

Stunts

Stunts are unusual applications of characters' abilities, using them to do things they don't normally, but that fit in with the overall nature of the ability.

Attribute stunts are only available to characters with a superhuman level (7 or greater) in an attribute *or* a master specialty (and then only for stunts related to that specialty).

Power stunts are available to powers regardless of level, since powers are unusual abilities to begin with. Like all stunts, a power stunt must reasonably fall within the power's parameters, as defined by the Game Master. Some powers may be more usable for stunts than others; powers not under a character's conscious control—Resistance, for example—tend to be less useful for stunts, but can still be used for a suitable stunt if the player is imaginative and the Game Master agrees.

To perform a stunt, a character must have an **advantage**, acquired through a **maneuver** or **tactic** or using Determination. Performing the stunt uses the advantage. You can use separate advantages to improve tests for a stunt, just like any other test.

Stunt Effects

Generally, a stunt grants temporary access to another ability—attribute or power—for a particular use. A stunt can grant a temporary use of an extra for a power, or sometimes even an attribute, or it can temporarily overcome one of the power's limits.

Spending Determination Points

Activate a Quality, either one of your own or one you have learned or created (see **Learning & Creating Qualities**), in order to gain an advantage or create trouble. You can spend as many points of Determination as you wish, but you can only activate a quality once per page.

Avoid Trouble, preventing the activation of a quality from causing trouble for you for that page. This means, however, that in addition to spending a Determination Point, you do not gain one from the trouble, since it does not occur.

Determined Effort, allowing you to make an additional attempt at a test that normally does not allow additional attempts. The Determination point lets you make the additional attempt, and you can spend additional Determination or use advantages on that test normally.

Spending Determination is not an action and can be done at any time, although some benefits might not take effect until it is your character's panel. Some effects of activating a quality—such as insight or retcons from advantage—can take place outside of your character's panel, and even if your character is unable to take action at all.

Leadership

The Leadership specialty (see **Specialties**) allows a team's leader to **grant an additional Determination Point to teammates per level in the specialty per issue**. The amount of Determination a leader can grant renews at the start of each issue, just like characters' personal Determination.

If there is a change in leadership during play, subtract the amount of DP the previous leader provided during that issue from the amount the new leader is able to provide.

Damage

Slamming

If an attack achieves a potential **slam** outcome and inflicts 0 or more Stamina damage to the target, after resistance, test the full damage level against the target's Strength. Attacks inflicting less than 0 damage cannot slam a target.

Failure or Marginal Success means no effect from the slam.

Moderate Success knocks the target prone. Getting back up is the target's move action for the next panel.

Major or Massive Success sends the target flying out to the next range, typically from close to extended range. The target must spend the next panel getting up and can perform no other actions. If there's an obstacle along the way, and the attacker's damage is greater than the obstacle's Material level (see the **Benchmarks Table**), the target is knocked *through* it. Otherwise the target hits the obstacle and stops.

Stunning

If an attack achieves a potential **stun** outcome and inflicts 0 or more Stamina damage to the target, after resistance, test the full damage level against the target's Strength. Attacks inflicting less than 0 damage cannot stun a target.

Failure or Marginal Success means no effect from the stun.

Moderate Success stuns the target for 1 page, during which the character cannot act.

Major or Massive Success reduces the target's Stamina to 0 and renders the character unconscious.

Injuring

The Game Master may wish to allow for the option of different possible effects for some types of damage (particularly stunning), substituting another offensive power, such as Affliction, Binding, or Dazzle to represent a particular kind of attack or injury. This may be the player's choice, whenever that outcome is achieved, or something that must be declared before the attack test, with a suitable modifier, such as +2 difficulty. At the Game Master's option, characters who have taken a significant beating (particularly if they have suffered a significant slam or stun outcome or lost Strength levels) may have trouble from their injuries, ranging from a concussion to broken bones, lacerations, and numerous other conditions. Such injuries can be treated as a **temporary quality**, which the GM can activate to cause **trouble**, awarding the hero's player Determination for the difficulties associated with, say, trying to concentrate with a concussion, or swing from the rooftops with a dislocated shoulder. Recovery eliminates the injury quality and the potential trouble it causes.