

## Qualities

### Activating Qualities

Qualities are activated in the form of the following type of statement, naming both the quality to be activated and the advantage or trouble it creates: “Because of (quality), I get (advantage/trouble)” or “I have (advantage/ trouble), because (quality).”

Qualities can be activated in any of the following ways:

**Determination:** Spend a Determination Point to activate the quality (see **Determination Points** under **Determination**, following).

**Maneuvers:** Take an action and make a test with a suitable ability, either against the appropriate ability of a target or a difficulty set by the GM. With a moderate or better success, you activate the quality (see **Maneuvering** for details).

**Tactics:** A character can choose to accept trouble (see **Trouble**, following) for the ability to activate a quality, such as accepting increased difficulty in defending against attacks in exchange for activating a quality to gain improved effort in making attacks (an “all-out attack” tactic).

**Free:** In some instances, activation of a quality is free, requiring no DP, action, or trade-off on the player’s part.

### Trouble

A quality can also be activated to cause **trouble** from the following list. Multiple qualities can cause additional trouble, including multiple instances of the same trouble, but only one per quality per page.

**Challenge:** Similar to a retcon (see **Advantage**), a challenge adds a new detail or element to the story that creates a problem for the character. It can range from a stray spark starting a fire to a rapidly weakening bridge or an unexpected visitor while you’re trying to change out of your costume and maintain your secret identity.

**Compulsion:** The character is required to act in a particular manner that page. Compulsions are usually due to strongly held beliefs, passionate goals, or deep-seated fears or hatreds, and represent the power those emotions have over people. They can also originate from outside influence.

**Disability:** The character loses use of an ability for that page, ranging from a power suddenly going out to an injury or other circumstance causing a loss of mobility, speech, a key sense like sight or hearing, or some similar disability. It can also include an ability not functioning as it normally should, such as a defensive power overcome by an unusual effect (“That *hurt* me ... but how?”).

**Increased Difficulty:** The character suffers a +2 increase to the difficulty of a test.

**Lost Panel:** The character loses a panel due to distraction, momentary stunning, or the like.

### Learning & Creating Qualities

Learning or creating a quality is a maneuver, just like activating a quality: roll a test of the ability you’re using to learn or create the quality, against a difficulty based on the target’s appropriate ability, or a difficulty set by the GM:

**Failure** means you don’t learn about or create the quality you’re looking for, although you can try again.

**Marginal Success** reveals or creates the quality you’re looking for, but does not activate it. You must do that separately (see **Activating Qualities**)

**Moderate Success** reveals or creates the quality you’re looking for and allows you to activate it for free once.

**Major Success** is the same as a moderate success but you can activate the quality for free twice.

**Massive Success** is the same as a moderate success but you can activate the quality for free three times.

### Advantage

Once you activate a quality, you can gain an **advantage** from the following list. If you activate multiple qualities, you can gain multiple advantages, including multiple instances of the same advantage, but only one advantage per quality per page.

**Improved Effort:** Increase the effort of your test by +2.

**Insight:** Get a clue or hint from the Game Master about a subject of your choice.

**Push Ability:** Increase an ability (attribute or power) of your choice by 1 level for one page.

**Recover:** Regain Stamina equal to the higher of your Strength or Willpower or eliminate the ongoing effects of a power, as specified in the power description.

**Retcon:** “Retcon” is short for “retroactive continuity.” An advantage lets you retroactively change some element of the story in an explainable way, such as adding details or revising them. The GM must approve all retcons, since the GM has to integrate them into the story. If the GM vetoes one, it doesn’t happen, but you retain the advantage and can use it elsewhere.

**Stunt:** You can perform a stunt.