE: The GM notes the slowest Velocity class of all participants. For every Velocity class higher than the slowest participant, the faster participant adds +3 to their Chase Total for each successful test. For example, a character in a sports car (Very Fast) adds +6 to the Chase Total when the slowest participant is on foot (Standard).

CINEMATIC MODE: The GM uses the same system as for a Pulpy game, except that the Chase Total bonus versus slower participants is just +1 per Velocity class category advantage. Heroes flee fast cars on foot, aided by camera editing that keeps you from thinking about its realism too much.

These modifiers apply to only Chase Totals, not to SP spent on stunts.

A chase can be resolved in two ways. If the chase would effectively end when participants reach an objective, use a success threshold, as with advanced tests. Alternately, you can decide that the chase will run a certain number of rounds, and the character with the highest Chase Total at the end of that time wins.

CHASE STUNTS

Characters making Chase Tests can use Chase Stunts (see the **Chase Stunts** table). Spending SP on Chase Stunts doesn't reduce the Chase Total. Like other stunts, extra tests prompted by Chase Stunts do not generate stunt points.

MODERN AGE COMBAT TRACKER

COMBAT
ROUND

COMBATANT	INITIATIVE	NOTES

GENERAL NOTES

☐ 1

☐ 2

☐ 3

☐ 4

☐ 5

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MODERN
AGE

FIREARMS

The following rules apply to attacks using firearms. CHAPTER 4 of the *Modern AGE* basic rulebook lists the different types of firearms available to characters.

DAMAGE SOURCE

Except for black powder weapons, firearms deal ballistic damage. Ballistic damage ignores any form of armor that does not specifically protect against it and may ignore Toughness, depending on the game's mode.

RATE OF FIRE

A Ranged Attack action with a firearm represents shooting more than once during the round, and the damage is an abstract average of the shots that grazed or hit their mark. Some firearm models make this a lot faster and deadlier, depending on how many bullets they discharge on a single pull of the trigger and how fast they load new ammunition into their chamber. This is called the rate of fire.

- **SINGLE SHOT (SS):** A single shot weapon requires its user to manually actuate the mechanism to load new ammunition into its chamber. This is part of the Ranged Attack action, but it means that the weapon fires a single bullet with each trigger pull, and may not be used to attack more than once in a round, regardless of talents and stunts that allow a character to attack more than once. (The character may still pull the trigger multiple times, but the weapon's limitations keep this from being represented by more than one attack roll per round.)
- **SEMIAUTOMATIC (SA):** A semiautomatic weapon still fires a single shot with each pull of the trigger, but new ammunition is loaded automatically after each shot, so it can be used more than once in the same turn. A successful attack with a semiautomatic weapon adds a rate of fire bonus to the damage roll equal to the number rolled in the Stunt Die for the attack. This bonus stacks with any bonus to damage from talents and stunts. A character with appropriate talents and stunts can attack more than one target in the same turn with a semiautomatic weapon, but if used in this manner, the weapon's rate of fire bonus does not apply to the damage of subsequent attacks.
- **AUTOMATIC (A):** An automatic weapon fires a stream of bullets with each pull of the trigger. An attack with an

automatic weapon works the same as a semiautomatic weapon as described above, but certain stunts like Long Burst can be performed only with an automatic weapon.

CAPACITY

In *Modern AGE*, a firearm's capacity is listed as a number from 2 to 6 (see CHAPTER 4 in the *Modern AGE* rulebook). A capacity of 6 represents a weapon with a lot of room for ammunition, and 2 represents one that needs to be reloaded practically every time it is fired. A missed attack with a firearm might mean that the firearm ran out of ammo rather than representing bad aim. When a firearm attack misses, compare the number in the Stunt Die with the weapon's Capacity. If the number rolled is equal to or greater than the weapon's Capacity, the weapon is empty and must be reloaded before being used again. If the number is lower than the weapon's Capacity, it can continue to be used normally.

Weapons in the Black Powder group and some specific longarms have a Capacity of "—"; this means that the weapon can accommodate only a single piece of ammunition and *must* be reloaded after firing it, whether the attack hits or misses.

RELOADING

Reloading a firearm is a major action, and reloading a weapon in the Black Powder group requires 1d6+1 minor actions. The Rapid Reload stunt can reduce the actions required to reload a firearm. This assumes the character has spare ammo available. If the optional Conviction rules are being used, the GM may award 1 point of Conviction to a character when their firearm is emptied and dictate that they are out of ammo entirely.

FIREARMS IN GRITTY GAMES

In Gritty games, firearms are more lethal, but it's more important to conserve your ammunition. When missing an attack with a firearm in a Gritty game, add +1 to the Stunt Die to determine whether the weapon is emptied; this is increased by +1 for every missed attack afterward. The character must have stated beforehand that they are carrying spare ammo, or they will run out once the gun is emptied.

GRENADES

Thrown grenades are ranged weapons with a range of 15 + Strength yards. Like using any other item during action time, you must use the Ready action to have the grenade in your hand, and only then you can take a Ranged Attack action. However, you're not trying to hit a specific target, but a specific location within range, where a hurled object can possibly land (over a stack of boxes, but not through a solid wall, for example). Note that unlike other ranged weapons, you do not add Perception to grenade damage.

A grenade attack is a TN 11 Accuracy (Grenades) test, modified for difficult throws at the GM's discretion. Success means the grenade

lands and detonates where you intended, but failure means the grenade lands up to 1d6 yards away in a direction of the GM's choosing, and then explodes. Grenades affect everything and everyone within 2 yards of the explosion, dealing damage and any additional effect.

You can use stunts with grenade attacks. Each stunt can affect only one target, but you need not assign all stunts to the same target. If you catch two foes in the blast of a grenade and generate 4 SP, for example, you could use Pierce Armor on one foe and Knock Prone on the other.