

4D4 SKILLS & POWERS

Playtest Edition 0.4

Build abilities. Break rules on purpose.

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POWER



COMBO



DAMAGE



ARMOR

THE DICE ARE IN YOUR HANDS.

BEFORE YOU USE THIS BOOK

This book adds ability construction to the 4d4 Quick Start 0.5 and Expanded Rules 0.2. It restates the parts of the core roll that abilities touch. The current 4d4 Rules Kernel governs shared procedures. This book governs the printed details of Skills, Powers, Statuses, and ability-bearing items; a profile replaces the Kernel only when it explicitly names the replaced rule, timing, and scope.

PLAYTEST STATUS: UNPROVEN

Construction Points are an experimental authoring scaffold, not proof of balance and not a universal advancement currency. Exact odds calibrate activation prices; effect and interaction prices remain hypotheses for play. Risk labels are playtest warnings that make combinations discussable and identify what deserves isolated testing.

Multipliers, free reactions, permanent dice, wide areas, repeated Power recovery, and forced Axis effects can combine harder than their separate costs suggest. The 4Caster may raise a cost, narrow an effect, or refuse a combination before play begins.

STANDARD START

When using this book with Expanded character creation, choose two STANDARD Skills and one STANDARD Power. A MAJOR or APEX ability needs explicit campaign approval.

Existing Quick Start and Expanded abilities remain legal at their printed strength. Treat them as curated STANDARD abilities unless this book gives them another Risk label.

WHERE THIS BOOK FITS

QUICK START

The complete basic game: the core roll, all dice types, three characters, 4Caster procedures, and a playable adventure.

EXPANDED RULES

Character creation, directional special dice, recovery, tactical maps, scale, vehicles, groups, 4Caster tools, and Get That Scrap!

SKILLS AND POWERS

This book: ability language, construction checks, prebuilt libraries, status construction, ability-bearing items, and optional design modules.

SETTINGS AND 4CASTS

A 4Cast may add setting categories, special costs, equipment, Powers, Skills, statuses, subcharts, NPCs, and adventures. It should state every departure from this common builder.

THE 4CASTER'S TOOLBOX

The 4Caster's Toolbox uses this library language for Agents, Scene abilities, 3 and 4 effects, scenarios, and campaign procedures without inventing every ability from nothing.

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The original examples remain intact. The expanded libraries and 0.4 reliability galleries add eighty Skills and eighty Powers with complete activation, counterplay, construction review, risk, and reskin notes.

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USING THIS EXPANDED LIBRARY

This edition contains ninety-four Skills, one hundred four Powers, and seventy-two named Statuses, plus the BOOST directional-operation template. It is a catalog for play and a pile of examples to steal from. Nothing in the added page count proves the balance.

WHAT THIS BOOK ASSUMES

- The Quick Start activation and contest sequence remains unchanged unless a rule says REPLACEMENT.
- One participant declares at most one active Skill or Power per action or reaction.
- Damage and Armor cancel before a Pattern is checked or paid.
- Pattern payment happens before dice are divided into Clusters and Stragglers.
- **Combo Dice** help Patterns but never enter the contest.
- Ready **Power Dice** may be rolled voluntarily on any action or reaction without activating a Power. They join Clusters, Stragglers, and tie value. An Active Power normally activates through a typed P result; only a labeled replacement exception using RESERVED may replace it.
- Tie value is the sum of every die inside the chosen retained Clusters. A Help Cluster adds one Cluster and zero tie value.
- Powers do exactly what they say. Skills also establish a field of competency.
- Printed Timing governs when an activated Effect resolves.
- Words in capitals are rules terms.

HOW TO SEARCH

Use the PDF bookmarks for one bookmark per authored page. Library index pages group entries by Category, family, Axis, Mode, Status family, and common table job. Search the PDF for an exact rules label such as **Pattern:**, **Counterplay:**, **Conversion:**, or **Synergy Watch:**.

USE WHAT FITS

A 4Cast may restrict genres, Power families, Status families, or equipment assumptions. Reskin first. Change mechanics only when the setting needs a different procedure, and label that change clearly.

I. SKILLS CHANGE HOW YOU INTERACT

A Skill is a field of exceptional competency. It says what the character is known for, what specialized work they can attempt reliably, and which signature moves belong to that expertise.

SHOOTING: PISTOLS is not only permission to attack. It can cover clearing a jam, judging a weapon, recognizing ammunition, maintaining a sidearm, or noticing that a supposed pistol has been altered. The action still uses an honest Axis and still needs tools, access, and time when the fiction requires them.

Every Skill has:

- A Category that establishes training.
- A Specialty that gives the Skill its identity.
- A trained Axis or short Axis list.
- One or more signature moves.

The Category is always active. A signature move activates only when its printed Pattern, Timing, Requirement, and Effect are satisfied.



RECOMMENDED CHASSIS: 4 / 3 / 3 / 2 - EACH AXIS 2 TO 4

Procedure is ready to test. Balance is not certified.

SKILL ANATOMY

SHOOTING: PISTOLS [SKILL] [S] - STANDARD

Category: Shooting. Specialty: Pistols.

Training: Firearm use, care, assessment, and ordinary pistol techniques.

MOVE NAME [DECLARED OR OPEN]

Pattern: Results and SPEND or TRIGGER.

Timing: Action, reaction, success, failure, or regardless.

Requirement: Equipment, position, target, charge, or other limit.

Effect: The exact exception.

TRAINED AND UNTRAINED

When a Skill Category clearly applies, commit **Normal Dice** up to the chosen Axis as usual. The Skill's listed Axis is a practiced default when the described method supports it. A different honest Axis may still be required.

Without a relevant Skill, a plausible specialized action is **UNTRAINED**: choose an honest Axis, halve its **Normal Dice** commitment cap, round down, minimum 1. Combo and **Power Dice** remain outside that cap. After this halving, apply temporary cap modifiers through the source-agnostic cap formula below. The 4Caster may rule that expert tools, access, or knowledge are still required.

OPTIONAL: A table that does not want training gates may ignore the Untrained reduction. Categories still grant fictional competency and signature moves.

POWERS CHANGE WHAT IS POSSIBLE

A Power is a precise exception to the laws or procedures of the world. It may teleport, regenerate, poison an attacker, alter Scale, speak through dreams, or make Armor behave differently.

A Power grants no competency beyond its printed effect. Regeneration cannot diagnose an illness. Teleport does not teach geography. Fire Ball does not make the user trained in ordinary weapons, intimidation, or fire science.

ACTIVE POWERS

An Active Power must be declared before its roll. Unless it prints a scoped replacement exception from this book, its Pattern must include and satisfy at least one typed P result from a Ready **Power Die**. Ready **Power Dice** may also be rolled voluntarily without declaring a Power; doing so adds action dice but activates no Power by itself.

PASSIVE POWERS

A Passive Power happens when its printed condition is true. It requires no action and no **Power Die** unless it explicitly calls for a **POWER TEST** or spends a reserve. A **POWER TEST** states whether it may be paid without a **Normal Die** and never creates Clusters, Stragglers, or a contest unless it says otherwise. Passive is not permission to add a hidden second effect.

Powers are action-only by default. A Power must print REACTION before it may be used in a reaction window.

ONE CORE ROLL - FIVE DIFFERENT JOBS

				
NORMAL	COMBO	POWER	DAMAGE	ARMOR
POOL	PATTERN	FULL DIE	CANCEL	CANCEL
TURN	ROUND	TURN	PERSIST	PERSIST

Combo never enters the contest. Damage and Armor only cancel.

POWER ANATOMY

TELEPORT [**POWER**] [E] - STANDARD

Mode: ACTIVE.

Pattern: P1 + 1. SPEND.

Timing: REGARDLESS. ACTION ONLY.

Target: Self. Range: 40 feet.

Effect: Move to an unoccupied point the user can perceive within range.

Every Power states:

- **Mode:** ACTIVE or PASSIVE.
- Axis for a rolled Power, if any.
- Pattern and SPEND or TRIGGER for an Active Power.
- Timing, including REACTION permission when present.
- Target, range, area, and duration.
- Exact effect and any saving procedure.
- Requirements, charges, cooldowns, or drawbacks.

An Active Power may include untyped Pattern results in addition to its required Power result. Normal or **Power Dice** may satisfy untyped results.

Combo Dice may fill untyped missing results. A **Combo Die** can never fill a typed P result.

A Passive Power cannot use **Combo Dice** for its Trigger. It rolls or spends **Power Dice** only when its text explicitly says **POWER TEST** or **POWER COST**. This does not stop its owner from rolling **Power Dice** voluntarily on an unrelated action or reaction.

ACTIONS, REACTIONS, AND OPEN MOVES

SKILLS

A Skill Category is always active. A signature move is usable on an action or a plausible reaction unless it says ACTION ONLY or REACTION ONLY.

DECLARED means name the move before rolling. It may use **Combo Dice** and voluntarily rolled **Power Dice**.

OPEN means invoke the move after seeing the uncanceled results but before Pattern division. An Open move cannot add Combo or **Power Dice** retroactively. It still counts as the participant's one active ability for that action or reaction.

POWERS

An Active Power is DECLARED and ACTION ONLY unless it explicitly says REACTION. A Passive Power waits for its Trigger and does not consume the one active ability unless it starts a roll.

REACTION REQUIREMENT

A REACTION normally commits at least one Ready **Normal Die**. A Power may explicitly say ZERO-NORMAL REACTION; that permission applies only when its typed P Pattern can be paid with Ready **Power Dice** and any legal untyped support. Permission alone never creates Ready dice.

A direct defensive REACTION contributes its retained Clusters to the defending side. A support or interference REACTION consumes that participant's unused action opportunity for the current Round and contributes retained Clusters to its chosen side. Support and interference never deal ordinary Margin harm; ordinary harm comes from the original acting roll. Their printed ability Effects still resolve at their printed Timing.

NO NESTED REACTIONS

An ability used during a REACTION never opens another REACTION. It resolves inside the current exchange's existing reaction sequence. A rare profile may print SECOND ENTRY to let the same participant enter a later checkpoint in that sequence after already reacting; this creates no new window, grants no answer to a reaction, and is always APEX and RED FLAG. Without SECOND ENTRY, one participant enters an exchange's reaction sequence at most once.

SHARED ACTION-ECONOMY CEILING

A participant can gain no more than one additional action opportunity for itself from abilities during a shared Turn. Unless its source says otherwise, that additional opportunity is proactive only: it may Act or pass, never help or interfere. During one Round, no more than one ability-created opportunity may resolve across that participant's own additional opportunities and every ability-created Agent it controls. Every action or support opportunity taken by an ability-created Agent counts against this ceiling, including an ordinary Agent opportunity in a later Round. Entering play or changing control during the Round does not reset this limit. A newly created or transferred Agent takes its controller's place for entry timing; on or after that opportunity it counts as passed unless a printed immediate exception spends the shared ability-created ceiling. An additional opportunity cannot grant, transfer, copy, or activate another additional opportunity, and an ability-created Agent cannot receive extra opportunities. Ordinary Agents already present in a Scene are not ability-created Agents.

CANONICAL ABILITY NOTATION

Write the die type before a required result.

1 - a surviving Normal or **Power Die** showing 1.

P1 - a **Power Die** showing 1.

C1 - a **Combo Die** showing 1.

D1 - a rolled **Damage Die** showing 1.

A1 - a rolled **Armor Die** showing 1.

D x2 - two applicable **Damage Dice**, regardless of faces.

A x1 - one applicable **Armor Die**, regardless of face.

Damage and Armor results never become Pattern dice. A RIDER may read their faces or count after they perform their normal cancellation job. A Rider does not rescue a Pattern that cancellation already broke.

Use + between typed and untyped requirements: P1 + 1, 1. Use OR between complete alternatives. Use Any pair, Any triple, or an exact list. A repeated Pattern such as 1, 1 + 1, 1 means two separate pairs. A held die never becomes part of a rolled Pattern. HELD COST is an explicitly printed alternative activation cost: spend the named held Straggler at the ability's checkpoint instead of satisfying its rolled Pattern. The underlying action or reaction still commits its normal minimum, rolls, and resolves, but the held die does not join that roll, form a Cluster, satisfy another ability, or count as its required non-Combo result.

N1, N2, N3, and N4 require one surviving **Normal Die** showing that exact face. Power and **Combo Dice** cannot fill an N requirement. **POST-DIVISION COST:** STRAGGLER X is paid only after complete legal division from a genuine leftover of the current roll. That die cannot also Cluster, contribute tie value, Help, be held, resolve as a Scene 3 or 4, or pay another cost unless the profile explicitly says SCENE EFFECT ALSO RESOLVES. Paying it opens no new reaction window.

After Pattern payment, divide the remaining Normal and **Power Dice**. Tie value is the sum of every die inside the chosen retained Clusters. A Help Cluster counts as one Cluster and has tie value 0.

Write feet for narrative range and cells for tactical range when both matter: 40 feet / 4 cells.

ONE CORE ROLL - FIVE DIFFERENT JOBS



NORMAL

POOL

TURN



COMBO

PATTERN

ROUND



POWER

FULL DIE

TURN



DAMAGE

CANCEL

PERSIST



ARMOR

CANCEL

PERSIST

Combo never enters the contest. Damage and Armor only cancel.

2. BUILD ABILITIES WITH CONSTRUCTION POINTS

Construction Points, or CP, make the 0.4 builder a real point-buy procedure for authored Skills, Skill abilities, Powers, and Statuses. Every mechanical permission receives a component price. Add the components, apply only real Limitation rebates, map the total to a Tier, and then assign a separate Risk label.

CP is an authoring and comparison scaffold. A 4Cast decides whether its characters spend experience, milestones, money, downtime, favors, or another currency to acquire a finished profile. It may use CP as an advancement cost, but that choice is setting-specific and must be printed.

A legal build states its Pattern or post-division payment, Timing, Effect, Scope and Target, Range, Duration, Exceptions, Stacking, Requirements, counterplay, CP arithmetic, Tier, and Risk. CP cannot make an illegal loop legal.

The values in this edition are experimental. Activation prices use exact d4 probabilities and measured opportunity costs. Effects, graph control, recovery, and combinations still need table evidence.

PATTERN RELIABILITY

Pattern reliability is priced through Activation/Reliability CP and also informs Risk. Any pair is common. A specific pair or split pair is narrower. A triple, exact sequence, or four matching faces is progressively less reliable.

On four ordinary d4 before cancellation, Any pair appears 90.625% of the time; 1,1 appears 26.172%; 1,2 appears 42.969%; Any triple appears 20.312%; one named triple such as 1,1,1 appears 5.078%; 1,2,3 appears 23.438%; 1,2,3,4 appears 9.375%; Any four-match appears 1.562%; and four 1s appears 0.391%.

These are calibration numbers, not promises. Axis caps, Ready dice, Power requirements, Combo support, Damage, Armor, and voluntary Pattern division change real table frequency.

CP TIER BANDS AND REVIEW

Construction Points price an authored profile. They are not experience points, levels, treasure, or a universal advancement currency. A 4Cast decides how characters acquire finished profiles. The default start still chooses two STANDARD Skills and one STANDARD Power.

A complete Skill, Power, or Status construction costs at least 1 CP.

- **MINOR:** 1-5 CP. One narrow trick or support procedure.
- **STANDARD:** 6-10 CP. A normal starting profile with a bounded job.
- **MAJOR:** 11-16 CP. Broad authority, a strong combination, or campaign-facing reach. Table approval.
- **APEX:** 17+ CP. Action creation, severe rule control, large multipliers, or several strong modules together. Deliberate campaign approval.

CP establishes the Tier band. Risk is a separate interaction judgment:

- **BASELINE:** ordinary timing and bounded effects with familiar counterplay.
- **WATCH:** exact text is executable, but reliability or combinations need focused testing.
- **RED FLAG:** likely to multiply actions, remove choices, bypass defenses, loop resources, or suppress consequences.

A low-CP build can still be RED FLAG. A high-CP build can be readable and fair. Neither CP nor Risk proves balance.

THE CP FORMULA

For every complete construction, write one arithmetic line:

TOTAL CP = Shell + Effect + Scope/Target + Range + Duration + Timing + Activation/Reliability + Exceptions + Stacking - Limitations

No category is silently free. Write +0 when the baseline truly applies. Exceptions include graph manipulation, Damage and Armor rules, action economy, reserve recovery, conversions, special dice, Scale, and other rule changes. Stacking separately prices caps, repeats, multiple-source addition, and spread.

1. Add every positive category to find the positive subtotal.
2. Add every genuine Limitation rebate requested.
3. Cap the applied rebate at half the positive subtotal, rounded down.
4. Subtract only the applied rebate.
5. Raise a result below 1 to 1 CP.
6. Map the total to a Tier, then assign BASELINE, WATCH, or RED FLAG from the whole combination.

A component already counted in one category is not counted again under a different name. Range and area remain separate because a distant effect and a wide effect create different pressure.

CP is calibrated from exact activation odds where those odds are known. Effect and interaction prices are design estimates. This is an experimental authoring scaffold intended to make revisions comparable, not a mathematical certificate.

ACTIVATION AND RELIABILITY CP

Price the complete activation payment, then apply its modifiers. The N1-N4 and typed single-Power-face prices use direct opportunity evidence. Multi-result entries use broad reliability bands; identical CP values mean the same experimental bracket, not equal odds.

- One specific four-match, such as 1,1,1,1: +0 CP.
- Any four matching faces: +0 CP.
- One exact four-distinct-result sequence, such as 1,2,3,4: +1 CP.
- One specific triple, such as 1,1,1: +0 CP.
- Any triple: +1 CP.
- One exact three-distinct-result sequence, such as 1,2,3: +1 CP.
- One specific pair, such as 1,1: +1 CP.
- Two distinct exact results, such as 1,2: +2 CP.
- Typed P1, P2, P3, or P4. **SPEND**: +1 CP.
- Any pair: +2 CP.
- **POST-DIVISION COST**: STRAGGLER 3 or 4, replacing its Scene **effect**: +2 CP.
- **POST-DIVISION COST**: STRAGGLER 1 or 2, replacing Hold or Help: +3 CP.
- N4. **SPEND**: +3 CP.
- N2. **SPEND** or N3. **SPEND**: +4 CP.
- N1. **SPEND**: +5 CP.

Modifiers:

- **TRIGGER** instead of **SPEND**: +2 CP.
- **OPEN** selection after seeing the roll: +1 CP.
- A paid Scene 3 or 4 also resolves normally: +2 CP.
- Once per Turn: -1 CP only when it prevents an otherwise legal second activation during the same Turn.
- Once per scene: -2 CP only when it is stricter than the profile's dice, action, Charge, and access limits.
- A naturally one-use ACTION ONLY Power with one **Power Die** receives no cadence rebate. The mandatory once-per-Turn safeguard on a Power exception also receives no automatic rebate.
- Activation/Reliability cannot fall below 0 CP.
- Any single face or any Straggler chosen after rolling is prohibited in the standard builder.

On 3d4, one named ordinary face appears on 57.81% of rolls. On 6d4, it appears on 82.20%. Typed P1 appears on 25% of rolls with one **Power Die**. On 3 Normal Dice, the conditional mean tie-value loss is 0.514 for spending N1 and 2.054 for spending N4. This is why N1 is easier to spare, while a 4 or Scene-facing Straggler carries a larger tactical sacrifice. On the 4-Normal-d4 pre-cancellation baseline, 1,2 appears 42.969% versus 26.172% for 1,1; 1,2,3 appears 23.438% versus 5.078% for one named matching triple; and 1,2,3,4 appears 9.375% versus 0.391% for one named matching quad. A matching payment consumes a Cluster; a distinct sequence consumes Stragglers; Any pair appears 90.625% but always consumes a Cluster. Other Pool sizes and die types are WATCH unless they print dedicated evidence.

COMPOUND AND TYPED ACTIVATION MODULES

These modules extend the common activation table to syntax already used by the library. They are experimental brackets unless a profile prints dedicated probability evidence.

TYPED SPECIAL-DIE RESULTS

- P $\times 1$, one **Power Die** showing any face. **SPEND**: +2 Activation CP.
- Each additional required P $\times 1$ beyond the first reduces that component by 1 CP, minimum 0; the Power reserve requirement remains a real Gate.
- C1, one **Combo Die** showing a named face: +1 CP.
- C $\times 1$, one **Combo Die** showing any face: +2 CP.
- Each additional required C $\times 1$ beyond the first reduces that component by 1 CP, minimum 0.
- A named D1 or A1 Rider read from an applicable automatic die: +1 CP.
- An any-face Damage or Armor Rider: +2 CP.
- A threshold based on two or more applicable Damage or **Armor Dice**: use the nearest Rider price, add +1 for each additional required die, and mark WATCH.

Damage and Armor Riders never make those dice Pattern dice and never Spend them. Combo still requires one surviving Normal or Power result unless a printed replacement says otherwise.

COMPOUND PAYMENTS

For P1 + 1, 1, C1 + N4, and similar AND Patterns, price the highest component, then subtract 1 CP for each additional independent simultaneously required component, minimum 0. Do not add component prices: requiring both makes activation less reliable, not more permissive. A dedicated exact probability may replace this bracket if the evidence and Pool assumptions are printed.

For OR alternatives, use the highest alternative cost and add +1 CP per additional alternative. Add OPEN only when the profile chooses the alternative after seeing results. An OR set that becomes any-face or any-Straggler is prohibited. A rare syntax with no listed analogue is UNPRICED and RED FLAG until a 4Cast assigns a module.

HELD, STATUS, CHARGE, AND PASSIVE ACTIVATION

HELD AND STATUS PAYMENTS

- Spend one previously held exact 1 or 2: +1 Activation CP.
- Spend either held 1 or held 2 after choosing: +2 CP and OPEN.
- Extend a held die beyond its normal expiry: price the hold Effect and Duration separately.
- A Status Gate costs +0 positive CP. It may rebate -1 Limitation CP only when the opposition can attack it and absence genuinely prevents activation.
- Spend one scarce Status pip: -1 Limitation CP; spend two or more: at most -2 CP, always subject to the half-subtotal rebate cap.
- Status output created in the exchange remains locked and cannot pay the same exchange's Gate or Cost.

HELD COST and STATUS COST are payments, not Patterns. Name owner, scope, face or pip count, checkpoint, and whether failure consumes the resource.

CHARGES AND PASSIVES

- Automatic active use with a finite Charge and no roll: +4 Activation CP, then apply the Charge Limitation.
- Narrow Passive event no more than once per scene: +2 CP.
- Common once-per-Round Passive **Trigger**: +4 CP.
- Automatic Turn-start or Turn-refresh **Trigger**: +5 CP.
- Always-on Passive permission: +6 CP plus Duration and at least WATCH.
- A Passive **POWER** TEST uses the typed P or P x1 module and creates no contest unless printed.

TRIGGER +2 still applies when a rolled Pattern remains in the contest. Do not add it to a purely fictional Passive condition that rolls no Pattern. An unknown or table-controlled trigger is UNPRICED until its frequency and timing are stated.

LIBRARY-SPECIFIC CP MODULES

Use these common modules when a profile touches existing 0.3/0.4 library machinery.

- Add one Help Cluster with tie value 0: +2 Effect CP. Add +1 tie value to it: +1 Exception CP; use a die's full face as Help tie value: +3 and WATCH.
- Reroll one die and keep the new result: +2 Exceptions CP. Choose old or new: +3. Set one die to a fixed face before division: +4 and WATCH. Revise after comparison: +5 plus checkpoint Timing and RED FLAG.
- Permanently add **COMBO 1**: +6 Exceptions CP; **POWER 1**: +10; one directional **Armor Die**: +8. Each is campaign-facing and RED FLAG. Returning a Spent die uses Reserve Recovery instead. Permanent removal is UNPRICED and belongs to campaign consequences.
- Hold one 1 or 2 past Round end: +2 Exceptions CP plus Duration. Delay one Scene 3 or 4: +2. Reverse which side receives a Scene 3 or 4: +3. Replace it with an opposite **effect**: +4 and WATCH.
- Shift Scale by one step for one **Effect**: +3 Exceptions CP. Add Duration for persistence. Ignore Scale entirely: +6 and RED FLAG.
- Move one ordinary clock segment: +1 Effect CP. Move an additional segment: +2. Reverse a clock segment: +2. Bypass a printed threshold or consequence: +4 and WATCH.
- Treat one Bound special die as Open for a roll: +1 Exceptions CP. Rebind or redirect one special die: +1. Ignore all binding for a scene: +2 plus Duration and WATCH.
- Copy another Pattern without copying its **Effect**: +2 Exceptions CP and use the copied Pattern's Activation CP. Choose the copied Pattern after rolling: add OPEN. Copying the Effect prices that Effect again.
- An ability-created Agent costs +8 for its action opportunity shell. A separate Pool costs +6 plus +1 per four Pool dice and WATCH. Each move, Axis permission, subchart, reserve, and Effect is priced separately.

If no module or nearest priced permission fits, the feature costs nothing only because it is not legal yet: mark it UNPRICED / RED FLAG and assign a module before play. Do not call an unknown permission +0.

EFFECT CP

Price the mechanical change before pricing who receives it, how far it reaches, or how long it lasts.

- Cosmetic description with no permission or mechanical change: +0 CP.
- Narrow information, positioning, access, or utility permission: +1 CP.
- Apply, clear, move, or convert one ordinary Status pip: +1 CP.
- Apply or clear two ordinary pips as one **effect**: +2 CP.
- Meaningful permission or denial that answers one standard obstacle: +2 CP.
- Automatic bypass of a standard obstacle without a contest: +3 CP.
- Remove a normal choice, rewrite one core comparison rule, or impose hard denial: +4 CP.
- Copy or repeat another priced **Effect**: price the copied Effect again before any repeat modifier.

Ordinary Margin harm created by the underlying successful action costs +0 here. Extra harm is priced under Exceptions.

A profile may combine several effects. Add each distinct mechanical output. Applying EXPOSED and moving the target are two effects. Describing the same movement as dramatic is not another effect.

Information never silently grants access, control, movement, or immunity. Permission never silently supplies facts. Each additional kind of authority is another priced Effect.

SCOPE, TARGET, RANGE, AND DURATION CP

SCOPE AND TARGET

- Self or one named target type declared before rolling: +0 CP.
- Choose self or another eligible target at declaration: +1 CP.
- Each additional independent **target**: +1 CP.
- One small group, Agent roster, or linked team: +3 CP.
- One area up to 20 feet / 2 cells across: +3 CP.
- Scene-wide or every eligible participant: +6 CP.
- Double an already priced area's diameter: +1 CP each time.

RANGE

- Self, touch, or occupied position: +0 CP.
- Up to 40 feet / 4 cells: +1 CP.
- Up to 120 feet / 12 cells: +2 CP.
- Line of sight: +3 CP.
- Remote, cross-scene, or anywhere a named link reaches: +5 CP.

DURATION

- Instant, current roll, or current exchange: +0 CP.
- Until Round end: +1 CP.
- Through the next shared Turn refresh: +2 CP.
- Until scene end: +4 CP.
- Persistent with a printed ordinary Fade or counteraction: +5 CP.
- Indefinite without an ordinary **Fade**: +8 CP and RED FLAG.

Price only the longest mechanical duration. A Status that lasts to scene end uses +4 even when it cannot gain more pips during the exchange that created it.

TIMING AND REACTION CP

- Proactive action at ordinary resolution: +0 CP.
- Ordinary reaction permission: +1 CP.
- POST-DIVISION reaction or cost checkpoint: +1 CP.
- PRE-PATTERN before or after **Armor**: +3 CP.
- POST-COMPARISON after harm is stated: +3 CP.
- DEATH reaction: +4 CP.
- SECOND ENTRY into a later checkpoint: +6 CP and RED FLAG.
- ZERO-NORMAL permission: +2 CP under Exceptions.
- Mandatory Passive **Trigger**: use the activation TRIGGER modifier and price its checkpoint here.

A reaction still uses the one reaction sequence. A reaction never creates another window. Timing CP buys access to a checkpoint, not an extra action, extra entry, or automatic success.

If a profile can choose between two checkpoints after seeing the roll, price the more expensive checkpoint and add OPEN +1. If it declares one checkpoint before rolling, price only that checkpoint.

GRAPH, HARM, ARMOR, AND ACTION CP

Price each rule change under Exceptions.

AXIS AND GRAPH

- Raise or lower one commitment cap by 1 for one roll: +1 CP.
- Force one legal defense Axis for one exchange: +2 CP.
- Redirect one existing directional die or Status: +2 CP.
- Change one printed cardinal rating by 1 and recalculate composites: +3 CP.
- Persistent forced defense or rating change: add Duration and at least WATCH.
- Forced Axis plus same-Axis Damage, penalty, or **BACKLASH**: RED FLAG.

DAMAGE AND ARMOR

- Add exactly 1 flat Damage after a normal success: +2 CP.
- Roll 1d4 extra **Damage**: +4 CP.
- Multiply Damage by x2: +4 CP; each further doubling adds +4 CP.
- Add, break, or redirect one Armor result: +2 CP.
- Bypass Armor in one named direction: +4 CP.
- Bypass all **Armor**: +7 CP and RED FLAG.
- Remove one existing **Damage Die**: +3 CP.
- Move one **Damage Die** to another direction without healing it: +2 CP.

ACTION ECONOMY

- Create one additional action or support opportunity: +8 CP and RED FLAG.
- Create an Agent that may act: +8 CP plus every permission on the Agent.
- An extra reaction entry uses SECOND ENTRY pricing, not action pricing.

RESOURCES, CONVERSIONS, AND STACKING CP

RESERVE RECOVERY

Return one Spent die to Ready:

- Normal: +1 CP.
- **Combo**: +2 CP.
- **Power**: +4 CP.
- Armor never becomes Spent and cannot use this module.

Repeated recovery adds the relevant Duration or repeat price and is at least WATCH. Recovery that can repay its own activation is RED FLAG.

CONVERSION

- Remove 2 Status pips to apply 1 different pip: +1 CP.
- Convert one die state or reserve type at 1:1: +2 CP.
- Improve a printed ratio or create more output than input: +3 CP.
- CASCADE, exactly one printed second conversion: +4 CP and RED FLAG.
- Unbounded conversion chains are prohibited.

STACKING AND REPEAT

- Same source may stack to cap 2: +1 CP.
- Same source may stack to cap 3: +2 CP.
- Distinct sources may add rather than use strongest-only: +2 CP.
- Effect may resolve more than once per Round: +3 CP.
- Uncapped pips, modifiers, targets, or repeats are prohibited.

A cap is not a Duration. Price both. Stacking is its own formula category, not an Exception and not part of Effect CP. Conversion output remains locked from satisfying another Gate, Trigger, or conversion unless CASCADE explicitly permits its one second step.

LIMITATIONS, REFUNDS, AND COUNTERPLAY

A Limitation receives a rebate only when it can prevent use or materially expose the user.

- Specific common item, position, access, or **Status Gate**: -1 CP.
- Spend one finite Charge, ammunition unit, or consumable: -1 CP.
- Require two distinct cooperating participants: -2 CP.
- Apply one Strain or one bounded adverse Status pip to the user: -1 CP.
- Apply one **Damage Die** to the user: -2 CP.
- Exclude a useful target class or direction: -1 CP.
- A readily available counteraction can undo the effect before it matters: -1 CP.
- Severe, likely fallout under the table's control: -2 CP.

No rebate for color, inconvenience, a condition that is nearly automatic, ordinary defense, or counterplay already required by the base rules. Once-per-Turn and once-per-scene cadence are already priced under Activation and cannot be refunded again. The set-aside **Power Die** required by a Power exception is part of that exception and earns no rebate.

Add requested rebates, then apply no more than half the positive subtotal, rounded down. Extra Limitations beyond the cap may still make the fiction better; they simply do not reduce CP.

Every MAJOR or APEX profile needs visible counterplay. A RED FLAG profile needs a named isolated test before ordinary campaign use.

BUILD A SKILL SHELL WITH CP

A Skill shell prices lasting competency. Its signature abilities are separate constructions attached to it.

CATEGORY BREADTH

- Narrow **Category**: +1 Shell CP.
- Standard **Category**: +2 Shell CP.
- Broad **Category**: +4 Shell CP and table approval.

One practiced Axis is included. Add:

- Second adjacent **Axis**: +1 Shell CP.
- Second nonadjacent **Axis**: +2 Shell CP.
- Choose any legal Axis after declaration: +3 Shell CP and at least WATCH.

Write the Category, Specialty, trained interactions, practiced Axis, tool and access assumptions, and what the shell does not grant. The shell permits exceptional interaction; it does not create automatic success.

Then build one or more signature abilities. Calculate each move independently before assembling the package:

SKILL PACKAGE CP = Shell CP + final Move 1 CP + final Move 2 CP + ...

Each move has its own positive subtotal, Limitation rebate cap, 1 CP minimum, Tier, and Risk. A move's Limitations never rebate the Shell or another move. Charge the Shell exactly once. Map the package total to a Tier and use the highest Risk among its parts.

A character may learn a later move for that move's printed final CP when its 4Cast permits advancement. The 4Cast decides how that CP relates, if at all, to its advancement currency.

BUILD A SKILL ABILITY WITH CP

1. Name the move and whether it is DECLARED, OPEN, or REACTION.
2. Write Pattern payment or a genuine POST-DIVISION COST.
3. Price Activation/Reliability.
4. Write and price Effect, Scope/Target, Range, Duration, and Timing.
5. Price every graph, harm, Armor, recovery, conversion, stacking, or action Exception.
6. Write real Requirements and counterplay.
7. Apply only eligible Limitation rebates to this move's own subtotal. They never reduce Shell CP.
8. Print SHELL CP, each MOVE CP, PACKAGE CP, Tier, and Risk.

A Skill ability may use N1 through N4, typed P, Combo-supported Patterns, or current-roll Stragglers exactly as printed. Category competency does not waive the payment.

If one move grants another move, price both and the access relationship. If several moves share one Charge pool, price the Charge limitation once on each move that actually consumes it; do not refund merely for sharing the name of a resource.

WORKED MULTI-MOVE CP PACKAGE

FIELD HACKER [SKILL] [SW]

Shell: Narrow Hacking competency for directly accessed local devices. One practiced Axis.

SHELL CP: +1 narrow Shell = 1 CP.

FAST HANDSHAKE [DECLARED]

Pattern: N1. SPEND. **Timing:** ON SUCCESS. ACTION ONLY. Once per Turn.

Effect: Apply HACK [DEVICE] (1) after ICE to one touched or directly cabled device.

Requirement: The user has physical access or a direct cable.

MOVE 1 CP: +2 HACK Delivery CP +4 N1 with materially restrictive once-per-Turn cadence -1 access Gate = 5 CP. MINOR / WATCH.

CUT THE LOOP [DECLARED]

Pattern: N4. SPEND. **Timing:** ON SUCCESS. ACTION ONLY. Once per Turn.

Effect: Remove 1 ICE pip from the directly accessed system.

Requirement: The same physical access or direct cable.

MOVE 2 CP: +1 clear-pip Effect +2 N4 with materially restrictive once-per-Turn cadence -1 access Gate = 2 CP. MINOR / BASELINE.

PACKAGE CP: 1 Shell + 5 Move 1 + 2 Move 2 = 8 CP. STANDARD / WATCH.

A character who already owns the 6 CP one-move package may later purchase CUT THE LOOP for its printed 2 Move CP when the 4Cast's advancement procedure permits. The access limitation capped and reduced only its own move; it never rebated the Shell or FAST HANDSHAKE.

BUILD A POWER WITH CP

A Power prices one exception to the world's ordinary rules. It grants no competency beyond its Effect.

1. Write the exact exception and choose Active or Passive.
2. For an ordinary Active Power, require at least one typed P result.
3. Price Activation/Reliability and Timing.
4. Price every Effect, Scope/Target, Range, Duration, and Exception.
5. Write Power reserve, Charge, Gate, or other Requirements.
6. Apply eligible Limitation rebates and the refund cap.
7. Print CP, Tier, Risk, and concrete counterplay.

Typed P remains the standard for Active Powers unless a profile prints **NORMAL -FACE POWER EXCEPTION** or **STRAGGLER POWER EXCEPTION**. An exception adds +2 Exceptions CP and uses the RESERVED state.

Before rolling, move one Ready **Power Die** to RESERVED. A RESERVED die is neither Ready nor Spent, does not roll, and cannot react, pay, return, transfer, satisfy another profile, or be targeted by recovery or denial. It counts unavailable for the exchange. The chosen die must be legal for the profile's Axis; moving it to RESERVED never suspends Bound or source restrictions. On activation, move it from RESERVED to Spent. Only if activation fails, return it from RESERVED to Ready after the exchange. Declaring or attempting the exception marks its once-per-Turn use whether or not it activates; failure refunds only the die, not the cadence. The exception defaults to once per Turn and at least WATCH; that mandatory safeguard earns no automatic cadence rebate.

A Power exception combined with reaction timing, forced Axis, conversion, or suppression of a Scene 3/4 is RED FLAG. The exception does not permit a second active ability or a second reaction entry.

BUILD A STATUS WITH CP

A Status is a named, bounded state. Its Template CP and Delivery CP answer different questions and are never charged twice.

TEMPLATE CP = Effect + Duration + Stacking + Source/Spread + mechanical Exceptions - Counterplay Limitations

Template CP maps the Status definition to a Tier and Risk. It prices one pip's potency, the printed Fade or persistence, cap and stacking behavior, who may deliver it by default, automatic spread, inherent Axis/pool/Armor/resource rules, and ordinary resistance or cleanse.

DELIVERY CP PER PIP = per-pip Effect + inherent mechanical Exceptions

A Skill, Power, item, Agent, or Scene profile applying the unchanged Status imports Delivery CP per pip. It then pays its own Activation/Reliability, Timing, Scope/Target, Range, and delivery-specific Exceptions or Limitations. It does not repay the Status's Duration, Stacking, Source/Spread, or ordinary counterplay. If the delivery changes the Status's cap, Fade, behavior, resistance, or spread, price only that delta.

A generic +1 apply-pip Effect is legal only for an ordinary +1 Delivery CP Status. It cannot underprice Armor break, Axis manipulation, reserve denial, hard control, or harm.

PER-PIP POTENCY

- Evidence, permission, or one narrow Gate value per pip: +1 Effect CP.
- One cap, Axis, movement, access, or ordinary option modifier per pip: +2 Effect CP.
- Reserve denial, hard control, harm, or several linked changes per pip: +3 Effect CP and at least WATCH.

CAP AND PERSISTENCE

- Maximum 1 pip: +0 Stacking CP.
- Maximum 2 pips: +1 Stacking CP.
- Maximum 3 pips: +2 Stacking CP.
- Use the normal Duration table for **Fade**: exchange +0, Round +1, Turn +2, scene +4, persistent with ordinary Fade +5.
- Indefinite or uncapped is prohibited in the standard builder.

State whether reapplication adds pips, replaces the recorded subject, or uses strongest-only. Each extra pip delivered at once imports Delivery CP again unless the Status or module prints a different priced scale.

STATUS DELIVERY, GATES, AND CONVERSION CP

SOURCE, SPREAD, AND WHO MAY APPLY

A list of example Skills or Powers is illustrative unless the Template explicitly grants delivery permission.

- Only profiles that explicitly say they apply the Status: +0 Source/Spread CP.
- Any ability in one narrow Category may apply it: +1 CP.
- Any trained Skill in a broad family may apply it: +2 CP.
- Any ordinary action may apply it: +4 CP and WATCH.
- Each additional **target**: +1 Scope CP; group or area uses normal Scope pricing.
- Spread automatically from one subject to another: +3 CP; cascading spread +4 and RED FLAG.

AXIS, POOL, ARMOR, AND RESOURCE MANIPULATION

Price the per-pip potency, then add every inherent mechanical Exception to both Template CP and Delivery CP per pip. A pip that lowers one Axis cap pays +2 potency and +1 cap manipulation. EXPOSED pays +2 Armor-break potency and +2 Armor interaction. A reserve-denial pip pays +3 potency plus the matching Combo or Power denial.

GATES, BLOCKS, AND CONVERSION

- Status serves only as a Requirement for another **effect**: included in its +1 evidence/permission potency.
- Status blocks one named ability family or action: +2 Exceptions CP.
- Required or blocked threshold above 1 pip: +1 Exceptions CP.
- Convert 2 pips into 1 pip: +1 Exceptions CP; improved ratio +3; CASCADE +4 and RED FLAG.

CLEANSE AND RESISTANCE

Ordinary counteraction and normal resistance: +0 CP. Harder-than-ordinary cleanse: +2 Exceptions CP. No ordinary resistance: +2 Exceptions CP and WATCH. A clearly available narrow cleanse may rebate -1 CP under the normal cap.

Print Subject, Apply, Trigger, Effect, Fade, Stacking, Scope, Resistance, Cleanse, Conversion, who may apply it, Template CP, and Delivery CP per pip.

4CAST EXTENSION MODULES

A 4Cast may add priced modules without rewriting the common builder. Every module prints:

- Category name.
- CP price and whether it belongs to Effect, Scope/Target, Range, Duration, Timing, Activation/Reliability, Exceptions, or Limitations.
- Tags and eligible profile types.
- Stacking interaction.
- Counterplay.
- Evidence and Risk.
- Two complete priced examples using the module.

EXAMPLE: VEHICLE STATION

Category: VEHICLE STATION ACCESS.

CP: +2 Exceptions.

Tags: vehicle, facet, crew.

Rule: the profile may use one named controlled station chart instead of the user's personal Axis for its action; it creates no action and no separate Pool.

Stacking: one station per roll.

Counterplay: disable, seize, or separate the operator from the station.

Evidence/**Risk:** WATCH until tested with several operators.

Priced examples: a +6 CP STANDARD gunnery action becomes 8 CP; a 12 CP MAJOR shield reaction becomes 14 CP.

EXAMPLE: RITUAL CHORUS

Category: THREE-PERSON CHORUS.

CP: -2 Limitations, still subject to the half-subtotal rebate cap.

Tags: ritual, team, audible.

Rule: three distinct participants occupy named roles from declaration through resolution; silence, separation, or one participant withdrawing breaks activation.

Stacking: cannot satisfy another team rebate on the same profile.

Counterplay: disrupt a role or the shared channel.

Evidence/**Risk:** BASELINE requirement; the Effect may raise Risk.

Priced examples: an 11 CP ward becomes 9 CP STANDARD; an 18 CP scene ritual becomes 16 CP MAJOR.

SINGLE-FACE AND CURRENT-ROLL STRAGGLER ACTIVATION

N1, N2, N3, and N4 mean one surviving **Normal Die** showing that face. A **Power Die** or **Combo Die** cannot satisfy an N result. A single-face Pattern is checked and paid at the normal pre-division Pattern checkpoint. It is not a Straggler.

POST-DIVISION COST: STRAGGLER X means: declare the move before rolling; after Pattern payment, completely divide the remaining Normal and **Power Dice**; then spend exactly one just-divided Straggler showing X at POST-DIVISION. It contributes no Cluster or tie value, cannot be held or used again, and cannot satisfy another ability. A 1 or 2 payment replaces that die's ordinary Hold or Help use. A 3 or 4 payment replaces its Scene effect unless the profile explicitly prints SCENE EFFECT ALSO RESOLVES.

If the required Straggler does not exist, the ability does not activate and the underlying action or reaction continues normally. Paying the cost opens no new reaction window. A roll still owns only one active ability.

Typed P remains the ordinary requirement for every Active Power unless a profile prints NORMAL -FACE **POWER EXCEPTION** or STRAGGLER **POWER EXCEPTION**. Before rolling, move one Ready **Power Die** to RESERVED. The RESERVED die is neither Ready nor Spent, does not roll, and cannot react, pay, return, transfer, satisfy another profile, or be targeted by recovery or denial. It counts unavailable. The chosen die must be legal for the profile's Axis; moving it to RESERVED never suspends Bound or source restrictions. Move it to Spent only when the exception activates. Only after a failed activation, return it Ready at exchange end. Declaring or attempting the exception marks its once-per-Turn use whether or not it activates; failure refunds only the die, not the cadence. These exceptions default to once per Turn and at least WATCH.

OPEN OMEN AND PROTECTED-FACE PORTFOLIOS

Open Omen does not silently turn a DECLARED profile into an OPEN one. A protected N1-N4 or current-roll Straggler profile may be chosen after seeing results only through one of these models:

ONE OPEN PROFILE

Mark one protected-face profile OPEN and add +1 Activation CP to it. Choose it after seeing the roll. Every other protected profile remains DECLARED and must be chosen before rolling.

OMEN ARRAY

Assess one loadout surcharge across every protected face eligible for post-roll choice:

- One distinct N or Straggler face: +1 OMEN ARRAY CP and WATCH.
- Two distinct faces: +3 CP and WATCH.
- Three distinct faces: +6 CP and RED FLAG.
- All four faces: prohibited in the standard builder.

Count distinct face values across Normal-face and Straggler profiles; N1 plus Straggler 1 is one face, while N1 plus N4 is two. Pay the Array surcharge once and do not also add OPEN +1 to its members. A protected profile not in ONE OPEN PROFILE or the recorded OMEN ARRAY cannot be chosen on an Open Omen roll; use ordinary play or Omen Reading and declare it before rolling instead. An any-face or any-Straggler profile remains prohibited.

LOADOUT CP = sum owned Skill-package CP + standalone Power CP + other profile CP + OMEN ARRAY CP

Statuses are not normally owned profiles unless a 4Cast says otherwise. The loadout uses the highest Risk among its owned profiles and Array; it receives its own approval check. A 4Cast may set a Loadout CP budget or translate Loadout CP into its own advancement currency.

An ordinary [OPEN] move in ordinary play is still invoked after Armor cancellation at its usual pre-division checkpoint. On an Open Omen roll, an eligible ONE OPEN PROFILE or OMEN ARRAY member is selected during the post-roll action-declaration step, before the response; its Pattern is still checked and paid at the usual after-Armor checkpoint unless its printed Timing says otherwise.

A Power exception in either model must move its **Power Die** to RESERVED before the roll, before the result is known. Open Omen never makes RESERVED dice retroactively available. Record the Array on the character or Agent loadout so its post-roll menu is visible before play.

REACTION CHECKPOINTS

Every active response is a REACTION. A reaction must print one checkpoint. Printed Timing governs even when another general sequence would normally occur later.

PRE-PATTERN - After acting Damage cancellation and before the Pattern is checked or paid. The profile states whether it resolves before or after applicable Armor cancellation. Resolve the reaction's own roll through division, hold its Clusters for the later comparison, and apply only its printed early modification now.

POST-DIVISION - After Pattern payment and division, before leftover 3s and 4s resolve.

ORDINARY - After leftover 3s and 4s resolve, before Help and comparison.

POST-COMPARISON - After Margin and harm are stated, before that harm is applied.

DEATH - After a participant reaches its death threshold, before death resolves.

A reaction normally commits at least one Ready **Normal Die**. A Power may say **ZERO-NORMAL REACTION**; it must also pay an explicit typed Power Pattern unless a labeled replacement exception explicitly grants zero-Normal reaction use and follows the RESERVED procedure. Without that phrase, no participant can react with zero Ready **Normal Dice**. Each participant may enter an exchange's reaction sequence only once unless a profile explicitly prints **SECOND ENTRY**; using **PRE-PATTERN**, **POST-DIVISION**, or another early checkpoint replaces that participant's ordinary checkpoint for the exchange. **SECOND ENTRY** permits only the later checkpoint named by that profile and never creates a nested window.

Direct defense reactions contribute retained Clusters to the pending comparison. Support or interference consumes the helper's unused action opportunity for this Round and contributes retained Clusters only. It does not deal ordinary Margin harm. Only the original acting roll deals the ordinary harm produced by that comparison.

A **POST-COMPARISON** or **DEATH** reaction never reopens the completed comparison. A reaction never creates another reaction window.

HARM, ARMOR, AND FLAT DAMAGE

Damage and applicable Armor always cancel before Pattern check and Pattern payment.

ORDINARY HARM - Compare retained Clusters, use tie value if needed, then apply Margin through the core harm procedure.

ARMOR-GATED - Applicable Armor cancels dice from the acting roll before its Pattern check. If the paid Pattern survives, no ordinary defense Clusters prevent the printed Effect and Armor does not reduce it a second time.

FLAT DAMAGE WITH ARMOR - State every flat-Damage packet's direction, Armor applicability or bypass, and multiplier. For each recipient's copy of the activation, roll each **Armor Die** once if it applies to at least one packet. An Armor result performs one prevention job in that copy: it either cancels one acting result at the normal pre-Pattern checkpoint or is assigned by the recipient to prevent 1 point from one eligible flat-Damage packet, never both. Combine packets only when they share direction, Armor rule, and multiplier; otherwise keep them separate. Assign unused applicable Armor results, reduce each packet to a minimum of 0, then apply that packet's multiplier. The same Armor result is never counted again by a copied or repeated Effect. **Armor Dice** never become Spent. If no activation roll was directed at that recipient, make this single Armor roll when the Effect resolves. A later independent activation or later Status Trigger is a new source and follows its own printed Armor rule. This reduction opens no additional reaction window.

STRAIN - Remove the affected **Normal Dice** from use until the next shared Turn refresh, then return them Ready. Use a Status for any weakness that lasts longer.

Damage multipliers apply after every printed reduction. They multiply Damage, never Strain, Status pips, or a scene clock unless the ability explicitly says otherwise.

1d4 Damage means roll one d4 after activation and convert that many **Normal Dice**. One roll supplies the amount; it does not become an action die, Cluster, or Straggler.

Damage multipliers apply after listed reductions. They multiply Damage, never Strain, status pips, or a scene clock unless the ability explicitly prices that separate effect.

EFFECT LEGALITY: ACCESS AND CONTROL

An access or control Effect must name its boundary. State the system, obstacle, target, distance, clock, Status, reserve, or direction it changes. State whether it grants information, permission, movement, harm, or a mechanical modifier; one does not silently grant the others.

Permission is not immunity. Bypassing a lock does not silence an alarm unless the effect says so. Teleporting avoids the intervening floor but may still arrive somewhere dangerous. An honest answer describes what the character can perceive or infer; it does not give the player the entire adventure.

Effects that seize another character's choices, erase a scene goal, or create unlimited items sit outside the standard builder.

TARGETS, RANGE, AREA, AND DURATION

Print targets, narrative range, tactical range when used, and exact duration. Broad range, many targets, scene duration, or persistence raises risk. A persistent Effect must print an ordinary Fade or counteraction.

AREA RESOLUTION

Choose one primary target when declaring the area ability, then roll once. After the acting side's **Damage Dice** cancel, make an identity-preserving copy of the surviving acting results for every target. Each target applies its own Armor to its copy. Check and pay the one active Pattern once against the primary target's copy, recording the exact dice used; if that copy cannot pay, the area ability does not activate. In every secondary copy, remove copies of those same paid dice. A secondary target is valid for the printed area Effect only when all of those dice survived its Armor. This removal is bookkeeping, not another Pattern payment.

Use one shared reaction sequence. Each independent target side receives one legal direct reaction, and its retained Clusters apply to every valid copy aimed at that side. Several Agents sharing one Scene Pool are one side for this purpose. A support or interference reaction spends an unused action opportunity and applies to one named copy unless the Effect explicitly broadens it. Divide and compare valid copies separately. For an ability marked ON SUCCESS, check success separately in each valid copy: that target receives the printed Effect only when the acting side wins that copy's comparison. REGARDLESS ignores that comparison after its Pattern survives. A profile that lets primary success affect every valid copy must print that exception. The primary comparison may create ordinary Margin harm; secondary copies create only the harm or other Effect explicitly printed by the ability. Only the primary copy creates Stragglers unless the ability says otherwise.

THE FIVE DICE AS DESIGN MATERIAL

NORMAL - spend, strain, ready, convert to Damage, cap with an Axis.

COMBO - grant, refresh, bind, steal, suppress, or read a face as a Rider.

POWER - may always be rolled voluntarily; joins Clusters and tie value; Active Powers normally require a typed P result unless a labeled replacement exception uses RESERVED.

DAMAGE - heal, move direction, count, read a face, or make it harder to ignore.

ARMOR - grant, break, bypass, redirect, count, or read a face.

Changing one die for one roll is usually STANDARD material. Persistent reserve changes, repeated denial, or reserve theft are MAJOR or APEX and require visible recovery.

Damage and Armor still cancel before Pattern activation. They never fill a Pattern. If an ability reads D1 or A1, check that Rider after cancellation while remembering the rolled face.

An ability that attacks another reserve must name the target die, duration, and recovery. Removing a character's only **Power Die** for a scene is stronger than inflicting one Strain and should be priced accordingly.

ONE CORE ROLL - FIVE DIFFERENT JOBS

				
NORMAL	COMBO	POWER	DAMAGE	ARMOR
POOL	PATTERN	FULL DIE	CANCEL	CANCEL
TURN	ROUND	TURN	PERSIST	PERSIST

Combo never enters the contest. Damage and Armor only cancel.

THE AXIS IS PART OF THE EFFECT

An Axis is not only a theme. It is a commitment cap, a Damage direction, an Armor direction, a composite input, and a defense choice. Moving pressure around that graph is valid ability design.

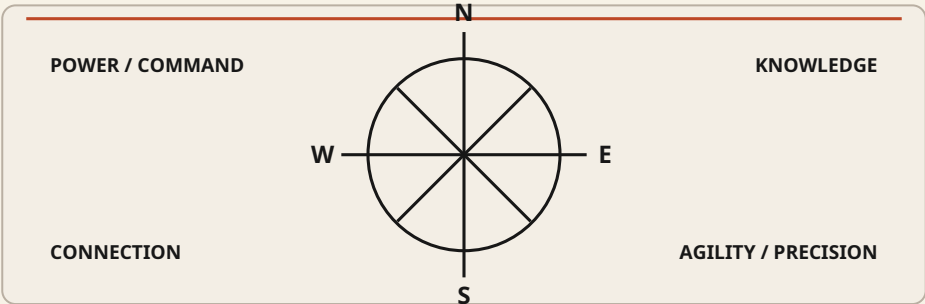
CAP CHANGES affect only how many **Normal Dice** may be committed for the stated roll or duration. They do not change a printed Axis rating and never recalculate composites.

RATING CHANGES alter the printed cardinal rating for their duration and recalculate its two adjacent composites. They are **MAJOR** by default and **RED FLAG** when persistent.

FORCED DEFENSE names one legal cardinal or composite defense before reactions. A composite forced defense uses its printed composite cap and both component directions; it is one defense, not a choice between components.

DIRECTION MOVEMENT relocates existing Damage, Armor, or a directional Status exactly as printed.

An ability never forces a player to describe an impossible action. It can force a defense channel, narrow available technique, or make a choice costly when the fiction supports that pressure.



FORCED DEFENSE AND GRAPH PLAY

A composite attack normally lets the defender choose one of the two opposite cardinals. A forced-defense effect removes that choice.

EXAMPLE: A weak attack forces Defense: S. Another Agent applies S -1. A third ability deals +1 Damage when the target defends with S. The team is manipulating the graph rather than only adding harm.

STACKING LIMIT

Calculate every roll's **Normal Dice** commitment cap in this order: start with the printed cardinal or composite cap; apply Untrained halving, rounded down with its minimum 1; apply the single strongest temporary cap boon from any source; apply the single strongest temporary cap penalty from any source; then apply every explicit floor or ceiling printed by those two selected effects. Without an explicit floor, the final cap has minimum 0. Temporary modifiers of the same sign never add unless a 4Cast explicitly replaces this rule. BOOST competes for the one boon slot instead of stacking with another temporary cap boon. Forced defense and one selected cap penalty may combine. Multiple forced-defense effects do not make a defense impossible; the newest valid effect replaces the older one.

VISIBLE CHOICE

State a forced defense before reactions are rolled. A cardinal lock uses that cardinal's printed rating as the defense cap. A composite lock uses the printed composite rating as the cap and counts as both component directions for Damage and Armor; it does not let the defender choose one component. If the defender has no Ready **Normal Die** it may still defend with 0 committed **Normal Dice** only through an applicable printed ZERO-NORMAL rule, while automatic Armor still rolls. The action is not automatically successful.

Graph effects should create plans and vulnerabilities. Avoid a loop that permanently locks a participant into one Axis without a visible FADE or counteraction. AXIS-LOCKED changes direct defensive reactions only; it never changes proactive actions, support, interference, or an unrelated reaction. Reapplying the same recorded Axis adds pips to its cap. Reapplying a different Axis replaces both the recorded Axis and the existing pips with the new application instead of carrying accumulated pips onto a new weakness.

ACTION	OPPOSITE DEFENSE - CHOOSE ONE AXIS
NE	SOUTH OR WEST
SE	NORTH OR WEST
SW	NORTH OR EAST
NW	SOUTH OR EAST

REQUIREMENTS, COUNTERPLAY, AND RISK

Useful Requirements include a specific item, position, Status threshold, held die, ammunition, Charge, cooldown, limited use, or exposed consequence. A Requirement must state when it is checked and what is consumed. It reduces reliability but does not buy an otherwise illegal Effect.

Every MAJOR or APEX ability needs concrete **counterplay**: movement, Armor, a legal defense, Status removal, breaking line of sight, denying a resource, attacking a source, or advancing a consequence. Counterplay must exist before the ability resolves or remain available afterward.

No Drawback may force another player to surrender control of their character without an agreed fictional cause.

BUILD A SKILL / CP CHECKLIST

1. Price the Category shell: narrow +1, standard +2, or broad +4 CP.
2. Include one practiced Axis; price additional or selectable Axes.
3. State the competency, tool and access assumptions, and exclusions.
4. Build each signature ability separately.
5. Price every move with the common formula; the shell is not charged again inside a move.
6. Add shell and move totals for the complete Skill CP.
7. Map total CP to Tier, then assign Risk from the package's strongest interaction.
8. Print the arithmetic and concrete counterplay.

A standard Category includes Shooting, Medicine, Influence, Survival, or Hacking. A narrow Category includes Pistols, Field Surgery, Court Etiquette, Desert Travel, or Local Security Terminals. A broad Category such as Combat, Science, Magic, or Authority needs table approval.

A Skill shell is always active competency. Its move still activates only when its printed payment and Timing are satisfied.

BUILD A POWER / CP CHECKLIST

1. Write the one rule or law the Power changes.
2. Choose ACTIVE or PASSIVE.
3. Active normally requires a typed P result.
4. Price Activation/Reliability, Timing, Effect, Scope/Target, Range, Duration, and every Exception.
5. Add genuine Requirements and apply only eligible Limitation rebates under the half-subtotal cap.
6. Print the arithmetic, total CP, Tier, Risk, and counterplay.
7. Review Recharge, forced defense, Armor bypass, conversion, action creation, and repeat loops together.

A NORMAL-FACE **POWER** EXCEPTION or STRAGGLER **POWER** EXCEPTION adds +2 CP, moves one Ready **Power Die** to RESERVED before the roll, gives that die exclusive use, moves it to Spent only on activation, returns it Ready only after failure, defaults to once per Turn, and is at least WATCH. Reaction, forced Axis, conversion, or Scene-effect suppression in the same exception profile is RED FLAG.

A Power grants only its printed exception. It never grants the competency implied by its name.

WORKED SKILL: SHOOTING - PISTOLS

SHOOTING: PISTOLS [SKILL] [S] - APEX

Category: Shooting.

Training: Firearm use, maintenance, identification, safe handling, and pistol techniques.

GUN-KIMBO [DECLARED]

Pattern: 1,1 + 1,1. TRIGGER.

Timing: ON SUCCESS.

Requirement: Hold two loaded pistols.

Effect: After Armor and every other reduction, multiply this action's Damage by 4. This never multiplies Strain.

Construction review: A rare Pattern and two-weapon Requirement limit an APEX multiplier, but final-Damage multiplication still needs campaign approval.

POWER SHOT [DECLARED]

Pattern: P1 + 1,1. SPEND.

Timing: REGARDLESS. **ARMOR-GATED. ACTION ONLY.**

Requirement: Consume all ammunition in one pistol when paying the Pattern.

Effect: Applicable Armor has already canceled dice from this activation roll. If the paid Pattern survives, roll 1d4 Damage against the target. Ordinary defense Clusters do not prevent this Effect, and Armor does not reduce the result a second time.

Construction review: MAJOR. Its scarce ammunition and specific Pattern create counterplay, but it bypasses the ordinary comparison.

This is an Apex Skill. It demonstrates the requested ceiling; it is not a normal starting choice.

WORKED SKILL: HACK

HACK: SECURITY SYSTEMS [SKILL] [SW] - APEX

Category: Hacking.

Training: Assess, alter, bypass, and disable electronic security when access is plausible.

BREACH [DECLARED]

Pattern: Any pair. TRIGGER.

Timing: ON SUCCESS.

Effect: Name the connected system. Apply HACK [SYSTEM] with pips equal to retained Clusters, maximum 3, after ICE cancels incoming pips.

Construction review: STANDARD as a Category plus this one scoped access move.

BYPASS [DECLARED]

Pattern: 4 + 1,1. SPEND.

Timing: ON SUCCESS.

Effect: Bypass one electronic lock or password. With HACK for its system, this may target any reachable endpoint in that system; without HACK, it affects only the directly accessed device. Failure may advance a visible alarm or leave evidence as the stated risk.

Construction review: MINOR within the Skill because it still requires access, a Pattern, and a contest.

DISCHARGE [OPEN] [REACTION]

Pattern: 1,1. SPEND. **OR HELD COST:** spend one held 1.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS. REACTION - ORDINARY. This move need not be declared before rolling, but a reaction still commits at least one Ready **Normal Die**.

Effect: The nearest electronic device erupts in a flash. Apply BLIND (2) to everyone within 20 feet whose sight is exposed.

Construction review: MAJOR because it is an area response that applies two Status pips. The user cannot choose a farther device when a nearer one is valid.

The full three-move package is Apex. ICE attacks the temporary HACK Status, never the character's learned Hacking Category.

WORKED POWERS: TELEPORT AND RECHARGE

TELEPORT [POWER] [E] - STANDARD

Mode: ACTIVE. ACTION ONLY.

Pattern: P1 + 1. SPEND.

Timing: REGARDLESS.

Target: Self. Range: 40 feet / 4 cells.

Effect: Move to an unoccupied point the user can perceive. This bypasses engagement and intervening hazards but not a sealed destination the user cannot perceive.

RECHARGE [POWER] [N] - STANDARD

Mode: PASSIVE.

Trigger: After the user completes an N action or reaction and its surviving action dice contain 1,1,1 OR 1,2,3.

Effect: Return one spent **Power Die** to Ready. Once per Turn.

Fade: The once-per-Turn limit resets at Turn start.

Recharge does not add competency and cannot trigger from **Combo Dice** alone. It reads the completed roll after cancellation and activation but before final dice are cleared.

WORKED POWERS: FIRE BALL AND POISON BLOOD

FIRE BALL [POWER] [NW] - APEX

Mode: ACTIVE. ACTION ONLY.

Pattern: P1 + 2,3,4. SPEND.

Timing: ON SUCCESS.

Range: 120 feet / 12 cells. Area: 60-foot / 6-cell radius.

Effect: Roll one d4 after resolving every target copy. For each successful valid target, use that result as one NW FLAT **DAMAGE** WITH **ARMOR** packet. Apply that target's unused applicable Armor first, then multiply the remaining packet by the acting side's retained Clusters in that target's comparison. A valid target whose side wins its copy takes no Fire Ball Effect. Resolve all copies inside one shared reaction sequence.

Requirement: The user also takes 1 Strain from the blast's demand.

POISON BLOOD [POWER] - MAJOR

Mode: PASSIVE.

Trigger: At the POST-COMPARISON checkpoint, an adjacent attacker is about to cause Damage to the user. This mandatory passive Trigger does not use the user's reaction entry.

Effect: After the triggering hit is applied, deal one FLAT **DAMAGE** WITH **ARMOR** packet back in the same cardinal direction as the Damage created by the triggering hit, equal to the number of **Damage Dice** that hit created, maximum 3. If the triggering hit creates Damage in several directions, the user chooses one of those directions for the whole returned packet. Because no activation roll was directed at the attacker, roll its applicable Armor once when this Effect resolves; assign each result once to reduce the packet.

Rider: If the user has a Ready **Power Die**, they may spend and roll it. On P1, increase the returned packet by 1 before Armor. This is a **POWER TEST**, not an action, contest, reaction, or second reaction entry.

Poison Blood grants no medical, toxicological, or combat training.

3. SKILL LIBRARY

The following Skills are complete playtest packages. A 4Cast may rename or reskin one without changing its Category, Axis, Pattern, Timing, or Effect. Each package carries a risk label rather than a price.

Choose Skills because they make a character legible in the world, not only because one move deals harm. The Category should matter during investigation, travel, negotiation, preparation, and recovery as often as the signature moves matter during conflict.

Every library Skill uses the trained and untrained rule in SKILL ANATOMY. A move marked OPEN cannot add Combo or **Power Dice** after the roll. A move marked REACTION follows the normal reaction limit and never opens a nested window.

READING THE BUILDS

Each package lists its Category, moves, Requirements, counterplay, and risk. STANDARD packages fit the default starting allowance. MAJOR and APEX packages need table approval.

These examples are a library and a set of construction demonstrations. Take them apart. Change one component at a time, reassess its legality and risk, and record what actually happens in play.

SKILLS: CLOSE COMBAT / BATTLECRAFT

CLOSE COMBAT: BLADES [NE]

Training: Fight, appraise, maintain, conceal, or recognize knives and swords; judge reach, edge, balance, and likely schools of use.

BIND AND TURN

Axis: NE. **Defense:** target chooses S or W. **Pattern:** Any pair. SPEND.

Timing: On success.

Effect: Inflict +1 Strain. If the defender chose W, give it the **OPEN SOUTH MARKER** until the end of the Round. Its next direct defense against the user must choose S when S is one of that action's legal choices. Remove the MARKER after that defense or at Round end.

Construction review: It adds harm and conditionally constrains a future legal defense.

RIPOSTE

Axis: The legal Axis for a direct melee defense. **Pattern:** 1,4. SPEND.

Requirement: Hold a blade and be able to reach the attacker.

Timing: On a successful direct reaction, after the incoming action resolves.

Effect: Inflict 1 Damage on the attacker. This is not Margin and does not open another reaction window.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Bind and Turn, Riposte combine as **MAJOR**.

BATTLECRAFT: FORMATION CONTROL [NW]

Training: Read lines of attack, establish lanes, coordinate spacing, recognize a rout, and understand how a small unit controls ground.

FUNNEL THE LINE

Axis: NW. **Defense:** target chooses S or E. **Pattern:** 1,3. TRIGGER.

Timing: On success.

Effect: Give the target the **CHANNELLED E MARKER** until the end of the Round. Its next direct defense against any participant must choose E when E is one of the legal choices. Remove the MARKER after that defense or at Round end.

Construction review: This is explicit graph manipulation with visible counterplay.

COVERING SIGNAL

Axis: W reaction. **Pattern:** 1,2. SPEND.

Timing: Regardless.

Effect: Give one ally who can perceive the signal a held 2. It expires with other held Stragglers at Round end and may be spent only to support a roll concerning movement, position, or mutual defense.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Funnel the Line, Covering Signal combine as **MAJOR**.

SKILLS: HEAVY WEAPONS / ATHLETICS

HEAVY WEAPONS: ANTI-ARMOR [N]

Training: Emplace, aim, maintain, assess, transport, and safely operate crew-served weapons, siege tools, launchers, and setting equivalents.

ARMOR BREAK

Axis: N. **Pattern:** Any triple. SPEND.

Requirement: A suitable heavy weapon.

Timing: On success.

Effect: Choose one Armor source that applied to the attack. Suppress one die from that source until the next shared Turn refresh. This does not undo cancellation on the current roll.

Construction review: Persistent Armor denial is deliberately expensive.

GIANT KILLER

Axis: N or NE. **Pattern:** 1,4. SPEND.

Requirement: A weapon plausibly designed for the target's structure and Scale.

Timing: On success.

Effect: Treat the weapon as one Scale larger for structural Damage from this action only. Apply the ordinary Scale chart from that temporary Scale. The move grants no extra harm against same-Scale targets.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Armor Break, Giant Killer combine as **MAJOR**.

ATHLETICS: CLIMBING [S]

Training: Ascend, descend, rig lines, judge holds, protect a load, and understand failures in natural or built vertical terrain.

IMPOSSIBLE ROUTE

Axis: S. **Pattern:** Any pair. SPEND.

Timing: Regardless.

Effect: Cross one dangerous vertical position without stopping. On success, also bring one willing nearby person or a manageable load. This does not pass through a solid barrier or ignore a Scale difference the equipment cannot bear.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

CATCH THE FALL

Axis: N or S reaction. **Pattern:** 1,1. SPEND.

Requirement: Reach the falling subject, its line, or a secure anchor.

Timing: Regardless, before collision harm is applied.

Effect: Prevent one fall or one instance of forced vertical movement. The subject ends at the nearest plausible secure position.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Impossible Route, Catch the Fall combine as **STANDARD**.

SKILLS: STEALTH / SURVIVAL

STEALTH: INFILTRATION [S]

Training: Hide, move quietly, judge sightlines, identify patrol habits, conceal traces, and plan an unseen route through guarded space.

SHADOW STEP

Axis: S. **Pattern:** 1,1. SPEND.

Timing: Regardless.

Effect: Gain Unseen (1). On success, also cross one watched position without being stopped.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

KILL THE TELL

Axis: S or E. **Pattern:** Any pair. SPEND.

Timing: Regardless.

Effect: When this roll is divided, ignore one leftover 3 from the user's roll before applying the scene's Straggler 3 effect. Other Stragglers resolve normally.

Construction review: Direct control of a 4Cast's pressure face is narrow but strategically strong.

Construction review: Category plus Shadow Step, Kill the Tell combine as **STANDARD**.

SURVIVAL: EXPEDITIONS [E]

Training: Navigate, forage, forecast ordinary weather, make camp, identify natural hazards, preserve supplies, and judge whether a route is survivable.

READ THE TERRAIN

Axis: E. **Pattern:** Any triple. TRIGGER.

Timing: On success.

Effect: Ask one direct question about a route, nearby natural danger, useful resource, likely weather change, or sign of passage. The 4Caster answers honestly.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

HARD CAMP

Axis: E or W. **Pattern:** 1,4. SPEND.

Requirement: Ten quiet minutes and at least improvised shelter, water, or setting-equivalent support.

Timing: Regardless.

Effect: Return one of the target's Strained **Normal Dice** to Ready. A target can benefit from Hard Camp only once per Turn. It does not heal Damage.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Read the Terrain, Hard Camp combine as **STANDARD**.

SKILLS: PILOTING / NEGOTIATION

PILOTING: SMALL CRAFT [SE]

Training: Operate, dock, assess, conceal, and perform ordinary field maintenance on one class of Scale 1 or smaller vehicle, mount, boat, aircraft, or spacecraft.

EVASIVE ROLL

Axis: S direct reaction. **Pattern:** Any pair. SPEND.

Rider: At least one applicable vehicle **Armor Die** canceled an incoming action result.

Timing: Before the reaction comparison.

Effect: Add one Help Cluster to the defending side. If the Rider condition did not occur, the Pattern is not paid and the move does not activate.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

RIDE THE DRIFT

Axis: SE. **Pattern:** 2,4. TRIGGER.

Timing: Regardless.

Effect: After contest division, if a surviving non-Combo 4 used in the Pattern is a leftover Straggler, hold it as **THRUST** instead of resolving its ordinary scene effect. Spend THRUST before Turn end to move the craft one tactical space or one short range band as part of the user's action or reaction. Discard it at Turn end. If a Combo 4 filled the Pattern or the non-Combo 4 joins a Cluster, this move creates no THRUST.

Construction review: It banks and repurposes a 4Cast-specific Straggler.

Construction review: Category plus Evasive Roll, Ride the Drift combine as **MAJOR**.

NEGOTIATION: BARGAINS [W]

Training: Appraise leverage, identify stakeholders, trade concessions, mediate, draft simple terms, and recognize when an offer is unserious.

NAME THE PRICE

Axis: W. **Pattern:** Any triple. TRIGGER.

Timing: On success.

Effect: Ask what concrete concession, proof, protection, or change would make the target consider cooperation. The 4Caster answers honestly, though the price may be difficult or unacceptable.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

TERMS WITH TEETH

Axis: W. **Pattern:** Any pair. SPEND.

Timing: On success after both sides knowingly state a bargain.

Effect: Until the scene ends, the first time the target knowingly acts directly against the stated bargain, apply Hesitant (1) before that action. Then this effect ends. This is social pressure, not supernatural compulsion.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Name the Price, Terms with Teeth combine as **STANDARD**.

SKILLS: DECEPTION / LEADERSHIP

DECEPTION: IMPERSONATION [SW]

Training: Build and maintain a cover identity, imitate expected behavior, forge a manner rather than a document, recognize scrutiny, and redirect suspicion.

BORROWED AUTHORITY

Axis: SW. **Pattern:** Any pair. SPEND.

Timing: On success.

Effect: Pass one casual identity or authority check appropriate to the presented cover. A detailed records check, intimate acquaintance, or impossible credential can still expose the lie and may react normally.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

TAKE THE HEAT

Axis: W support reaction. **Pattern:** 1,2. SPEND.

Trigger: An ally's just-resolved roll advanced an alert, suspicion, or pursuit clock because of one leftover 3.

Timing: Regardless, during that action's ordinary reaction window.

Effect: Move that clock one step back and apply Suspected (1) to the user or the user's current cover identity. This does not erase a threshold consequence already triggered by the 3. Other movement from the same roll remains.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Borrowed Authority, Take the Heat combine as **STANDARD**.

LEADERSHIP: SQUAD COMMAND [NW]

Training: Give clear orders, establish roles, read morale, coordinate a small team, conduct a briefing, and make priorities understood under pressure.

RALLY

Axis: W or NW. **Pattern:** 1,4. SPEND.

Timing: Regardless.

Effect: Return one Strained Normal Die belonging to an ally who can perceive the command to Ready. A target can benefit from Rally only once per Turn.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

CALL THE OPENING

Axis: NW reaction. **Pattern:** 1,2. SPEND.

Timing: Regardless.

Effect: Give another ally who can perceive the command a held 2. It expires at Round end and cannot support the reaction that created it.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Rally, Call the Opening combine as **STANDARD**.

SKILLS: INVESTIGATION / PERCEPTION

INVESTIGATION: CRIME SCENES [E]

Training: Search methodically, preserve evidence, reconstruct events, recognize tampering, compare accounts, and distinguish absence from deliberate removal.

RECONSTRUCT

Axis: E. **Pattern:** Any triple. **TRIGGER.**

Timing: On success.

Effect: Ask one direct question about what physically happened here, in what order, or what kind of participant left a visible trace. The 4Caster answers honestly from the available evidence.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

PRESERVE THE TRACE

Axis: E. **Pattern:** 1,4. **SPEND.**

Timing: Regardless.

Effect: Create one **EVIDENCE** token tied to a named trace. Before the scene ends, any participant may spend it to add one Help Cluster to a roll that tests an explanation, identifies a suspect, or persuades someone with that trace. One trace can supply only one Evidence token.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Reconstruct, Preserve the Trace combine as **STANDARD.**

PERCEPTION: COUNTER-SURVEILLANCE [E]

Training: Watch a place or person, notice tails and ambush signs, establish observation positions, read movement patterns, and identify blind spots.

READ THE MOVEMENT

Axis: E. **Pattern:** Any pair. **TRIGGER.**

Timing: On success.

Effect: Choose one visible Agent. Learn its highest cardinal Axis and either its likely route, one listed reserve, or one Armor source.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

COUNTERWATCH

Axis: E direct reaction. **Pattern:** 1,1. **SPEND.**

Trigger: An incoming action would use one or more Help Clusters from Unseen.

Timing: Before final comparison.

Effect: Remove one Help Cluster supplied by Unseen from that action. This does not remove the Unseen status unless its own Fade condition does.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Read the Movement, Counterwatch combine as **STANDARD.**

SKILLS: MEDICINE / OCCULT LORE

MEDICINE: TRAUMA CARE [E]

Training: Diagnose injury, triage, stabilize, treat ordinary disease, recognize poisoning, use medical tools, and explain likely consequences of untreated harm.

FIELD CARE

Axis: E or W. **Pattern:** 1,4. SPEND.

Requirement: Appropriate access and at least improvised medical supplies.

Timing: Regardless.

Effect: Convert one of the target's **Damage Dice** into a Spent Normal Die. A target can benefit from Field Care only once per Turn.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

WORK THROUGH PAIN

Axis: W support reaction. **Pattern:** Any pair. SPEND.

Trigger: A nearby ally used an Axis containing one or more of its **Damage Dice** on the triggering action.

Timing: On a successful reaction, after the triggering action resolves.

Effect: Choose one of those applicable **Damage Dice** and set MANAGED ON for that specific die until Turn end. The next time that die would roll, remove MANAGED and do not roll it. The die remains Damage and returns to normal use afterward.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Field Care, Work Through Pain combine as **STANDARD**.

OCCULT LORE: CURSES AND SIGNS [NE]

Training: Recognize supernatural traditions, read ritual evidence, identify taboos and correspondences, research names, and construct mundane countermeasures from known lore.

NAME THE TABOO

Axis: E or NE. **Pattern:** Any triple. TRIGGER.

Timing: On success.

Effect: Ask one direct question about a visible supernatural effect's source, required condition, traditional weakness, price, or likely next stage. The 4Caster answers honestly from available evidence.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

COUNTER-RITUAL

Axis: NE support or interference reaction. **Pattern:** Any pair. SPEND.

Requirement: The user knows the effect's relevant taboo or has suitable ritual tools, symbols, materials, or shelter.

Timing: On a successful reaction against a supernatural action.

Effect: The effect cannot cross one named nearby threshold, touch one protected subject, or alter one prepared object until the end of the Turn. This does not erase an effect that already resolved.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Name the Taboo, Counter-Ritual combine as **MAJOR**.

SKILL: ENGINEERING

ENGINEERING: FIELD REPAIR [E]

Training: Diagnose, maintain, modify, safely disable, and repair machines, structures, tools, vehicle systems, and setting-equivalent devices.

FIELD PATCH

Axis: E. **Pattern:** 1,4. SPEND.

Requirement: Tools and access to the damaged machine, construct, or vehicle.

Timing: Regardless.

Effect: Convert one of the target's **Damage Dice** into a Spent Normal Die. A target can benefit from Field Patch only once per Turn.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

JURY-RIG

Axis: E. **Pattern:** Any pair. TRIGGER.

Requirement: Tools, parts, and access to the disabled item, facet, or vehicle station.

Timing: On success.

Effect: Restore the target's basic function until the end of the Turn without removing its Damage or disabled status. At Turn end it fails again unless repaired by the ordinary procedure.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Field Patch, Jury-Rig combine as **STANDARD**.

SKILL: DEMOLITIONS

DEMOLITIONS: SHAPED CHARGES [NE]

Training: Identify explosives, judge structures, place or disarm charges, choose safe stand-off, calculate likely blast paths, and recognize unstable ordnance.

SHAPED BREACH

Axis: NE. **Pattern:** Any triple. SPEND.

Requirement: Consume one appropriate prepared charge placed on the target.

Timing: On success.

Effect: Treat the charge as one Scale larger for structural Damage against the attached object only. Apply the normal Scale chart from that temporary Scale. Creatures and loose objects receive no Scale increase from this move.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

REMOTE FUSE

Axis: E. **Pattern:** Any pair. TRIGGER.

Requirement: A prepared charge and a plausible trigger link, timer, fuse, or spotter.

Timing: Regardless.

Effect: Arm the charge and record the rolled action as its placement. The user may detonate it later as a reaction to a visible condition. Detonation opens no nested reaction window and uses the charge's printed effect; it does not reroll the placement action.

Construction review: Timing permission is cheap only because the charge, placement roll, and reaction are still required.

BLAST GEOMETRY

Axis: S or E. **Pattern:** 1,2. SPEND.

Requirement: Declare with a blast caused by the user's placed charge.

Timing: On success.

Effect: Exclude a number of adjacent targets from the blast up to the action's retained Clusters, minimum one. This never protects the attached structural target.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Shaped Breach, Remote Fuse, Blast Geometry combine as **MAJOR**.

SKILLS: SCIENCE / WARDING

SCIENCE: FIELD ANALYSIS [E]

Training: Collect samples, use instruments, classify phenomena, test hypotheses, recognize contamination, and explain the evidence.

ANALYZE SAMPLE

Axis: E. **Pattern:** Any triple. TRIGGER.

Requirement: A useful sample, observation, or instrument reading.

Timing: On success.

Effect: Ask one direct question about the subject's composition, source, vulnerability, environmental need, behavior, or dangerous interaction. The 4Caster answers honestly from the evidence.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

EXPLOIT VARIABLE

Axis: E. **Pattern:** 1,4. SPEND.

Requirement: The user has identified a relevant vulnerability or interaction in this scene.

Timing: Regardless.

Effect: Create one **METHOD** token naming the exploit. Before scene end, any participant may spend it for one Help Cluster on a roll using that method. Only one Method for the same vulnerability may exist.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Analyze Sample, Exploit Variable combine as **STANDARD**.

WARDING: PROTECTIVE RITES [NW]

Training: Create, inspect, maintain, and dismantle setting-specific wards using learned signs or materials. This is competence, not unrestricted magic.

SEAL THE THRESHOLD

Axis: NW. **Pattern:** Any pair. SPEND.

Requirement: Appropriate warding material and a threshold or bounded subject the user can reach.

Timing: On success.

Effect: Apply SANCTUARY [NAMED THREAT] (1). The first direct defense against that supernatural, psychic, or extradimensional threat gains one Help Cluster, then SANCTUARY fades. Keep a stronger matching SANCTUARY instead of stacking.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

GROUND THE SURGE

Axis: NW reaction. **Pattern:** 1,2. SPEND.

Trigger: A Power activation or supernatural action crosses the prepared ward.

Timing: On a successful reaction, after the triggering effect resolves.

Effect: One **Power Die** spent on that activation misses its next Turn refresh and refreshes one Turn later. Passive Powers with no spent die are unaffected.

Construction review: Delaying a reserve refresh is persistent dice manipulation.

Construction review: Category plus Seal the Threshold, Ground the Surge combine as **MAJOR**.

SKILL: ALCHEMY

ALCHEMY: FIELD COMPOUNDS [E]

Training: Identify, prepare, preserve, safely carry, and apply setting-specific drugs, acids, powders, reagents, smokes, and reactive compounds.

Resource: After a safe full rest with a kit, prepare 3 Charges. Each signature move consumes one Charge when declared, whether or not it activates. Unused Charges remain until spent or fiction destroys them.

BITING SOLVENT

Axis: E. **Pattern:** 1,4. SPEND.

Timing: On success.

Effect: Suppress one applicable physical **Armor Die** on the target until the next shared Turn refresh. This does not undo Armor cancellation from the triggering roll.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

FLASHGLASS

Axis: S. **Pattern:** Any pair. SPEND.

Timing: Regardless.

Effect: Break the compound at a point within throwing reach and resolve through AREA RESOLUTION, choosing one sight-reliant primary target. Apply BLIND (1) to every valid sight-reliant target within 20 feet that lacks complete cover or equivalent protection. Each independent target side receives one direct reaction; several targets sharing a side do not multiply reactions.

Construction review: It is a broad multi-target status even with a Charge.

ANTIDOTE

Axis: E or W. **Pattern:** 1,2. SPEND.

Requirement: Reach the target and identify the poison, drug, venom, or contaminant.

Timing: Regardless.

Effect: Reduce one status caused by that substance by 1 pip, or postpone its next Trigger until the following Round when it has no pips.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

Construction review: Category plus Biting Solvent, Flashglass, Antidote combine as **MAJOR**.

SKILL: MECHA OPERATIONS

MECHA OPERATIONS: COMBAT FRAMES [SE]

Training: Pilot, diagnose, embark, coordinate stations, judge footing and reach, manage heat, and understand the tactical limits of one family of combat frame or powered armor.

BRACE THE FRAME

Axis: S or W direct vehicle reaction. **Pattern:** Any pair. SPEND.

Rider: At least one applicable frame **Armor Die** canceled an incoming result.

Timing: Before reaction comparison.

Effect: Add one Help Cluster to the defending side. If the Rider condition did not occur, the Pattern is not paid and the move does not activate.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

CALLED SERVO

Axis: NE. Defense: target chooses S or W. **Pattern:** 1,3. TRIGGER.

Requirement: Target a visible frame, vehicle station, limb, or mobile mechanical facet.

Timing: On success.

Effect: If the defender chose W, give it the **OPEN SOUTH MARKER** until Round end: its next direct defense must choose S when legal. If it chose S, instead apply 1 attributed Strain to the targeted station or facet.

Construction review: Use the printed Pattern, Timing, Effect, Requirements, and counterplay.

REDLINE PROFILE

Axis: SE. **Pattern:** P4 + 4. TRIGGER. **POWER-FED.**

Requirement: Add one Ready **Power Die** owned by the frame or its active station.

Timing: Regardless if the Pattern survives cancellation.

Effect: Treat the frame as one Scale larger for resisting forced movement and for collision until the end of the Turn. It gains no structural Damage bonus. After the effect ends, inflict 1 S Strain on the frame's Pool.

Construction review: This is a Power-fed Skill and a temporary Scale change with a backlash.

Construction review: Category plus Brace the Frame, Called Servo, Redline Profile combine as **APEX**.

EXPANDED SKILL LIBRARY: MODULE CONTENTS

This 72-page module adds 64 playtest Skills without replacing the core library. Each Skill occupies one page and carries three signature moves, a transparent Build breakdown, counterplay, and prompts for changing its skin without changing its procedure.

The next five pages explain category reach, move construction, chains, team use, and reskinning. The following sixty-four pages contain the Skill profiles. The module closes with 4Caster adversary use and an index by field.

The risk labels are playtest estimates. STANDARD entries fit baseline creation; MAJOR entries print the combination that needs attention. Any suggested expansion that multiplies final Damage, grants a scene-wide exception, repeats a reaction, removes all Armor, or denies an Axis for more than one Turn requires APEX review even when the base Skill does not.

Library rules: one roll declares or invokes one active ability. An OPEN move is chosen after cancellation but before Pattern division. **Combo Dice** may satisfy a declared Pattern but never enter a contest. Power-fed Skills say when a Ready **Power Die** is added. Damage and **Armor Dice** perform normal cancellation first; a move may then read them only through a printed Rider. A reaction ability never opens a nested reaction window.

Use this material as a parts shelf. Keep Category, Axis, Pattern, Timing, Requirement, and Effect together when using a profile unchanged. When altering one component, reassess its legality and risk and record the result in play.

USING CATEGORIES AND SPECIALTIES

A Category grants persistent fictional competency. It covers routine work, professional judgment, safe tool use, vocabulary, maintenance, and the ability to recognize ordinary risks in its field. A signature move is an exception earned by its Pattern; it is not the only thing a trained character can do.

A Specialty focuses that competency and tells the group what makes the character recognizable. **ARCHERY**: TRICK SHOTS knows bows broadly but is famous for difficult releases. **LOGISTICS**: SUPPLY LINES can inventory any stockroom, while its moves reshape movement and scarcity across a scene.

Ask four questions when a Category reaches beyond its Specialty:

1. Is the proposed task ordinary professional practice? If yes, training applies.
2. Does it require a different profession's tools or protected knowledge? If yes, another Category may be required.
3. Is the stated Axis honest for the method? The listed Axis is a practiced default, not permission to misdescribe an action.
4. Is a signature move being imported from another Specialty? If yes, build or learn that move; competency alone does not grant it.

Untrained characters follow the core reduction and may still lack required access. A reskin can change bows to psychic needles or trucks to caravan beasts, but it cannot silently widen a Category from one profession into all combat, all science, or all authority.

CONSTRUCTING THREE-MOVE SKILLS

A strong three-move Skill answers three different problems. Start with a permission move that makes the Specialty matter outside conflict. Add a pressure move that changes position, reserves, statuses, directions, or clocks. Finish with a reaction or costly move that shows expertise under stress.

DECLARED: name the move before rolling. It may add Ready Combo or **Power Dice** when its Requirement says so. Only this move is active on the roll.

OPEN: invoke after all ordinary Normal, Power, Damage, and Armor cancellation, but before Pattern division. It cannot retroactively add Combo or **Power Dice**.

REACTION: use only in an existing action's normal reaction window. Resolve its effect without creating another window. It cannot grant a free reaction or recursively trigger itself.

Write Pattern, Timing, Requirement, Effect, and Counterplay every time. A Pattern never contains D or A. A Damage or Armor Rider records an applicable die's face, lets that die do its normal cancellation work, and checks the Rider afterward. A typed C result belongs to a **Combo Die** that stays outside the contest. A typed P result belongs to the declared Ready **Power Die**.

Keep Effects atomic. One move may apply one Status, move one clock, grant one held resource, or create one narrow permission. If it does several, make the Pattern rarer, add a real Requirement, raise its risk, or mark it MAJOR/APEX.

SKILL CHAINS WITHOUT LOOPS

Skills can set up one another. The useful chain is visible, costs separate actions, and leaves a defense or expiry point. One character creates EXPOSED [S] (1); another forces S as the legal defense; a third gains a narrow benefit if the defender actually chooses S. Each link says when it ends.

Do not let a Skill pay for itself. A move that refreshes Combo cannot use the same **Combo Die** to activate and refresh itself. A Power-fed Skill cannot return the **Power Die** it just spent unless an explicit higher-cost effect says so. A reaction cannot generate a new reaction window, and one roll cannot activate both the setup and payoff abilities.

Status chains use current pips, not permanent competency. A trained operator may gain HACK [DRONE MESH] (2), spend it to mark a route, and lose it to interference. Nothing erases the Drone Operations Category. Conversions name the source, rate, destination, cap, and **timing**: for example, remove 2 HACK [SYSTEM] to apply EXPOSED [E] (1), once per target per Round.

For every chain, print at least one break: change position, spend an action clearing a status, destroy the tool, choose another legal Axis, move a clock, or wait for Fade. If allies can repeat the chain indefinitely, add once-per-Round language or require a resource that refreshes later.

TEAM USE AND SHARED PRESSURE

Every participant still receives an action, while reactions remain limited by dice available to commit. A Skill may create a held 1 or 2, a Help Cluster, a named token, or a status for an ally, but the receiving action still declares only one active ability.

Help Clusters support the comparison; they do not fill Patterns. **Combo Dice** fill eligible declared Patterns but never join the comparison. Keep those two functions separate when coordinating a team.

When several characters attack a scene, address the acting Agent or facet. Point Axis ratings aggregate to measure the encounter, while each Agent acts with its own printed point. A captain and three crew with N 2 each may produce an encounter N 8 for difficulty and reward, yet each still acts at N 2. A Skill that says "one Agent" never drains the whole N 8 unless it explicitly targets the scene Axis and pays for that scope.

Shared tokens need an owner, subject, expiry, and one-use rule. Shared statuses name the affected system or scene. Team reactions occur inside the triggering action's single ordinary window; resolving one cannot prompt a fresh reaction from another ally.

Useful teamwork creates choices: protect the setup character, spend the opening now, or preserve it for a harder action. Avoid bonuses that merely stack without changing the group's plan.

RESKIN MATRIX

Change fiction freely while preserving procedure.

Keep fixed	Safe reskins	Reprice or redesign
Category breadth	Profession, culture, technology level	One narrow trade becoming all Craft or Science
Specialty function	Bow to ray projector; horse to walker	Single target becoming an area
Axis and defense	New explanation for the same direction	Different Axis, forced defense, or added option
Pattern and timing	New names for the same results	OPEN, REGARDLESS, or REACTION permission
Requirement	Equivalent tool, stance, access, or supply	Cosmetic limit replacing a scarce cost
Effect and duration	Status name with identical definition	More pips, longer Fade, clock scope, or Scale
Rider procedure	Armor plate to spirit ward; wound to corruption	D/A result entering a Pattern or Combo entering contest

Example: **DRIVING**: PURSUIT CARS can become **SLEIGHING**: ICE RUNNERS. Keep S, the same Patterns, vehicle Armor Rider, ranges, and end points. Rename lanes as crevasses and traffic as drifting ice. If the sleigh can fly over barriers or affect every vehicle in the scene, that is a new effect and must be rebuilt.

Write two prompt pairs on every profile: one grounded change and one strange change. The prompts are invitations, not extra permissions.

ARCHERY: TRICK SHOTS [SKILL] [NE] - STANDARD

Category: Archery.

Specialty: Trick Shots.

Training: Use, maintain, conceal, appraise, and safely string bows; judge wind, arc, range, ammunition, and firing positions.

Fictional permissions: Identify an archer's method from a shot, improvise usable arrows, select a quiet firing lane, or hit an ordinary unattended target when time and access remove uncertainty.

Risk: Standard. Apex risk appears if Thread the Gap is changed to ignore all Armor or Pinning Shaft denies movement for more than one action.

PINNING SHAFT [DECLARED]

Pattern: Any pair. SPEND.

Timing: On success.

Requirement: A bow, a suitable projectile, and a target beside a surface or object that can plausibly catch it.

Effect: Apply BOUND (1) to the target. The binding is the projectile, snagged clothing, pinned gear, or an equivalent obstruction.

Counterplay: Break or cut the obstruction, leave the caught item, gain hard cover, or reduce BOUND by its normal counteraction.

THREAD THE GAP [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The target used at least one physical **Armor Die** and the user can name a seam, opening, or exposed mechanism.

Effect: Suppress one die from that Armor source against the user's next direct attack before Round end. This does not undo current cancellation.

Counterplay: Change facing or cover, repair the seam, replace the Armor source, or force the archer to attack another target.

COVERING ARROW [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. Regardless, during the ordinary reaction window after an ally begins moving. **Requirement:** The ally and one visible threatening Agent are within the bow's range.

Effect: The threatening Agent chooses: allow the ally to cross one exposed nearby position, or take HESITANT (1) before its next action.

Counterplay: Use full cover, accept the movement, suppress the archer, or spend the normal counteraction to clear HESITANT. This reaction opens no nested window.

Construction review: Archery Category plus Pinning Shaft, Thread the Gap, Covering Arrow combine as **STANDARD**. 4Cast/reskin prompts: Replace arrows with thrown needles and surfaces with fabric or flesh-safe restraints. In a cosmic 4Cast, fire tethered shards whose "bow" is a gravity sling; keep range and effects unchanged.

CLOSE COMBAT: SHIELDS [SKILL] [NW] - MAJOR

Category: Close Combat.

Specialty: Shields.

Training: Fight, march, brace, assess, repair, and coordinate with handheld shields or equivalent mobile barriers.

Fictional permissions: Judge whether a barrier will hold, form a doorway brace, escort someone through danger, identify shield doctrine, or use a shield as an ordinary tool.

Risk: Major. Shield Wall can concentrate team defense; it becomes Apex if extended to every ally in a scene or allowed to grant or reuse temporary Armor repeatedly.

SHIELD WALL [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Hold a shield, keep a fixed stance, and name one adjacent willing ally.

Effect: Grant that ally temporary N or W Armor 1, chosen at activation, until Round end. Keep a stronger Armor source instead of stacking.

Counterplay: Separate the pair, attack from a direction the barrier cannot cover, force movement, or make the user release the stance.

RIM CHECK [OPEN]

Pattern: 1,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The target is within shield reach and defended with S or W.

Effect: If it defended with S, force it 10 feet / 1 cell. If it defended with W, apply HESITANT (1).

Counterplay: Choose the other legal defense when available, brace against forced movement, disengage, or clear HESITANT normally.

TAKE THE BLOW [REACTION]

Pattern: 1,1. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, before harm resolves. **Requirement:** Hold a shield and be adjacent to a willing target of a physical action.

Rider: Checked only after normal cancellation; at least one applicable **Armor Die** belonging to the protected ally rolled A1. Armor never fills this Pattern.

Effect: Redirect 1 final Damage from the ally to the user. No Armor cancels the redirected point.

Counterplay: Separate the defender, attack a nonphysical channel, exhaust the user's dice, or inflict enough pressure that accepting the redirect matters. No nested reaction follows.

Construction review: Close Combat Category plus Shield Wall, Rim Check, Take the Blow combine as **MAJOR**. 4Cast/reskin prompts: Use a riot shield, tower shield, buckler, or folding barricade. For spirit play, make it a carried ancestor-mask that blocks only the same printed directions.

POLEARMS: REACH CONTROL [SKILL] [N] - STANDARD

Category: Polearms.

Specialty: Reach Control.

Training: Fight, drill, maintain, carry, identify, and judge spacing with spears, staffs, glaives, and comparable long weapons.

Fictional permissions: Set a safe receiving line, probe a dangerous surface, identify formation reach, keep a mundane animal at bay, or recover a dropped object with the haft.

Risk: Standard. Apex risk begins if Set the Line strikes without a contest or creates additional reaction windows.

SET THE LINE [DECLARED]

Pattern: 1,4. SPEND.

Timing: On success.

Requirement: Hold a ready polearm and name one visible approach within its reach.

Effect: Mark that approach GUARDED until the start of the user's next action. The first enemy crossing it lets the user make one ordinary paid reaction against the mover. If S is a legal defense against that reaction, the mover must defend with S. Remove GUARDED after the reaction; the mark grants no free reaction.

Counterplay: Approach from elsewhere, attack at range, force the user to move, exhaust the user's reaction dice, or cross when S is not an honest legal defense against the reaction.

HOOK AND DRAW [OPEN]

Pattern: Any pair. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The target or one carried object is within reach and has a plausible edge, limb, strap, or projection.

Effect: Move the target or loose object 10 feet / 1 cell toward the user. A larger-Scale target moves only a loose component or shifts its stance fictionally.

Counterplay: Cut the caught strap, brace, abandon the object, break engagement, or use Scale to limit the movement.

KEEP THEM BACK [REACTION]

Pattern: Any triple. SPEND.

Timing: REACTION - ORDINARY. On a successful direct reaction against engagement or nearby movement. **Requirement:** The user has open space to set the weapon and can reach the mover.

Effect: Prevent engagement and place the mover at the nearest point outside the user's reach.

Counterplay: Disarm the polearm, use cover, attack from outside reach, or create a second approach after the reaction dice are spent. The move opens no nested window.

Construction review: Polearms Category plus Set the Line, Hook and Draw, Keep Them Back combine as **STANDARD**. 4Cast/reskin prompts: Reskin as a hooked fire pike used in collapsing structures. In a biotech 4Cast, use a living tendril with the same fixed reach and requirements.

WRESTLING: HOLDS [SKILL] [S] - STANDARD

Category: Wrestling.

Specialty: Holds.

Training: Clinch, throw, pin, escape, fall safely, assess balance, and control a same-Scale body without relying on a weapon.

Fictional permissions: Search someone while controlling their hands, move an unresisting casualty, recognize trained grappling, or secure a cooperative subject safely.

Risk: Standard. Any version that removes player choice, affects larger Scale without equipment, or makes BOUND persistent needs Major or Apex review.

CLINCH ENTRY [DECLARED]

Pattern: Any pair. SPEND.

Timing: On success.

Requirement: Reach a same-Scale target with at least one free hand.

Effect: Engage the target and apply BOUND (1). The user is also engaged and cannot claim free movement away without ending the hold.

Counterplay: Reduce BOUND, force separation, use a larger Scale, surrender an item to slip free, or have an ally interfere.

BALANCE STEAL [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The engaged target defended with E or W.

Effect: Apply EXPOSED [S] (1). If it already has EXPOSED [S], force it 10 feet / 1 cell instead; do not add another pip.

Counterplay: Choose another legal defense, clear EXPOSED, break engagement, or move onto terrain where the user cannot maintain footing.

BREAKFALL [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, before collision or fall harm is applied.

Requirement: The user can move a limb and is not ANCHORED by an external restraint.

Effect: Prevent 1 Damage from the fall, throw, or collision and end prone at the nearest plausible position.

Counterplay: Increase the hazard, bind the user's movement first, or combine the fall with a separate environmental consequence. No further reaction window opens.

Construction review: Wrestling Category plus Clinch Entry, Balance Steal, Breakfall combine as STANDARD. 4Cast/reskin prompts: Use sport grappling, armored clinch work, or nonhuman coils. For vehicle Scale, reskin only if both participants are vehicles and keep same-Scale limits.

SHOOTING: LONG RIFLES [SKILL] [N] - MAJOR

Category: Shooting.

Specialty: Long Rifles.

Training: Fire, zero, maintain, conceal, appraise, and select positions for long rifles and comparable precision weapons.

Fictional permissions: Estimate range and wind, identify firing origin, prepare a hide, recognize ammunition, or determine whether an ordinary shot is physically possible.

Risk: Major. Crosswind Solution plus team spotting can become oppressive; never let the Skill ignore all Armor or attack beyond the scene without repricing.

SETTLED SIGHT [DECLARED]

Pattern: Any triple. SPEND.

Timing: On success.

Requirement: The user has not moved since the start of the Round and attacks one visible target with a braced long rifle.

Effect: Apply EXPOSED [N] (1) after the attack resolves. This represents a learned firing solution, not a physical wound.

Counterplay: Break line of sight, force the shooter to move, clear EXPOSED, create concealment, or change the target's position.

CROSSWIND SOLUTION [DECLARED]

Pattern: C1 + 1. SPEND.

Timing: Regardless.

Requirement: Declare before rolling and add one Ready **Combo Die**. The **Combo Die** stays outside the contest and may satisfy only C1.

Effect: Ignore one range-band penalty, ordinary wind penalty, or narrow concealment penalty named before the roll. Hard cover and impossible perception still apply.

Counterplay: Close distance, use complete cover, disrupt the spotter or weather reading, or create a second independent penalty.

SPOTTER'S CORRECTION [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. Regardless after that ally attacks a target the user can observe. **Requirement:** The user did not attack this Round and can communicate a correction.

Effect: Give the ally a held 2 usable only on its next attack against that same target before Round end. It cannot support the triggering roll.

Counterplay: Jam communication, move the target, obscure observation, or wait out the held result. This reaction opens no nested window.

Construction review: Shooting Category plus Settled Sight, Crosswind Solution, Spotter's Correction combine as **MAJOR**. 4Cast/reskin prompts: Replace the rifle with a hunting musket or rail lance while keeping position and visibility limits. A fantasy reskin may use a rune scope, but it grants no occult knowledge.

BATTLECRAFT: SUPPRESSION [SKILL] [W] - MAJOR

Category: Battlecraft.

Specialty: Suppression.

Training: Coordinate covering fire, identify fire lanes, conserve ammunition, read movement under pressure, and brief a team on controlled denial.

Fictional permissions: Establish safe sectors, recognize an ambush's beaten zone, estimate ammunition burn, or direct ordinary movement through hostile fire.

Risk: Major. Area denial becomes Apex if it affects every target in a scene, lasts beyond one Round, or stacks Axis penalties.

LOCK THE LANE [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: A weapon or tool capable of sustained denial; consume ordinary ammunition or an equivalent charge.

Effect: Mark one nearby lane SUPPRESSED until Round end. The first hostile Agent crossing it takes HESITANT (1), then the mark ends.

Counterplay: Use another route, spend the mark with a low-value mover, attack from cover, disable the weapon, or accept and clear HESITANT.

WALK THE BURST [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The defender chose S.

Effect: Apply -1 to the defender's S commitment cap for its next action only. Use only the strongest temporary S penalty.

Counterplay: Defend through another legal cardinal, take an action using another Axis, break line of fire, or wait until after the penalized action.

COVER THE WITHDRAWAL [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful support reaction to an ally leaving engagement.

Requirement: Perceive the ally and the engaging threat; consume ordinary ammunition or an equivalent charge.

Effect: The ally leaves engagement and moves 10 feet / 1 cell without that threat stopping the movement.

Counterplay: Use a separate obstacle, cut off the destination, silence the weapon, or pressure another route. The move resolves inside the current window only.

Construction review: Battlecraft Category plus Lock the Lane, Walk the Burst, Cover the Withdrawal combine as **MAJOR**. 4Cast/reskin prompts: Reskin bullets as shouted spear formations or projected danger glyphs. Keep the ammunition cost as fatigue, command attention, or finite charges.

GUNNERY: SHIP BATTERIES [SKILL] [E] - MAJOR

Category: Gunnery.

Specialty: Ship Batteries.

Training: Crew, aim, maintain, diagnose, range, and coordinate one family of vehicle-mounted or fixed heavy batteries.

Fictional permissions: Read firing solutions, identify a battery by report, inspect a mount, organize a gun crew, or judge whether a structure can bear recoil.

Risk: MAJOR. It becomes Apex if Salvo Geometry adds targets without area pricing or Brace for Return prevents more than 1 Damage.

RANGE THE BATTERY [DECLARED]

Pattern: Any triple. SPEND.

Timing: On success.

Requirement: A functioning battery, a crew or automation, and observation of the target.

Effect: Create one FIRE SOLUTION token for this battery and target. Spend it before scene end for one Help Cluster on a later battery action against that target. Only one such token may exist.

Counterplay: Move the target, obscure observation, damage the mount, change range sharply, or force the battery to select another target.

SALVO GEOMETRY [OPEN]

Pattern: 1,2,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The battery action targets a vehicle facet, structure, or same-Scale formation.

Effect: Shift the action's point of impact to one adjacent facet or structural zone after seeing the defense. Resolve the same final harm once; do not duplicate it.

Counterplay: Disperse facets, conceal internal layout, rotate the target, or use a decoy zone.

BRACE FOR RETURN [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, before collision or recoil harm resolves.

Requirement: The user is at the battery station and can command its crew.

Rider: Checked only after normal cancellation; an applicable vehicle **Armor Die** rolled A1 or A2. Armor does not fill the Pattern.

Effect: Prevent 1 Damage to the battery's mount or station, then apply 1 Strain to its crew Pool.

Counterplay: Attack a different station, exhaust crew Pool, suppress Armor, or combine recoil with a clock consequence. No nested window opens.

Construction review: Gunnery Category plus Range the Battery, Salvo Geometry, Brace for Return combine as **MAJOR**. 4Cast/reskin prompts: Use naval cannon, orbital batteries, fortress ballistae, or kaiju-mounted launchers. Preserve station access, Scale scope, and the single-impact limit.

THROWN WEAPONS: PRECISION [SKILL] [SE] - STANDARD

Category: Thrown Weapons.

Specialty: Precision.

Training: Throw, balance, conceal, recover, appraise, and improvise knives, darts, stones, nets, and comparable hand-launched tools.

Fictional permissions: Judge a ricochet, palm a small projectile, cut a reachable cord, deliver a light object across a gap, or identify a thrower's stance.

Risk: Standard. Ricochet Mark becomes Major if allowed around complete cover or across multiple zones.

RICOCHET MARK [DECLARED]

Pattern: 1,2,3. SPEND.

Timing: On success.

Requirement: Name one plausible hard intermediate surface before rolling.

Effect: Attack a target behind ordinary partial cover without that cover's narrow penalty. Complete cover and impossible paths still stop the throw.

Counterplay: Move away from hard angles, use soft or complete cover, catch the projectile, or block the intermediate surface.

SLEEVE DRAW [OPEN]

Pattern: Any pair. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: A concealed hand-sized projectile the user has not revealed this scene.

Effect: Gain UNSEEN (1) for this projectile's origin only. It fades after the current action resolves. On success, also keep the hand apparently empty.

Counterplay: Search the user, watch both hands, use counter-surveillance, or treat the first unexplained throw as evidence.

INTERCEPT THE LEVER [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful reaction before a visible nearby mechanism completes movement. **Requirement:** A ready projectile and a reachable switch, cord, hand, latch, or small moving part.

Effect: Delay that mechanism until the end of the current action, giving participants time to resolve the scene's already-open window. It then continues unless someone acts on it.

Counterplay: Shield the mechanism, use redundant controls, move beyond range, or make the part too massive to disrupt. No nested reaction opens.

Construction review: Thrown Weapons Category plus Ricochet Mark, Sleeve Draw, Intercept the Lever combine as **STANDARD**. 4Cast/reskin prompts: Use throwing cards, chakrams, magnetic pucks, or telekinetically pushed coins. Preserve hand size, range, and physical path.

ATHLETICS: LEAPING [SKILL] [NE] - STANDARD

Category: Athletics.

Specialty: Leaping.

Training: Jump, land, vault, measure gaps, build momentum, and judge surfaces or loads for explosive movement.

Fictional permissions: Clear an ordinary obstacle, estimate a safe landing, place a simple run-up, or explain how carried weight changes a jump.

Risk: Standard. It becomes Major if Bound the Gap is changed into teleportation or ignores a Scale mismatch.

BOUND THE GAP [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: A plausible launch and landing point within 40 feet / 4 cells.

Effect: Cross the gap without touching the intervening ground. On success, land standing and carry one manageable object.

Counterplay: Remove the run-up, shift the landing, increase the gap, add overhead obstruction, or burden the jumper beyond a manageable load.

CRASHING ARRIVAL [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The user moved at least 20 feet / 2 cells before reaching a same-Scale target.

Effect: Force that target 10 feet / 1 cell or apply HESITANT (1), chosen by the user.

Counterplay: Deny the run-up, brace, use greater Scale, block the landing, or choose terrain where displacement is harmless.

SPRING CLEAR [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. On a successful direct reaction against an area hazard or collapsing surface. **Requirement:** A visible safe point within 10 feet / 1 cell.

Effect: Move to that point after the triggering action resolves, avoiding one positional consequence but not any final Damage already dealt.

Counterplay: Remove safe landing points, bind the user, enlarge the area, or pair the hazard with ANCHORED. No nested reaction follows.

Construction review: Athletics Category plus Bound the Gap, Crashing Arrival, Spring Clear combine as **STANDARD**. 4Cast/reskin prompts: Reskin as rooftop freerunning, powered exoskeleton hops, or frog-like physiology. Keep the fixed distance and need for launch and landing points.

ACROBATICS: BALANCE [SKILL] [S] - STANDARD

Category: Acrobatics.

Specialty: Balance.

Training: Balance, tumble, roll, maintain body control, read moving surfaces, and prepare safe routes over narrow support.

Fictional permissions: Cross an ordinary beam, perform a controlled fall, identify unstable footing, or secure a routine performance rig.

Risk: Standard. Perfect Center becomes Major if it cancels forced movement after failure or applies to vehicle Scale without fiction.

PERFECT CENTER [DECLARED]

Pattern: 1,1. SPEND.

Timing: Regardless.

Requirement: The user is standing on a narrow, unstable, tilting, or moving support.

Effect: Ignore one ordinary footing penalty for this action. On success, cross one nearby unstable position without stopping.

Counterplay: Break the support, bind the user, change motion abruptly, add a second independent hazard, or remove the destination.

ROLL WITH IT [OPEN]

Pattern: Any pair. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS, before collision harm resolves.

Requirement: The user is being forced, thrown, or knocked from a position.

Effect: Choose the nearest plausible landing within 10 feet / 1 cell instead of the default landing. This changes position, not final harm.

Counterplay: Enclose the landing space, use ANCHORED, create hazardous options in every adjacent cell, or inflict harm unrelated to landing.

HUMAN COUNTERWEIGHT [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful support reaction to a nearby ally's balance or footing action. **Requirement:** Reach the ally or the same support.

Effect: Prevent one instance of forced movement affecting the ally; the user moves 10 feet / 1 cell toward the force instead.

Counterplay: Separate the pair, overload the support, use greater Scale, or exhaust the user's reaction dice. No nested window opens.

Construction review: Acrobatics Category plus Perfect Center, Roll with It, Human Counterweight combine as **STANDARD**. 4Cast/reskin prompts: Use circus wire work, ship rigging, or motion-control implants. A zero-gravity reskin still needs a shared support or tether for Human Counterweight.

PARKOUR: URBAN TRAVERSAL [SKILL] [SE] - MAJOR

Category: Parkour.

Specialty: Urban Traversal.

Training: Route through built environments, vault, wall-run, drop safely, read pedestrian flow, and evaluate handholds or shortcuts.

Fictional permissions: Identify a rapid street route, reach ordinary upper access, predict where a runner will bottleneck, or move through a crowd without needless collision.

Risk: Major. Ghost the Block becomes Apex if it bypasses locked interiors, complete barriers, or scene-scale pursuit without a contest.

GHOST THE BLOCK [DECLARED]

Pattern: 1,2,3. SPEND.

Timing: Regardless.

Requirement: A dense built environment with connected public, exterior, or abandoned routes.

Effect: Move to any plausible point within 40 feet / 4 cells by crossing the intervening route. On success, ignore one ordinary obstacle along it.

Counterplay: Seal routes, control rooftops, remove handholds, use open terrain, or establish a barrier that cannot be crossed by ordinary movement.

FLOW STATE [DECLARED]

Pattern: C2 + Any pair. SPEND.

Timing: On success.

Requirement: Declare before rolling and add one Ready **Combo Die**. It stays outside the contest and may satisfy only C2. The user must have moved last Round.

Effect: Hold FLOW until Round end. Spend FLOW to ignore 10 feet / 1 cell of difficult built terrain during one later move.

Counterplay: Stop the runner, change to open or natural terrain, force stillness, or wait for FLOW to expire.

VAULT THE THREAT [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY. On a successful direct reaction against engagement by a same-Scale target. **Requirement:** An adjacent wall, rail, vehicle, obstacle, or willing ally can support the vault.

Effect: Prevent engagement and move to the opposite adjacent side of the attacker.

Counterplay: Attack in open space, remove supports, use larger Scale, or block the landing cell. No nested reaction opens.

Construction review: Parkour Category plus Ghost the Block, Flow State, Vault the Threat combine as **MAJOR**. 4Cast/reskin prompts: Use dense market alleys, station interiors, or colossal machineworks. Do not reskin it as free flight; every route still needs physical connections.

SWIMMING: ROUGH WATER [SKILL] [W] - STANDARD

Category: Swimming.

Specialty: Rough Water.

Training: Swim, float, dive, rescue, read currents, manage breath, and use basic aquatic safety equipment in dangerous water.

Fictional permissions: Judge a crossing, identify a rip current, prepare a safe line, recover a floating object, or keep an unresisting person afloat.

Risk: Standard. Rescue Tow becomes Major if used on larger-Scale targets or to negate all environmental harm.

CUT THE CURRENT [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: The user is immersed and can perceive a destination within 40 feet / 4 cells.

Effect: Cross one current, wave line, or turbulent position without being stopped. On success, also avoid one ordinary current-driven displacement.

Counterplay: Increase Scale of the water hazard, remove the destination, entangle the swimmer, or combine current with debris or cold.

DEEP BREATH [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: The action concerns submersion, smoke, gas, vacuum transition, or another brief breath hazard.

Effect: Delay the user's next breath-related clock advance until the end of the following Round. This postpones one advance; it does not remove exposure.

Counterplay: Extend the hazard, disrupt preparation, apply Damage, or prevent access to breathable air after the delay.

RESCUE TOW [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. On a successful support reaction to nearby forced movement or sinking. **Requirement:** Reach a willing or incapacitated same-Scale target and keep one hand or tether free.

Effect: Move both user and target 10 feet / 1 cell toward a named safe point and prevent that one forced movement.

Counterplay: Break the tether, separate them, use a larger target, obstruct the safe point, or exhaust the rescuer. No nested window opens.

Construction review: Swimming Category plus Cut the Current, Deep Breath, Rescue Tow combine as **STANDARD**. 4Cast/reskin prompts: Use whitewater rescue, flooded tunnels, or aerial "swimming" through dense gas. Preserve the immersed medium and physical destination.

RIDING: WAR MOUNTS [SKILL] [SW] - MAJOR

Category: Riding.

Specialty: War Mounts.

Training: Ride, tack, calm, assess, feed, maneuver, and fight cooperatively with one family of trained mount.

Fictional permissions: Read a mount's condition, choose safe tack, identify cavalry doctrine, manage routine obstacles, or calm ordinary distress.

Risk: Major. Trample Line requires Scale review; never let it deal automatic area Damage or control an unwilling intelligent mount.

KNEE COMMAND [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Mounted on a willing trained mount with hands occupied or unavailable.

Effect: Perform one ordinary mount maneuver without using the rider's hands. On success, also interact with one held tool during the same action.

Counterplay: Panic or separate the mount, damage tack, exceed training, obstruct movement, or require a maneuver the mount cannot physically perform.

TRAMPLE LINE [OPEN]

Pattern: Any triple. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The mount moved at least 20 feet / 2 cells and is at least the target's Scale.

Effect: Force one same- or smaller-Scale target 10 feet / 1 cell and apply HESITANT (1). No extra Damage is created.

Counterplay: Scatter, brace behind cover, use larger Scale, remove the run-up, or target the mount's route.

TURN AS ONE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful direct reaction against forced movement affecting rider or mount. **Requirement:** Rider is conscious, mounted, and able to signal the mount.

Effect: Rotate the pair's forced movement by one adjacent direction and move the same distance.

Counterplay: Restrain either participant, frighten the mount, enclose the route, or use ANCHORED. No nested reaction opens.

Construction review: Riding Category plus Knee Command, Trample Line, Turn as One combine as **MAJOR**. 4Cast/reskin prompts: Replace horses with giant lizards, motorcycles with responsive AI, or cloud rays. Keep a distinct mount participant and its physical limits.

ZERO-G: EVA [SKILL] [E] - MAJOR

Category: Zero-G Operations.

Specialty: Extravehicular Activity.

Training: Move, tether, orient, rescue, inspect suits, manage reaction mass, and work safely without reliable gravity.

Fictional permissions: Plan a tether route, inspect an airlock, recognize suit failure, calculate a simple drift, or secure tools against loss.

Risk: Major. Vector Borrow becomes Apex if it creates momentum without a reachable anchor or ignores scene-scale distance.

VECTOR BORROW [DECLARED]

Pattern: 1,2,3. SPEND.

Timing: Regardless.

Requirement: Touch a stable surface, moving object, tether, or willing participant before departure.

Effect: Move up to 40 feet / 4 cells along a chosen clear vector. On success, arrive with drift stopped if a destination anchor is available.

Counterplay: Remove anchors, cut tethers, obstruct the vector, change the object's motion, or make the destination impossible to grasp.

THRUSTER FEATHER [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: A functioning suit thruster or equivalent finite maneuvering resource.

Effect: Rotate one incoming forced-movement vector by one adjacent direction without changing its distance. Mark one thruster charge spent.

Counterplay: Exhaust charges, jam the thruster, enclose the user, apply ANCHORED, or force movement too large for the system's Scale.

TETHER CATCH [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY. Regardless, before a visible nearby subject drifts beyond reach. **Requirement:** A free tether, line launcher, or direct reach and a same-Scale subject.

Effect: Apply ANCHORED (1) to the subject, attached to the user or named fixture, and halt this one drift.

Counterplay: Cut or detach the line, move the anchor, use greater Scale, or reduce ANCHORED. No nested reaction opens.

Construction review: Zero-G Operations Category plus Vector Borrow, Thruster Feather, Tether Catch combine as **MAJOR**. 4Cast/reskin prompts: Use orbital EVA, underwater neutral buoyancy, or dreamers drifting through a weightless mindscape. Keep finite thrust and real anchors.

SURVIVAL: DESERT TRAVEL [SKILL] [S] - STANDARD

Category: Survival.

Specialty: Desert Travel.

Training: Navigate arid terrain, ration water, read heat and wind, find shade, maintain desert gear, and recognize dehydration or sand hazards.

Fictional permissions: Estimate water need, identify a viable campsite, find ordinary signs of a buried route, protect supplies from heat, or explain local travel rhythms.

Risk: Standard. Water Discipline becomes Major if it restores Damage or supplies an entire expedition without inventory.

READ THE SHIMMER [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: A broad view, local signs, or a useful map of the arid region.

Effect: Ask one direct question about true water, false distance, incoming heat, a passable route, or recent movement. The 4Caster answers honestly from available evidence.

Counterplay: Use deliberate false trails, supernatural mirage, rapidly changing weather, or terrain outside the user's experience.

WATER DISCIPLINE [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS during camp or travel.

Requirement: Inventory and share at least one real ration of water.

Effect: Prevent one dehydration or heat clock advance for one small traveling group this Round. The ration is consumed.

Counterplay: Extend exposure, contaminate supply, increase group size, separate travelers, or impose a different environmental cost.

SAND VEIL [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. On a successful support reaction against distant observation. **Requirement:** Loose dust, sand, ash, or equivalent particles and a wind or action that can lift them.

Effect: Give one nearby ally UNSEEN (1) from the observer until that ally moves into open ground or the Round ends.

Counterplay: Change angle, close distance, wait out the veil, use nonvisual sensing, or shelter from the particles. No nested reaction opens.

Construction review: Survival Category plus Read the Shimmer, Water Discipline, Sand Veil combine as **STANDARD**. 4Cast/reskin prompts: Use salt flats, volcanic wastes, or sun-blasted megastructures. Replace water with coolant or shade with radiation cover while preserving finite supply.

SURVIVAL: POLAR TRAVEL [SKILL] [N] - STANDARD

Category: Survival.

Specialty: Polar Travel.

Training: Navigate snow and ice, manage cold layers, assess ice, build shelter, read storms, and recognize exposure injuries.

Fictional permissions: Choose safe ice, construct routine snow shelter, estimate storm arrival, preserve heat, or identify tracks in snow.

Risk: Standard. White Shelter becomes Major if it blocks attacks or erases all cold pressure for a Turn.

SOUND THE ICE [DECLARED]

Pattern: Any pair. TRIGGER.

Timing: On success.

Requirement: Touch, observe, or instrument the ice or frozen structure.

Effect: Ask whether one named nearby route will bear a stated load, where it is weakest, or what recently crossed it. The answer is honest from present evidence.

Counterplay: Conceal damage, change load, introduce heat or current, use unfamiliar supernatural ice, or act after conditions shift.

WHITE SHELTER [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: Ten quiet minutes plus snow, fabric, wreckage, or equivalent insulation.

Effect: Prevent the next cold-weather clock advance for occupants before Round end and grant ordinary concealment from distant sight.

Counterplay: Collapse the shelter, force departure, use nonvisual detection, extend exposure, or introduce a different hazard.

ROPE TEAM [REACTION]

Pattern: 1,1. SPEND.

Timing: REACTION - ORDINARY. Regardless, before a nearby roped ally falls through a surface or is forced downslope in the ordinary reaction window. **Requirement:** Both are attached to the same secured rope system.

Effect: Prevent that movement and apply 1 Strain to the user's Pool.

Counterplay: Cut the rope, overload the anchor, separate the team, use greater Scale, or exhaust the user's Pool. No nested reaction opens.

Construction review: Survival Category plus Sound the Ice, White Shelter, Rope Team combine as **STANDARD**. 4Cast/reskin prompts: Use glaciers, cryogenic ships, or glass deserts under lethal night cold. Keep load assessment, insulation, and a physical team line.

HUNTING: TRACKING [SKILL] [E] - STANDARD

Category: Hunting.

Specialty: Tracking.

Training: Read spoor, age signs, predict quarry movement, conceal scent, choose observation points, and harvest ordinary game safely.

Fictional permissions: Identify species from tracks, distinguish group size, preserve a trail, set a humane ordinary snare, or estimate how long ago something passed.

Risk: Standard. Mark the Quarry becomes Major if it grants perfect location or persists beyond the scene without new evidence.

MARK THE QUARRY [DECLARED]

Pattern: Any triple. SPEND.

Timing: On success.

Requirement: Fresh physical sign belonging to one named quarry.

Effect: Gain one TRAIL TOKEN tied to that quarry and region. Spend it to ask the direction of its most recent plausible movement or to gain one Help Cluster when reacquiring its trail. The TOKEN expires at scene end, when the quarry leaves the region, or when its evidence is gone.

Counterplay: Cross water, contaminate the trail, change transport, plant false sign, leave the region, or destroy the evidence.

PREDICT THE BREAK [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS during pursuit.

Requirement: The user has a TRAIL TOKEN tied to the pursued quarry.

Effect: Name one nearby terrain feature; if the quarry can plausibly reach it, the 4Caster reveals whether it is moving toward, away from, or around that feature.

Counterplay: Behave erratically, use transport, split signs, enter unfamiliar terrain, or sacrifice speed to conceal intent.

TURN THE AMBUSH [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY, on a successful direct reaction against a quarry tied to the user's TRAIL TOKEN.

Requirement: The user can perceive a fresh tell in the environment.

Effect: Remove one Help Cluster supplied by that quarry's UNSEEN status. This does not remove UNSEEN itself.

Counterplay: Approach without leaving environmental tells, remove the TRAIL TOKEN first, use an unrelated ambusher, or exhaust the tracker. No nested reaction opens.

Construction review: Hunting Category plus Mark the Quarry, Predict the Break, Turn the Ambush combine as **STANDARD**. 4Cast/reskin prompts: Track fugitives, monsters, data packets through physical relays, or spirits through offerings. Keep evidence local and fallible.

FORAGING: TOXIC ECOLOGIES [SKILL] [SW]

- MAJOR

Category: Foraging.

Specialty: Toxic Ecologies.

Training: Identify, collect, test, prepare, and avoid dangerous natural foods, medicines, fibers, venoms, and contaminants.

Fictional permissions: Find ordinary calories, recognize contamination, prepare safe handling tools, preserve a specimen, or explain what local organisms consume.

Risk: Major. Field Antidote becomes Apex if it cures unnamed supernatural conditions or removes multiple status pips without supplies.

SAFE HARVEST [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Ten minutes in an ecology containing plausible useful life and a container or tool.

Effect: Produce one USEFUL SAMPLE token naming food, fiber, medicine, reagent, or toxin. It expires when spoiled and grants permission for one appropriate preparation action.

Counterplay: Exhaust the ecology, introduce contamination, deny time or tools, misidentify an alien organism, or spoil the sample.

BORROWED VENOM [OPEN]

Pattern: 1,2,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Consume a prepared USEFUL SAMPLE that was named as toxin.

Effect: Apply DRAINED (1) to one target touched by the prepared delivery. The sample is gone whether or not the action succeeds.

Counterplay: Use protective gear, identify and avoid delivery, destroy the sample, clear DRAINED, or exploit a target physiology the toxin cannot affect.

FIELD ANTIDOTE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. Regardless, before a poison, venom, or environmental toxin status Triggers. **Requirement:** Consume an appropriate USEFUL SAMPLE and reach the affected target.

Effect: After the triggering action resolves, if the named toxin status was applied or immediately Triggered, delay its next Trigger until the following Round. This does not remove pips or cure the source.

Counterplay: Use an unknown toxin, apply a second source, separate the forager, or let the delay expire without full treatment. No nested window opens.

Construction review: Foraging Category plus Safe Harvest, Borrowed Venom, Field Antidote combine as **MAJOR**. 4Cast/reskin prompts: Use fungal caverns, chemical wastelands, or alien gardens. Replace biology with salvage chemistry only if local collection and spoilage remain real.

SEAMANSHIP: STORM PASSAGE [SKILL] [W] - MAJOR

Category: Seamanship.

Specialty: Storm Passage.

Training: Crew, reef, steer, trim, inspect, and coordinate an ordinary vessel in heavy weather and dangerous water.

Fictional permissions: Read wind over water, assign deck tasks, identify unsafe rigging, estimate a storm route, or prepare a vessel for rough passage.

Risk: Major. Take the Sea becomes Apex if it cancels scene consequences repeatedly or protects more than one station per activation.

REEF IN TIME [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Access to the vessel's rig, drive, ballast, or equivalent propulsion controls.

Effect: Prevent one ordinary weather-driven forced movement affecting the vessel this action. On success, also move one crew Agent to a named safe station.

Counterplay: Damage the controls, create a second hazard, exceed the vessel's Scale, separate the crew, or attack the safe station.

READ THE SET [OPEN]

Pattern: Any triple. TRIGGER.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: A view or instrument reading of waves, current, and nearby hazards.

Effect: Ask which one visible route imposes the least immediate structural risk or where the next major force will strike. The 4Caster answers honestly from current conditions.

Counterplay: Change conditions, conceal a hazard beneath the surface, sabotage instruments, or create a threat independent of the water.

TAKE THE SEA [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, before weather or collision Damage resolves. **Requirement:** The user commands an active station and can issue orders to its crew.

Rider: Checked only after normal cancellation; one applicable vehicle **Armor Die** rolled A1. Armor does not fill the Pattern.

Effect: Prevent 1 Damage to that station and apply 1 Strain to its crew Pool.

Counterplay: Exhaust the crew, suppress Armor, strike another station, or pair the impact with an independent clock. No nested reaction opens.

Construction review: Seamanship Category plus Reef in Time, Read the Set, Take the Sea combine as **MAJOR**. 4Cast/reskin prompts: Use sailing ships, submarines, river barges, or voidcraft riding gravitational tides. Preserve stations, crew costs, and environmental force.

ANIMAL HANDLING: PACK BEASTS

[SKILL] [NW] - STANDARD

Category: Animal Handling.

Specialty: Pack Beasts.

Training: Feed, load, calm, lead, assess, treat routine strain, and organize domesticated working animals.

Fictional permissions: Judge a safe load, identify illness or fear, choose tack, maintain a trail string, or coax ordinary trained behavior without a contest.

Risk: Standard. This Skill never compels an intelligent or hostile creature; expanding it into control needs Power or Apex review.

EVEN THE LOAD [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Ten minutes, access to the pack, and at least two carriers or load points.

Effect: Move one supply, fatigue, or encumbrance mark from one carrier to another willing appropriate carrier. No mark is removed.

Counterplay: Separate the string, overload every carrier, damage tack, deny time, or make the cargo indivisible.

QUIET THE STRING [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The user's trained animals can hear, see, or smell a familiar cue.

Effect: Reduce HESITANT or SUSPECTED on one pack animal by 1 pip. This cannot remove fear caused by an ongoing impossible threat until that threat is addressed.

Counterplay: Continue the threat, isolate the animal, counterfeit the cue, injure it, or force behavior beyond training.

CATCH THE REINS [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful support reaction when a nearby pack animal would bolt or be forced away. **Requirement:** Reach its lead, tack, or established command cue.

Effect: Prevent 10 feet / 1 cell of that movement and apply 1 Strain to the user's Pool.

Counterplay: Break the tack, use larger Scale, panic several animals, or exhaust the handler. No nested reaction opens.

Construction review: Animal Handling Category plus Even the Load, Quiet the String, Catch the Reins combine as **STANDARD**. 4Cast/reskin prompts: Use mules, sled dogs, cargo beetles, or obedient utility drones with animal-like training. Keep independent carriers and limited cues.

SMITHING: FIELD FORGE [SKILL] [N] - MAJOR

Category: Smithing.

Specialty: Field Forge.

Training: Heat, shape, join, temper, assess, maintain, and salvage metal tools, weapons, fittings, and ordinary protective pieces.

Fictional permissions: Identify an alloy, judge a fracture, sharpen an edge, make routine hardware, improvise a small forge, or estimate repair stock.

Risk: Major. Temper for Trouble becomes Apex if it grants permanent Armor or stacks with existing Armor sources.

FIELD WELD [DECLARED]

Pattern: 1,4. SPEND.

Timing: Regardless.

Requirement: Tools, heat, compatible stock, and access to a damaged metal item or structure.

Effect: Restore one basic function until Turn end without removing Damage. At Turn end the patch fails unless ordinary repair completes.

Counterplay: Apply stress beyond the patch, remove heat or stock, damage a different component, or wait for the temporary repair to fail.

TEMPER FOR TROUBLE [DECLARED]

Pattern: C4 + 1,1. SPEND.

Timing: Regardless.

Requirement: Declare before rolling, add one Ready **Combo Die**, and spend one hour with a forge and an unarmored metal object. The **Combo Die** stays outside the contest and may satisfy only C4.

Effect: Give the object one temporary directional **Armor Die** chosen from N, E, S, or W. It expires after canceling once or at Turn end.

Counterplay: Attack from another direction, use nonphysical pressure, destroy the object, or wait out the preparation.

CATCH THE CRACK [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY. Regardless, before one metal tool or weapon becomes unusable from a scene consequence in the ordinary reaction window. **Requirement:** Reach it with a hammer, clamp, brace, or equivalent tool.

Effect: Delay failure until the end of the following Round. The item fails then unless an action stabilizes it first.

Counterplay: Break a separate component, deny tools, increase Scale of the force, or prevent follow-up repair. No nested reaction opens.

Construction review: Smithing Category plus Field Weld, Temper for Trouble, Catch the Crack combine as **MAJOR**. 4Cast/reskin prompts: Use a portable arc welder, village forge, or metallic songcraft. Preserve stock, work time, and one-use temporary Armor.

CARPENTRY: STRUCTURES [SKILL] [E] - STANDARD

Category: Carpentry.

Specialty: Structures.

Training: Measure, frame, join, brace, inspect, dismantle, and repair timber or analogous modular building materials.

Fictional permissions: Read load paths, build routine shelter, identify concealed framing, estimate lumber, or safely remove a noncritical ordinary piece.

Risk: Standard. Brace the Span needs Major review if it supports greater Scale or persists through multiple Damage events.

READ THE GRAIN [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Inspect a wooden or modular structure closely.

Effect: Ask where one load travels, which nearby piece is weakest, whether a repair is false, or what tool shaped it. The 4Caster answers honestly from evidence.

Counterplay: Conceal joints, use unfamiliar composite material, alter the load after inspection, or deny access.

QUICK FRAME [OPEN]

Pattern: Any pair. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: Ten minutes, tools, and enough salvage or stock.

Effect: Create one Scale-appropriate ordinary barrier, ramp, brace, or platform covering about 10 feet / 1 cell. It has no Armor unless the material already provides it.

Counterplay: Burn, cut, overload, bypass, dismantle, or attack before construction finishes.

BRACE THE SPAN [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, before a nearby framed structure takes structural Damage. **Requirement:** A prepared brace or accessible load-bearing point.

Effect: Prevent 1 structural Damage, then destroy the brace and apply 1 Strain to anyone holding it by hand.

Counterplay: Strike another load path, remove the brace, exceed its Scale, or apply repeated force after it is spent. No nested reaction opens.

Construction review: Carpentry Category plus Read the Grain, Quick Frame, Brace the Span combine as **STANDARD**. 4Cast/reskin prompts: Use timber framing, bone lattice, modular habitat panels, or woven giant reeds. Keep physical stock and load paths.

TAILORING: PROTECTIVE GEAR [SKILL] [W] - STANDARD

Category: Tailoring.

Specialty: Protective Gear.

Training: Cut, fit, sew, layer, inspect, repair, and adapt cloth, leather, flexible composites, and environmental garments.

Fictional permissions: Identify weave and wear, fit ordinary clothing, conceal a pocket, repair a seam, or choose layers for known weather.

Risk: Standard. Layered Answer becomes Major if it grants more than one die, lasts beyond one cancellation, or stacks.

RAPID ALTERATION [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Ten minutes, a sewing kit, and access to the garment.

Effect: Add or remove one mundane property such as concealment pocket, quick-release seam, insignia panel, or weather layer. It grants no mechanical Armor by itself.

Counterplay: Search carefully, expose the garment to the wrong environment, tear the alteration, or challenge credentials represented by insignia.

LAYERED ANSWER [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS during preparation.

Requirement: Consume a suitable prepared liner, patch, or sacrificial layer.

Effect: Grant temporary Armor 1 in one named cardinal direction against one named environmental harm. It expires after its first cancellation or at Round end.

Counterplay: Attack from another direction, change harm type, remove the garment, or wait for the layer to expire.

TEARAWAY [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. On a successful direct reaction against a physical restraint attached to the garment. **Requirement:** The garment has an ordinary seam or a prepared quick release.

Effect: Reduce BOUND by 1 pip and destroy or abandon the caught garment section.

Counterplay: Bind the body rather than clothing, use a rigid enclosure, apply another pip, or recover the discarded identifying material. No nested reaction opens.

Construction review: Tailoring Category plus Rapid Alteration, Layered Answer, Tearaway combine as **STANDARD**. 4Cast/reskin prompts: Use expedition suits, court costumes, sailcloth armor, or adaptive membrane. Preserve one-use layers and tangible seams.

MASONRY: FORTIFICATION [SKILL] [NW] - MAJOR

Category: Masonry.

Specialty: Fortification.

Training: Lay, inspect, repair, breach safely, reinforce, and estimate stone, brick, concrete, earthwork, and similar mass structures.

Fictional permissions: Identify a wall's era, read settlement cracks, choose mortar, estimate labor, or point out ordinary defensive geometry.

Risk: Major. Murder Hole is a prepared scene feature; multiplying it across a lair or giving it permanent Help requires Apex review.

PATCH THE BREACH [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Ten minutes, tools, stock, and access to a Scale-appropriate opening.

Effect: Reduce the opening enough to block ordinary passage by one Scale category until it takes structural Damage or is dismantled.

Counterplay: Bring tools, use another route, attack the fresh patch, change Scale, or deny building time.

MURDER HOLE [DECLARED]

Pattern: 1,2,3. SPEND.

Timing: On success during scene preparation.

Requirement: An existing fortification and a plausible firing, pouring, observation, or access point.

Effect: Create one FORTIFIED ANGLE token. Spend it for one Help Cluster on a single action made through that point before scene end.

Counterplay: Avoid the angle, smoke it, seal it, attack from behind, or force its operator away.

SHOULDER THE FALL [REACTION]

Pattern: Any triple. SPEND.

Timing: REACTION - ORDINARY. Regardless, before a nearby masonry collapse resolves in the ordinary reaction window. **Requirement:** Reach a support point or prepared shore appropriate to the Scale.

Rider: Checked only after normal cancellation; one applicable rolled **Damage Die** showed D1. Damage never fills the Pattern.

Effect: Delay the collapse until the end of the current action and move one nearby willing target 10 feet / 1 cell toward safety.

Counterplay: Collapse multiple supports, deny a safe direction, use greater Scale, or exhaust the mason. No nested reaction opens.

Construction review: Masonry Category plus Patch the Breach, Murder Hole, Shoulder the Fall combine as **MAJOR**. 4Cast/reskin prompts: Use castle stone, poured arcology walls, compacted earth, or coral grown in blocks. Preserve mass, preparation, and structural counterplay.

RITUAL CRAFT: RELIC BINDING [SKILL] [NE]

- MAJOR

Category: Ritual Craft.

Specialty: Relic Binding.

Training: Identify, house, label, transport, maintain, and constrain setting-specific charged relics through learned materials and procedures.

Fictional permissions: Recognize a binding tradition, prepare a mundane reliquary, identify a broken seal, record safe handling, or distinguish a relic from an ordinary antique.

Competency is not free magic.

Risk: MAJOR. Any binding that suppresses passive Powers, lasts beyond a Turn, or applies without a prepared vessel requires Apex review.

NAME THE VESSEL [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Inspect the relic and at least one useful sign, account, or residue.

Effect: Ask what material, shape, taboo, or handling condition could safely contain one printed behavior of the relic. The 4Caster answers honestly from evidence.

Counterplay: Incomplete lore, a changing relic, deliberate false provenance, or a behavior outside the inspected evidence.

CLOSE THE CLASP [DECLARED]

Pattern: P1 + 1,1. SPEND. **POWER-FED.**

Timing: On success.

Requirement: Declare before rolling, add one Ready **Power Die**, use a prepared vessel matching Name the Vessel, and reach the relic.

Effect: Mark one active relic function SEALED until Turn end. That function cannot activate while SEALED. This does not suppress passive effects or unnamed functions.

Counterplay: Break the vessel, violate its taboo, use another relic function, separate binder and relic, or wait for Turn end.

BLEED THE SEAL [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after a bound relic's action resolves. **Requirement:** The triggering action threatened to cross the boundary of the user's intact prepared vessel.

Effect: If the effect crossed that boundary, delay one **Power Die** spent by the relic or its wielder from refreshing at the next shared Turn refresh. If the effect crossed but no **Power Die** was spent, apply BACKLASH [E, STRAIN] (1) to the vessel's handler instead. If the effect did not cross, this move has no effect.

Counterplay: Act outside the boundary, use a passive effect, break the vessel first, or clear the Backlash. No nested reaction opens.

Construction review: Ritual Craft Category plus Name the Vessel, Close the Clasp, Bleed the Seal combine as **MAJOR**. 4Cast/reskin prompts: Use saint bones, alien cores, cursed software in physical vaults, or bottled storms. Preserve evidence, specific vessels, and named functions.

DRONE OPERATIONS: NETWORK SWARMS

[SKILL] [SE] - MAJOR

Category: Drone Operations.

Specialty: Network Swarms.

Training: Launch, route, maintain, inventory, recover, and coordinate multiple small remote or autonomous units.

Fictional permissions: Survey an ordinary area, check telemetry, identify a drone family, replace common parts, or assign routine search sectors.

Risk: Major. Distributed Eyes becomes Apex if it grants omniscience, ignores line of communication, or covers an entire scene without counters.

DISTRIBUTED EYES [DECLARED]

Pattern: Any triple. SPEND.

Timing: On success.

Requirement: At least two functioning drones with communication to the controller.

Effect: Ask one direct question about movement, heat, sound, or visible access within the drones' separated nearby positions. The answer is limited to their actual sensors.

Counterplay: Jam communication, destroy a drone, use sensor-resistant cover, feed false signals, or leave their positions.

MESH HANDOFF [DECLARED]

Pattern: C2 + Any pair. SPEND.

Timing: Regardless.

Requirement: Declare before rolling and add one Ready **Combo Die**, which stays outside the contest and may satisfy only C2. Two drones must share a route.

Effect: Give one other participant on the same mesh permission to issue one routine command to a drone or receive one ordinary drone feed until Round end. A hostile, secret, or opposed use still requires its own roll.

Counterplay: Break the mesh, isolate a unit, spoof membership, restrict permissions, or force the operators beyond communication range.

SACRIFICIAL INTERCEPT [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, before a nearby linked ally takes physical Damage. **Requirement:** Destroy one functioning linked drone with plausible Scale to affect the incoming harm and a path by which it can intercept.

Effect: Prevent 1 Damage to the ally. The destroyed drone cannot be recovered during the scene.

Counterplay: Attack from a path the drone cannot reach, jam control, destroy drones first, or apply multiple harm. No nested reaction opens.

Construction review: Drone Operations Category plus Distributed Eyes, Mesh Handoff, Sacrificial Intercept combine as **MAJOR**. 4Cast/reskin prompts: Use quadcopters, clockwork birds, spirit moths, or disposable sensor spores. Preserve multiple vulnerable units and communication limits.

ELECTRONICS: SENSOR ARRAYS [SKILL] [E]

- STANDARD

Category: Electronics.

Specialty: Sensor Arrays.

Training: Install, calibrate, test, interpret, shield, and repair common electronic or setting-equivalent sensors.

Fictional permissions: Identify sensor type and limits, collect ordinary readings, trace wiring, reduce noise, or recognize spoofed calibration.

Risk: Standard. Ghost Signature becomes Major if it hides every target or affects sensors without physical access or transmission.

CALIBRATION SWEEP [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Access to a functioning sensor or its useful output.

Effect: Ask one direct question about range, blind zone, strongest signal, interference source, or recent calibration. The 4Caster answers honestly from the data.

Counterplay: Feed false data, change configuration, hide outside the sensor's modality, encrypt output, or damage calibration.

GHOST SIGNATURE [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Access to the observed subject or the sensor's signal path.

Effect: Give one subject UNSEEN (1) from that named sensor modality until it changes range band, acts openly, or Round ends.

Counterplay: Use another modality, inspect locally, change angle, isolate the signal path, or clear UNSEEN through counter-surveillance.

CATCH THE SPIKE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an action that threatens to apply JAMMED or DRAINED to a nearby sensor resolves.

Requirement: The triggering action threatened JAMMED or DRAINED to the sensor, and the user can reach its console or diagnostic feed.

Effect: If the sensor gained JAMMED or DRAINED, reduce that newly applied status by 1 pip and mark the sensor NOISY until Round end; actions relying on it cannot gain UNSEEN. If neither status was applied, this move has no effect.

Counterplay: Apply more pips, cut access, destroy the sensor, exploit NOISY, or attack another array. No nested reaction opens.

Construction review: Electronics Category plus Calibration Sweep, Ghost Signature, Catch the Spike combine as **STANDARD**. 4Cast/reskin prompts: Use radar, magical scrying glass with physical controls, seismic lines, or scent analyzers. Keep one modality and access point.

ROBOTICS: FIELD DRONES [SKILL] [N] - MAJOR

Category: Robotics.

Specialty: Field Drones.

Training: Build, program, repair, direct, diagnose, and recover one family of task-focused mobile machines.

Fictional permissions: Assign routine behaviors, inspect actuators, identify control architecture, replace ordinary modules, or judge terrain compatibility.

Risk: Major. Borrowed Chassis becomes Apex if the drone gains a full extra action or copies an Agent's whole Skill package.

TASK PACKAGE [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Ten minutes of access to a functioning drone and its programming interface.

Effect: Give it one narrow routine permission until Turn end: carry, watch, illuminate, map, sample, or manipulate a named ordinary tool. It gains no signature move.

Counterplay: Jam command, exceed the routine, change terrain, remove the tool, or damage the drone.

BORROWED CHASSIS [OPEN]

Pattern: P2 + 1,4. SPEND. **POWER-FED.**

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: Declare the Skill before rolling, add one Ready **Power Die**, and connect directly to a same-family disabled drone.

Effect: Restore basic movement or one named station until Round end without removing Damage. Afterward it shuts down again.

Counterplay: Break the connection, destroy the named station, suppress Power, wait for expiry, or use incompatible architecture.

RETURN-TO-HOME [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. Regardless, when a controlled drone loses communication or would leave its safe route in the ordinary reaction window. **Requirement:** A return route was recorded before the scene.

Effect: Move the drone one range band toward the recorded point after the triggering action resolves.

Counterplay: Block the route, spoof the point, seize local control, destroy locomotion, or move it farther than one band can recover. No nested window opens.

Construction review: Robotics Category plus Task Package, Borrowed Chassis, Return-to-Home combine as **MAJOR**. 4Cast/reskin prompts: Use industrial robots, clay servants, animated tools, or repair beetles. Preserve programming access, narrow routines, and damaged chassis limits.

COMMUNICATIONS: SIGNAL WARFARE

[SKILL] [W] - MAJOR

Category: Communications.

Specialty: Signal Warfare.

Training: Establish, route, authenticate, jam, triangulate, maintain, and diagnose radio or setting-equivalent communication networks.

Fictional permissions: Operate ordinary sets, identify protocol, build a relay, find obvious interference, or organize call signs and schedules.

Risk: Major. Cut the Net becomes Apex if it silences an entire scene, lasts a Turn, or attacks character competency rather than a current link.

FIND THE CARRIER [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Receive a usable transmission, leak, or interference pattern.

Effect: Ask one direct question about its direction, protocol family, relay, likely range, or whether two signals share an origin.

Counterplay: Burst transmission, relay hopping, false carriers, physical couriers, encryption of content, or leaving the monitored region.

CUT THE NET [OPEN]

Pattern: 1,2,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: A transmitter able to reach one named active communication link.

Effect: Mark that named link or channel DISCONNECTED until Round end. While DISCONNECTED, it cannot carry messages or remote commands; unrelated senses and learned Communications Skill still function.

Counterplay: Change channel, reconnect locally, use a wire or courier, restore the link, or move out of range.

AUTHENTICATE NOW [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an action that threatens to deliver a false or altered order to an ally resolves. **Requirement:** The ally can receive the user's challenge and knows the authentication procedure.

Effect: If the false or altered order reached the ally, apply SUSPECTED (1) to its sender or cover identity, chosen by the user. If no order arrived, this move has no effect.

Counterplay: Compromise the procedure, isolate the ally, create time pressure, use a valid credential, or overwhelm with multiple messages. No nested reaction opens.

Construction review: Communications Category plus Find the Carrier, Cut the Net, Authenticate Now combine as **MAJOR**. 4Cast/reskin prompts: Use radios, signal flags, drum codes, telepathic relays, or courier spirits. Keep a detectable carrier and alternate channels.

CYBERNETICS: INTERFACE TUNING [SKILL] [SW] - MAJOR

Category: Cybernetics.

Specialty: Interface Tuning.

Training: Calibrate, diagnose, install safely, maintain, and interpret one family of body-machine or mind-machine interfaces.

Fictional permissions: Read ordinary diagnostics, identify incompatibility, adjust comfort and latency, document settings, or recognize tampering. This Skill grants no implant Power by itself.

Risk: MAJOR. Overclock Reflex becomes Apex if it adds actions, refreshes dice, or removes the backlash.

BASELINE MAP [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Consent, diagnostic access, and a functioning interface.

Effect: Ask one direct question about current load, mismatch, hidden modification, likely failure, or which Axis the interface currently supports best.

Counterplay: Corrupt diagnostics, change configuration, deny consent or access, use unfamiliar biology, or conceal an external controller.

OVERCLOCK REFLEX [DECLARED]

Pattern: P1 + Any pair. SPEND. **POWER-FED.**

Timing: Regardless.

Requirement: Declare before rolling, add one Ready **Power Die**, and use a tuned interface on the user.

Effect: Grant BOOST [S] (1) until the end of the current action. Afterward apply BACKLASH [S, STRAIN] (1).

Counterplay: Suppress Power, exploit S defense, increase Backlash, damage the interface, or force a different honest Axis.

FAILSAFE CLAMP [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS when an action would apply or immediately Trigger interface-caused DRAINED or AXIS-LOCKED. Delay the printed Effect until immediately after the triggering action resolves. **Requirement:** Direct access to the interface or its paired controller; name the participant whose Combo reserve the interface uses.

Effect: After the triggering action resolves, reduce its newly applied or immediately Triggered DRAINED or AXIS-LOCKED by 1 pip. Then apply JAMMED (1) to the participant whose Combo reserve the interface uses.

Counterplay: Remove access, use a biological source, apply more pips, clear JAMMED normally, or use an interface tied to another participant. No nested reaction opens.

Construction review: Cybernetics Category plus Baseline Map, Overclock Reflex, Failsafe Clamp combine as **MAJOR**. 4Cast/reskin prompts: Use neural plugs, enchanted prostheses, symbiotic harnesses, or pilot wetware. Preserve consent, diagnostic access, and backlash.

DATA SCIENCE: PREDICTIVE MODELS

[SKILL] [NE] - MAJOR

Category: Data Science.

Specialty: Predictive Models.

Training: Clean, compare, model, visualize, test, and communicate patterns in structured records and repeated observations.

Fictional permissions: Detect ordinary anomalies, explain uncertainty, prepare a sample, identify missing variables, or reproduce a simple calculation.

Risk: Major. Forecast Window becomes Apex if it predicts unique free choices, supplies certainty without data, or creates multiple held results.

CLEAN THE SAMPLE [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: A dataset or repeated observations and enough time to identify one error source.

Effect: Remove one named, scene-recorded data error, FALSE LEAD, NOISE, or equivalent data complication from the dataset. This cannot remove a clock, status, or fact unless that exact element was explicitly recorded as the data complication, and it reveals no fact absent from the records.

Counterplay: Poison several sources, hide provenance, change the system, deny time, or make the missing variable central.

FORECAST WINDOW [DECLARED]

Pattern: 1,2,3. TRIGGER.

Timing: On success.

Requirement: At least three relevant prior observations from the same system.

Effect: Ask which of two stated measurable outcomes is currently more likely before Round end and what variable could reverse it. The answer includes uncertainty.

Counterplay: Introduce a new actor, change incentives, falsify observations, wait beyond the window, or choose an outcome not represented by the model.

ANOMALY ALERT [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-DIVISION. REGARDLESS, after division and before a leftover 3 or 4 would move a scene clock from a process represented in the model. **Requirement:** The user is monitoring current input.

Effect: Create one ANOMALY token naming the pending unexpected movement, then let that movement resolve normally. An ally may spend the token before Round end for one Help Cluster to investigate that movement, not to reverse it.

Counterplay: Flood the model with anomalies, cut input, delay reporting, or pursue a different process. No nested reaction opens.

Construction review: Data Science Category plus Clean the Sample, Forecast Window, Anomaly Alert combine as **MAJOR**. 4Cast/reskin prompts: Use actuarial tables, oracle bureaucracy, battlefield telemetry, or hand-counted ledgers. Keep bounded outcomes and uncertain data.

DRIVING: PURSUIT CARS [SKILL] [S] - MAJOR

Category: Driving.

Specialty: Pursuit Cars.

Training: Operate, assess, conceal, maintain, recover, and maneuver one class of ground vehicle during pursuit and traffic pressure.

Fictional permissions: Judge a gap, identify vehicle condition, choose a pursuit route, perform routine maintenance, or read another driver's habits.

Risk: Major. Thread Traffic becomes Apex if it crosses solid barriers or erases a whole pursuit clock.

THREAD TRAFFIC [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: A functioning vehicle, a plausible route, and moving obstacles or tight built terrain.

Effect: Cross one congested nearby position without stopping. On success, ignore one ordinary traffic or clearance penalty.

Counterplay: Seal the route, create a solid barrier, damage steering, use open ground, or move an obstacle after commitment.

PIT ANGLE [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The user's vehicle is adjacent to a same-Scale moving vehicle and the defender chose E or W.

Effect: Rotate the target's next forced movement by one adjacent direction, then apply EXPOSED [S] (1).

Counterplay: Break adjacency, choose another legal defense, use greater Scale, slow below maneuver speed, or clear EXPOSED.

E-BRAKE EXIT [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful direct vehicle reaction against collision or enclosure. **Requirement:** A visible open lane within 10 feet / 1 cell.

Rider: Checked only after normal cancellation; one applicable vehicle **Armor Die** rolled A1 or A4. Armor does not fill the Pattern.

Effect: Move into the open lane after the action resolves. This changes position but prevents no final Damage.

Counterplay: Block adjacent lanes, suppress Armor, attack locomotion, or create a larger collision zone. No nested reaction opens.

Construction review: Driving Category plus Thread Traffic, Pit Angle, E-Brake Exit combine as **MAJOR**. 4Cast/reskin prompts: Use muscle cars, armored coaches, sand skiffs, or tunnel crawlers. Keep ground routes, adjacent vehicles, and physical lanes.

AVIATION: ROTORCRAFT [SKILL] [NW] - MAJOR

Category: Aviation.

Specialty: Rotorcraft.

Training: Fly, land, hover, inspect, coordinate crew, and perform routine field maintenance on rotorcraft or equivalent lift vehicles.

Fictional permissions: Read wind around structures, choose landing zones, identify rotor distress, plan safe load, or coordinate hoist operations.

Risk: MAJOR. Nap-of-Earth becomes Apex if it grants full UNSEEN against every observer or ignores terrain collision.

NAP-OF-EARTH [DECLARED]

Pattern: 1,2,3. SPEND.

Timing: On success.

Requirement: Low terrain, structures, canopy, or another broken surface large enough to mask the craft.

Effect: Gain UNSEEN (1) from one named distant observer until the craft climbs, enters open terrain, or Round ends.

Counterplay: Observe from another angle, use another sensor modality, force altitude, predict the route, or clear UNSEEN.

DUST LANDING [OPEN]

Pattern: Any pair. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: Descend into a surface that can produce dust, snow, spray, loose paper, or similar visual disturbance.

Effect: Apply BLIND (1) to one nearby sight-reliant Agent and land in a named adjacent safe space.

Counterplay: Use sealed optics, move upwind, choose hard clean terrain, remain outside the area, or clear BLIND.

AUTOROTATE [REACTION]

Pattern: Any triple. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, before crash Damage resolves. **Requirement:** The craft has altitude, some rotor or lift control, and a plausible landing zone.

Rider: Checked only after normal cancellation; at least one applicable rolled **Damage Die** showed D1 or D2. Damage does not fill the Pattern.

Effect: Reduce final crash Damage by 1 and place the craft at the nearest plausible landing point. It remains disabled if its Damage says so.

Counterplay: Remove altitude or control, deny landing zones, increase Damage, or attack during descent. No nested reaction opens.

Construction review: Aviation Category plus Nap-of-Earth, Dust Landing, Autorotate combine as MAJOR. 4Cast/reskin prompts: Use helicopters, ornithopters, levitating barges, or giant trained insects. Preserve hover, broken terrain, and controlled descent.

NAVIGATION: DEEP SPACE [SKILL] [E] - MAJOR

Category: Navigation.

Specialty: Deep Space.

Training: Plot, verify, update, communicate, and audit long-range routes through sparse or hazardous three-dimensional regions.

Fictional permissions: Read charts, identify reference objects, estimate travel time, catch ordinary coordinate errors, or maintain a ship's route log.

Risk: Major. Emergency Slingshot becomes Apex if it teleports the vessel, ignores fuel, or resolves an entire journey without scene pressure.

FIX THE BASELINE [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Two trustworthy references or one reference plus calibrated instruments.

Effect: Ask the direction and rough distance to one charted object, whether the current route is drifting, or which reference is inconsistent.

Counterplay: Spoof instruments, move references, corrupt charts, deny observation, or enter a region with unfamiliar geometry.

EMERGENCY SLINGSHOT [DECLARED]

Pattern: P4 + 1,2,3. SPEND. **POWER**-FED.

Timing: Regardless.

Requirement: Declare before rolling, add one Ready **Power Die**, consume one route-scale fuel unit, and name a massive body or field used for the maneuver.

Effect: Move the vessel one travel range band along a plausible plotted route. On failure, it still moves but advances a named navigation hazard clock by 1.

Counterplay: Deny fuel, change the field, damage propulsion, interfere with the plot, or place a hazard on the exit vector.

ABORT VECTOR [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. Regardless, before a plotted maneuver crosses a newly revealed hazard in the ordinary reaction window. **Requirement:** The user is at navigation and propulsion can still respond.

Effect: Stop at the current range band and convert the maneuver's remaining movement into 1 Strain on the vessel Pool.

Counterplay: Reveal the hazard too late for response, disable propulsion, exhaust Pool, or force continuation through another consequence. No nested reaction opens.

Construction review: Navigation Category plus Fix the Baseline, Emergency Slingshot, Abort Vector combine as **MAJOR**. 4Cast/reskin prompts: Use starships, planar caravans, undersea trenches, or generation arks. Keep references, travel bands, fuel, and hazards.

HISTORY: LOST EMPIRES [SKILL] [W] - STANDARD

Category: History.

Specialty: Lost Empires.

Training: Date, compare, research, contextualize, authenticate, and communicate material and written evidence from collapsed states and forgotten cultures.

Fictional permissions: Recognize common period styles, place an artifact broadly, identify an anachronism, use a specialist archive, or explain a known political succession.

Risk: Standard. Living Precedent becomes Major if it grants authority rather than leverage or makes an extinct rule binding on current people.

DATE THE RUIN [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: A useful structure, artifact, inscription, or layered deposit.

Effect: Ask one direct question about its period, builders, later reuse, destruction, or the historical event most likely to explain it. The answer follows available evidence.

Counterplay: Mix periods, forge patina, remove context, use a culture absent from records, or introduce supernatural alteration.

LIVING PRECEDENT [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The user can cite a real relevant practice, oath, boundary, or grievance from the target group's remembered history.

Effect: Apply HESITANT (1) to one Agent deciding whether to ignore that precedent. This is social weight, not compulsion.

Counterplay: Dispute relevance, reject the old authority openly, expose a false citation, clear HESITANT, or accept the social cost.

RECOGNIZE THE OLD TRAP [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY. On a successful direct reaction to a ruin's mechanism, protocol, or ceremonial hazard. **Requirement:** A visible feature belonging to a tradition the user has identified.

Effect: Create one WARNING token. A nearby ally may spend it before Round end for one Help Cluster to avoid that same hazard, not to defeat it automatically.

Counterplay: Use an unrelated tradition, conceal the feature, change the mechanism, or attack before the warning can be used. No nested reaction opens.

Construction review: History Category plus Date the Ruin, Living Precedent, Recognize the Old Trap combine as **STANDARD**. 4Cast/reskin prompts: Use fallen kingdoms, abandoned corporations, extinct star nations, or previous simulation cycles. Keep evidence and contested interpretation.

LAW: JURISDICTIONS [SKILL] [NW] - MAJOR

Category: Law.

Specialty: Jurisdictions.

Training: Research, interpret, compare, file, argue, and explain overlapping codes, authorities, procedures, and rights.

Fictional permissions: Identify the proper office, recognize a defective notice, prepare ordinary filings, explain process, or distinguish legal authority from custom.

Risk: Major. Stay the Hand becomes Apex if it stops violence without a plausible authority, applies to mindless threats, or lasts beyond one action.

FIND THE FORUM [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Relevant facts and access to the governing code, custom, or official.

Effect: Ask which authority can hear the dispute, what procedure creates standing, or which two rules conflict. The 4Caster answers honestly.

Counterplay: Hide facts, invoke emergency powers, operate outside recognized law, corrupt the forum, or change jurisdiction.

PROCEDURAL HOLD [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Name a real filing, hearing, warrant, consent, or notice requirement the acting institution claims to follow.

Effect: Move one enforcement, seizure, or hearing clock back by 1, minimum its current threshold floor, and apply SUSPECTED (1) to the user's standing.

Counterplay: Cure the defect, use another authority, challenge standing, accept scrutiny, or proceed illegally and take the fallout.

STAY THE HAND [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful reaction during the ordinary reaction window before one official Agent uses force. **Requirement:** The Agent recognizes the cited authority and can perceive the user.

Effect: The Agent chooses: delay the force until the end of the current action, or proceed and mark its organization EXPOSED [W] (1) to public or internal challenge.

Counterplay: Deny authority, use an unofficial actor, isolate witnesses, accept EXPOSED, or resolve the procedural basis first. No nested reaction opens.

Construction review: Law Category plus Find the Forum, Procedural Hold, Stay the Hand combine as **MAJOR**. 4Cast/reskin prompts: Use city courts, clan law, interstellar treaties, or infernal contract tribunals. Keep a real claimed procedure and an authority able to reject it.

LINGUISTICS: DEAD LANGUAGES [SKILL] [E] - STANDARD

Category: Linguistics.

Specialty: Dead Languages.

Training: Compare scripts, reconstruct grammar, date vocabulary, pronounce cautiously, document uncertainty, and translate fragmentary extinct languages.

Fictional permissions: Identify a script family, transliterate ordinary text, detect copied errors, build a glossary, or distinguish a name from a title.

Risk: Standard. Complete the Phrase becomes Major if it supplies secret facts absent from the surviving text or activates magic without a Power.

BUILD THE CORPUS [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: At least two related fragments or one fragment plus a trustworthy translation key.

Effect: Create CORPUS (1), maximum 1, for that language and subject. Spend it to translate one short related phrase or ask whether two inscriptions share an authorial tradition. CORPUS ends when spent, when its sources or key are lost, or when its premise is disproved.

Counterplay: Use a cipher, mix dialects, provide a false key, damage the fragment, disprove the premise, or ask about a subject absent from the corpus.

COMPLETE THE PHRASE [DECLARED]

Pattern: C1 + 1,2. SPEND.

Timing: On success.

Requirement: Declare before rolling and add one Ready **Combo Die**, which stays outside the contest and may satisfy only C1. CORPUS (1) must apply.

Effect: Restore one missing word or grammatical relation from constrained context. The 4Caster gives the most likely reading and one plausible alternate.

Counterplay: Expand the missing section, corrupt context, use wordplay, mix languages, or reveal a proper noun with no surviving reference.

CATCH THE FALSE COGNATE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. Regardless, during the ordinary reaction window of an action that threatens a translation-caused scene clock advance; resolve on a successful reaction after the triggering action. **Requirement:** The triggering action threatened a translation-caused scene clock advance; the user can inspect the source and understands its language family.

Effect: If the clock advanced, delay that advance until the end of the action and mark the suspect word. The advance resolves then unless an action corrects the interpretation. If the clock did not advance, this move has no effect.

Counterplay: Deny the source, act faster than correction, use a nonlinguistic trigger, or make the disputed term genuinely ambiguous. No nested reaction opens.

Construction review: Linguistics Category plus Build the Corpus, Complete the Phrase, Catch the False Cognate combine as **STANDARD**. 4Cast/reskin prompts: Use ancient tablets, machine languages, extinct sign systems, or whale-song archives. Preserve incomplete evidence and alternate readings.

OCCULT: SPIRIT BARGAINS [SKILL] [SW] - MAJOR

Category: Occult Practice.

Specialty: Spirit Bargains.

Training: Identify traditions, prepare offerings, observe taboos, negotiate terms, record names, and recognize dangerous asymmetry in setting-specific spirit dealings.

Fictional permissions: Choose a conventional offering, identify a known class of spirit, prepare a safe meeting place, or explain the expected etiquette. The Skill does not summon or command by itself.

Risk: MAJOR. It becomes Apex if a bargain compels a spirit, grants a Power permanently, or binds unnamed future services.

SET THE TABLE [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Ten minutes, a tradition-appropriate offering, and a boundary or meeting place.

Effect: Give the prepared place one WELCOME TOKEN for one named spirit class. Its first peaceful social action there gains one Help Cluster, then the TOKEN is spent.

Counterplay: Violate taboo, spoil the offering, invite the wrong class, cross the boundary violently, or wait until the scene ends.

TERMS IN BREATH [DECLARED]

Pattern: P1 + 1,4. SPEND. **POWER-FED.**

Timing: On success.

Requirement: Declare before rolling, add one Ready **Power Die**, and exchange a clearly stated finite offer with a present willing spirit.

Effect: Create one BARGAIN token stating one service from each side and its expiry. The first side to break it takes BACKLASH [W, STRAIN] (1), then the token ends.

Counterplay: Refuse terms, negotiate scope, let the bargain expire, act through an uncovered loophole, or accept Backlash.

PAY THE HOST [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. On a successful reaction after a spirit action crosses the prepared meeting boundary. **Requirement:** Consume an unused appropriate offering within reach.

Effect: Reduce HESITANT, SUSPECTED, or BACKLASH on the spirit or host by 1 pip, chosen by the user.

Counterplay: Reject the offering, destroy it, violate a taboo, apply a different status, or demand a higher price. No nested reaction opens.

Construction review: Occult Practice Category plus Set the Table, Terms in Breath, Pay the Host combine as **MAJOR**. 4Cast/reskin prompts: Use ghosts, local gods, machine daemons, alien ecologies treated as persons, or legal AIs. Keep consent, finite exchange, and explicit breach.

DIVINATION: OMEN READING [SKILL] [E] - MAJOR

Category: Divination.

Specialty: Omen Reading.

Training: Prepare, interpret, compare, record, and test one setting-specific omen system while separating tradition from wishful certainty.

Fictional permissions: Recognize a canonical symbol, perform the ordinary rite, identify contamination, compare past readings, or explain what an omen cannot establish.

Risk: Major. Forked Omen becomes Apex if it predicts unrestricted player choice, reveals hidden plot without evidence, or lasts beyond one Round.

CAST THE QUESTION [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: A prepared omen method and one concrete yes-or-no question about a course begun before Round end.

Effect: The 4Caster states auspicious, dangerous, mixed, or unreadable and names one visible factor producing that reading. It is guidance, not fate.

Counterplay: Change the plan, introduce a new factor, corrupt the rite, ask an unfalsifiable question, or act after the stated window.

FORKED OMEN [OPEN]

Pattern: 1,2,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Cast the Question produced a mixed reading this Round.

Effect: Ask which of two named approaches exposes the group to fewer immediate scene-clock advances. The answer compares only known current pressure.

Counterplay: Create a third route, change clocks, conceal a pressure source, delay action, or accept the riskier branch for another benefit.

BREAK THE SIGN [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - POST-DIVISION. Regardless, after a character's roll would advance a clock from one leftover 4 tied to the interpreted omen. **Requirement:** Destroy or invalidate the physical cast, sign, or arranged token.

Rider: Checked only after normal cancellation; at least one applicable rolled **Damage Die** showed D4. Damage never fills the Pattern.

Effect: Hold that leftover 4 until the end of the following Round. It resolves then unless an action changes the omen's named factor first.

Counterplay: Use a different 4 effect, deny access to the sign, make the factor unavoidable, or let the hold expire. No nested reaction opens.

Construction review: Divination Category plus Cast the Question, Forked Omen, Break the Sign combine as **MAJOR**. 4Cast/reskin prompts: Use cards, entrails, weather instruments, predictive engines, or market superstitions. Keep bounded questions, current factors, and fallibility.

MEDIUMSHIP: RESTLESS DEAD [SKILL] [W]

- MAJOR

Category: Mediumship.

Specialty: Restless Dead.

Training: Recognize manifestations, establish safe communication, document testimony, prepare memorial anchors, and close contact using setting-specific rites.

Fictional permissions: Distinguish a haunting from fraud, identify signs of identity, prepare a seance safely, or explain common limits on dead testimony. The Skill cannot force the dead to appear.

Risk: MAJOR. Speaking for the dead becomes Apex if it supplies perfect knowledge, compels answers, or summons across unlimited distance.

OFFER A NAME [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: A true name, personal object, remains, or remembered deed tied to the dead.

Effect: Ask whether a present manifestation recognizes the tie, what emotion dominates it, or what nearby subject draws it. The answer may be symbolic but must be honest.

Counterplay: Use a false tie, fragment identity, remove the manifestation, conceal the subject, or encounter something that was never human.

BORROWED VOICE [DECLARED]

Pattern: P2 + 1,2. SPEND. **POWER**-FED.

Timing: On success.

Requirement: Declare before rolling, add one Ready **Power Die**, obtain consent from the present dead, and hold its anchor.

Effect: The dead speaks one short message through the user. It can state what it perceived but gains no new knowledge and cannot activate another ability.

Counterplay: Refuse consent, break the anchor, challenge perception, silence the host, or wait for the brief message to end.

CLOSE THE DOOR [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after a manifestation's action resolves. **Requirement:** The triggering action threatened to use the user as a channel; release or cover the anchor and complete the learned closing sign.

Effect: If the manifestation used the user as a channel, mark that channel CLOSED to that manifestation until Round end. The same manifestation cannot cross it again while it is CLOSED. If the channel was not used, this move has no effect.

Counterplay: Use another channel, seize the anchor, remain on the same side, or wait for CLOSED to end. No nested reaction opens.

Construction review: Mediumship Category plus Offer a Name, Borrowed Voice, Close the Door combine as **MAJOR**. 4Cast/reskin prompts: Use ghosts, ancestral memory, archived personalities, or echoes in ruined networks. Preserve identity ties, consent, and limited perception.

MEDICINE: EPIDEMIOLOGY [SKILL] [E] - MAJOR

Category: Medicine.

Specialty: Epidemiology.

Training: Define cases, trace exposure, compare clusters, communicate risk, organize isolation, and evaluate ordinary outbreak evidence.

Fictional permissions: Recognize likely transmission routes, prepare a case log, explain uncertainty, set routine precautions, or distinguish outbreak from coincidence.

Risk: Major. Break the Chain becomes Apex if it cures illness, affects a whole region, or moves more than one outbreak clock per action.

DEFINE THE CASE [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Examine records, symptoms, samples, or at least three relevant observations.

Effect: Create CASE DEFINITION (1), maximum 1, naming signs and boundaries for this outbreak and replacing the user's prior CASE DEFINITION. Spend it to ask whether one observed subject plausibly belongs to the same outbreak. It ends at scene end or when disproved.

Counterplay: Hide records, mutate signs, mix causes, falsify observations, disprove the definition, or deny examination.

TRACE THE CONTACT [OPEN]

Pattern: Any triple. TRIGGER.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: CASE DEFINITION applies and the user has one credible exposure history.

Effect: Ask which named place, time, or contact is the strongest shared link and what evidence would test it.

Counterplay: Missing memory, overlapping exposures, deliberate concealment, nonlocal transmission, or a false case definition.

BREAK THE CHAIN [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-DIVISION. Regardless, before a named outbreak clock advances from one new exposure in the ordinary reaction window. **Requirement:** A prepared isolation, barrier, protective procedure, or route change based on CASE DEFINITION.

Effect: Prevent that one clock advance and apply SUSPECTED (1) to the user as costs, resistance, or doubt gather around their intervention.

Counterplay: Use another transmission route, undermine compliance, exhaust supplies, challenge the case definition, or expose outside the prepared boundary. No nested reaction opens.

Construction review: Medicine Category plus Define the Case, Trace the Contact, Break the Chain combine as **MAJOR**. 4Cast/reskin prompts: Use disease, memetic contagion, crop blight, nanite spread, or magical corruption. Keep observable cases and bounded transmission routes.

MEDICINE: PROSTHETICS [SKILL] [N] - MAJOR

Category: Medicine.

Specialty: Prosthetics.

Training: Fit, align, maintain, assess, rehabilitate, and safely adjust ordinary prostheses, braces, mobility aids, and body-linked devices.

Fictional permissions: Diagnose fit, perform routine maintenance, choose an aid, identify pressure injury, or teach safe ordinary use. The Skill grants no superhuman function.

Risk: Major. Emergency Alignment becomes Apex if it heals Damage, permanently increases an Axis, or restores several disabled functions.

GAIT MAP [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Observe the user of an aid moving or inspect the interface under load.

Effect: Ask which movement, Axis, contact point, or component currently causes the most strain and what adjustment would test the diagnosis.

Counterplay: Hide symptoms, change load, use unfamiliar anatomy, corrupt telemetry, or deny a movement trial.

EMERGENCY ALIGNMENT [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: Tools, consent, direct access to a damaged or misaligned aid, and one named **Damage Die** tied to that aid.

Effect: Set MANAGED ON for that specific **Damage Die** until Round end. The **Damage Die** remains Damage and still counts toward death.

Counterplay: Apply Damage in another direction, change activity, remove the aid, wait for expiry, or deny tools.

LOCK THE JOINT [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY. Regardless, before forced movement or a fall affects the fitted user in the ordinary reaction window. **Requirement:** The prosthesis or brace has a prepared mechanical lock and is bearing the relevant load.

Effect: Apply ANCHORED (1) to the fitted user until action end. ANCHORED provides the movement reduction; this move adds no separate prevention.

Counterplay: Use another direction, overpower Scale, disengage the lock, attack a different limb, or reduce ANCHORED. No nested reaction opens.

Construction review: Medicine Category plus Gait Map, Emergency Alignment, Lock the Joint combine as **MAJOR**. 4Cast/reskin prompts: Use wooden limbs, powered braces, enchanted replacements, or modular alien symbiotes. Preserve fit, maintenance, and user consent.

PSYCHOLOGY: CRISIS CARE [SKILL] [W] - STANDARD

Category: Psychology.

Specialty: Crisis Care.

Training: Establish safety, listen, assess immediate risk, ground distress, communicate options, and refer for longer support.

Fictional permissions: Recognize common crisis signs, conduct a calm check-in, create a basic safety plan, or explain limits without diagnosing beyond evidence.

Risk: Standard. This Skill never controls emotions or erases consequences; coercive or scene-wide versions require Major/Apex review.

NAME FIVE THINGS [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: A willing target can perceive the user's grounding instructions.

Effect: Reduce HESITANT or DRAINED on the target by 1 pip. A target benefits only once per Round.

Counterplay: Continue the immediate threat, isolate the target, prevent communication, apply another status, or refuse participation.

SAFETY PLAN [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS during a quiet exchange.

Requirement: The target names one warning sign and one reachable support or safe place.

Effect: Create one SAFETY PLAN token. The target may spend it before Turn end for one Help Cluster on an action to seek that support or leave that danger.

Counterplay: Cut off the support, change the danger, destroy trust, or let the token expire.

STAY WITH ME [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS when an action would apply or immediately Trigger HESITANT or BACKLASH on a nearby willing ally. Delay the printed Effect until immediately after the triggering action resolves. **Requirement:** The user can communicate and remains nearby through action end.

Effect: After the triggering action resolves, if HESITANT or BACKLASH was applied or immediately Triggered, delay that status's next Trigger until the following Round. The pips remain.

Counterplay: Separate them, prevent communication, increase the status, or let the delayed Trigger arrive. No nested reaction opens.

Construction review: Psychology Category plus Name Five Things, Safety Plan, Stay with Me combine as **STANDARD**. 4Cast/reskin prompts: Use modern crisis response, battlefield peer support, monastic grounding, or synthetic-person stabilization. Keep consent and practical support.

APOTHECARY: TOXICOLOGY [SKILL] [SW] - MAJOR

Category: Apothecary.

Specialty: Toxicology.

Training: Identify, dose, store, test, document, neutralize, and explain poisons, venoms, drugs, and harmful compounds.

Fictional permissions: Recognize common exposure, prepare safe containers, estimate onset, identify ordinary antidote stock, or distinguish contamination routes.

Risk: Major. Measured Dose becomes Apex if it bypasses all Armor, applies multiple pips, or works without a real delivery route.

EXPOSURE PANEL [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: A sample, symptoms, container, residue, or credible exposure history.

Effect: Ask one direct question about route, onset, likely class, next stage, or a practical test. The answer is limited by evidence.

Counterplay: Mix compounds, alter metabolism, provide a false history, destroy samples, or use an unknown setting-specific agent.

MEASURED DOSE [DECLARED]

Pattern: C1 + 1,4. SPEND.

Timing: On success.

Requirement: Declare before rolling, add one Ready **Combo Die** that stays outside the contest and may satisfy only C1, and consume a prepared dose through a plausible delivery route.

Effect: Apply DRAINED (1) or HESITANT (1), chosen when the dose is prepared. Physical protection can react normally.

Counterplay: Block delivery, identify the dose, use protection, clear the status, change physiology, or destroy the preparation.

COUNTERDOSE [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS when an action would apply or immediately Trigger a known poison or drug status. Delay the printed Effect until immediately after the triggering action resolves. **Requirement:** Reach the target and consume a prepared counteragent matched to the source.

Rider: Checked only after normal cancellation; if an applicable **Armor Die** rolled A1, the protective delivery gear remains usable. Armor never fills the Pattern.

Effect: After the triggering action resolves, if the known poison or drug status was applied or immediately Triggered, reduce it by 1 pip. Without the Rider, the counteragent works but the delivery gear or kit is consumed.

Counterplay: Use a different source, deny identification, separate the apothecary, apply more pips, or interfere with access. No nested reaction opens.

Construction review: Apothecary Category plus Exposure Panel, Measured Dose, Counterdose combine as **MAJOR**. 4Cast/reskin prompts: Use forensic toxicology, village remedies, alchemical venoms, or software "poisons" only if there is a concrete sample and delivery route.

INVESTIGATION: FINANCIAL TRAILS

[SKILL] [E] - MAJOR

Category: Investigation.

Specialty: Financial Trails.

Training: Audit, reconcile, trace ownership, compare ledgers, identify laundering patterns, preserve records, and explain missing value.

Fictional permissions: Read ordinary accounts, recognize shell structures, identify suspicious timing, prepare a transaction map, or distinguish error from concealment.

Risk: Major. Freeze the Channel becomes Apex if it seizes property permanently or acts without an institution, access, or exploitable process.

FOLLOW THE VALUE [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: One credible transaction, asset record, inventory discrepancy, or ownership document.

Effect: Ask where value entered, where it left, who benefited, what intermediary connects two records, or what document should exist.

Counterplay: Use cash, barter, false records, several intermediaries, corrupted institutions, or destroy provenance.

BENEFICIAL OWNER [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: At least two records linked by Follow the Value.

Effect: Create one OWNERSHIP token naming the most supported controlling party. Spend it before scene end for one Help Cluster when confronting, subpoenaing, or investigating that link.

Counterplay: Produce contrary records, sever control, use a nominee with real independence, discredit the source, or let scene end.

FREEZE THE CHANNEL [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. On a successful reaction before a traced institution completes one transfer in the ordinary reaction window. **Requirement:** OWNERSHIP applies and the user can reach an authority, protocol, or chokepoint that can lawfully or practically delay it.

Effect: Delay the transfer until action end and apply SUSPECTED (1) to the user's inquiry.

Counterplay: Use another channel, cure the paperwork, bribe the chokepoint, accept scrutiny, or complete after the delay. No nested reaction opens.

Construction review: Investigation Category plus Follow the Value, Beneficial Owner, Freeze the Channel combine as **MAJOR**. 4Cast/reskin prompts: Use bank wires, caravan manifests, temple offerings, energy budgets, or criminal favors. Keep records, value, and intermediaries.

FORENSICS: BALLISTICS [SKILL] [N] - STANDARD

Category: Forensics.

Specialty: Ballistics.

Training: Recover, preserve, compare, measure, reconstruct, and explain projectile, impact, casing, residue, and trajectory evidence.

Fictional permissions: Identify broad weapon class, estimate angle, preserve fragments, distinguish entry from exit, or detect obvious scene staging.

Risk: Standard. Backtrace never identifies a unique shooter without unique evidence; removing that limit requires Major review.

LINE OF FIRE [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: At least two useful impact, position, or residue references.

Effect: Ask the most likely firing region, sequence of two impacts, whether the shooter moved, or which visible obstruction altered the path.

Counterplay: Move evidence, use several shooters, fragment projectiles, contaminate residue, or alter the scene after the event.

MATCH THE MARK [OPEN]

Pattern: Any pair. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: A recovered comparison projectile, casing, tool mark, or high-quality record.

Effect: State whether two samples are consistent, inconsistent, or inconclusive and create EVIDENCE (1) if one result is supported.

Counterplay: Replace parts, use deforming ammunition, corrupt chain of custody, provide too little sample, or challenge method.

BACKTRACE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an action that threatens a visible projectile attack resolves. **Requirement:** The triggering action threatened a visible projectile attack; the user can observe an impact, muzzle event, or clear flight path.

Rider: Checked only after normal cancellation; one applicable rolled **Damage Die** showed D1 or D4. Damage does not fill the Pattern.

Effect: If the action produced an observable impact, muzzle event, or flight path, mark one plausible firing region before the attacker moves. The mark grants ordinary permission to search that region, not identity or automatic success. If it produced no such evidence, this move has no effect.

Counterplay: Use concealment, indirect fire, several firing points, nonprojectile attacks, or move after the mark. No nested reaction opens.

Construction review: Forensics Category plus Line of Fire, Match the Mark, Backtrace combine as **STANDARD**. 4Cast/reskin prompts: Use bullets, arrows, magical bolts with physical traces, or meteor fragments. Keep recoverable path evidence and uncertainty.

RESEARCH: ARCHIVES [SKILL] [W] - STANDARD

Category: Research.

Specialty: Archives.

Training: Catalog, search, cross-reference, preserve, request, authenticate, and cite records across formal or improvised collections.

Fictional permissions: Use finding aids, identify provenance, handle fragile records, recognize missing series, or prepare a reliable citation trail.

Risk: Standard. Pull the Closed Box becomes Major if it creates records that were never archived or bypasses meaningful restricted access.

FINDING AID [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Access to a collection and one concrete subject, person, place, or date range.

Effect: Learn which collection, office, shelf, witness, or missing series is the next useful lead. It may still require access or travel.

Counterplay: Misfile records, destroy indexes, restrict access, use an uncatalogued collection, or ask a subject broader than the archive.

PULL THE CLOSED BOX [DECLARED]

Pattern: C4 + 1,2. SPEND.

Timing: On success.

Requirement: Declare before rolling, add one Ready **Combo Die** that stays outside the contest and may satisfy only C4, and present a plausible credential, favor, or procedural route.

Effect: Gain supervised access to one restricted but ordinary record relevant to the stated subject. This does not bypass magical, military, or impossible seals.

Counterplay: Challenge credentials, redact the record, require another authority, monitor use, or reveal that the record is absent.

SAVE THE PAGE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. Regardless, before one reachable record is destroyed or removed in the ordinary reaction window. **Requirement:** The user can touch, copy, photograph, memorize, or otherwise capture part of it.

Effect: Preserve one useful excerpt or identifying reference before the loss completes.

Counterplay: Destroy remotely, remove all capture tools, use an encoded record, attack several records, or dispute excerpt context. No nested reaction opens.

Construction review: Research Category plus Finding Aid, Pull the Closed Box, Save the Page combine as **STANDARD**. 4Cast/reskin prompts: Use libraries, intelligence vaults, oral genealogies, dream catalogues, or distributed backups. Keep access rules and incomplete collections.

INTERROGATION: CONTRADICTIONS

[SKILL] [SW] - STANDARD

Category: Interrogation.

Specialty: Contradictions.

Training: Interview, sequence accounts, compare claims, preserve exact wording, build rapport, and identify inconsistencies without treating pressure as truth.

Fictional permissions: Conduct a structured interview, distinguish evasion from contradiction, create a timeline, or explain why coercion produces unreliable answers.

Risk: Standard. Corner the Claim pressures one statement only; compulsory truth, mind reading, or removing player agency requires a Power and Apex review.

LOCK THE TIMELINE [DECLARED]

Pattern: Any pair. SPEND.

Timing: On success.

Requirement: The subject has voluntarily made at least two concrete claims about the same event.

Effect: Record TIMELINE (1), maximum 1, for this interview and event. Spend it to ask which claim conflicts most directly with known evidence or another recorded claim. It expires at scene end.

Counterplay: Decline detail, correct openly, explain the conflict, challenge evidence, keep claims outside the same event, or end the scene.

CORNER THE CLAIM [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: TIMELINE applies and the user states the contradiction aloud.

Effect: Apply HESITANT (1) to the subject's next attempt to repeat that specific claim. The subject may change, explain, refuse, or accept the status.

Counterplay: Address the contradiction, stay silent, introduce corroboration, clear HESITANT, or attack the interview's legitimacy.

NOTE THE DODGE [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after a subject's answer action resolves. **Requirement:** The triggering answer threatened to change subject or scope; the user heard both question and response.

Effect: If the response plainly changed subject or scope, create one DODGE token. Spend it before scene end for one Help Cluster on a later interview action about that omitted point. If the response stayed in scope, this move has no effect.

Counterplay: Answer directly, end the interview, explain why the scope changed, or let the scene end. No nested reaction opens.

Construction review: Interrogation Category plus Lock the Timeline, Corner the Claim, Note the Dodge combine as **STANDARD**. 4Cast/reskin prompts: Use detective interviews, diplomatic debriefs, oral-history disputes, or machine audit conversations. Keep voluntary claims and fallible evidence.

DIPLOMACY: CEASEFIRES [SKILL] [W] - MAJOR

Category: Diplomacy.

Specialty: Ceasefires.

Training: Identify belligerents, establish contact, draft limited terms, exchange assurances, monitor compliance, and preserve face during pauses in violence.

Fictional permissions: Recognize a flag of truce, identify a negotiating channel, frame reciprocal steps, draft ordinary terms, or explain likely spoilers.

Risk: MAJOR. White Flag Window becomes Apex if it halts mindless threats, affects a whole war, or removes consequences for breaking the pause.

WHITE FLAG WINDOW [DECLARED]

Pattern: Any triple. SPEND.

Timing: On success.

Requirement: At least one decision-capable representative on each side can perceive the offer and neither side is currently compelled.

Effect: Create PAUSE (1) until Round end. The first side to make a direct hostile action removes PAUSE and takes SUSPECTED (1) among witnesses.

Counterplay: Refuse the pause, use an uncontrolled spoiler, act indirectly outside its stated scope, accept suspicion, or let Round end.

RECIPROCAL STEP [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: PAUSE is active and the user proposes one concrete reversible concession from each side.

Effect: Move one hostility or escalation clock back by 1 if both representatives perform their steps now. The clock cannot cross below its current threshold floor.

Counterplay: Reject asymmetry, expose inability to deliver, add conditions, refuse the step, or use a different clock.

KEEP THE CHANNEL [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an action that threatens to advance hostility through a misunderstanding or spoiler resolves.

Requirement: A named representative on both sides can still communicate.

Effect: If the clock advanced, delay that advance until action end and ask each representative whether they disavow the triggering act. If both disavow it, cancel the delayed advance and apply HESITANT (1) to the representative who acts next. Otherwise, the delayed advance resolves. If the clock did not advance, this move has no effect.

Counterplay: Cut communication, claim the act, use representatives without authority, or let delay expire. No nested reaction opens.

Construction review: Diplomacy Category plus White Flag Window, Reciprocal Step, Keep the Channel combine as MAJOR. 4Cast/reskin prompts: Use battlefield truces, labor disputes, gang stand-downs, or first-contact quarantine. Keep decision-makers, reciprocal steps, and visible breach.

ETIQUETTE: NOBLE COURTS [SKILL] [NE]

- STANDARD

Category: Etiquette.

Specialty: Noble Courts.

Training: Read precedence, titles, ceremony, gift protocol, household roles, and face-saving conventions in one family of elite institutions.

Fictional permissions: Dress appropriately, identify rank, request ordinary introduction, avoid routine insult, or read who may speak to whom.

Risk: Standard. Borrow Precedence becomes Major if it grants office, commands obedience, or works after a records check disproves the claim.

READ THE ROOM [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Observe a formal gathering, receiving line, or structured audience.

Effect: Ask who presently has highest protocol standing, who is being slighted, what gift would be legible, or which rule is under quiet dispute.

Counterplay: Deliberately invert protocol, disguise rank, hold an informal gathering, change the host, or exploit a custom outside training.

BORROW PRECEDENCE [DECLARED]

Pattern: C1 + Any pair. SPEND.

Timing: On success.

Requirement: Declare before rolling, add one Ready **Combo Die** that stays outside the contest and may satisfy only C1, and present a real invitation, sponsor, title, or ceremonial role.

Effect: Pass one casual access or speaking-order barrier appropriate to that role. Detailed credential checks still react normally.

Counterplay: Verify records, challenge the sponsor, expose conflicting precedence, revoke invitation, or move to a protected chamber.

SAVE FACE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, after a nearby ally commits an unintended protocol offense. **Requirement:** The user can immediately perform an accepted apology, correction, gift, or reinterpretation.

Effect: Replace 1 SUSPECTED applied by the offense with HESITANT (1) on the user.

Counterplay: Refuse apology, make the offense deliberate, demand restitution, expose the reinterpretation, or target the user while hesitant. No nested reaction opens.

Construction review: Etiquette Category plus Read the Room, Borrow Precedence, Save Face combine as **STANDARD**. 4Cast/reskin prompts: Use royal courts, corporate boards, divine hierarchies, or criminal salons. Keep a specific institution and real protocol stakes.

STREETWISE: NEIGHBORHOOD NETWORKS [SKILL] [S] - STANDARD

Category: Streetwise.

Specialty: Neighborhood Networks.

Training: Read local relationships, approach informal contacts, trade small favors, identify boundaries, find ordinary goods, and recognize predatory pressure.

Fictional permissions: Locate public services, identify who watches a block, buy common restricted goods, avoid routine insult, or find a safe ordinary meeting place.

Risk: Standard. Someone Knows becomes Major if it invents unique evidence, loyal specialists, or contacts outside the neighborhood.

ASK THE CORNER [DECLARED]

Pattern: Any pair. SPEND.

Timing: On success.

Requirement: Spend a small favor, useful rumor, meal, or equivalent local consideration.

Effect: Ask who handles one ordinary local problem, where a named kind of activity gathers, or what recent change has people worried.

Counterplay: Intimidate witnesses, isolate the user, seed false rumor, ask about a sealed conspiracy, or move outside the network.

SOMEONE KNOWS [OPEN]

Pattern: 1,4. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The sought fact plausibly touched public life, trade, transit, housing, or neighborhood conflict.

Effect: Reveal one reachable minor contact who may know more. The contact has a want and does not owe an answer.

Counterplay: Reach the contact first, make the fact wholly private, exploit the contact's want, or discredit the network.

DOORWAY WARNING [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. Regardless, before a nearby ally crosses a locally recognized dangerous boundary in the ordinary reaction window. **Requirement:** The user can signal and has read the neighborhood's visible cues.

Effect: Give the ally a held 2 usable only on a later action to withdraw, observe, or approach that boundary safely before Round end. It cannot support the triggering action.

Counterplay: Conceal the boundary, cut communication, create an unfamiliar threat, or wait for the held die to expire. No nested reaction opens.

Construction review: Streetwise Category plus Ask the Corner, Someone Knows, Doorway Warning combine as **STANDARD**. 4Cast/reskin prompts: Use city blocks, refugee camps, station decks, or village kin networks. Keep local scope, reciprocal favors, and imperfect contacts.

TEACHING: RAPID INSTRUCTION [SKILL] [E] - MAJOR

Category: Teaching.

Specialty: Rapid Instruction.

Training: Demonstrate, assess, scaffold, correct, debrief, and adapt instruction for a concrete task under time pressure.

Fictional permissions: Explain ordinary concepts, prepare a lesson, identify a learner's misconception, build a practice drill, or assess readiness honestly.

Risk: Major. Show One, Do One never grants a Category or permanent signature move; doing so requires advancement rules and Apex review.

NAME THE STUMBLE [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Observe a willing learner attempt a concrete task and hear their explanation or see the result.

Effect: Ask which one missing step, false assumption, or tool habit most limits this attempt. The answer follows observable evidence.

Counterplay: Hide the attempt, change tasks, refuse feedback, introduce a different failure, or use knowledge outside the teacher's Category.

SHOW ONE, DO ONE [DECLARED]

Pattern: C2 + Any pair. SPEND.

Timing: Regardless.

Requirement: Declare before rolling and add one Ready **Combo Die**, which stays outside the contest and may satisfy only C2. Demonstrate one narrow action the teacher is trained to perform.

Effect: Give one willing observer a held 1 usable only on its next closely matching action before Round end. This grants no training Category.

Counterplay: Change tools or conditions, disrupt observation, exceed the demonstrated scope, or wait for expiry.

CORRECT IN MOTION [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after a willing learner's attempt at the exact demonstrated task resolves. **Requirement:** The willing learner attempted the exact task just demonstrated; the teacher perceived it and can communicate one correction.

Effect: After the triggering attempt resolves, communicate one correction. If the attempt failed, create PRACTICE (1) for that learner and exact task; spend it for one Help Cluster on a later attempt before Turn end. The reaction cannot Help the triggering attempt.

Counterplay: Change task, block communication, reject instruction, or let PRACTICE expire. No nested reaction opens.

Construction review: Teaching Category plus Name the Stumble, Show One, Do One, Correct in Motion combine as **MAJOR**. 4Cast/reskin prompts: Use drill sergeants, patient tutors, ancestral demonstrations, or uploaded training scenarios. Keep narrow tasks and temporary help.

EMPATHY: MEDIATION [SKILL] [SW] - STANDARD

Category: Empathy.

Specialty: Mediation.

Training: Listen, reflect, separate positions from interests, manage turn-taking, identify emotion, and frame voluntary common ground.

Fictional permissions: Conduct a fair conversation, summarize stated concerns, recognize escalation, suggest a neutral setting, or identify who has not been heard.

Risk: Standard. This Skill does not read minds, compel agreement, or erase justified anger; those changes require Power or Apex review.

REFLECT THE NEED [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: A participant has voluntarily described its position or acted in a way the user can question.

Effect: Ask what stated need, fear, boundary, or desired recognition lies beneath that position. The answer is what evidence supports, not secret thought.

Counterplay: Conceal motives, change position, refuse the process, perform false emotion, or act from a need the evidence cannot show.

COMMON SENTENCE [OPEN]

Pattern: Any pair. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Two decision-capable sides each state one point they accept.

Effect: Create COMMON GROUND (1). Either side may spend it before scene end for one Help Cluster on a nonhostile action that honors both statements.

Counterplay: Withdraw the statement, act outside its scope, reveal incompatible meanings, or let scene end.

LOWER THE TEMPERATURE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after a willing participant's social action that threatens HESITANT or BACKLASH resolves. **Requirement:** The triggering action threatened HESITANT or BACKLASH to a willing participant; the user can pause the exchange and name an accepted process rule.

Effect: If the participant gained HESITANT or BACKLASH, reduce that Status by 1 pip and create a MEDIATION STALL MARKER. The next mediation action cannot use Help, then remove the MARKER. If no named Status was gained, this move has no effect.

Counterplay: Refuse the pause, continue hostility, bypass the stalled mediation, or accept the reduced momentum. No nested reaction opens.

Construction review: Empathy Category plus Reflect the Need, Common Sentence, Lower the Temperature combine as **STANDARD**. 4Cast/reskin prompts: Use family mediation, treaty facilitation, restorative circles, or machine consensus protocols. Keep voluntary statements and visible process.

LEADERSHIP: FLEET COMMAND [SKILL] [N] - MAJOR

Category: Leadership.

Specialty: Fleet Command.

Training: Set intent, distribute roles, read readiness, coordinate multiple crews, maintain a picture of operations, and communicate priorities across formations.

Fictional permissions: Issue clear ordinary orders, identify command relationships, conduct a briefing, read readiness reports, or organize watch rotations.

Risk: MAJOR. Commander's Intent becomes Apex if it grants actions, affects every Agent without communication, or persists beyond one Round.

COMMANDER'S INTENT [DECLARED]

Pattern: Any triple. SPEND.

Timing: On success.

Requirement: State one concrete objective and communicate it to up to three allied Agents or stations.

Effect: Create INTENT (1). One named recipient may spend it before Round end for one Help Cluster on an action directly advancing that objective.

Counterplay: Jam orders, change the objective, separate recipients, falsify the situation picture, or force action outside the intent.

SHIFT THE FLAG [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: A functioning command link and two allied formation Agents in the same scene.

Effect: Move one held 1 or 2 created by a command ability from one Agent to the other. It keeps its expiry and cannot support the current roll.

Counterplay: Break communication, isolate formations, spend the held die first, or alter authority.

HOLD FORMATION [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an action that threatens an allied formation with forced movement or HESITANT resolves.

Requirement: The triggering action threatened forced movement or HESITANT to the allied formation; it can receive orders and has not rejected command.

Rider: Checked only after normal cancellation; an applicable formation **Armor Die** rolled A1. Armor never fills the Pattern.

Effect: If the formation took forced movement or gained HESITANT, choose: reduce that HESITANT by 1 pip, or rotate that forced movement by one adjacent direction without changing distance. If neither outcome occurred, this move has no effect.

Counterplay: Jam command, suppress Armor, attack independent Agents, reject authority, or exhaust the commander. No nested reaction opens.

Construction review: Leadership Category plus Commander's Intent, Shift the Flag, Hold Formation combine as MAJOR. 4Cast/reskin prompts: Use naval fleets, air wings, nomad columns, or coordinated spirit courts. Keep distinct Agents, communication, and one shared objective.

LOGISTICS: SUPPLY LINES [SKILL] [E] - MAJOR

Category: Logistics.

Specialty: Supply Lines.

Training: Forecast, procure, route, inventory, distribute, secure, and audit supplies across multiple locations and operating units.

Fictional permissions: Estimate burn rate, identify bottlenecks, build a manifest, choose a depot, or organize ordinary transport.

Risk: MAJOR. Find It in the Crates becomes Apex if it creates unique, scarce, magical, or unlimited items.

BURN RATE [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Current inventory plus one period of credible use or demand.

Effect: Ask what supply fails first, when it crosses shortage, which unit consumes most, or what substitution would extend it.

Counterplay: Hide inventory, change demand, sabotage records, introduce a new unit, or consume unpredictably.

FIND IT IN THE CRATES [OPEN]

Pattern: 1,2,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Access to a stocked depot, convoy, ship store, or prepared manifest.

Effect: Reveal one plausible common consumable, spare, tool, or protective item already recorded on the manifest and cross it off that stock. If no recorded stock could supply the item, this move cannot activate.

Counterplay: Audit or exhaust the manifest, isolate the depot, request a scarce or unique item, or destroy stock.

REROUTE THE CONVOY [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - POST-DIVISION. Regardless, before a known route closes or a supply clock advances from interdiction in the ordinary reaction window. **Requirement:** Communication with the convoy and one mapped alternate route.

Effect: Delay that one clock advance until the following Round and move the convoy to the alternate route.

Counterplay: Block alternatives, jam communication, attack the new route, exhaust fuel, or let the delayed pressure resolve. No nested reaction opens.

Construction review: Logistics Category plus Burn Rate, Find It in the Crates, Reroute the Convoy combine as **MAJOR**. 4Cast/reskin prompts: Use military convoys, merchant caravans, hospital stock, or mana distribution. Keep manifests, common stock, routes, and depletion.

STRATEGY: SIEGE PLANNING [SKILL] [NW]

- MAJOR

Category: Strategy.

Specialty: Siege Planning.

Training: Assess defenses, sequence operations, allocate forces, compare approaches, plan sustainment, and define measurable siege objectives.

Fictional permissions: Read fortification purpose, estimate ordinary labor, identify supply needs, organize reconnaissance, or brief a phased plan.

Risk: MAJOR. Open the Phase becomes Apex if several allies spend it, it moves multiple clocks, or it removes the need for scene actions.

CENTER OF RESISTANCE [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Useful reconnaissance of a defended lair, organization, structure, or scene.

Effect: Ask which visible facet, route, supply, Agent, or clock currently holds the defense together and what protects it.

Counterplay: Use deception, redundancy, mobile reserves, hidden facets, false strength, or change the defensive plan.

OPEN THE PHASE [DECLARED]

Pattern: P1 + 1,2,3. SPEND. **POWER**-FED.

Timing: On success.

Requirement: Declare before rolling, add one Ready **Power Die**, name one planned phase and one prerequisite the team has completed.

Effect: Create PHASE (1). One ally may spend it before Round end for one Help Cluster on the next action that advances that phase.

Counterplay: Reverse the prerequisite, force a different phase, suppress Power, cut command, or bait premature expenditure.

RESERVE COMMITMENT [REACTION]

Pattern: Any pair. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an action that threatens to force one allied scene Agent from a defended position resolves.

Requirement: The triggering action threatened to force an allied scene Agent from a defended position; a distinct allied reserve Agent can reach that position and receive orders.

Effect: If the allied Agent was forced from the position, move the reserve there and apply HESITANT (1) to it. It gains no free action. If the position was held, this move has no effect.

Counterplay: Pin the reserve, jam orders, block the route, exploit its HESITANT, or attack several positions. No nested reaction opens.

Construction review: Strategy Category plus Center of Resistance, Open the Phase, Reserve Commitment combine as **MAJOR**. 4Cast/reskin prompts: Use castle sieges, corporate takeovers, disaster containment, or immune systems attacking infection. Keep phases, prerequisites, and distinct reserves.

ADMINISTRATION: CRISIS GOVERNANCE

[SKILL] [W] - MAJOR

Category: Administration.

Specialty: Crisis Governance.

Training: Define authority, allocate services, document decisions, communicate policy, coordinate departments, and audit emergency action.

Fictional permissions: Find the responsible office, create a clear form, call a lawful meeting, identify service dependencies, or publish an ordinary order.

Risk: Major. Emergency Order becomes Apex if it compels independent people, lasts beyond one Round, or bypasses all institutional resistance.

AUTHORITY MAP [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Access to organization charts, current officials, or credible institutional practice.

Effect: Ask who can authorize one response, who can block it, which office executes it, or where responsibility is presently ambiguous.

Counterplay: Change leadership, use informal power, hide delegation, corrupt records, or operate outside the institution.

EMERGENCY ORDER [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: The user holds or has been delegated relevant authority and states one narrow public instruction.

Effect: Give one cooperating office or team an ORDER TOKEN until Round end. Its first action obeying the instruction gains one Help Cluster, then spend the TOKEN.

Counterplay: Challenge authority, expose conflict, refuse cooperation, cut communication, or satisfy the order with a minimal action.

PAPER TRAIL [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. Regardless, during the ordinary reaction window of an official action that threatens institutional fallout; resolve on a successful reaction after the action.

Requirement: The triggering official action threatened institutional fallout; the user can record its decision, actor, authority, and stated reason.

Effect: If the action created institutional fallout, create ACCOUNTABILITY (1). Spend it before scene end for one Help Cluster to audit, appeal, investigate, or communicate that action. If no fallout occurred, this move has no effect.

Counterplay: Destroy records, dispute accuracy, classify the action, change institutions, or let scene end. No nested reaction opens.

Construction review: Administration Category plus Authority Map, Emergency Order, Paper Trail combine as **MAJOR**. 4Cast/reskin prompts: Use city government, station command, guild councils, or distributed machine governance. Keep limited authority and accountable records.

SCENE OPERATIONS: EVACUATION CONTROL [SKILL] [N] - MAJOR

Category: Scene Operations.

Specialty: Evacuation Control.

Training: Zone hazards, establish routes, count evacuees, assign marshals, communicate movement, and coordinate receiving points across a dangerous scene.

Fictional permissions: Mark exits, identify chokepoints, build a headcount, establish assembly areas, or direct an ordinary cooperative crowd.

Risk: MAJOR. Clear the Sector becomes Apex if it moves every Agent, compels unwilling crowds, or ignores active barriers and Scale.

ROUTE CARD [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: A surveyed origin, destination, and at least one passable route.

Effect: Create EVAC ROUTE (1). One group may spend it before Round end for a Help Cluster on movement along that route.

Counterplay: Close the route, create panic, change the hazard, jam signs, split the group, or occupy the destination.

CLEAR THE SECTOR [OPEN]

Pattern: 1,2,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Cooperative same-Scale bystanders can perceive instructions and have a passable exit.

Effect: Move one bystander Agent or one abstract crowd facet one nearby range band toward the exit. This grants no extra action.

Counterplay: Block exits, use an unwilling crowd, obscure instructions, introduce dependents, or place a threat on the route.

HEADCOUNT CHECK [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-DIVISION. REGARDLESS, after division and before a leftover 3 or 4 would move an evacuation or casualty clock. **Requirement:** A prior headcount or roster and communication with one marshal.

Effect: Ask which named group, zone, or roster entry is unaccounted for and delay one additional advance from confusion until Round end.

Counterplay: Destroy the roster, move people between groups, cut communication, conceal casualties, or advance the clock from a new hazard. No nested reaction opens.

Construction review: Scene Operations Category plus Route Card, Clear the Sector, Headcount Check combine as **MAJOR**. 4Cast/reskin prompts: Use burning buildings, sinking ships, battlefield withdrawal, or migration through a collapsing reality. Keep routes, cooperative groups, and receiving points.

PERFORMANCE: ORATORY [SKILL] [W] - MAJOR

Category: Performance.

Specialty: Oratory.

Training: Project, structure, rehearse, adapt, pace, and deliver public speech while reading an audience's visible response.

Fictional permissions: Hold ordinary attention, prepare remarks, use a venue, recognize heckling strategy, or communicate a clear public position.

Risk: Major. Carry the Room becomes Apex if it controls an audience, affects a whole city, or creates loyalty beyond the scene.

CARRY THE ROOM [DECLARED]

Pattern: Any triple. SPEND.

Timing: On success.

Requirement: An audience can hear the speaker and shares at least one language or translation channel.

Effect: Create ATTENTION (1) for this audience until Round end. Spend it to ask what claim drew strongest support, fear, anger, or doubt.

Counterplay: Disperse the audience, drown out speech, fragment translation, reveal a stronger event, or challenge the venue.

REFRAIN OF PURPOSE [DECLARED]

Pattern: C4 + Any pair. SPEND.

Timing: On success.

Requirement: Declare before rolling and add one Ready **Combo Die**, which stays outside the contest and may satisfy only C4. Repeat one concrete public objective already stated.

Effect: One willing ally who heard it gains a held 1 usable on an action advancing that objective before Round end.

Counterplay: Change objective, separate the ally, expose contradiction, break the refrain, or wait for expiry.

ANSWER THE HECKLE [REACTION]

Pattern: 1,2. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an opponent's action that threatens to apply SUSPECTED to the speaker resolves. **Requirement:** The triggering action threatened SUSPECTED to the speaker; the user heard the challenge and responds to its actual point.

Effect: If the speaker gained SUSPECTED, remove 1 pip from the speaker and mark the disputed claim CHALLENGED. The next action relying on that claim cannot use Help, then CHALLENGED ends. If no SUSPECTED was applied, this move has no effect.

Counterplay: Prove broader dishonesty, raise a new challenge, cut the microphone, avoid relying on the CHALLENGED claim, or accept the lost Help. No nested reaction opens.

Construction review: Performance Category plus Carry the Room, Refrain of Purpose, Answer the Heckle combine as **MAJOR**. 4Cast/reskin prompts: Use political speeches, sermons, trial addresses, battlefield chants, or broadcast monologues. Keep an audience and contestable claims.

MUSIC: RITUAL ENSEMBLE [SKILL] [NE] - MAJOR

Category: Music.

Specialty: Ritual Ensemble.

Training: Perform, arrange, tune, rehearse, lead, and maintain one musical tradition whose coordinated forms support setting-specific rites.

Fictional permissions: Identify motif and instrument role, keep ordinary time, organize rehearsal, notice a broken part, or perform nonmagical repertoire. Music alone grants no Power.

Risk: MAJOR. Resonant Cadence becomes Apex if it refreshes several dice, affects every listener, or works without an ensemble.

FIND THE TEMPO [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: At least two willing performers can perceive one another.

Effect: Create TEMPO (1) until Round end. One ensemble member may spend it for one Help Cluster on a coordinated performance or ritual action.

Counterplay: Separate performers, disrupt hearing, change tempo, remove an instrument role, or force individual action.

RESONANT CADENCE [DECLARED]

Pattern: P1 + C1 + 1. SPEND. **POWER**-FED.

Timing: On success.

Requirement: Declare before rolling; add one Ready **Power Die** and one Ready **Combo Die**. The **Combo Die** stays outside the contest and may satisfy only C1. At least three ensemble roles must perform.

Effect: Refresh one spent **Combo Die** belonging to another ensemble member. The activation **Combo Die** cannot be the die refreshed.

Counterplay: Break ensemble size, suppress Power, disrupt a role, jam sound, or target the intended recipient.

CATCH THE BROKEN MEASURE [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-COMPARISON. Regardless, after an ensemble action would gain HESITANT or move a ritual clock from one mistake. **Requirement:** The user can signal a correction and did not lead the triggering roll.

Effect: Delay that status or clock movement until action end. It resolves then unless a different performer spends TEMPO to correct it.

Counterplay: Remove TEMPO, isolate the user, create several mistakes, or let the delay expire. No nested reaction opens.

Construction review: Music Category plus Find the Tempo, Resonant Cadence, Catch the Broken Measure combine as **MAJOR**. 4Cast/reskin prompts: Use chamber music, war drums, synchronized code chanting, or orbital harmonics. Keep multiple roles, shared timing, and Power cost.

STAGECRAFT: MISDIRECTION [SKILL] [S] - MAJOR

Category: Stagecraft.

Specialty: Misdirection.

Training: Block, light, cue, conceal, rig, rehearse, and direct audience attention through practical theatrical methods.

Fictional permissions: Build ordinary concealment, prepare a cue, identify a sightline, disguise a prop, or coordinate a safe mundane effect.

Risk: Major. Blackout Cue becomes Apex if it blinds a whole scene, lasts beyond Round end, or works without controllable light or attention.

LOAD THE PROP [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: Ten minutes, ordinary stage materials, and access to one hand-sized object or set feature.

Effect: Prepare one harmless concealed reveal, breakaway part, false face, smoke packet, or noise cue. Record what it does and how it is triggered.

Counterplay: Search the prop, disrupt setup, remove materials, trigger it early, or observe from backstage.

BLACKOUT CUE [OPEN]

Pattern: 1,2,3. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: REGARDLESS.

Requirement: Control of local light, smoke, curtain, sound, or equivalent attention channel.

Effect: Apply BLIND (1) to one sight-reliant nearby Agent or give one prepared performer UNSEEN (1), chosen on activation.

Counterplay: Use another sense, seize controls, leave the staged zone, clear the status, or illuminate independently.

COVER THE FLUB [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after a prepared performer's action that threatens failure in view of an audience resolves. **Requirement:** The triggering action threatened to fail in view of an audience; trigger a loaded prop or ready cue that plausibly redirects attention.

Effect: If the action failed, remove 1 SUSPECTED from the performer and give one used prop or set feature a COMPROMISED PROP MARKER. The next action relying on it cannot use Help, then remove the MARKER. The triggering action still fails. If it succeeded, this move has no effect.

Counterplay: Watch the performer directly, inspect the compromised prop or set, identify the cue, or accept the lost Help. No nested reaction opens.

Construction review: Stagecraft Category plus Load the Prop, Blackout Cue, Cover the Flub combine as MAJOR. 4Cast/reskin prompts: Use theater crews, magicians, propaganda sets, holographic concerts, or haunted-house operators. Keep prepared practical channels.

LARCENY: SAFECRACKING [SKILL] [E] - MAJOR

Category: Larceny.

Specialty: Safecracking.

Training: Inspect, manipulate, bypass, document, and defeat ordinary mechanical containers while preserving or disguising evidence.

Fictional permissions: Identify lock type, use picks and scopes, estimate time, recognize relockers, or open routine unsecured compartments.

Risk: Major. Touch Reading becomes Apex if it bypasses magical seals, electronic authorization, or any lock without tools and access.

TOUCH READING [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Direct access to a mechanical lock or container and suitable listening or manipulation tools.

Effect: Ask how many meaningful barriers remain, whether a relocker is present, which tool is needed, or what action would make the attempt noisy.

Counterplay: Use false gates, electronic or magical layers, vibration, time pressure, trapped tools, or deny direct access.

QUIET OPEN [DECLARED]

Pattern: C1 + 1,1. SPEND.

Timing: On success.

Requirement: Declare before rolling, add one Ready **Combo Die** that stays outside the contest and may satisfy only C1, and use appropriate tools on an ordinary mechanical barrier.

Effect: Bypass that barrier without advancing its noise clock. Alarm systems independent of the mechanism still function.

Counterplay: Add separate alarms, use a unique key system, disrupt access, inspect tool marks, or place several barriers.

FREEZE THE RELOCKER [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. Regardless, before a detected relocker or trap completes after the current attempt. **Requirement:** The user identified it with Touch Reading and can reach its mechanism.

Effect: Delay it until the following Round. It completes then unless an action physically secures or bypasses it first.

Counterplay: Use a hidden second device, deny access, trigger remotely, or let the delay expire. No nested reaction opens.

Construction review: Larceny Category plus Touch Reading, Quiet Open, Freeze the Relocker combine as **MAJOR**. 4Cast/reskin prompts: Use vault dials, puzzle locks, sealed tomb mechanisms, or physical quantum safes. Keep direct access and separate alarms.

SMUGGLING: HIDDEN ROUTES [SKILL] [SW] - MAJOR

Category: Smuggling.

Specialty: Hidden Routes.

Training: Conceal cargo, read inspections, cultivate route knowledge, price risk, stage documents, and move goods through contested boundaries.

Fictional permissions: Find ordinary transport, identify inspection patterns, prepare a mundane concealment, estimate bribes, or recognize a compromised route.

Risk: Major. Ghost Manifest becomes Apex if it defeats detailed inspection, creates legal ownership, or hides greater-Scale cargo.

ROUTE OF LEAST NOTICE [DECLARED]

Pattern: Any triple. TRIGGER.

Timing: On success.

Requirement: Current local information and at least two plausible crossings or carriers.

Effect: Ask which route faces the least immediate scrutiny, what it costs, and what kind of inspection still threatens it.

Counterplay: Change patrols, seed false information, close routes, betray the carrier, or inspect unpredictably.

GHOST MANIFEST [OPEN]

Pattern: 1,2. SPEND.

Invocation: OPEN after Damage and Armor cancellation and before Pattern division.

Timing: ON SUCCESS.

Requirement: Ordinary records, plausible cover cargo, and an item no larger than one normal cargo unit.

Effect: Pass one casual manifest comparison. Physical search, detailed audit, magical detection, or conflicting records may still react normally.

Counterplay: Search physically, compare external records, weigh cargo, change inspectors, or identify the cover mismatch.

BURN THE WAYPOINT [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - POST-DIVISION. REGARDLESS, after division and before a leftover 3 or 4 would advance a hidden-route pursuit or suspicion clock. **Requirement:** Abandon one prepared contact, cache, identity, or route segment used in this job.

Effect: Reduce the pending clock advance by 1, minimum 0. This never reverses a threshold consequence already resolved. The abandoned resource cannot be used again this Turn.

Counterplay: Track another resource, pressure the abandoned contact, close exits, accept slower pursuit, or use evidence already collected. No nested reaction opens.

Construction review: Smuggling Category plus Route of Least Notice, Ghost Manifest, Burn the Waypoint combine as **MAJOR**. 4Cast/reskin prompts: Use border runners, blockade ships, spirit-road guides, or forbidden-data couriers. Keep inspections, cover cargo, and expendable routes.

FORGERY: OFFICIAL RECORDS [SKILL] [NW]

- MAJOR

Category: Forgery.

Specialty: Official Records.

Training: Reproduce, alter, age, compare, source, and safely handle ordinary documents, seals, metadata, and bureaucratic forms.

Fictional permissions: Identify document family, collect exemplars, match common materials, spot crude forgery, or prepare a plausible routine form.

Risk: Major. Paper Citizen becomes Apex if it creates a fully verified identity, survives intimate knowledge, or rewrites multiple independent systems.

EXEMPLAR SET [DECLARED]

Pattern: Any pair. SPEND.

Timing: Regardless.

Requirement: At least two genuine comparable records or one genuine blank plus access to tools.

Effect: Create EXEMPLAR (1), maximum 1, for one office and document type. Spend it to identify one required feature or gain one Help Cluster when producing that exact type. It ends when spent or when that office changes the format.

Counterplay: Change format, rotate seals, use live verification, corrupt the exemplar, or require a different office.

PAPER CITIZEN [DECLARED]

Pattern: C4 + 1,2,3. SPEND.

Timing: On success.

Requirement: Declare before rolling, add one Ready **Combo Die** that stays outside the contest and may satisfy only C4, spend EXEMPLAR, and state a narrow identity claim.

Effect: Create one document that passes casual inspection for that claim. Detailed databases, intimate acquaintances, or contradictory evidence may react normally.

Counterplay: Verify live, inspect materials, compare other records, question the holder, or invalidate the issuing office.

COUNTERSIGN [REACTION]

Pattern: 1,4. SPEND.

Timing: REACTION - ORDINARY. ON SUCCESS. Delay the printed Effect until immediately after an action that threatens to apply SUSPECTED to an ally's presented record resolves. **Requirement:** The triggering action threatened SUSPECTED to the record; the user can add a plausible secondary mark, attachment, routing note, or witness signature and accepts attribution.

Effect: If the record gained SUSPECTED, remove 1 pip from it and apply SUSPECTED (1) to the user's forged authority or cover identity. If the record did not gain SUSPECTED, this move has no effect.

Counterplay: Investigate the signer, compare ink or metadata, isolate the user, or reject the secondary authority. No nested reaction opens.

Construction review: Forgery Category plus Exemplar Set, Paper Citizen, Countersign combine as **MAJOR**. 4Cast/reskin prompts: Use passports, temple writs, cargo certificates, biometric templates, or magical seals. Keep exemplars and vulnerable independent verification.

4CASTER ADVERSARY USE

Give a routine Agent one relevant Category and at most one signature move. Give a specialist one full STANDARD profile. Reserve MAJOR profiles for named Agents, important facets, or the central procedure of a scene. An Agent does not need every move printed on its profession; choose only what will become visible in play.

For point Axis encounters, aggregate ratings for difficulty and reward, but act by Agent. A captain and three crew with N 2 each can form encounter N 8; each acts at N 2 and owns its own reserve, statuses, Requirements, and position. A move targeting one Agent does not erase the aggregated Axis.

Build readable opposition:

1. Give the Agent a recognizable permission that changes what it can attempt.
2. Give it one setup such as EXPOSED, HESITANT, route token, forced defense, or clock movement.
3. Give another Agent a payoff that cares about that setup.
4. Print a counter in the scene: cover, alternate Axis, breakable tool, communication line, status counteraction, or expiry.

Use special dice sparingly. Combo gives adversaries pattern reliability but never contest strength. A Power-fed Skill must expose its Power reserve and typed P result. Damage and **Armor Dice** cancel normally; only then check a Rider. Do not hide a D or A result inside a Pattern.

Every side still declares one active ability per roll. A reaction signature move uses the one ordinary reaction window and never opens another. If a profile would act recursively, grant free actions, deny all legal defense, or suppress an entire reserve for a scene, redesign it as a visible Apex exception.

Reskin first, rewrite second. Change names, tools, institutions, creatures, and sensory channels while holding Axis, Pattern, timing, effect, duration, and counterplay fixed.

EXPANDED-SKILL INDEX

Combat: **ARCHERY**: TRICK SHOTS [NE], **CLOSE COMBAT**: SHIELDS [NW], **POLEARMS**: REACH CONTROL [N], **WRESTLING**: HOLDS [S], **SHOOTING**: LONG RIFLES [N], **BATTLECRAFT**: SUPPRESSION [W], **GUNNERY**: SHIP BATTERIES [E], **THROWN WEAPONS**: PRECISION [SE].

Movement and vehicles: **ATHLETICS**: LEAPING [NE], **ACROBATICS**: BALANCE [S], **PARKOUR**: URBAN TRAVERSAL [SE], **SWIMMING**: ROUGH WATER [W], **RIDING**: WAR MOUNTS [SW], **ZERO-G**: EVA [E], **DRIVING**: PURSUIT CARS [S], **AVIATION**: ROTORCRAFT [NW], **NAVIGATION**: DEEP SPACE [E].

Wilderness and survival: **SURVIVAL**: DESERT TRAVEL [S], **SURVIVAL**: POLAR TRAVEL [N], **HUNTING**: TRACKING [E], **FORAGING**: TOXIC ECOLOGIES [SW], **SEAMANSHIP**: STORM PASSAGE [W], **ANIMAL HANDLING**: PACK BEASTS [NW].

Craft and technology: **SMITHING**: FIELD FORGE [N], **CARPENTRY**: STRUCTURES [E], **TAILORING**: PROTECTIVE GEAR [W], **MASONRY**: FORTIFICATION [NW], **DRONE OPERATIONS**: NETWORK SWARMS [SE], **ELECTRONICS**: SENSOR ARRAYS [E], **ROBOTICS**: FIELD DRONES [N], **COMMUNICATIONS**: SIGNAL WARFARE [W], **CYBERNETICS**: INTERFACE TUNING [SW], **DATA SCIENCE**: PREDICTIVE MODELS [NE].

Knowledge and occult: **HISTORY**: LOST EMPIRES [W], **LAW**: JURISDICTIONS [NW], **LINGUISTICS**: DEAD LANGUAGES [E], **RITUAL CRAFT**: RELIC BINDING [NE], **OCULT**: SPIRIT BARGAINS [SW], **DIVINATION**: OMEN READING [E], **MEDIUMSHIP**: RESTLESS DEAD [W].

Medicine and investigation: **MEDICINE**: EPIDEMIOLOGY [E], **MEDICINE**: PROSTHETICS [N], **PSYCHOLOGY**: CRISIS CARE [W], **APOTHECARY**: TOXICOLOGY [SW], **INVESTIGATION**: FINANCIAL TRAILS [E], **FORENSICS**: BALLISTICS [N], **RESEARCH**: ARCHIVES [W], **INTERROGATION**: CONTRADICTIONS [SW].

Social and public life: **DIPLOMACY**: CEASEFIRES [W], **ETIQUETTE**: NOBLE COURTS [NE], **STREETWISE**: NEIGHBORHOOD NETWORKS [S], **TEACHING**: RAPID INSTRUCTION [E], **EMPATHY**: MEDIATION [SW], **PERFORMANCE**: ORATORY [W], **MUSIC**: RITUAL ENSEMBLE [NE], **STAGECRAFT**: MISDIRECTION [S].

Command and scene operations: **LEADERSHIP**: FLEET COMMAND [N], **LOGISTICS**: SUPPLY LINES [E], **STRATEGY**: SIEGE PLANNING [NW], **ADMINISTRATION**: CRISIS GOVERNANCE [W], **SCENE OPERATIONS**: EVACUATION CONTROL [N].

Criminal: **LARCENY**: SAFECRACKING [E], **SMUGGLING**: HIDDEN ROUTES [SW], **FORGERY**: OFFICIAL RECORDS [NW].

Single-face and Straggler gallery: **HACKING**: LOCAL DEVICES [SW], **BATTLECRAFT**: SOUTHERN FEINTS [S], **LEADERSHIP**: FIELD SIGNALS [NW], **INVESTIGATION**: FAILURE READING [E], **BATTLECRAFT**: OPENING PLAY [S], **HACKING**: ARMOR CONTROL [SW], **CLOSE COMBAT**: FOUR-BEAT GUARD [W], **ENGINEERING**: LIVE CALIBRATION [E].

All entries are provisional playtest builds. If a 4Cast changes scope, range, duration, targets, Timing, Axis pressure, special-die use, or Status economy, reassess legality and risk and print the new counterplay.

SINGLE-FACE SKILL GALLERY

These eight Skills are complete experimental CP builds. Their CP arithmetic includes the shell exactly once. The named Status template is not added again to the delivery ability: the move prices its own delivered pip, range, duration, timing, and other modules.

HACKING: LOCAL DEVICES [SKILL] [SW] - STANDARD

Category: Hacking, narrow: directly accessed local devices.

Training: Diagnose interfaces and security, operate reachable terminals, and recognize local evidence. This grants no remote access.

Axis: SW.

Risk: WATCH.

SHELL CP: +1 narrow Shell = 1 CP. **MOVE CP:** +2 HACK Delivery CP +4 N1 with materially restrictive once-per-Turn cadence -1 access Gate = 5 CP. MINOR / WATCH. **PACKAGE CP:** 1 Shell + 5 Move = 6 CP. STANDARD / WATCH.

FAST HANDSHAKE [DECLARED]

Pattern: N1. SPEND. A **Power Die** or **Combo Die** cannot satisfy N1.

Timing: ON SUCCESS. ACTION ONLY. Once per Turn.

Target: One named device touched or directly cabled by the user.

Effect: Apply HACK [DEVICE] (1) after ICE. It Fades at scene end and stacks to 3 from this source.

Requirement: Maintain touch or a direct cable through activation.

Counterplay: Disconnect, reset, isolate, add ICE, revoke access, or end the scene.

Construction Review: The named face is common, but spending N1 and the access Gate keep the effect narrow. It grants a foothold, not control of every connected system.

BATTLECRAFT: SOUTHERN FEINTS

[SKILL] [S] - STANDARD

Category: Battlecraft, narrow: baiting and reading a southern guard.

Training: Read stance, bait a guard, and coordinate pressure around a visible opening.

Axis: S.

Risk: WATCH. RED FLAG when packaged with an S penalty, S Damage payoff, or BACKLASH.

SHELL CP: +1 narrow Shell = 1 CP. **MOVE CP:** +4 AXIS-LOCKED Delivery CP +2 N4 with materially restrictive once-per-Turn cadence -1 perception Gate = 5 CP. MINOR / WATCH. **PACKAGE CP:** 1 Shell + 5 Move = 6 CP. STANDARD / WATCH.

TURN THE GUARD [DECLARED]

Pattern: N4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. Once per Turn.

Target: The original target of the activating action.

Effect: Apply AXIS-LOCKED [S] (1). It affects the target's next honest direct defensive reaction and Fades after use or at Round end.

Requirement: The user can perceive the target's stance, and S must remain an honest defense for the later threat.

Counterplay: Win the contest, avoid a later direct reaction, reorient before the next threat, clear the Status, or let it expire.

Construction Review: Forced defense becomes RED FLAG when another component punishes the same Axis. Reprice and test that package as a whole.

LEADERSHIP: FIELD SIGNALS [SKILL] [NW] - STANDARD

Category: Leadership, standard.

Training: Communicate compact plans and concrete objectives to willing allies who can perceive the signal.

Axis: NW.

Risk: WATCH.

SHELL CP: +2 standard Shell = 2 CP. **MOVE CP:** +3 INSPIRED Delivery CP +1 flexible ally target +1 Range +1 POST-DIVISION Timing +2 Straggler 1 with materially restrictive once-per-Turn cadence -1 communication Gate = 7 CP. STANDARD / WATCH. **PACKAGE CP:** 2 Shell + 7 Move = 9 CP. STANDARD / WATCH.

PASS THE SPARK [DECLARED]

Pattern: No pre-division Pattern. **POST-DIVISION COST:** STRAGGLER 1. SPEND. This replaces Hold or Help.

Timing: REGARDLESS. POST-DIVISION. ACTION ONLY. Once per Turn.

Target: One willing ally within 40 feet / 4 cells who perceives the signal.

Effect: Apply INSPIRED [STATED OBJECTIVE] (1). It Fades at scene end.

Requirement: State one concrete objective before rolling. The ally must hear or see and accept the signal.

Counterplay: Break communication, separate the participants, make the objective impossible, contradict it, complete it, or end the scene.

Construction Review: The true Straggler payment sacrifices Help. It opens no new reaction window and cannot be paid by a die already used in a Cluster.

INVESTIGATION: FAILURE READING

[SKILL] [E] - STANDARD

Category: Investigation, standard.

Training: Reconstruct visible failures, separate plausible causes, and name an immediate test.

Axis: E.

Risk: BASELINE.

SHELL CP: +2 standard Shell = 2 CP. **MOVE CP:** +1 information Effect +1 Range +1 POST-DIVISION Timing +3 Straggler 3 with Scene effect also resolving and materially restrictive once-per-Turn cadence -1 evidence Gate = 5 CP. MINOR / BASELINE. **PACKAGE CP:** 2 Shell + 5 Move = 7 CP. STANDARD / BASELINE.

READ THE BREAK [DECLARED]

Pattern: No pre-division Pattern. **POST-DIVISION COST:** STRAGGLER 3. SPEND. SCENE EFFECT ALSO RESOLVES.

Timing: REGARDLESS. POST-DIVISION. ACTION ONLY. Once per Turn. Resolve the Scene 3 first.

Target: One observable source, route, victim, trace, or facet within 40 feet / 4 cells.

Effect: Ask which visible source, route, or facet most directly produced the Scene 3 and name one immediate test. The 4Caster answers only from evidence the character can observe or infer.

Requirement: A relevant trace survives and the character can examine it.

Counterplay: Obscure or contaminate evidence, create multiple plausible causes, deny access, or change conditions before the test.

Construction Review: The answer creates information, not access, immunity, or automatic success. Paying the Straggler does not cancel the complication.

BATTLECRAFT: OPENING PLAY

[SKILL] [S] - STANDARD

Category: Battlecraft, standard.

Training: Recognize overextension and direct pressure toward one fixed flank. This does not remove Armor by itself.

Axis: S.

Risk: WATCH.

SHELL CP: +2 standard Shell = 2 CP. **MOVE CP:** +4 EXPOSED Delivery CP +1 POST-DIVISION Timing +1 Straggler 4 with materially restrictive once-per-Turn cadence -1 exposure Gate = 5 CP. MINOR / WATCH. **PACKAGE CP:** 2 Shell + 5 Move = 7 CP. STANDARD / WATCH.

TAKE THE OPENING [DECLARED]

Pattern: No pre-division Pattern. **POST-DIVISION COST:** STRAGGLER 4. SPEND. This replaces the Scene 4.

Timing: ON SUCCESS. POST-DIVISION. ACTION ONLY. Once per Turn; once per target per Round.

Target: The original visible target of the activating action.

Effect: Apply EXPOSED [S] (1). It Fades at scene end and stacks to 2 from this source.

Requirement: The action must plausibly expose fixed S protection.

Counterplay: Cancel or Cluster the 4, win the contest, protect another direction, repair the protection, change facing, or disengage.

Construction Review: The move gives up the Scene opportunity. It neither bypasses Armor immediately nor applies when the user loses.

HACKING: ARMOR CONTROL

[SKILL] [SW] - MAJOR

Category: Hacking, standard.

Training: Trace electronic protection and control paths. This Skill does not create its own foothold.

Axis: SW.

Risk: WATCH. RED FLAG with an ordinary-face Power exception or Armor bypass.

SHELL CP: +2 standard Shell = 2 CP. **MOVE CP:** +4 EXPOSED Delivery CP +1 conversion +1 Range +4 N1 with materially restrictive once-per-Turn cadence -1 HACK Gate = 9 CP. STANDARD / WATCH. **PACKAGE CP:** 2 Shell + 9 Move = 11 CP. MAJOR / WATCH.

PATCH INTO PRESSURE [DECLARED]

Pattern: N1. SPEND.

Timing: ON SUCCESS. ACTION ONLY. Once per Turn; once per target per Round.

Target: One target within 40 feet / 4 cells or directly connected to the named system.

Effect: Remove 2 HACK [SYSTEM] and apply EXPOSED [E] (1) to protection controlled by that system. The output is conversion-locked until the exchange ends and Fades at scene end.

Requirement: HACK [SYSTEM] (2+) exists at declaration and activation, and the exact system controls the target's E Armor.

Counterplay: Raise ICE, sever the link, reduce HACK, leave range, repair the protection, or defend through another honest direction.

Construction Review: This is conversion into a vulnerability, not direct Armor bypass. The result cannot satisfy another Gate or conversion during the exchange.

CLOSE COMBAT: FOUR-BEAT GUARD [SKILL] [W] - STANDARD

Category: Close Combat, standard.

Training: Defend at weapon reach, read rhythm, and control a close engagement.

Axis: W.

Risk: WATCH.

SHELL CP: +2 standard Shell = 2 CP. **MOVE CP:** +3 TILTED Delivery CP +1 ordinary reaction +2 N4 with materially restrictive once-per-Turn cadence -1 item and position Gate = 5 CP. MINOR / WATCH. **PACKAGE CP:** 2 Shell + 5 Move = 7 CP. STANDARD / WATCH.

FOUR-BEAT RIPOSTE [REACTION]

Pattern: N4. SPEND.

Timing: REACTION - ORDINARY, after a successful direct reaction finishes resolving. Once per Turn.

Target: The attacker.

Effect: Apply TILTED [N] (1). It Fades at scene end. This opens no nested reaction window.

Requirement: A Ready close weapon and legal reach at declaration and activation.

Counterplay: Fight at range, disarm, apply BOUND, attack through another honest Axis, reorient, clear the Status, or enter the reaction sequence earlier.

Construction Review: The move uses the participant's one reaction entry. It does not deal a free attack or revise the completed comparison.

ENGINEERING: LIVE CALIBRATION

[SKILL] [E] - MINOR

Category: Engineering, standard.

Training: Inspect and tune machines, tools, devices, and facets while they remain under load.

Axis: E.

Risk: BASELINE.

SHELL CP: +2 standard Shell = 2 CP. **MOVE CP:** +3 CALIBRATED Delivery CP +0 typed P1 with materially restrictive once-per-Turn cadence -1 tool access Gate = 2 CP. MINOR / BASELINE. **PACKAGE CP:** 2 Shell + 2 Move = 4 CP. MINOR / BASELINE.

PRIME THE TOOL [DECLARED]

Pattern: P1. SPEND. **POWER-FED.**

Timing: ON SUCCESS. ACTION ONLY. Once per Turn.

Target: One named tool, item, device, or facet touched by the user.

Effect: Apply CALIBRATED [E] (1). It may ignore one status-based E or E-composite cap penalty, never raises a cap above its unmodified base, and Fades at scene end.

Requirement: Roll a Ready **Power Die** and maintain access to the named object.

Counterplay: Disrupt, destroy, replace, or separate the object; impose a non-status penalty; use another Axis; or end the scene.

Construction Review: Typed P1 remains the standard Active-Power payment even though this is a Power-fed Skill. The calibration changes one bounded status penalty, not the printed rating.

4. POWER LIBRARY

These Powers are experimental rule exceptions. They grant only their printed Effect. Every Active Power commits at least one Ready **Power Die**, and its Pattern includes a typed P result; use P x1 when any Power face is legal. Passive Powers name their conditions. A Power may be used in a reaction only when its Timing says REACTION and names a checkpoint.

The labels are candid: BASELINE uses familiar procedures; WATCH alters a sensitive reserve, Axis, or duration; RED FLAG changes action count, Scale, many targets, or harm in a way that needs an isolated stress test.

COPIED ATTACKS

A Power that copies an attack uses AREA RESOLUTION unless its profile prints a replacement. Choose a primary target, preserve die identities through every copy, apply each target's Armor, pay the active Pattern once against the primary copy, and remove copies of the same paid dice from valid secondary copies. Each independent target side makes at most one direct reaction inside the shared sequence; that reaction protects all copies aimed at its side. Support or interference applies to one named copy unless printed otherwise. Divide and compare separately. The primary comparison may create ordinary Margin harm; copied comparisons produce only the copied harm printed by the Power. Only the primary copy creates Stragglers.

This conservative procedure prevents one roll from multiplying support reactions and scene effects. A 4Cast may replace it, but must print the replacement beside the Power.

POWERS: REGENERATION / BORROWED MASTERY

REGENERATION [POWER]

Mode: Passive.

Condition: During Turn start, after the table refreshes Normal and **Power Dice** and resolves start-of-Turn status Triggers, the user has at least one **Damage Die**.

Timing: Once per Turn.

Effect: Convert one of the user's **Damage Dice** into a Spent Normal Die. REGENERATION cannot restore another target, clear Strain, treat a status, identify an injury, or regrow something the setting says cannot return.

Reaction: No.

Construction review: MAJOR. Persistent automatic recovery is priced above FIELD CARE and has no roll or Power cost. **RISK: EXPERIMENTAL - RED FLAG.** Test scene length and death pressure; remove or limit it to once per scene if harm stops mattering.

BORROWED MASTERY [POWER]

Mode: Active.

Axis: E or W.

Power: Commit and roll one Ready **Power Die**.

Pattern: P1 + 1,1. TRIGGER.

Timing: Regardless.

Target: Self.

Effect: Name one Skill category the user has witnessed during this scene. Until scene end, the user counts as trained in that category for the Untrained rule. This grants no signature effects, subcategories, equipment, memories, or factual knowledge.

Reaction: No.

Construction review: MAJOR. Scene duration and open category choice raise the cost; the exact triple and no signature effects restrain it. **RISK: EXPERIMENTAL - WATCH.** Compare its spotlight effect with the character who actually owns the copied category.

POWERS: SCAR FURNACE / BLOOD COMPASS

SCAR FURNACE [POWER]

Mode: Passive.

Condition: One of the user's **Damage Dice** cancels one of the user's Normal or Power results.

Timing: After cancellation, once per Turn.

Effect: Return one Spent **Normal Die** to Ready. Do not restore the canceled result, remove the **Damage Die**, or change the Power's Pattern. If no Spent **Normal Die** exists, nothing happens.

Reaction: PASSIVE ONLY; cancellation during the user's reaction may trigger it without opening a new window.

Construction review: STANDARD. It turns one instance of injury interference into action economy without healing the injury. **RISK: EXPERIMENTAL - WATCH.** Record whether characters seek Damage in a favored direction to farm Ready dice.

BLOOD COMPASS [POWER]

Mode: Active.

Axis: W.

Power: Commit and roll one Ready **Power Die**.

Pattern: P2 + 2. SPEND.

Timing: Regardless.

Target: Self.

Effect: Re-mark up to two of the user's existing **Damage Dice** from one cardinal direction to one other cardinal direction. This is not healing; the same dice remain Damage and still count toward death.

Reaction: No.

Construction review: STANDARD. The effect changes where harm interferes but does not reduce harm. **RISK: EXPERIMENTAL - WATCH.** Direction changes can let a specialist protect a favored Axis at the expense of another.

POWERS: AEGIS RETURN / ARMOR EATER

AEGIS RETURN [POWER]

Mode: Active.

Axis: W reaction.

Power: Commit and roll one Ready **Power Die** during the direct reaction.

Pattern: P1 + 1. SPEND.

Timing: REGARDLESS. REACTION - POST-COMPARISON, after the incoming action's final harm is calculated but before it is applied. Retained reaction Clusters do not reopen comparison.

Target: The user or one nearby ally whose applicable **Armor Dice** rolled against the incoming action.

Effect: Prevent 1 Damage or Strain for each applicable **Armor Die** that target rolled against the action, maximum 2. The Armor need not have canceled a result.

Reaction: POST-COMPARISON direct defense only.

Construction review: STANDARD. It needs Armor, a reaction, an exact face, SPEND, and a **Power Die**. **RISK: EXPERIMENTAL - BASELINE.** Two applicable **Armor Dice** are already an experimental ceiling.

ARMOR EATER [POWER]

Mode: Active.

Axis: E.

Power: Commit and roll one Ready **Power Die**.

Pattern: P2 + 4. SPEND.

Timing: ON SUCCESS. REACTION - ORDINARY when used as interference.

Target: One visible participant, item, vehicle station, or Agent within 60 feet that has Armor.

Effect: Choose one direction in which the target has Armor and apply EXPOSED in that direction (2). Describe corrosion, a curse, a targeting solution, or another law-breaking breach.

Reaction: ORDINARY interference.

Construction review: MAJOR. Suppressing persistent cancellation affects later actions and allied attacks. **RISK: EXPERIMENTAL - WATCH.** Track how many attacks benefit before both pips are gone.

POWERS: PATTERN ROT / NULL CURRENT

PATTERN ROT [POWER]

Mode: Active.

Axis: W.

Power: Commit and roll one Ready **Power Die**. This Power also requires one Ready **Combo Die**.

Pattern: P3 + C3. SPEND.

Timing: ON SUCCESS. REACTION - ORDINARY when used as interference.

Target: One participant or Agent within 60 feet with a Combo reserve.

Effect: Apply JAMMED (2). The target's existing Ready **Combo Dice** are not immediately spent; the status interferes with later refreshes.

Reaction: ORDINARY interference against a Skill or Power that rolled a **Combo Die**.

Construction review: STANDARD. It spends both special reserves and attacks only Combo refresh. **RISK: EXPERIMENTAL - WATCH.** In Combo-heavy 4Casts, denial may be worth more than this cost.

NULL CURRENT [POWER]

Mode: Active.

Axis: SW. Defense: choose N or E.

Power: Commit and roll one Ready **Power Die**.

Pattern: P4 + 4. SPEND.

Timing: ON SUCCESS. REACTION - ORDINARY when used as interference.

Target: One participant or Agent within 40 feet.

Effect: Apply DRAINED (1). If the target has no Power reserve, learn that fact and apply HESITANT (1) instead.

Reaction: ORDINARY interference against an Active Power. It does not cancel a Power already activated.

Construction review: MAJOR. Power refresh denial can erase a character's defining exception for a Turn. **RISK: EXPERIMENTAL - WATCH.** Test separately against **POWER 1** and larger reserves.

POWERS: AXIS LOCK / SOUTHBOUND HEX

AXIS LOCK [POWER]

Mode: Active.

Axis: W.

Power: Commit and roll one Ready **Power Die**.

Pattern: P2 + 2. SPEND.

Timing: ON SUCCESS. REACTION - ORDINARY when used as interference.

Target: One participant or Agent within 60 feet. Choose S or SW when this Power is learned.

Effect: Apply AXIS-LOCKED with the learned defense and 2 pips. The target may still decline a direct reaction; if it reacts, the status replaces its normal defense.

Reaction: ORDINARY interference.

Construction review: MAJOR. Forced defense attacks the shape of a character rather than its current Pool. **RISK: EXPERIMENTAL - RED FLAG.** Pair it with ordinary opposition first; avoid stacking an Axis penalty until the lock is understood.

SOUTHBOUND HEX [POWER]

Mode: Active.

Axis: N.

Power: Commit and roll one Ready **Power Die**.

Pattern: P3 + 3. TRIGGER.

Timing: On success.

Target: One participant or Agent within 60 feet.

Effect: Apply BACKLASH [S, Damage] (2). Each qualifying S action or reaction may trigger this status after it resolves, subject to the rule that the affected participant chooses only one eligible BACKLASH pair from that roll. A SW or SE roll contains S and qualifies.

Reaction: No.

Construction review: MAJOR. It is avoidable until another effect forces S; Damage instead of Strain raises the cost. **RISK: EXPERIMENTAL - WATCH alone; RED FLAG with AXIS LOCK.** Record the combination as one package, not as two unrelated effects.

POWERS: CHART BREAKER / GRAVITY WELL

CHART BREAKER [POWER]

Mode: Active; requires the OPTIONAL Subcharts rule.

Axis: E.

Power: Commit and roll one Ready **Power Die**.

Pattern: P1 + 3,4. SPEND.

Timing: ON SUCCESS. REACTION - ORDINARY when used as interference.

Target: One participant or Agent within 60 feet that has the named subchart. Choose one subchart, such as MECHA or PSYCHE, when this Power is learned.

Effect: Choose one cardinal Axis on that subchart. Treat its rating as 0 until the end of the next Round. Recalculate composites on that subchart. Do not alter the target's main chart, fixed Pool, or unrelated subcharts.

Reaction: ORDINARY interference against a roll using the named subchart.

Construction review: MAJOR. Its narrow target permission offsets temporary Axis suppression. **RISK: EXPERIMENTAL - WATCH.** If the 4Cast makes the chosen subchart universal, raise the cost or narrow the target.

GRAVITY WELL [POWER]

Mode: Active.

Axis: N.

Power: Commit and roll one Ready **Power Die**.

Pattern: P2 + 3. SPEND.

Timing: Regardless.

Target: One visible point within 120 feet.

Effect: Create a 30-foot-radius well through the end of the next Round. At the start of each action opportunity inside it, force that participant 10 feet toward the center before it acts. In tactical play, move it one legal cell. The well is a Scale 1 source for forced movement and collision; apply Scale normally. A participant already at the center does not move.

Reaction: No.

Construction review: MAJOR. It persists, affects multiple sides, and can create repeated forced movement. **RISK: EXPERIMENTAL - RED FLAG.** State the center and affected area before anyone commits dice.

POWERS: TITAN FORM / QUIET LAW

TITAN FORM [POWER]

Mode: Active.

Axis: N.

Power: Commit and roll one Ready **Power Die**.

Pattern: P4 + 4. SPEND.

Timing: Regardless.

Target: Self.

Effect: Increase the user's Scale by 1, maximum Scale 3, until Turn end. Apply the Expanded Rules Scale modifiers to structural Damage and physical collision Strain. Do not add dice, raise Axes, enlarge the Pool, extend reach automatically, or modify social, mental, or informational actions. The user must fit in the space; otherwise the Power fails without destroying the environment.

Reaction: No.

Construction review: MAJOR. A one-step Scale shift can add harm downward and block ordinary harm upward. **RISK: EXPERIMENTAL - RED FLAG.** Test only where the map and target Scale are explicit.

QUIET LAW [POWER]

Mode: Active.

Axis: E.

Power: Commit and roll one Ready **Power Die**.

Pattern: P2 + 2. SPEND.

Timing: REGARDLESS. REACTION - POST-DIVISION when used as a reaction. Check the Pattern and SPEND before division; only the Effect waits until after division.

Effect: Discard every 3 and 4 Straggler created by the user's action roll instead of resolving its scene effects. Held 1 and 2 Stragglers work normally. Stragglers created by reactions are unaffected.

Reaction: POST-DIVISION; when declared on a reaction, it removes only that reaction roll's 3 and 4 Stragglers.

Construction review: STANDARD. It suppresses danger and opportunity equally and affects only one roll. **RISK: EXPERIMENTAL - BASELINE.** Some 4Casts make one face much more valuable than the other; note which effects were erased.

POWERS: FATE SMUGGLER / RESONANT RELAY

FATE SMUGGLER [POWER]

Mode: Active.

Axis: E reaction.

Power: After a participant divides a roll but before one of its 3 or 4 Stragglers resolves, commit and roll at least one Ready **Power Die** plus one distinct eligible die for the matching untyped 3 or 4: a Ready **Normal Die** through E, a Ready **Combo Die**, or an additional Ready **Power Die**.

Pattern: P3 + 3 OR P4 + 4, matching the responding Straggler's face. SPEND.

Timing: REGARDLESS. REACTION - POST-DIVISION. ZERO-NORMAL REACTION; the typed P Pattern may be paid entirely with **Power Dice**, with Combo filling only the untyped result.

Effect: Place that one intercepted Straggler on this Power instead of resolving it. The Power can hold only one die and loses it at scene end. At the POST-DIVISION checkpoint of one later roll, after every legal POST-DIVISION reaction for that roll resolves and immediately before ordinary 3 and 4 effects, release the held die as though the current roller had produced that Straggler; resolve the current scene's effect for its face. The released die cannot be intercepted, revised, replaced, or held again. Releasing it is not an action, reaction, or reaction entry and opens no window.

Reaction: POST-DIVISION; it does not support either contest side and opens no reaction window.

Construction review: MAJOR. It delays and reassigns one scene-facing result but requires a matching exact Power pattern. **RISK: EXPERIMENTAL - RED FLAG.** Do not use it in a scene whose 3 or 4 causes irreversible campaign loss without visible counterplay.

RESONANT RELAY [POWER]

Mode: Active.

Axis: W action or support reaction.

Prerequisite: Another participant must hold a 2 Straggler and spend it to add its ordinary Help Cluster to this roll.

Power: Commit and roll one Ready **Power Die**.

Pattern: P2 + 2. TRIGGER.

Timing: ON SUCCESS. REACTION - ORDINARY when used as support.

Effect: Choose a third participant who can perceive the relay. That participant gains one held 2, which expires at the normal end of the current Round. The donor's spent 2 is gone. A participant cannot receive more than one 2 from RESONANT RELAY in a Round.

Reaction: ORDINARY support only.

Construction review: STANDARD. It needs three participants, a held Straggler, a **Power Die**, and a successful side. **RISK: EXPERIMENTAL - WATCH.** Watch chains among large groups and enforce the per-recipient cap.

POWERS: REVISION / CHAIN LIGHTNING

REVISION [POWER]

Mode: Active with Charges 3.

Axis: E or W reaction.

Power: Commit and roll one Ready **Power Die** after a 3 or 4 Straggler is rolled but before it resolves.

Pattern: P4 + 4. SPEND.

Charge: Spend 1 Charge only if the Pattern activates. Charges do not return by default; a 4Cast must name the rare event, item, or downtime project that restores one.

Timing: REGARDLESS. REACTION - POST-DIVISION. ZERO-NORMAL REACTION; the typed P Pattern may be paid entirely with **Power Dice**, with Combo filling only the untyped result.

Effect: Either erase that Straggler or reverse its face, 3 to 4 or 4 to 3, then resolve the current scene's printed effect. This changes only that one Straggler, not a threshold consequence already resolved.

Reaction: POST-DIVISION; this reaction opens no reaction window.

Construction review: MAJOR. A hard charge limit restrains direct scene-clock editing.

RISK: EXPERIMENTAL - RED FLAG. A 4Cast with asymmetric 3 and 4 consequences can make each Charge decisive.

CHAIN LIGHTNING [POWER]

Mode: Active.

Axis: E.

Power: Commit and roll one Ready **Power Die**.

Pattern: P4 + 1,2. TRIGGER.

Timing: ON SUCCESS, checked separately for each copy.

Target: Before rolling, declare one visible primary participant within 60 feet and up to two additional participants, each within 20 feet of the previous declared target and not already targeted.

Effect: Resolve the declared chain through AREA RESOLUTION in order. Each successful valid copy inflicts ordinary Damage equal to its own Margin and gains no flat bonus. If one copy is invalid after its Armor or the acting side loses that comparison, the chain ends and every later declared copy dissipates without Effect.

Reaction: No.

Construction review: MAJOR. It can reach three targets but needs a three-face Pattern and the chain ends if no next target is in range. **RISK: EXPERIMENTAL - RED FLAG.** Multi-target action economy remains unpriced by the Expanded Rules estimate.

POWERS: ECHO DUPLICATE / ONE MORE MOMENT

ECHO DUPLICATE [POWER]

Mode: Active.

Axis: W.

Power: Commit and roll one Ready **Power Die**.

Pattern: P2 + 2,2. SPEND.

Timing: Regardless.

Target: Self.

Requirement: At declaration and again at activation, the user has not gained an additional personal opportunity this Turn and no ability-created opportunity controlled by the user has resolved this Round.

Effect: Create one visible Echo Agent in a nearby open position. It uses the user's four cardinal Axis ratings but draws only from the user's remaining Ready Normal Dice in the existing fixed Pool. Immediately after the activating exchange finishes, if the user is still able to act, the Echo receives one additional proactive action opportunity even though it entered during the Round, then disappears after that opportunity resolves. If the user cannot act at that checkpoint, the Echo disappears without receiving a later opportunity. It cannot access held dice or the user's Combo, Power, Damage, or Armor reserves; react; help; interfere; use Skills or Powers; carry persistent Armor; create another Echo; grant or receive another opportunity; or add its Axes to an Encounter rating. Any Damage or Strain attributed to it removes it; shared harm still changes the user's Pool. Only one Echo from this Power may exist. This is the one ability-created opportunity that may resolve for its controller this Round and the user's one additional personal opportunity this Turn.

Reaction: No.

Construction review: APEX. The shared Pool and fragile removal limit endurance, but an extra Agent still changes action pressure. **RISK: EXPERIMENTAL - RED FLAG.** Record extra opportunities, not just damage dealt.

ONE MORE MOMENT [POWER]

Mode: Active.

Axis: Any one cardinal chosen when learned.

Power: Commit and roll one Ready **Power Die**.

Pattern: P4 + 4,4. SPEND.

Timing: Regardless, after the activating exchange finishes.

Requirement: At declaration and again at activation, the user has not gained an additional personal opportunity this Turn and no ability-created opportunity controlled by the user has resolved this Round.

Effect: If the user is still able to act, take one additional proactive action opportunity immediately. Ready and Spent dice do not refresh. In tactical play the new opportunity receives 2 AP normally. It may Act or pass, never help or interfere. During it, no ability may grant, transfer, copy, or activate another additional opportunity. This is the one ability-created opportunity that may resolve for the user this Round and the user's one additional personal opportunity this Turn.

Reaction: No.

Construction review: APEX. It directly changes action count, even though it spends a rare triple and does not refresh resources. **RISK: EXPERIMENTAL - RED FLAG.** Compare its value in two-player and four-player parties and beside multi-Agent scenes.

EXPANDED POWER LIBRARY

MODULE CONTENTS

This 82-page module adds 72 test Powers and ten support pages to the 4d4 Skills & Powers playtest. It expands options rather than replacing the core library. Every Active Power among those 72 profiles declares before its roll, commits at least one Ready **Power Die**, and requires a typed P result. Every Passive Power prints a bounded Trigger and grants only its stated exception.

Module pages 1-5 cover families, modes, cadence, and reaction safety. Power profiles occupy module pages 6-77. Module pages 78-82 audit combinations, offer reskins, and index the complete module.

POWER FAMILIES

- Movement: module pages 6-9 (4 Powers)
- Matter: module pages 10-13 (4 Powers)
- Energy: module pages 14-17 (4 Powers)
- Body: module pages 18-21 (4 Powers)
- Mind: module pages 22-25 (4 Powers)
- Time: module pages 26-29 (4 Powers)
- Space: module pages 30-33 (4 Powers)
- Summoning: module pages 34-37 (4 Powers)
- Information: module pages 38-41 (4 Powers)
- Defense: module pages 42-45 (4 Powers)
- Healing: module pages 46-49 (4 Powers)
- Environment: module pages 50-53 (4 Powers)
- Technology: module pages 54-57 (4 Powers)
- Occult: module pages 58-61 (4 Powers)
- Social/Reality: module pages 62-65 (4 Powers)
- Scale/Vehicle: module pages 66-69 (4 Powers)
- Dice/Pattern/**Axis**: module pages 70-77 (8 Powers)

READING A PROFILE

SPEND consumes the Pattern dice used to activate. TRIGGER leaves those Pattern dice available for ordinary division. Damage and Armor cancel before Pattern checks and never fill a Pattern. **Combo Dice** may fill only untyped results. Requirements are checked at declaration and again before activation. One roll declares one active ability.

All risk labels are test estimates. BASELINE means familiar procedure, WATCH marks a sensitive interaction, and RED FLAG marks Scale, action count, persistent control, or broad scene editing that deserves isolated testing.

POWER FAMILIES

Families are navigation and 4Cast design prompts, not hidden rules. A Movement Power can still inflict a status; an Information Power can still use HACK; an Occult Power can be reskinned as technology. The printed effect controls play.

FICTION-FIRST GROUPS

- Movement changes position, speed, pursuit, or forced movement.
- Matter changes objects, structures, materials, and physical facets.
- Energy creates, stores, grounds, or redirects heat, light, electricity, and force.
- Body changes biological function without granting learned competency.
- Mind changes attention, emotion, memory access, and mental pressure.
- Time changes cadence, delay, and the order in which paid effects arrive.
- Space changes adjacency, thresholds, reach, and containment.
- Summoning creates bounded Agents, objects, or zones with printed ownership.
- Information asks narrow questions, reveals defenses, or creates scoped access.
- Defense prevents harm, supplies Armor, or makes an incoming choice harder.
- Healing converts Damage, restores Strain, or clears named impairments.
- Environment edits weather, terrain, sound, light, and scene hazards.
- Technology works through systems, HACK, ICE, stations, and machine facets.
- Occult works through names, debts, omens, wards, and impossible witnesses.
- Social/Reality changes authority, consensus, reputation, and local permission.
- Scale/Vehicle names Scale, stations, facets, structural harm, and operators.
- Dice/Pattern/Axis exposes 4d4's engine: typed dice, division, Stragglers, and the directional graph.

FAMILY IS NOT COMPETENCY

Owning a machine-speaking Power does not confer Engineering. Owning a mind-reading Power does not confer Investigation. Owning a healing Power does not confer Medicine. If a Power gives an answer, movement, recovery, or permission, it gives exactly that result and nothing adjacent.

For a new 4Cast, pick three common families and one forbidden or feared family. That produces a clearer setting identity than allowing every reskin without consequence.

ACTIVE AND PASSIVE DESIGN

ACTIVE POWERS

For the 72 profiles in this expanded module, declare one Active Power before rolling. Choose its honest printed Axis, commit **Normal Dice** within that commitment cap, add every required Ready **Power Die**, and optionally add legal **Combo Dice**. The Pattern must include at least one typed P result. A **Combo Die** can satisfy an untyped 1, 2, 3, or 4, but never P1, P2, P3, or P4.

SPEND removes the Pattern dice before division. TRIGGER leaves them in the roll after the exception activates. An effect marked ON SUCCESS waits for the contest outcome. REGARDLESS can act even when the user loses, but it never restores a Pattern broken by Damage or Armor cancellation.

PASSIVE POWERS

A Passive Power prints an observable Trigger, a frequency limit, a target, and an exact effect. It neither declares an active ability nor rolls **Combo Dice**. If it calls for a **POWER TEST**, it names the Ready **Power Die**, result, and outcome. None of the passives in this module make an open-ended competence claim.

DECLARATION CHECK

Before dice move, answer:

1. Which single active ability owns this roll?
2. Which Ready **Power Die** is committed?
3. Which typed P result is required?
4. Does the Timing permit an action, direct reaction, support reaction, or interference reaction?
5. Who is the target and what can they do about it?

If an effect would start a second active roll inside the first, stop. Resolve the current action and its one ordinary reaction window. The new attempt must wait for a later legal opportunity.

RESOURCE CADENCE

Power is exciting when its cost remains visible. A Ready **Power Die** committed to an Active Power follows the normal Pattern and refresh rules. TRIGGER does not mean free: the die was still risked, may be canceled, and may be committed elsewhere in the completed roll. SPEND removes the activating results.

FIVE RESERVES

- **Normal Dice** create contest Clusters and can become Spent, Strained, or Damage.
- **Combo Dice** help untyped Pattern results but never enter the contest.
- **Power Dice** can satisfy typed P results and otherwise behave as action dice.
- **Damage Dice** roll when applicable, cancel before activation, and never fill Patterns.
- **Armor Dice** roll when their direction applies, cancel before activation, and never fill Patterns.

CHARGES AND COOLDOWNS

Charges are separate marks. Unless a profile says otherwise, spend a Charge only after its Pattern activates. COOLDOWN (X) begins after activation and ticks at Round end. A cooldown never refreshes dice.

No Power in this module may refresh the die, Charge, status input, or cooldown used to activate itself during the same Turn. Two Powers that restore one another share the same reserve ceiling. Unless a profile explicitly prints an APEX exception, a participant may benefit from one ability-caused return to Ready for **Combo Dice** and one ability-caused return to Ready for **Power Dice** during a Turn. One resolving Effect may return its printed number of that reserve; ordinary Round or Turn refresh does not count against this ceiling. A delayed return reserves that reserve type's entitlement when the effect is created; if the entitlement was already used or reserved, the delayed effect cannot be armed, and an empty release does not restore the entitlement that Turn. A die returned Ready by an ability cannot pay, trigger, or become the target of another reserve-return effect during the same exchange. If a loop still converts no scarce input into Ready resources, remove the loop instead of trying to price it.

STATUS COSTS

Check required pips at declaration and again immediately before activation. Pay pips after activation and before the Effect. SPEND and a Status Cost are separate. Until the current exchange ends, newly created conversion output cannot satisfy a Requirement or Gate, pay a Cost, trigger any Passive or Status Trigger, or become conversion input. Blocked Triggers are suppressed, not queued for exchange end. This module grants no CASCADE.

Track Power spent, Combo spent, Charges, pips consumed, and cooldown Turns during playtests. Damage dealt alone does not reveal whether cadence is healthy.

REACTIONS AND COUNTERPLAY

Powers are ACTION ONLY unless their Timing explicitly says REACTION and names a checkpoint. A reaction profile also names its kind: direct defense, support, or interference. The participant must commit at least one Ready **Normal Die** unless the Power explicitly prints ZERO-NORMAL REACTION and pays a typed P Pattern. The roll still declares only one active ability.

NO NESTED REACTIONS

An ability used during a reaction never opens another reaction window. A reaction that changes movement, harm, a Straggler, or Status pips resolves inside the existing window and cannot itself be answered with a new reaction. This prevents infinite response chains and keeps the four-versus-one scene economy readable.

VISIBLE ANSWERS

Counterplay should attack at least one of these:

- Position: leave the radius, break line of sight, close a threshold, or force movement.
- Resource: drain Power, jam Combo, exhaust Armor, remove a Charge, or strain **Normal Dice**.
- Status: clear a required pip, apply its named counter, or deny the scope.
- **Axis**: force a costly defense, damage a favored direction, or choose the other legal defense.
- Time: wait out a Turn, Round, cooldown, or scene duration.
- **Fiction**: break the focus, destroy the anchor, revoke authority, expose the lie, or change Scale.

Counterplay is not a secret immunity. State it when the Power enters play. If a target cannot reasonably perceive the threat, the 4Caster should reveal the procedure even when the fiction hides its source.

REACTION AUDIT

Ask whether the Power adds a new action, creates a fresh contest, refreshes the dice spent to answer it, or lets the user react without dice. If any answer is yes, the profile needs an explicit 4Cast replacement rule. None of the profiles in this module grant a nested window or a free infinite response.

VECTOR REVERSAL [POWER] [W] - STANDARD

Family: Movement. Profile 1 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. SPEND.

Timing: ON SUCCESS. REACTION - ORDINARY, direct defense against forced movement only.

Target: Self or one nearby ally currently being forcibly moved.

Range: 20 feet / 2 cells.

Duration: Instant.

EFFECT

Reduce the triggering forced movement by up to 20 feet / 2 cells. If that removes all of it, place the target up to 10 feet / 1 cell in the opposite direction, in a legal position. This does not erase collision Damage already resolved, cross a sealed barrier, or move a target beyond the user's range.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die** during the target's ordinary direct reaction. The triggering source and remaining path must be perceptible. Scale applies before the reduction; against a source two or more Scale steps larger, reduce only 10 feet / 1 cell.

COUNTERPLAY

Break the user's line of perception, drain the user's Ready **Power Dice**, force movement from beyond 20 feet, or use a larger Scale source. ANCHORED can also reduce the final reversed step.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Watch VECTOR REVERSAL beside ANCHORED and collision Powers. Apply Scale and the original collision once; do not let several reductions create several rebounds from one movement effect.

AT THE TABLE

A crane arm shoves Ilex three cells toward a furnace. Ilex's ally reacts, activates the Pattern, cancels two cells, and places Ilex one cell away from the furnace. The reaction opens no new window.

4CAST AND RESKIN PROMPTS

Reskin the reversal as a grappling cable, wind hand, magnetic repulse, or cinematic footwork. Ask what visibly changes the vector and what terrain makes the opposite landing illegal.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

WAKE RUNNER [POWER] [S] - STANDARD

Family: Movement. Profile 2 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,2. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: Self; movement up to 30 feet / 3 cells.

Duration: Until the end of this action.

EFFECT

After the action succeeds, move through occupied allied spaces and across one ordinary engagement without stopping or paying its normal disengagement cost. End in an open legal position. Apply BOOST [S] (1), which may be spent on a later S or S-composite roll before scene end; it does not raise a rating or create a die.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Name the route before rolling. The route must be physically traversable; sealed barriers, unsupported gaps, BOUND, and Scale restrictions still apply. COOLDOWN (1) begins after activation.

COUNTERPLAY

Block every legal endpoint, apply BOUND, change the terrain, or force the user to spend their fixed Pool before the stored BOOST matters. An opponent may still contest the action that carries the movement.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

A Combo-heavy build can make 1,2 routine, while BOOST can feed a later escape. Enforce the cooldown and scene-end fade; WAKE RUNNER never refreshes the Power or **Combo Dice** used to activate it.

AT THE TABLE

Sera cuts across two allies, succeeds against the guard line, and exits three cells away. Her BOOST remains visible, but the spent Power result and declared ability cannot be reused this action.

4CAST AND RESKIN PROMPTS

Reskin it as afterimages, parkour flow, a grease trail, or a spirit road. Ask what an observer sees, what surface is required, and which faction recognizes the technique.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

PURSUIT THREAD [POWER] - STANDARD

Family: Movement. Profile 3 of 72.

Mode: PASSIVE.

Trigger: Once per Round, after a visible marked quarry voluntarily moves farther from the user, the user holds a 2 Straggler that was created earlier this Round.

Timing: After the quarry's movement resolves. **REACTION:** No; the Trigger opens no reaction window.

Target: Self, tied to one quarry named at scene start.

Range: The quarry must be visible within 120 feet / 12 cells.

Duration: One immediate step; the quarry mark ends at scene end.

EFFECT

Spend the held 2 and move the user up to 10 feet / 1 cell toward the quarry. The movement cannot enter an occupied cell, cross a barrier, ignore BOUND, or trigger an attack. It is movement only and grants no tracking, perception, or knowledge of where the quarry went after line of sight breaks.

REQUIREMENTS AND COST

Name one perceived quarry when the scene begins; changing quarry requires an action and ends any previous mark. The held 2 expires normally if not spent, and this Power cannot extend or recreate it.

COUNTERPLAY

Break visibility before moving, remain within the same distance, immobilize the user, spend or steal the held 2, or place blocking terrain between the two participants.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Held-2 generators and transfers can turn this into dependable pursuit. Enforce once per Round and normal Round-end expiration; the movement cannot support the reaction that created the 2.

AT THE TABLE

The quarry runs around a market stall. The hunter spends a held 2 from an earlier climb and advances one cell after the run. Because the stall breaks sight, the Power gives no later location information.

4CAST AND RESKIN PROMPTS

Reskin the thread as a blood scent, predictive HUD, vow, hunting drone, or visible red cord. Ask how the quarry notices the mark and what fiction can sever it.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

HORIZON VAULT [POWER] [NE] - MAJOR

Family: Movement. Profile 4 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self and carried gear.

Range: Up to 120 feet / 12 cells along a declared arc.

Duration: Instant.

EFFECT

Launch along the declared arc and land in an open position that can support the user. The user crosses the intervening space and can be seen, but does not need intermediate footing. Ignore ordinary engagement and gaps along the route. One physical barrier, active field, or Scale 2 obstruction stops the vault at the nearest legal position before it; hazards in crossed space still apply when their text affects transit.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The destination and complete arc must be perceived before declaration. The user cannot change direction after rolling, carry an unwilling participant, or use the Power while BOUND. COOLDOWN (2).

COUNTERPLAY

Obscure the destination, erect a barrier across the arc, apply BOUND, threaten the landing, or move the intended support after declaration. Long-ranged reactions may oppose the vault only through the ordinary window.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Do not combine the route permission with free structural destruction or Scale growth. A Power that changes the destination after declaration can create arguments; fix the arc before dice are committed.

AT THE TABLE

Vey vaults over a six-cell chasm toward a visible gantry. A newly revealed force curtain stops Vey at the last legal catwalk cell; the Power does not silently pass through it.

4CAST AND RESKIN PROMPTS

Reskin it as rocket boots, wuxia flight, a thrown shadow, elastic limbs, or a cannon launch. Ask what hazards can touch travelers in transit and how the landing announces itself.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

IRON BLOOM [POWER] [N] - MAJOR

Family: Matter. Profile 5 of 72.

Mode: ACTIVE.

Pattern: P3 + 3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One unoccupied point on a solid surface.

Range: 60 feet / 6 cells.

Duration: Until scene end or destroyed.

EFFECT

Create a rigid barrier no larger than 10 feet wide and 10 feet high. It is a Scale 1 object with N Armor 1 and a four-die structural Pool. It provides complete cover only where its shape actually blocks sight. Damage assigned to the barrier converts its own Pool; at four Damage it collapses into difficult terrain. Only one bloom from this user may exist.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The surface must hold the barrier and the user must choose its exact footprint before rolling. COOLDOWN (1). Creating a new bloom immediately collapses the old one without causing harm.

COUNTERPLAY

Attack its exposed directions, change Scale, go around it, use movement that crosses the space lawfully, or destroy its supporting surface. The bloom has no reactions and no hidden immunity.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Area attacks and choke points can make a four-die barrier stronger than its label suggests. Do not let it gain an Agent action, reflect attacks, or burst through creatures without separately reviewed Effects.

AT THE TABLE

The user blooms a wall across half a corridor. Two raiders can still circle the open side, while a third attacks the wall's unarmored E direction. Four structural Damage collapse it.

4CAST AND RESKIN PROMPTS

Reskin the bloom as bone, instant concrete, woven roots, force glass, or a folding riot shield. Ask what debris remains and which tools count as suitable repair or demolition.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

GLASSWRIGHT [POWER] [E] - STANDARD

Family: Matter. Profile 6 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,4. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One unattended nonliving object or connected patch of material.

Range: Touch.

Duration: The reshaping persists; created fine edges dull at scene end.

EFFECT

Reshape up to a backpack volume of ordinary glass, ceramic, ice, soft metal, wax, or similar setting-approved matter. Make one simple object, open one ordinary seam, seal one hand-sized breach, or change the target's silhouette. The Power supplies shape, not craftsmanship: it cannot create a working lock, circuit, weapon mechanism, medicine, valuable material, or expert forgery without the relevant Skill and components.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die** and keep one hand on the target through resolution. The object cannot be carried or worn by an unwilling participant, possess Scale above 1, or contain active Power. The 4Cast names eligible materials before play.

COUNTERPLAY

Move the object away, block touch through the ordinary reaction window, use a forbidden or reinforced material, or inspect the result with an appropriate Skill. Permanent consequences can still move a scene clock.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Prepared-item Skills can exploit broad wording. The output must be simple and materially plausible; GLASSWRIGHT never reveals a hidden design or duplicates a keyed object by itself.

AT THE TABLE

A user turns a cracked window into a smooth hand mirror. Copying the mayor's seal still requires a forgery method and reference; the Power only provides glass in the requested rough shape.

4CAST AND RESKIN PROMPTS

Reskin it as nanites, transmutation song, sculpting ghosts, or hyperfast handwork. Ask which materials resist it and what tell makes shaped objects recognizable.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

STONE WITNESS [POWER] - MINOR

Family: Matter. Profile 7 of 72.

Mode: PASSIVE.

Trigger: Once per scene, when the user touches a damaged unattended structure and asks how it was most recently broken.

Timing: After one uninterrupted minute of contact. **REACTION:** No.

Target: The touched structure.

Range: Touch.

Duration: One answer; the memory is retained normally.

EFFECT

The 4Caster answers one direct question about the direction, Scale, material, and broad kind of force that most recently inflicted structural Damage on the touched object. The answer reports the object's physical trace only. It does not name a culprit, reveal motive, reconstruct unrelated events, grant Engineering, or bypass an Investigation roll needed to interpret other evidence.

REQUIREMENTS AND COST

The object must retain at least one point of structural Damage or an obvious broken facet. Repairs that removed all evidence make the Trigger invalid. The user cannot ask a second question through this Power in the same scene.

COUNTERPLAY

Repair or replace the evidence, mix several destructive events, use a force that leaves no physical trace under the 4Cast, or deny safe access for the required minute.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Investigation and Engineering specialists should still interpret the answer and act on it. Do not let repeated users ask one question each about the same break unless the table wants that investigative shortcut.

AT THE TABLE

A bridge support reports impact from below, Scale 2, metal-on-stone force, and explosive heat. It does not say which ship fired or why the bridge was targeted.

4CAST AND RESKIN PROMPTS

Reskin it as material spectroscopy, geomancy, a forensic symbiote, or ancestral masonry. Ask what kinds of repair erase the witness and what old structures remember poorly.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

UNMAKE JOINT [POWER] [SW] - MAJOR

Family: Matter. Profile 8 of 72.

Mode: ACTIVE.

Pattern: P2 + 2,4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One visible object, worn item, vehicle facet, or Scale 1 structure.

Range: 40 feet / 4 cells.

Duration: Until repaired; facet suppression ends at the end of the next Round.

EFFECT

When this Power is learned, choose and record one cardinal direction: N, E, S, or W. Choose one visible joint, latch, hinge, connector, or assembled seam. Against an ordinary unattended object, open or separate it without damaging adjacent material. Against Armor, apply EXPOSED in that learned cardinal direction (1). Against a vehicle or Grand Asset, suppress one named non-core facet until the end of the next Round. This never destroys a whole vehicle, erases its main chart, or disables an unprinted facet.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Record the cardinal direction when the Power is learned; it cannot be changed between activations without rebuilding the Power. Name the joint and effect mode before rolling. A carried or worn target uses the ordinary contest and Armor cancellation. Scale 2+ targets require access to a Scale 1 facet.

COUNTERPLAY

Conceal or reinforce the joint, rotate Armor away from its learned exposed direction, repair the seam, defend with the opposite Axis, or deny access to the named facet.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

HACK, vehicle boarding, and Armor suppression can make the facet mode decisive. It suppresses permission for one Round only and cannot be chained into permanent destruction without a scenario consequence.

AT THE TABLE

The user targets a walker's exposed knee actuator. On success the MOBILITY facet is suppressed through the next Round, but the walker still acts through its weapons and main chart.

4CAST AND RESKIN PROMPTS

Reskin it as rust magic, disassembly nanites, the perfect wrench, or a spoken name of joining. Ask what seam is visible and what repair action restores it.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

STATIC CROWN [POWER] [E] - MAJOR

Family: Energy. Profile 9 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,4. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: Every valid target in a 20-foot / 2-cell radius around one point.

Range: 60 feet / 6 cells.

Duration: Instant; JAMMED fades by its own rule.

EFFECT

Resolve this through AREA RESOLUTION. Each successful valid target whose copy retains every die used to pay the primary Pattern suffers 1 E Strain and gains JAMMED (1). A target whose side wins its copy takes no Static Crown Effect. A successful target with no Combo reserve gains only the Strain. Each independent target side contests once, and its retained reaction Clusters protect every copy aimed at that side.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Choose the center before rolling. Conductive cover may grant Armor if the 4Cast says so. The user is a valid target when inside the radius. COOLDOWN (2).

COUNTERPLAY

Leave the radius, use applicable E Armor, break line of effect, ground the point, or spend **Combo Dice** before JAMMED delays their refresh. A target without Combo loses no extra reserve.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

JAMMED plus Pattern-heavy allies can suppress signature moves. Do not open more than one direct reaction per independent target side, and do not let Armor cancellation against one target protect or expose another.

AT THE TABLE

Four drones from one Scene side surround the center. Their side reacts once, and its retained Clusters protect all four copies. Each drone checks its own Armor. Two receive Strain and JAMMED, one loses a paid Pattern die from its copy and is invalid, and one receives only Strain because it has no Combo reserve.

4CAST AND RESKIN PROMPTS

Reskin it as lightning, an EMP hymn, psychic static, or a burst of clockwork moths. Ask what grounds it and which creatures count as having a Combo reserve.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

EMBER DEBT [POWER] [N] - STANDARD

Family: Energy. Profile 10 of 72.

Mode: ACTIVE.

Pattern: P1 + 1. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One visible participant or flammable object.

Range: 60 feet / 6 cells.

Duration: BURNING follows its normal pip duration.

EFFECT

Apply BURNING (1) in N to the target. If the user has at least one N **Damage Die**, they may re-mark one of those dice to E after activation to apply BURNING (2) instead. Re-marking is not healing; the die remains Damage and still counts toward death. More pips extend the one-Damage Trigger; they do not increase a single Trigger above 1 Damage.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Declare whether the optional Damage direction cost will be paid before rolling; pay it only after activation. A nonflammable target still carries supernatural or technological BURNING if the 4Cast permits that skin.

COUNTERPLAY

Extinguish the source with a suitable successful action, use N Armor to cancel the activating results, drain the **Power Die**, or exploit the user's now-vulnerable E Damage direction.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Blood Compass-like direction changes and N-focused Armor can cheapen the optional cost. The **Damage Die** moves once; it cannot be removed, converted, or used as a Pattern result.

AT THE TABLE

With one N **Damage Die**, the user declares the stronger version. After activation that die is marked E and the target receives BURNING (2). The target can still spend an action to extinguish both pips.

4CAST AND RESKIN PROMPTS

Reskin it as curse-fire, reactor heat, a brand, or borrowed sunlight. Ask what extinguishing looks like and why the user's old wound changes direction.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

KINETIC CATCH [POWER] [W] - STANDARD

Family: Energy. Profile 11 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. SPEND.

Timing: REGARDLESS. REACTION - POST-COMPARISON, after final collision or impact harm is stated but before it is applied. Retained reaction Clusters do not reopen the comparison.

Target: Self or one nearby ally.

Range: 20 feet / 2 cells.

Duration: Instant; stored KINETIC expires at Turn end.

EFFECT

Prevent up to 2 Damage or Strain caused by forced movement, falling, collision, or a physical impact. If at least 1 harm is prevented, give the user one KINETIC TOKEN. Before Turn end, the user may spend that TOKEN to add 10 feet / 1 cell of forced movement to one successful physical action they personally resolve. Spending it is a Rider, not a second active ability, and opens no window.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die** during the target's direct reaction. The user must perceive the impact. The user may hold at most one KINETIC TOKEN; it cannot be transferred or power KINETIC CATCH itself.

COUNTERPLAY

Use nonphysical harm, separate the user from the target, break perception, apply more than 2 harm, force KINETIC to expire, or remain Anchored when the stored shove is spent.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Repeated impacts cannot stack KINETIC above 1. Forced-movement specialists should not turn the Rider into a new action or a nested reaction; it modifies one later successful action only.

AT THE TABLE

A fall would inflict 3 Strain. KINETIC CATCH prevents 2, leaves 1, and records KINETIC (1). Later the user spends it to push a successful melee target one extra cell.

4CAST AND RESKIN PROMPTS

Reskin it as a force capacitor, soft-body mutation, martial redirection, or guardian spirit. Ask where the captured force is visibly stored and how an enemy can make it expire.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

DAYSTAR CELL [POWER] - STANDARD

Family: Energy. Profile 12 of 72.

Mode: PASSIVE.

Trigger: Once per scene, after the user resolves one of their own leftover 4 Stragglers while standing in direct intense light.

Timing: After the current scene's 4 effect resolves. **REACTION:** No.

Target: Self.

Range: Self.

Duration: The stored SUN Charge lasts until scene end.

EFFECT

Gain SUN Charge (1), maximum 1. Before committing dice to one later action or direct reaction, spend SUN to gain one temporary **Armor Die** in a chosen cardinal direction for that roll. The Armor rolls and cancels normally, never fills a Pattern, and vanishes after the roll. If no later roll occurs, SUN expires without effect.

REQUIREMENTS AND COST

The light source must be declared sufficient by the 4Cast before the Trigger. Artificial suns, holy radiance, or reactor glare may qualify by setting. The Charge cannot be gained from a 4 that another participant released onto the user's roll.

COUNTERPLAY

Move the user out of the light before a 4 resolves, alter the scene's 4 consequence, force the Charge to expire, bait the Armor into the wrong direction, or use Armor-bypassing effects.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Straggler-editing Powers can fish for the Trigger. The scene's 4 effect resolves first, and a stored SUN Charge cannot refresh Power, generate another 4, or trigger itself.

AT THE TABLE

A rooftop action leaves a 4 Straggler. The alarm clock advances as printed, then DAYSTAR CELL gains SUN. On the next reaction, SUN becomes one W **Armor Die** for that roll only.

4CAST AND RESKIN PROMPTS

Reskin the cell as photosynthesis, applause, moonlight, radiation, or sacred bells by redefining the required scene condition. Ask how enemies can deny that condition.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

BONE HOOK [POWER] [N] - MAJOR

Family: Body. Profile 13 of 72.

Mode: ACTIVE.

Pattern: P3 + 1,3. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One participant no more than one Scale step larger.

Range: 20 feet / 2 cells.

Duration: BOUND follows its own Fade.

EFFECT

Resolve the ordinary physical contest. On success, pull the target up to 10 feet / 1 cell toward the user and apply BOUND (2), naming the grown hook, tendon cable, or equivalent restraint. If the target collides with a solid obstacle, inflict 1 Strain instead of moving it farther. The Power does not grant Close Combat training or permission to operate ordinary grappling gear.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The user must have a free limb or printed body structure, and the path must be clear. A target two Scale steps larger is invalid. While the restraint remains, one of the user's limbs is occupied.

COUNTERPLAY

Sever or release the named restraint, win an N or S escape action to remove pips, use Scale, block the path, or make the user relinquish the occupied limb.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Forced-defense and S-penalty effects can make escape unfair. Keep both N and S escape methods available unless another visible effect changes them, and never apply ordinary attack Damage in addition to the printed collision Strain.

AT THE TABLE

The hook pulls a guard one cell and applies BOUND (2). The guard's next successful S escape removes one pip; cutting the tendon with an appropriate effect can remove both.

4CAST AND RESKIN PROMPTS

Reskin it as a tongue, chain spirit, harpoon arm, living hair, or magnetic intestine. Ask what body part stays committed and what physical evidence the restraint leaves.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

ADAPTIVE GILLS [POWER] - STANDARD

Family: Body. Profile 14 of 72.

Mode: PASSIVE.

Trigger: At Turn start while the user's breathing organs are fully immersed in a named liquid or hostile atmosphere.

Timing: Once per Turn at Turn start. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Until the user leaves the medium or the current Turn ends.

EFFECT

The user can breathe the named medium and prevents the first 1 Strain that Turn caused solely by inhalation, pressure, or lack of ordinary air. This does not grant swimming, navigation, toxicology, immunity to corrosive contact, sight through murk, or protection from Damage. Choose one broad medium family when the Power is learned.

REQUIREMENTS AND COST

The relevant organs must be uncovered and functioning. A sealed helmet can supply its own air but prevents this Trigger unless built to expose the organ. The 4Cast states whether an exotic medium belongs to the learned family.

COUNTERPLAY

Remove the user from the medium, cover or disable the organs, use a hazard that inflicts Damage or more than 1 Strain, or introduce a toxin that harms by contact rather than breathing.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Healing, Armor, and Scale protections can erase too much environmental pressure. This Power stops only the first qualifying Strain and never changes a scene clock or hazard for allies.

AT THE TABLE

Underwater, the user breathes and ignores the first pressure Strain. A corrosive plume still inflicts its printed E Damage because corrosive contact is outside the Effect.

4CAST AND RESKIN PROMPTS

Reskin it as an occult pearl, rebreather organ, spirit bargain, fungal lung, or adaptive suit. Ask which medium was chosen and what visibly exposes the organ.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

MUSCLE OVERCLOCK [POWER] [N] - STANDARD

Family: Body. Profile 15 of 72.

Mode: ACTIVE.

Pattern: P4 + 4. TRIGGER.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: Self.

Duration: BOOST marks fade at scene end; self-Damage is immediate.

EFFECT

Add two BOOST [N] marks. Spend one mark to use the BOOST [N] directional operation on one later N or N-composite roll, raising the Normal Dice commitment cap by 1; maximum one BOOST mark spent per roll. After the activating action fully resolves, convert one Ready Normal Die to N Damage; if none is Ready, convert one Spent Normal Die instead. The Power does not increase the printed N rating, fixed Pool, Scale, or Damage capacity.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The user must have at least one non-Damage Normal Die at declaration and again before activation. COOLDOWN (1). The self-Damage is paid after activation even if no BOOST mark is later spent.

COUNTERPLAY

Drain or cancel the Power result, force the user to spend their remaining Pool before the BOOST marks matter, exploit the new N Damage, apply BACKLASH [N], or wait out the scene-end Fade.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Never treat BOOST as a rating increase or two extra dice. Pairing it with Damage-direction movement can hide the cost; record the new Damage before any later healing or remarking effect.

AT THE TABLE

The user activates, takes one N Damage, and adds two BOOST [N] marks. They spend one mark on a later N defense cap and the other on an NE action cap; their fixed Pool never grows.

4CAST AND RESKIN PROMPTS

Reskin it as combat drugs, demon muscle, hydraulic tendons, adrenaline prayer, or berserker rhythm. Ask what lasting wound marks repeated use.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

SHED SKIN [POWER] [S] - MAJOR

Family: Body. Profile 16 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,2. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Instant; discarded shell persists as scene evidence.

EFFECT

Remove up to two total pips divided among BOUND, BLIND, BURNING, SUSPECTED, or one named physical status approved by the 4Cast. Then move the user up to 10 feet / 1 cell into an open position and leave a recognizable shell, casing, body double, or burst of waste in the original space. The shell has no Agent, Pool, actions, or truthful memories.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Convert one Ready **Normal Die** to Strain after activation; if none is Ready, one Spent **Normal Die** becomes Strained. The user must have space to leave the shell. Once per scene.

COUNTERPLAY

Apply a status outside the listed physical family, occupy every adjacent position, track the distinctive shell, force use before several pips accumulate, or exhaust the user's Normal Pool.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

UNSEEN and deception effects may try to treat the shell as a full duplicate. It is only evidence and a visual obstruction if the fiction supports it; it cannot act, react, speak, or absorb assigned harm.

AT THE TABLE

BOUND (1) and BURNING (2) afflict the user. SHED SKIN removes one pip of each, strains one die, steps one cell away, and leaves a smoking husk. One BURNING pip remains.

4CAST AND RESKIN PROMPTS

Reskin it as snake skin, emergency teleport residue, ejecting armor, a paper effigy, or social reinvention. Ask who can identify the discarded tell.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

THOUGHT VEIL [POWER] [W] - STANDARD

Family: Mind. Profile 17 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: Self or one willing nearby participant.

Range: 20 feet / 2 cells.

Duration: Until it triggers or scene end.

EFFECT

Apply UNSEEN (2), scoped only to hostile attempts to read, identify, remember, or magically sense the target's thoughts and identity. Its Help Clusters apply to the first action that relies on that mental concealment, then the status ends. It does not hide the target's body, voice, tracks, ordinary documents, or overt actions.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Name the concealed identity, memory, or thought topic before rolling. The target must consent or be the user. Recasting keeps the higher pips and never stacks beyond 2.

COUNTERPLAY

Use physical evidence, ask about an unconcealed topic, force the target to speak openly, apply a truth effect that does not read thoughts, or spend the scoped UNSEEN on a lesser probe.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Do not let this erase witnessed public behavior or grant broad stealth. With Memory Beacon or information Powers, decide whether the probe targets the protected topic before dice are committed.

AT THE TABLE

A customs oracle scans for the target's smuggling memory. UNSEEN supplies two Help Clusters to that one concealment action, then ends. The visible contraband remains evidence.

4CAST AND RESKIN PROMPTS

Reskin it as meditation, encryption, a blank mask, psychic fog, or bureaucratic identity shielding. Ask what thought is hidden and what physical record survives.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

EMOTION MIRROR [POWER] - STANDARD

Family: Mind. Profile 18 of 72.

Mode: PASSIVE.

Trigger: Once per Round, after a direct hostile social or mental effect applies HESITANT or BACKLASH to the user.

Timing: After the incoming effect resolves. **REACTION:** No; this reflection opens no new window.

Target: The source of the triggering effect.

Range: The source must be perceptible within 60 feet / 6 cells.

Duration: The reflected status follows its own Fade.

EFFECT

Apply one pip of the same named status to the source, preserving the original Axis and harm type for BACKLASH. Reflect only one pip even if the user received more. If the source cannot carry that status under the 4Cast, learn that fact and do nothing else. The Power does not cancel or reduce the user's incoming pips.

REQUIREMENTS AND COST

The effect must target the user directly and must actually apply at least one pip. Area weather, scene clocks, self-inflicted statuses, and status conversion performed by the user do not qualify.

COUNTERPLAY

Attack from beyond range or without perception, use a different status, make the source immune by an explicit rule, remove the reflected pip, or accept the mirrored cost as part of the exchange.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Axis-Locked plus BACKLASH reflection can create reciprocal punishment. Each Trigger applies only one pip after the original resolves and cannot trigger another EMOTION MIRROR during that same reaction chain.

AT THE TABLE

A psion applies BACKLASH [S, Strain] (2) to the user. The user keeps both pips; the psion receives one matching pip. No new reaction window opens.

4CAST AND RESKIN PROMPTS

Reskin it as empathic resonance, karmic law, mirrored software, courtly poise, or pheromone feedback. Ask what emotion visibly returns to its sender.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

COMMAND FRACTURE [POWER] [SW] - MAJOR

Family: Mind. Profile 19 of 72.

Mode: ACTIVE.

Pattern: P3 + 3. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One participant or Agent capable of choosing a defense.

Range: 60 feet / 6 cells.

Duration: HESITANT follows its Fade; AXIS-LOCKED lasts until it triggers or Round end.

EFFECT

Apply HESITANT (2) and AXIS-LOCKED [S] (1). The next direct defensive reaction the target chooses before Round end must use S instead of its normal opposite Axis or choice, then the lock ends. The target may decline to react and preserve the lock until Round end. This Power cannot force an impossible action, command speech, choose the target's movement, or make an ally.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The target must perceive the fracture signal through language, telepathy, sound, or another named channel. Choose that channel when the Power is learned. COOLDOWN (2).

COUNTERPLAY

Break the communication channel, clear HESITANT, reorient to remove AXIS-LOCKED, decline the vulnerable reaction, leave range, or defend the activating contest with N or E as printed by the scene.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

Any S penalty, S Damage, or BACKLASH [S] sharply multiplies this package. Test COMMAND FRACTURE without those allies first, then price the whole party combination rather than each sheet separately.

AT THE TABLE

The captain receives both statuses. Before acting, HESITANT inflicts 2 Strain and drops to 1. The captain later declines a defense, so AXIS-LOCKED persists only until Round end.

4CAST AND RESKIN PROMPTS

Reskin it as a psychic stutter, officer's command voice, malware directive, true-name rebuke, or terrifying display. Ask which channel can be blocked.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

MEMORY BEACON [POWER] [E] - STANDARD

Family: Mind. Profile 20 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,1. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self or one willing participant.

Range: Touch.

Duration: Stored until scene end; replay is instant.

EFFECT

Store one moment of up to ten seconds that the target personally perceived during this scene. Record a BEACON Charge (1), maximum 1. Before scene end, the user may spend it to replay that exact sensory moment to one touched willing participant. The replay gives no interpretation, missing sense, hidden detail, skill, emotion the witness did not feel, or factual certainty beyond the original perception.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The witness names the moment and consents. Storing a new moment erases the old one. Spending BEACON is not an action or reaction but must occur outside an unresolved roll and opens no window.

COUNTERPLAY

Refuse consent, alter or obscure the original perception, separate the user before replay, wait for scene end, or challenge the witness's interpretation with evidence.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Investigation Skills should still analyze the replay. Avoid combining it with truth effects to declare every subjective memory objective; the beacon transmits perception, not universal fact.

AT THE TABLE

A scout stores the ten seconds before an ambush and later replays them to the engineer. The engineer notices a machine hum using their own Skill; MEMORY BEACON did not supply that analysis.

4CAST AND RESKIN PROMPTS

Reskin it as bottled memory, neural recording, dream pearl, shared scar, or courtroom hologram. Ask who trusts the recording and what sensory channel can be forged.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

DEFERRED BRUISE [POWER] [W] - MAJOR

Family: Time. Profile 21 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. SPEND.

Timing: REGARDLESS. REACTION - POST-COMPARISON, after final harm is stated but before it is applied. Retained reaction Clusters do not reopen the comparison.

Target: Self or one nearby ally.

Range: 20 feet / 2 cells.

Duration: Until the end of the current Round.

EFFECT

Delay up to 2 points of incoming Damage. Record DEFERRED [direction] pips equal to the amount delayed; the target does not convert those dice now. At Round end, after all actions and reactions, each pip converts one **Normal Die** to Damage in the recorded direction and then clears. If no convertible **Normal Die** remains, resolve the core death procedure as though the Damage arrived then. This moves harm in time; it does not prevent or reduce it.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die** during the target's ordinary direct reaction. Record each original Damage direction separately. A listed healing effect may remove one DEFERRED pip only if it explicitly treats delayed harm; ordinary Damage conversion healing cannot target harm not yet applied.

COUNTERPLAY

Inflict harm after the user's Power reserve is spent, separate the user from the target, use effects that explicitly prevent delay, or force the target to spend its remaining **Normal Dice** before Round end. Clearing the source does not erase recorded pips.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

BORROW TOMORROW and other reserve restoration can spend dice before the bill arrives. That is allowed risk, but DEFERRED cannot be converted into healing, redirected, or delayed again by another copy.

AT THE TABLE

Two E Damage would kill a wounded ally now. DEFERRED BRUISE records DEFERRED [E] (2). The ally acts once more, but both points arrive at Round end if not explicitly treated.

4CAST AND RESKIN PROMPTS

Reskin it as stopped blood, temporal insurance, an anesthetic field, fate debt, or frozen shrapnel. Ask what visible clock announces the delayed payment.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

BORROW TOMORROW [POWER] [E] - MAJOR

Family: Time. Profile 22 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Ready dice arrive now; TOMORROW DEBT persists until every pip is paid.

EFFECT

Return up to two of the user's Spent **Normal Dice** to Ready and record TOMORROW DEBT equal to dice returned. At each shared Turn start, after ordinary refresh, if any debt remains and at least one **Normal Die** is Ready, convert exactly one Ready **Normal Die** to Strain and reduce TOMORROW DEBT by 1. If no **Normal Die** is Ready, no pip is removed and the debt carries forward to the next Turn start. Clear the debt only at 0. The returned dice may be used normally, but this Power grants no extra action or reaction opportunity.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Once per scene. The user cannot activate while any TOMORROW DEBT remains and cannot use the newly Readied dice to alter the already completed activating roll.

COUNTERPLAY

Drain the **Power Die**, apply pressure that consumes the borrowed dice, force the user to carry debt through several Turns, or exploit the Strain created as each pip is collected.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

Any effect that clears Strain can soften what was already paid, but it does not clear TOMORROW DEBT. Debt cannot be converted, transferred, removed by scene end, or paid early, and BORROW TOMORROW never refreshes its own **Power Die**.

AT THE TABLE

The user readies two spent dice. After refresh at the next Turn start, one Ready die becomes Strained and the debt falls to 1. At the following Turn start another Ready die is Strained; if none is Ready, that last pip waits.

4CAST AND RESKIN PROMPTS

Reskin it as stimulants, future-self credit, a demonic loan, reserve battery, or heroic resolve. Ask who or what collects when the next Turn begins.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

STUTTER FIELD [POWER] [SW] - MAJOR

Family: Time. Profile 23 of 72.

Mode: ACTIVE.

Pattern: P3 + 1,3. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: Every valid participant in a 20-foot / 2-cell radius around one point.

Range: 60 feet / 6 cells.

Duration: Until each target's next action ends or the end of the next Round.

EFFECT

Apply LAGGED (1) to each affected target. Before a Lagged target's next action, it chooses one: reduce all voluntary movement during that action by 10 feet / 1 cell, or take 1 Strain in S before committing dice. Remove LAGGED after that action. If neither option matters because the action has no movement and the target has no convertible die, remove it with no further effect. The Power does not remove action opportunities.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Resolve through AREA RESOLUTION, including one direct reaction per independent target side. The user is a target if inside the radius. COOLDOWN (2).

COUNTERPLAY

Leave the radius, use applicable Armor, choose the less costly option, clear LAGGED with a suitable temporal or centering effect, or delay acting until the end of the next Round removes it.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

BOUND, HESITANT, and BACKLASH can make both choices punitive. Do not stack several LAGGED pips; reapplication keeps one and extends only to the later source's printed end.

AT THE TABLE

Three raiders gain LAGGED. One accepts reduced movement, one takes S Strain to sprint normally, and one waits past the next Round. Each makes a choice rather than losing an action.

4CAST AND RESKIN PROMPTS

Reskin it as choral static, sticky dream-time, suppressive fire rhythm, network latency, or a slowing hymn. Ask what sensory warning lets targets choose.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

FIXED SECOND [POWER] - MAJOR

Family: Time. Profile 24 of 72.

Mode: PASSIVE.

Trigger: Once per scene, when one of the user's own leftover 3 Stragglers is about to resolve its printed scene effect.

Timing: POST-DIVISION, immediately before that 3 resolves. **REACTION:** No.

Target: That one 3 Straggler.

Range: The user's own roll.

Duration: Held until the end of the current Round.

EFFECT

Place the 3 on this Power instead of resolving it now. At Round end, release it as a 3 generated by the user and resolve the current scene's printed 3 effect. The die cannot become a Pattern result, Cluster, held 1 or 2, or support. If the scene ends first, resolve the old scene's printed effect before closing it. This is delay, not erasure or reversal.

REQUIREMENTS AND COST

The Trigger is mandatory the first time the user chooses to invoke it in a scene, then the once-per-scene use is spent. The player must announce the hold before the scene consequence begins; threshold consequences already resolved cannot be changed.

COUNTERPLAY

Pressure the Round-end timing, change the current scene so the same 3 remains dangerous, prevent the user from rolling, or bait the once-per-scene hold on a minor consequence.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

Any Power that reverses, erases, or intercepts Stragglers must not target the held die while it sits on FIXED SECOND. Only its mandatory Round-end release interacts with the scene.

AT THE TABLE

A 3 would advance the breach clock now. The user fixes it. Other actions resolve; at Round end the held 3 advances the then-current breach clock and the Power is spent for the scene.

4CAST AND RESKIN PROMPTS

Reskin it as a paused bullet, deferred omen, bureaucratic stay, combat recording, or a frozen hourglass grain. Ask why the consequence returns at Round end.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

FOLDED SHELTER [POWER] [NW] - MAJOR

Family: Space. Profile 25 of 72.

Mode: ACTIVE.

Pattern: P2 + 2,2. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One unoccupied point.

Range: 40 feet / 4 cells.

Duration: Until the end of the next Round.

EFFECT

Create a 10-foot / 1-cell pocket of folded cover with a visible Scale 0 anchor at its edge. The first two participants to enter become its fixed protected occupants; empty slots fill in entry order, and a slot never transfers if its occupant leaves. Those occupants gain one temporary W Armor Die only when W Armor is applicable and the attack crosses the boundary. The pocket blocks ordinary line of sight through it but not sound. Entering or leaving costs ordinary movement. The anchor has no Armor and 1 structural Damage destroys it, ending the shelter. At duration end occupants remain in the same physical positions.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Mark the footprint and place the visible anchor before rolling. Only one FOLDED SHELTER from this user may exist. It cannot overlap a sealed barrier, moving vehicle, or another pocket space. Record the first two protected occupants; later entrants never gain the Armor from this activation.

COUNTERPLAY

Enter the shelter, attack from within, use a direction other than W, bypass Armor, deal 1 structural Damage to the Scale 0 anchor, or wait through the next Round. Area effects centered inside do not cross the boundary to gain the Armor.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

IRON BLOOM can create layered cover. Resolve each source honestly: physical barriers affect path, while the shelter grants only W Armor against boundary-crossing attacks. Do not stack duplicate W Armor from two shelters.

AT THE TABLE

The first two entrants are recorded. When an outside action makes W Armor applicable across the boundary, each may roll the shelter die against its own copy. A third entrant gains nothing, even after one recorded occupant leaves.

4CAST AND RESKIN PROMPTS

Reskin it as a force tent, shadow alcove, foxhole in nowhere, portable sanctuary, or cloaking bubble. Ask what anchors the boundary and what can cross unnoticed.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

ADJACENCY LIE [POWER] [E] - MAJOR

Family: Space. Profile 26 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,3. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: Two perceived points or objects.

Range: Both within 120 feet / 12 cells of the user.

Duration: For one interaction resolved by the activating action.

EFFECT

Treat the two chosen points as touching for one narrow physical, informational, or social interaction performed by the user. A hand can pass an item, a cable can connect ports, a whispered sentence can cross, or a touch-range effect can reach. Nothing moves through the intervening distance unless it is the named interaction. The lie cannot carry an unwilling creature, an area, ongoing line of sight, structural force above Scale 1, or a second active ability.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Name the two points and exact interaction before rolling. Both points must remain perceived through activation. The ordinary action still uses an honest Skill or untrained method if specialized competence matters. COOLDOWN (2).

COUNTERPLAY

Break perception of either point, move a point beyond range, contest the interaction, block one endpoint, use Scale 2 structure, or force the user to need a second separate interaction.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

Touch-range Powers can use the adjacency only if ADJACENCY LIE itself is the declared active ability; one roll cannot also declare that second Power. Preexisting passive or item effects may apply if they need no new activation.

AT THE TABLE

The user joins a cut cable to a console across the room. Engineering still determines whether the connection helps. No person travels along the cable's false adjacency.

4CAST AND RESKIN PROMPTS

Reskin it as wormhole fingertips, sympathetic magic, remote manipulators, quantum cabling, or a fairy handshake. Ask what endpoint marker makes the lie visible.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

THRESHOLD SEAL [POWER] [W] - MAJOR

Family: Space. Profile 27 of 72.

Mode: ACTIVE.

Pattern: P4 + 4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One doorway, hatch, gate, or marked boundary no wider than 20 feet / 2 cells.

Range: 40 feet / 4 cells.

Duration: Until three pips are removed or scene end.

EFFECT

Apply SEALED [threshold] (3). A participant that voluntarily crosses must first remove one pip with a successful N, E, or appropriate Skill action against the seal; one retained Cluster counts as success when unopposed. Each attempt is its own later action and ordinary reaction window. Teleport-like movement that explicitly ignores the intervening boundary may bypass it; ordinary forced movement cannot. The seal does not stop attacks, sight, or sound unless the physical threshold already did.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The complete boundary must be perceived and fixed in place. Only one seal from this user may exist; creating another removes the old one. Scale 2+ participants remove two pips on a successful crossing attempt.

COUNTERPLAY

Break the anchor, spend actions removing pips, use a legal boundary-ignoring movement effect, attack through the opening, or exploit Scale. The seal cannot move with a vehicle.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

BOUND and STUTTER FIELD can make crossing too action-expensive. The seal requires only one successful removal action per pip and never opens extra reactions from the original casting.

AT THE TABLE

A squad reaches a sealed hatch with two pips left. The Scale 2 walker succeeds once and removes both; a person would have needed two separate successful actions.

4CAST AND RESKIN PROMPTS

Reskin it as ward chalk, hard-light tape, an airlock override, customs authority, or a hungry doorway. Ask what visible anchor can be broken.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

FAR HAND [POWER] [E] - STANDARD

Family: Space. Profile 28 of 72.

Mode: ACTIVE.

Pattern: P3 + 1,3. TRIGGER.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One perceived unattended object.

Range: 60 feet / 6 cells.

Duration: For the activating action only.

EFFECT

Treat the user's hand as touching the object for one ordinary interaction requiring no more force than one committed **Normal Die** could supply: press, pull, turn, catch, write, pour, pick up, or place. Specialized work still requires its Skill or suffers the Untrained rule. The Power cannot attack, grapple, carry a creature, bypass a lock automatically, lift above Scale 0, or maintain remote touch after resolution.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Name one interaction before rolling and keep the target perceived. A carried object is not unattended. If the interaction is opposed or specialized, resolve the ordinary contest through this roll.

COUNTERPLAY

Move or conceal the object, make it carried, exceed the force limit, require two hands or continuous manipulation, ward remote contact, or contest the task.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

GLASSWRIGHT and HACK can exploit remote access, but FAR HAND must remain the single declared active ability. It can operate a previously established capability only when no second activation is needed.

AT THE TABLE

The user turns a distant valve. If the valve is rusted, Engineering or an honest N action still matters. FAR HAND supplies touch, not expertise or unlimited force.

4CAST AND RESKIN PROMPTS

Reskin it as telekinesis, a spectral limb, remote drone, elastic shadow, or command over household spirits. Ask what blocks perception and what force leaves a tell.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

LANTERN WISP [POWER] [E] - APEX

Family: Summoning. Profile 29 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,2,3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One open position.

Range: 20 feet / 2 cells.

Duration: Until the end of the next Round or until destroyed.

EFFECT

Create one luminous Wisp Agent with Pool 4 and Axes N1, S2, E3, W2. It emits useful light within 20 feet. It counts as passed in the Round it is created and this Power grants no immediate opportunity. Once each later Round, if no ability-created opportunity controlled by its owner has resolved that Round, the Wisp may spend its unused action opportunity as a support reaction when a visible ally declares an E or E-composite action. It may first move up to 30 feet / 3 cells, then commits one to three of its own Ready Normal Dice through E and rolls; its retained Clusters join the ally's side as support with their normal tie value. This is not an automatic Help Cluster. The Wisp deals no ordinary Margin harm. It cannot attack, make a direct defense or any other reaction, use Skills or Powers, create Stragglers, hold dice, carry Armor, summon, or add its Axes to Encounter XP. Any Damage or Strain removes it. Resolving this support is the owner's one ability-created opportunity for that Round.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Only one Wisp owned by the user may exist. Its support roll uses the Wisp's own fixed Pool and spends its Round opportunity. COOLDOWN (2) begins when it leaves play.

COUNTERPLAY

Deal any harm to the Wisp, block its perception, force it out of Help range, suppress summoned Agents, or wait through its short duration. It has no reactions and cannot defend itself with an active ability.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

Extra actions multiply team effects. The Wisp cannot receive extra opportunities, use held dice, activate RESONANT RELAY-like effects, or be copied. Its support cannot resolve in a Round after its owner uses ONE MORE MOMENT, ECHO DUPLICATE, or another ability-created opportunity; if the Wisp supports first, those effects cannot activate for its owner that Round. Entering or changing control never resets the limit. Record opportunities resolved, not only Help delivered.

AT THE TABLE

The Wisp spends its unused opportunity during an ally's scan, moves into sight, rolls three E dice from its Pool, and adds its retained support Clusters to the ally's side. A guard later inflicts 1 Strain, immediately removing it; it never gets a defensive reaction.

4CAST AND RESKIN PROMPTS

Reskin it as a drone, fairy, floating eye, saint-light, or tiny alien. Ask what attack removes it and what faction recognizes its glow.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

STONE ATTENDANT [POWER] [N] - MAJOR

Family: Summoning. Profile 30 of 72.

Mode: ACTIVE.

Pattern: P3 + 3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One open position on solid ground.

Range: 20 feet / 2 cells.

Duration: Until scene end or destroyed.

EFFECT

Create a stationary Scale 1 statue with a four-die structural Pool and N Armor 1. It can support, brace, or hold one ordinary object up to its Scale and provides physical cover by shape. It has no Agent, action, reaction, Axis chart, senses, initiative, or ability to move. A nearby participant may use a successful ordinary action to rotate it once by up to 90 degrees.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Choose one simple posture at creation: brace, hold, shield, or support. Only one Attendant from this user may exist; a new one crumbles the old without causing harm.

COUNTERPLAY

Attack an unarmored direction, go around it, exceed its Scale, destroy the support surface, rotate its protection away, or inflict four structural Damage.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Do not treat the Attendant as an Agent or source of extra actions. Engineering and Matter Powers may reposition or repair it only through their own later actions and costs.

AT THE TABLE

The statue braces a failing beam. It holds because the load is Scale 1. A Scale 2 collapse exceeds the printed permission and resolves through the scene hazard normally.

4CAST AND RESKIN PROMPTS

Reskin it as a construction drone, summoned knight, root pillar, frozen giant hand, or folding barricade. Ask which directions its posture actually covers.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

MIRROR HOUND [POWER] [S] - MAJOR

Family: Summoning. Profile 31 of 72.

Mode: ACTIVE.

Pattern: P2 + 2,4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One visible participant or Agent.

Range: 60 feet / 6 cells.

Duration: Until scene end, target leaves the scene, or the Hound is destroyed.

EFFECT

Create a Hound marker adjacent to the target. It automatically follows the target's voluntary movement by the shortest legal route after that movement resolves. Once per Round, after the target gains or spends UNSEEN, remove one UNSEEN pip and apply SUSPECTED (1) to that target. The Hound has Pool 2, S2, no other usable Axes, and no action or reaction opportunities. Any Damage removes it; Strain has no effect.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The user must possess a reflective token, polished surface, or setting equivalent, which becomes the Hound's visible anchor. Only one Hound per user.

COUNTERPLAY

Destroy or cover the anchor, inflict any Damage on the Hound, leave the scene, move where no legal route exists, avoid UNSEEN, or clear SUSPECTED by establishing a convincing cover.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Stealth specialists need counterplay. The Hound does not reveal a hidden target's exact location, make Perception actions, or attack; it only follows visible movement and reacts to printed UNSEEN changes.

AT THE TABLE

The target spends UNSEEN during an escape. The Hound removes one remaining pip and adds SUSPECTED (1), then cannot Trigger again until the next Round.

4CAST AND RESKIN PROMPTS

Reskin it as a hunter drone, ghost dog, scent ribbon, paparazzi cloud, or curse shadow. Ask what fragile anchor gives the target something concrete to break.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

PAPER LEGION [POWER] [W] - MAJOR

Family: Summoning. Profile 32 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,2,3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One 20-foot / 2-cell-radius zone.

Range: 60 feet / 6 cells.

Duration: Until the end of the next Round or the swarm is dispersed.

EFFECT

Fill the zone with tiny bodies, paper soldiers, microdrones, or equivalent clutter. The zone is difficult terrain. The first time each participant voluntarily moves through it in a Round, apply BOUND (1); a target that already has BOUND instead loses 10 feet / 1 cell of that movement. The Legion has no Agent actions, attacks, reactions, Clusters, Stragglers, or individual targets. One successful area-clearing action disperses it.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Choose the center before rolling. The user is not immune. Fire, flooding, counter-swarms, or setting-approved effects may clear the zone without a roll when fiction makes that certain. COOLDOWN (2).

COUNTERPLAY

Go around, clear the zone, use movement that explicitly ignores intervening space, accept BOUND and escape later, or wait through the next Round.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

THRESHOLD SEAL, STUTTER FIELD, and BACKLASH [S] can make movement punitive. Apply only one BOUND Trigger per participant per Round and give area-clearing effects full value.

AT THE TABLE

Two foes cross the swarm. Each gains BOUND (1). When one crosses again that Round while still Bound, its movement is shortened one cell rather than gaining another pip.

4CAST AND RESKIN PROMPTS

Reskin it as origami troops, beetles, projected decoys, grasping hands, or animated receipts. Ask what obvious clearing method the 4Cast supports.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

UNASKED QUESTION [POWER] [E] - STANDARD

Family: Information. Profile 33 of 72.

Mode: ACTIVE.

Pattern: P1 + 1. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One perceived participant, object, location, or active scene problem.

Range: 60 feet / 6 cells.

Duration: One immediate answer.

EFFECT

Ask one direct question from this list: What is this about to do? What is it protecting right now? What visible change would make it stop? Which named direction is under the most immediate pressure? The 4Caster answers honestly with one useful, perceivable or supernatural clue. The answer concerns the present scene only and does not reveal a full plan, secret history, exact statistics beyond a named direction, or guaranteed future.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Ask the exact question before rolling. Once per target per scene. An unknowable target may answer with the nearest concrete observable pressure rather than silence.

COUNTERPLAY

Change intent after the answer, conceal or falsify the relevant clue with an explicit effect, ask about a different time scale, or exploit the once-per-target limit.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Investigation and social Skills should still establish context. The answer cannot name a culprit merely because the target protects evidence, and it never compels truthful speech from a participant.

AT THE TABLE

Asked what the reactor protects, the 4Caster answers: a sealed coolant loop behind the east panel. The Power does not provide the Engineering needed to open it safely.

4CAST AND RESKIN PROMPTS

Reskin it as oracle cards, threat-analysis software, animal instinct, spirit consultation, or cinematic intuition. Ask what sensory clue carries the answer.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

THREAT OUTLINE [POWER] [E] - STANDARD

Family: Information. Profile 34 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One visible participant, Agent, vehicle, or Grand Asset.

Range: 120 feet / 12 cells.

Duration: Knowledge lasts normally; OUTLINED status ends at Round end.

EFFECT

Learn the target's lowest cardinal Axis, every direction in which it currently has applicable Armor, and whether its current Scale is lower than, equal to, or higher than the user's. Then apply OUTLINED (1). One ally who can perceive the outline may spend that pip before Round end to ignore one ordinary concealment penalty on an action against the target. It does not ignore cover, Armor, a sealed barrier, lost line of sight, or concealment an explicit effect says cannot be ignored.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The target must be visible at activation. If two cardinal Axes tie for lowest, the 4Caster names both. Hidden temporary ratings are included only if currently active.

COUNTERPLAY

Break visibility, alter Axis or Armor after the scan, clear OUTLINED, use deception that explicitly spoofs supernatural or technical scans, or force the group to attack after Round end.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Forced-defense Powers can exploit the lowest Axis too reliably. THREAT OUTLINE reports rather than forces; if an ally then locks that direction, audit the combination and visible counterplay.

AT THE TABLE

The scan reports N1, Armor in S and W, and larger Scale. An ally spends OUTLINED to ignore one ordinary smoke penalty, but hard cover and the target's W Armor still apply.

4CAST AND RESKIN PROMPTS

Reskin it as tactical AR, aura sight, monster lore instinct, sonar paint, or a duelist's read. Ask what false signature can spoof it.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

ARCHIVE DIVE [POWER] [SW] - MAJOR

Family: Information. Profile 35 of 72.

Mode: ACTIVE.

Pattern: P3 + C3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One system for which the user holds HACK [SYSTEM] (2+).

Range: Through the established HACK scope.

Duration: One search result; copied data persists normally.

EFFECT

Ask two direct factual questions answered by records the named system plausibly stores. The 4Caster answers honestly and notes one gap, alteration, access log, or contradiction if present. The Power grants access to the returned records only; it does not establish their truth, decrypt unrelated systems, operate machinery, or provide the Skill needed to interpret specialist data.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die** plus one Ready **Combo Die**. **Requirement:** user has HACK [SYSTEM] (2+) at declaration and activation. After activation spend 2 HACK pips. The **Combo Die** can satisfy only C3; it never enters the contest.

COUNTERPLAY

Reduce HACK below 2 before activation, apply ICE, remove or falsify records, isolate the archive, JAM the Combo reserve, or confront the user with specialist data they cannot interpret.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

HACK generators and Combo refresh can make the gate trivial. HACK generated earlier in the same exchange cannot satisfy this Requirement or Status Cost, and copied records cannot feed another conversion before the exchange ends.

AT THE TABLE

With HACK [SHIP] (2), the user asks who opened Bay Three and what cargo record was edited. Both pips are spent; ICE could have reduced them before activation and broken the requirement.

4CAST AND RESKIN PROMPTS

Reskin it as ancestral memory, forbidden library communion, forensic trance, corporate search, or interrogation of a city spirit. Ask what counts as a record and who notices the query.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

FUTURE ECHO [POWER] [NE] - MAJOR

Family: Information. Profile 36 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self and one immediate declared course of action.

Range: The current scene.

Duration: Answer now; the bounded PREVIEW TOKEN expires at Round end.

EFFECT

Describe one concrete action the user could attempt next. The 4Caster states the most immediate visible danger and one likely opportunity if the situation remains unchanged. Then give the user one PREVIEW TOKEN [DECLARED ACTION AND NAMED DANGER]. It is defined only by this Power, not the general FOREWARNED Status. Before Round end, spend the TOKEN to gain one Help Cluster either on that exact declared action or on one direct reaction against that exact named danger. Choosing another action, facing another danger, or materially changing the situation gives the TOKEN no legal use.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The declared course must be specific enough to resolve in one later action. Once per Round. The 4Caster predicts from current facts, not a guaranteed timeline, and changes caused after the answer may invalidate it.

COUNTERPLAY

Change the situation, conceal a relevant threat with an explicit Effect, force a different action, wait for the PREVIEW TOKEN to expire, or present two dangers so the user must choose.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Held 2 support and other Help sources can make the declared action overwhelming. Apply ordinary Help limits. The PREVIEW TOKEN is neither a stored die nor FOREWARNED and never grants Help outside its exact action-or-danger pair.

AT THE TABLE

The user declares a vault across the bridge. The 4Caster names sniper fire as danger and a hanging cable as opportunity. The PREVIEW TOKEN can help that vault or its direct sniper defense, not an unrelated hack or another attack.

4CAST AND RESKIN PROMPTS

Reskin it as prophecy, combat simulation, déjà vu, scout spirits, or probabilistic instinct. Ask what visible detail changes when the future shifts.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

PRISM WARD [POWER] [NW] - MAJOR

Family: Defense. Profile 37 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self or one willing participant.

Range: 20 feet / 2 cells.

Duration: Until Round end or both dice roll once.

EFFECT

Grant two temporary **Armor Dice**. Assign each to a different cardinal direction. Each rolls only when its direction applies and vanishes after its first roll; unused dice vanish at Round end. They cancel normally and never satisfy Patterns.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Reapplication replaces rather than adds Armor.

COUNTERPLAY

Attack from an unwarded direction, bypass Armor, bait out one die, dispel the ward, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Record both directions openly. EXPOSED omits a die before it rolls, and two copies never stack.

AT THE TABLE

N and W are assigned. A W attack rolls and consumes that die; N remains until used or expired.

4CAST AND RESKIN PROMPTS

Reskin as refracted light, shield drones, guardian hands, legal immunity, or lucky coins. Ask what tell reveals each direction.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

HARM GROUND [POWER] [W] - STANDARD

Family: Defense. Profile 38 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. SPEND.

Timing: REGARDLESS. REACTION - POST-COMPARISON, after final harm is stated but before it is applied. Retained reaction Clusters do not reopen the comparison.

Target: Self.

Range: Self.

Duration: Instant.

EFFECT

After all reductions, convert at most 1 point of the remaining incoming Damage to Strain in the same direction. If an **Armor Die** applicable to the triggering defense rolled A1, the maximum becomes 2. Each point can convert only while one Ready **Normal Die** remains: mark that die Strained instead of converting it to Damage. If fewer Ready **Normal Dice** exist than the permitted maximum, convert only those available and resolve all excess incoming Damage normally. This never changes Damage already applied.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. At least one Ready **Normal Die** must remain when the Effect resolves. The A1 Rider must come from Armor that was applicable to this triggering defense.

COUNTERPLAY

Inflict Strain, exhaust the Pool, deny the Power result, or follow with later attacks.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Fast Strain recovery can mimic prevention; price the package and remember converted dice stay unavailable.

AT THE TABLE

Three Damage remains and two Ready **Normal Dice** exist. Normally one becomes Strain and two resolve as Damage; with an applicable A1, both Ready dice may become Strain and the last point resolves as Damage.

4CAST AND RESKIN PROMPTS

Reskin as grounding stance, ablative gel, pain transfer, sacrificial ward, or damage-control foam.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

SHARED BULWARK [POWER] [W] - STANDARD

Family: Defense. Profile 39 of 72.

Mode: ACTIVE.

Pattern: P3 + 3. TRIGGER.

Timing: REGARDLESS. REACTION - PRE-PATTERN support, after acting Damage cancellation and before the protected target rolls applicable Armor. After this reaction's Pattern activates, apply its early Effect now and hold its retained Clusters for the protected target's later defense comparison.

Target: One ally making a direct defensive reaction.

Range: 20 feet / 2 cells.

Duration: For the triggering defense.

EFFECT

Lend one applicable **Armor Die** to the ally. Remove it from the lender's available Armor for the entire triggering incoming action, including every target copy of an area action. Roll it only against the ally's copy of the results. It cannot also cancel results for or otherwise protect the lender during that action, and it returns only after the whole action resolves.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The user must perceive the ally and threat and must name the loaned **Armor Die** before any target copy is canceled.

COUNTERPLAY

Separate them, attack an unarmored direction, apply EXPOSED, or threaten both.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

One **Armor Die** rolls for only one target copy and cannot be lent twice during an area attack.

AT THE TABLE

The user lends W Armor to an ally; their own area copy gets no benefit from that die.

4CAST AND RESKIN PROMPTS

Reskin as an interposed shield, guardian spirit, formation wall, firewall, or shouted warning.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

REFUSAL FIELD [POWER] - STANDARD

Family: Defense. Profile 40 of 72.

Mode: PASSIVE.

Trigger: Once per Round, when a Scale 1 or smaller source would forcibly move the user at least 10 feet / 1 cell.

Timing: After success but before movement. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Instant.

EFFECT

Reduce the movement by 10 feet / 1 cell. If reduced to zero, collision harm from that canceled movement is not applied. Other effects remain.

REQUIREMENTS AND COST

Requires solid footing and does not Trigger while voluntarily moving.

COUNTERPLAY

Remove footing, increase Scale, move the ground, or bait the once-per-Round Trigger.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

ANCHORED and other reductions apply once each after Scale; none creates rebound harm.

AT THE TABLE

A two-cell shove becomes one. A later shove that Round resolves fully.

4CAST AND RESKIN PROMPTS

Reskin as conviction, magnetic boots, roots, gravity anchor, or a stubborn ghost.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

KNIT FLESH [POWER] [W] - STANDARD

Family: Healing. Profile 41 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: Self or one living participant.

Range: Touch.

Duration: Instant.

EFFECT

Convert one **Damage Die** into a Spent **Normal Die**. With at least two retained Clusters, also return one **Strained Normal Die** Ready. This grants no diagnosis, Medicine, or forbidden regrowth.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**; maintain touch. Once per target per Turn.

COUNTERPLAY

Break touch, cancel the Pattern, use unhealable harm, or attack before refresh.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Together with passive recovery it can flatten attrition. Count conversions and enforce the Turn limit.

AT THE TABLE

One W Damage becomes Spent; two retained Clusters also Ready a different Strained die.

4CAST AND RESKIN PROMPTS

Reskin as med-gel, divine stitching, reversal fungus, repair nanites, or shared breath.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

CLEAR SIGNAL [POWER] [E] - STANDARD

Family: Healing. Profile 42 of 72.

Mode: ACTIVE.

Pattern: P2 + 2,3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One participant, Agent, or compatible machine.

Range: 20 feet / 2 cells.

Duration: Instant.

EFFECT

Remove up to two total pips divided among BLIND, HESITANT, JAMMED, or DRAINED. Choose two eligible status families when learned; only those two can be treated.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. It cannot remove Damage, Strain, BURNING, BOUND, ICE, or facts.

COUNTERPLAY

Apply an ineligible status, reduce Power, separate the target, or reapply pressure.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Removing DRAINED does not Ready a die already kept Spent this Turn.

AT THE TABLE

JAMMED (2) and BLIND (1): remove one each, leaving JAMMED (1).

4CAST AND RESKIN PROMPTS

Reskin as therapy pulse, reboot rite, smelling salts, exorcism tone, or diagnostic reset.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

BLOOD DONOR [POWER] [W] - STANDARD

Family: Healing. Profile 43 of 72.

Mode: ACTIVE.

Pattern: P3 + 3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One willing participant.

Range: Touch.

Duration: Instant.

EFFECT

Move one **Damage Die** from target to user, preserving direction. Then return one target Strained **Normal Die** Ready. Total Damage does not decrease.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. User needs Damage capacity; target consents. Once per Turn.

COUNTERPLAY

Refuse, break touch, fill user capacity, exploit direction, or prevent Pattern.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Self-recovery can turn transfer into healing; audit and cap the complete loop.

AT THE TABLE

One S Damage moves to user and one target Strained die becomes Ready.

4CAST AND RESKIN PROMPTS

Reskin as transfusion, martyr oath, repair cable, soul bond, or damage-control team.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

SECOND BREATH [POWER] - MAJOR

Family: Healing. Profile 44 of 72.

Mode: PASSIVE.

Trigger: Once per scene, after one of the user's own actions fully resolves, when **Damage Dice** equal at least half the user's fixed Pool, rounded up, and the user has at least one Strained Normal Die or one HESITANT pip.

Timing: After that action, its Pattern, division, Riders, and consequences fully resolve. Reactions never trigger this Power. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Instant.

EFFECT

Return up to two Strained Normal Dice Ready and remove one HESITANT pip. If neither changes, the use is not spent. Damage remains.

REQUIREMENTS AND COST

The Damage threshold uses printed fixed Pool, not Ready count. Both the threshold and a recoverable Strained die or HESITANT pip must be present, so an empty Effect never spends the use.

COUNTERPLAY

Keep Damage below threshold, exhaust restored dice, apply other statuses, or end the threat first.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Resolve the triggering action completely before checking. Damage remains unchanged, so later recovery does not retroactively invalidate the Trigger.

AT THE TABLE

A ten-die user finishes an action at five Damage with two Strained dice. SECOND BREATH Readies both but keeps all five Damage; a reaction would not have triggered it.

4CAST AND RESKIN PROMPTS

Reskin as heroic rally, emergency battery, undead persistence, stimulant, or ancestral encouragement.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

WEATHER KNOT [POWER] [N] - MAJOR

Family: Environment. Profile 45 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,2,4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One 60-foot / 6-cell-radius outdoor zone.

Range: 120 feet / 12 cells.

Duration: Until the end of the next Round.

EFFECT

Choose WIND, RAIN, or GLARE; all sides are affected. **WIND:** once per voluntary movement, if any part of that movement enters, exits, or occurs inside the zone, reduce that movement's total allowance by 10 feet / 1 cell, minimum 0; forced movement is unchanged, and a mover stops at the last legal position its reduced allowance reaches.

RAIN: while a participant is inside, it gains one temporary S **Armor Die** that applies only against fire; gain it on entry, lose it immediately on exit, and never hold more than one from this zone. At each shared Turn start for every participant inside, remove one BURNING pip. **GLARE:** a sight-dependent action whose line of sight enters, exits, or crosses the zone has a maximum range of 60 feet / 6 cells; it does not shorten nonsight senses or create cover.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Choose mode and zone before rolling. COOLDOWN (2).

COUNTERPLAY

Leave, seek cover, use another sense, change the environment, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Apply one mode only. WIND changes each movement allowance once, RAIN checks entry, exit, and the shared Turn start, and GLARE changes only sight-dependent range.

AT THE TABLE

A participant entering RAIN gains one S **Armor Die** against fire. At the shared Turn start, RAIN removes one BURNING pip; leaving immediately removes the die. WIND subtracts one cell once from a move crossing the zone.

4CAST AND RESKIN PROMPTS

Reskin as climate engine, storm prayer, dungeon mood, psychic weather, or atmosphere control.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

ROOT CLAIM [POWER] [S] - MAJOR

Family: Environment. Profile 46 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,1. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One 20-foot / 2-cell-radius ground zone.

Range: 60 feet / 6 cells.

Duration: Until scene end or cleared.

EFFECT

The zone is difficult terrain. Targets standing there at activation gain BOUND (1) if their Armor does not break the Pattern. Later entrants are slowed but not automatically Bound. One successful area-clearing action removes terrain and its restraints.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Ground must support the chosen material. One zone per user.

COUNTERPLAY

Leave, clear, bypass intervening space, destroy the source, or escape.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

With other movement gates, preserve a visible clearing or bypass method.

AT THE TABLE

Present targets may be Bound; a later entrant only pays difficult terrain.

4CAST AND RESKIN PROMPTS

Reskin as roots, cables, ice, bureaucracy, quicksand, or grasping memories.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

SILENCE ZONE [POWER] [W] - STANDARD

Family: Environment. Profile 47 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One 20-foot / 2-cell-radius zone.

Range: 60 feet / 6 cells.

Duration: Until the end of the next Round.

EFFECT

Ordinary sound cannot cross or propagate inside. If an action's honest fictional method requires sound to exist in or cross the zone, that method is invalid and dice cannot be committed through it; the actor must establish another honest method. Explicit text that ignores silence still works. The zone grants no UNSEEN and never retroactively cancels an action whose roll already resolved. A visible Scale 0 anchor sustains the zone; it has no Armor, and 1 structural Damage destroys it and ends the zone immediately.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. Mark the boundary and place its visible anchor before rolling; the user is affected. Only one SILENCE ZONE from this user may exist.

COUNTERPLAY

Leave, use an honest visual or telepathic method, deal 1 structural Damage to the anchor, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Every social or occult Power must establish its honest channel before dice are committed. Silence invalidates a sound-only method, not the actor's action opportunity.

AT THE TABLE

A shouted Skill cannot be declared across the zone, but visible hand signals remain an honest method. Breaking the Scale 0 anchor ends the silence immediately.

4CAST AND RESKIN PROMPTS

Reskin as vacuum, noise cancellation, sacred hush, censorship field, or absorbed vibration.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

FLOODGATE [POWER] [E] - MAJOR

Family: Environment. Profile 48 of 72.

Mode: ACTIVE.

Pattern: P3 + 3,4. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One visible body of liquid or loose granular matter as the primary target, plus every Scale 1 or smaller participant currently in the declared swept area as a secondary target.

Range: 120 feet / 12 cells.

Duration: Instant; changed terrain persists.

EFFECT

Resolve the declared targets through AREA RESOLUTION. The targeted liquid or material is the primary copy. Its own side opposes that copy when it has an independent chart and Pool; otherwise the Scene side opposes it. If the acting side wins the primary copy, move a Scale 1 volume up to 30 feet / 3 cells along the declared path and clear BURNING in the swept area. If the primary copy fails or is invalid, the volume does not move, no BURNING clears, and every secondary copy dissipates without Effect. On primary success, compare every valid secondary copy normally; force that participant 10 feet / 1 cell only when the acting side wins its copy. A failed or invalid secondary changes only that participant's result and never reverses the primary terrain change or another secondary result.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The material must already exist. Before rolling, name the path and endpoint and identify the participants currently in the swept area as secondary targets. COOLDOWN (1).

COUNTERPLAY

Leave path, dam material, use Scale or Armor, or deny sufficient volume.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Adds no collision harm by itself; another later effect must create it.

AT THE TABLE

A surge clears flames and shifts two guards after their own Armor checks.

4CAST AND RESKIN PROMPTS

Reskin as sand command, crowd flow, coolant dump, blood tide, or avalanche.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untaped results and never the typed P result. This declaration is the roll's one active ability.

GHOST PROTOCOL [POWER] - STANDARD

Family: Technology. Profile 49 of 72.

Mode: PASSIVE.

Trigger: Once per scene, when ICE would reduce the user's HACK [SYSTEM] by at least one pip.

Timing: After ICE cancellation. **REACTION:** No.

Target: Self and that system.

Range: Existing HACK scope.

Duration: Until scene end or spent.

EFFECT

Preserve one canceled pip as GHOST [SYSTEM] (1). Spend it for one read-only routine query. It cannot operate, alter, satisfy HACK Requirements, convert, or resist ICE.

REQUIREMENTS AND COST

User held HACK before ICE. Only one scoped GHOST exists.

COUNTERPLAY

Force hostile operation, end scene, isolate records, falsify data, or bait the query.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

ARCHIVE DIVE cannot use GHOST; keep permissions separate.

AT THE TABLE

ICE erases two HACK; one becomes one camera query, not door control.

4CAST AND RESKIN PROMPTS

Reskin as backdoor daemon, lingering spirit, social contact, psychic imprint, or key copy.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

REMOTE OVERRIDE [POWER] [SW] - MAJOR

Family: Technology. Profile 50 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One device, system Agent, station, or vehicle facet inside the exact named HACK [SYSTEM] scope.

Range: Through that matching HACK [SYSTEM] connection.

Duration: Until the end of the next Round.

EFFECT

Choose one mode. Suppress one named routine permission or one printed non-core facet that belongs to and is reachable through the exact hacked system. Alternatively, force one system Agent's next otherwise legal action to commit through S, but only when that action has an honest S method; if no legal S method fits its situation, this mode cannot be chosen. The Power cannot reach outside the named HACK scope, invent a permission or facet, destroy data, command self-destruction, seize a player, or disable a main chart.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. The user must hold HACK [SYSTEM] (1+) matching the target's exact system both at declaration and after activation; only then spend 1 matching HACK pip. Name the permission, facet, or honest S action before rolling.

COUNTERPLAY

Reduce the matching HACK, apply ICE, move the target outside that system scope, switch facet, reset, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

S penalties multiply the forced option. Audit the named action's fictional method before commitment; the Power never makes an implausible S method honest.

AT THE TABLE

With HACK [SHIP], TURRET CONTROL may be suppressed while engines and sensors continue. A shipboard Agent can be forced through S only for an action it can honestly perform through S.

4CAST AND RESKIN PROMPTS

Reskin as intrusion, possession, command authority, maintenance code, or gremlin curse.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

DRONE HALO [POWER] [E] - STANDARD

Family: Technology. Profile 51 of 72.

Mode: ACTIVE.

Pattern: P2 + C2. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Until Turn end.

EFFECT

Gain one temporary E **Armor Die** and one SCAN TOKEN. Spend the TOKEN on one later action to ignore one ordinary concealment penalty within 60 feet / 6 cells. It does not ignore cover, Armor, sealed barriers, lost line of sight, or an explicitly unignorable concealment Effect. The Halo has no Agent or action. Its visible Scale 0 anchor has no Armor; 1 structural Damage destroys it and immediately ends the Armor and the unspent TOKEN.

REQUIREMENTS AND COST

Commit one Ready **Power Die** and one Ready **Combo Die**; C2 is Spent. Place the visible Scale 0 anchor before rolling.

COUNTERPLAY

JAM Combo, deal 1 structural Damage to the anchor, attack elsewhere, bypass Armor, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

No effect can refresh the C2 cost during this Turn; it is scenery, not a summon.

AT THE TABLE

E Armor rolls once; the SCAN TOKEN later ignores one ordinary concealment penalty. Destroying the anchor removes both benefits.

4CAST AND RESKIN PROMPTS

Reskin as fireflies, targeting spirits, orbiting mirrors, entourage, or microdrones.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

MACHINE SAINT [POWER] - MAJOR

Family: Technology. Profile 52 of 72.

Mode: PASSIVE.

Trigger: Once per scene at the shared Turn start, while physically connected to a disabled non-core machine facet.

Timing: At the shared Turn start, after ordinary refresh and the user's status Triggers. **REACTION:** No.

Target: That facet.

Range: Touch or hardline.

Duration: Until Round end.

EFFECT

Restore the facet's ordinary permission until Round end, then it returns disabled unless repaired. This restores no Pool, Damage, Skill, or main chart.

REQUIREMENTS AND COST

Convert one Ready **Normal Die** to Strain. Name the connection.

COUNTERPLAY

Break connection, disable user, target a core facet, exploit Strain, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Suppression remains valuable because this buys one Round, not repair.

AT THE TABLE

Dead **SENSOR** permission works for one Round; structural Damage remains.

4CAST AND RESKIN PROMPTS

Reskin as machine communion, heroic repair, possessed pilot, saintly aid, or bypass.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

HEX LANTERN [POWER] [NE] - MAJOR

Family: Occult. Profile 53 of 72.

Mode: ACTIVE.

Pattern: P4 + 4. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One 20-foot / 2-cell-radius zone.

Range: 60 feet / 6 cells.

Duration: Until the end of the next Round.

EFFECT

Targets cannot gain new UNSEEN pips in the zone. Spending an existing UNSEEN pip there applies SUSPECTED (1). This reveals tells, not exact hidden locations.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**; place a visible Scale 0 anchor. It has no Armor, and 1 structural Damage destroys it and ends the zone immediately. COOLDOWN (1).

COUNTERPLAY

Deal 1 structural Damage to or cover the anchor, leave, use other concealment, clear status, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

With MIRROR HOUND, preserve ordinary cover and Perception contests.

AT THE TABLE

A target spends old UNSEEN, gains SUSPECTED, and cannot replace it inside. One structural Damage to the anchor ends the zone.

4CAST AND RESKIN PROMPTS

Reskin as blacklight, truth candle, gossip beacon, scent fire, or spectral spotlight.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

GRAVE CONTRACT [POWER] [W] - APEX

Family: Occult. Profile 54 of 72.

Mode: ACTIVE.

Pattern: P1 + 1. SPEND.

Timing: REGARDLESS. REACTION - DEATH. SECOND ENTRY. ZERO-NORMAL REACTION; when death would resolve, the typed P Pattern may be paid entirely with **Power Dice**, with Combo filling only the untyped result. SECOND ENTRY permits this DEATH reaction even if the user reacted earlier in the exchange; it creates no nested window. Retained reaction Clusters do not reopen the comparison.

Target: Self or one touched willing participant.

Range: Touch.

Duration: Until Round end.

EFFECT

Delay death until Round end. The target remains conscious and receives its normal action opportunities, but this Power Readies no dice and grants no extra opportunity. It may commit only reserves legitimately available at full Damage. Death then resolves unless an explicit scenario rule lowers Damage below threshold.

REQUIREMENTS AND COST

When this Power is learned, record GRAVE Charge (1). It does not refresh at a Turn, Round, scene, session, or ordinary rest; only explicit advancement or a scenario reward that names GRAVE Charge can restore it. Commit one Ready **Power Die**, then spend that sole Charge after activation. Consent required unless self.

COUNTERPLAY

Force costly opportunities, separate, drain Power, exhaust the one Charge, or deny a valid rescue.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Construction tier: APEX. Review band: RED FLAG.

SYNERGY WATCH

Delay and healing cannot imply immortality; only explicit threshold reduction saves the target.

AT THE TABLE

A doomed target remains conscious but has no **Normal Dice** restored; without an explicit rescue, death resolves at Round end.

4CAST AND RESKIN PROMPTS

Reskin as legal stay, black-box backup, valkyrie promise, undeath, or life support.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

NAME SEAL [POWER] [E] - MAJOR

Family: Occult. Profile 55 of 72.

Mode: ACTIVE.

Pattern: P2 + 2,3. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One participant whose binding name is known.

Range: 60 feet / 6 cells.

Duration: Until statuses fade.

EFFECT

Apply DRAINED (1) and AXIS-LOCKED [E] (1). With no Power reserve, apply HESITANT (1) instead of DRAINED. It grants no control.

REQUIREMENTS AND COST

Commit and roll one Ready **Power Die**. State the exact binding name. Once per target per scene.

COUNTERPLAY

Shield or change name, clear status, decline locked reaction, or leave.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

E penalties multiply this. Test the package and reveal the name counterplay.

AT THE TABLE

The sorcerer loses cadence and must use E on the next chosen defense, or decline it.

4CAST AND RESKIN PROMPTS

Reskin as root access, legal identity, genetic key, command phrase, or true name.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

OMEN MARKET [POWER] [W] - STANDARD

Family: Occult. Profile 56 of 72.

Mode: ACTIVE.

Pattern: P3 + 1,3. TRIGGER.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self or one willing nearby ally.

Range: 20 feet / 2 cells.

Duration: The BOOST mark lasts until scene end.

EFFECT

Status Cost: After activation, remove two total eligible pips from HESITANT, SUSPECTED, or BACKLASH on the target. **Effect:** Add one BOOST mark in a chosen cardinal direction. The removed pips are a Cost, not conversion input, and the BOOST is ordinary output. No CASCADE.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. Require two eligible Status pips at declaration and activation.

COUNTERPLAY

Reduce the eligible Status input, apply other statuses, or make the target spend Pool elsewhere.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

BOOST is ordinary directional output, not a Status or conversion input. It cannot modify the completed roll that created it and becomes usable only on a later roll.

AT THE TABLE

Two SUSPECTED pips are removed and one BOOST [N] mark is added, never a die or rating.

4CAST AND RESKIN PROMPTS

Reskin as karmic exchange, therapy, risk market, omen coins, or tactical reframing.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

VELVET MANDATE [POWER] [W] - MAJOR

Family: Social/Reality. Profile 57 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,2. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One participant or routine institution that can perceive the user.

Range: 60 feet / 6 cells.

Duration: Until the request is completed, refused with consequence, or scene end.

EFFECT

Apply the canonical AUTHORIZED [**TARGET:** DECLARED REQUEST] (1) to the user, maximum 1. The user may spend that pip to make the target treat that exact nonviolent routine request as properly authorized without another routine access roll. Hostile searches, secret access, dangerous commands, specific opposition, harm, confession, betrayal, surrender, belief, and resource loss above routine value still require an honest method and roll or remain impossible.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. State request and communication channel. Hostile targets may contest normally.

COUNTERPLAY

Break the channel, expose false authority, refuse and accept a scene consequence, or make the request exceed routine scope.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

HACK or forged credentials can establish an honest method but do not widen AUTHORIZED beyond the exact routine request. Fix its target and request before rolling and never turn the status into mind control.

AT THE TABLE

A clerk accepts one properly framed records request; the Power cannot force them to erase those records.

4CAST AND RESKIN PROMPTS

Reskin as glamour, badge authority, perfect protocol, narrative importance, or hospitality law.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

RUMOR DOOR [POWER] [SW] - STANDARD

Family: Social/Reality. Profile 58 of 72.

Mode: ACTIVE.

Pattern: P2 + 2,4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self and the current settlement, faction, or social scene.

Range: Current scene.

Duration: The revealed route or contact persists normally.

EFFECT

Status Cost: After activation, remove SUSPECTED (2) from the user. **Effect:** Reveal one plausible prepared contact, back route, safe waiting place, or minor owed favor connected to the rumor that caused it. The resource exists but may have needs and never erases a major obstacle by itself.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. Require SUSPECTED (2+) twice and spend both pips after activation.

COUNTERPLAY

Reduce input, disprove the rumor, make the locale unable to support the requested resource, or attach a cost to the contact.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Do not farm SUSPECTED deliberately without real fallout. SUSPECTED created earlier in the same exchange cannot satisfy this Requirement or Status Cost. The revealed contact is fictional access, not a Status or conversion input.

AT THE TABLE

Two suspicion pips become a plausible back-room contact, not automatic loyalty or free equipment.

4CAST AND RESKIN PROMPTS

Reskin as street legend, bureaucratic loophole, prophetic hospitality, social media trail, or underworld reputation.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

WITNESS ACCORD [POWER] - STANDARD

Family: Social/Reality. Profile 59 of 72.

Mode: PASSIVE.

Trigger: Once per scene, after at least three independent present participants freely state the same directly observable fact.

Timing: After all three statements resolve. **REACTION:** No.

Target: The current scene.

Range: Current scene.

Duration: ACCORD lasts until scene end or spent.

EFFECT

Create ACCORD (1) on the scene. One participant may spend it to add one Help Cluster to an action that preserves, records, proves, or acts consistently with that exact fact. Accord does not make the statement true, compel later testimony, or rewrite memory.

REQUIREMENTS AND COST

The same participant cannot count twice through duplicates, summons, or Agents it controls. Statements made under direct compulsion do not qualify.

COUNTERPLAY

Separate witnesses, dispute independence, reveal contrary evidence, spend the Accord on a minor action, or end scene.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Summons and Echoes never multiply witness count. Investigation still decides what the fact means.

AT THE TABLE

Three people state the door was open; ACCORD helps preserve footage, not prove who opened it.

4CAST AND RESKIN PROMPTS

Reskin as legal testimony, reality consensus, sensor quorum, village oath, or collective memory.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

LOCAL MYTH [POWER] [W] - APEX

Family: Social/Reality. Profile 60 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,2,3. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One named organization or community present in the scene.

Range: The current scene.

Duration: Until scene end.

EFFECT

Choose one mundane local belief the group could plausibly accept: a harmless custom, minor reputation, expected sign, or routine taboo. Give the named organization or community two LOCAL MYTH CHARGES [BELIEF]; that group, not the user, owns the record. Only this Power's user may spend one Charge per action to bypass one routine social obstacle within that community when the action is consistent with the belief. It cannot change physics, history, ownership, identity, loyalty, violence, or major resources.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. State the organization or community and belief before rolling. Only one LOCAL MYTH record per user; contradictory evidence can remove its Charges.

COUNTERPLAY

Present decisive evidence, challenge the belief successfully, leave the community, spend its pips one action at a time, or demand stakes beyond routine.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

VELVET MANDATE can cash in social permission too quickly. The user may spend at most one LOCAL MYTH Charge per action, and one obstacle can consume only one LOCAL MYTH or AUTHORIZED source.

AT THE TABLE

A district accepts that blue scarves mark inspectors; this gets routine entry, not command of the guards.

4CAST AND RESKIN PROMPTS

Reskin as glamour, propaganda, ancestral custom, memetic broadcast, or narrative law.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

MASS DRIVER [POWER] [N] - MAJOR

Family: Scale/Vehicle. Profile 61 of 72.

Mode: ACTIVE.

Pattern: P3 + 3,4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One structure, vehicle, or Grand Asset.

Range: 120 feet / 12 cells.

Duration: For this action.

EFFECT

Treat the action as one Scale step larger, maximum Scale 3, for structural Damage and collision only. On success add 1 structural Damage after Armor. It grants no Axis, Pool, reach, or benefit against social, mental, or informational targets.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. Requires a MASS DRIVER item, weapon, station, or body facet. COOLDOWN (2).

COUNTERPLAY

Disable the facet, use cover or Armor, change Scale, leave range, or exploit cooldown.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

Never multiply the added Damage with unpriced anti-structure effects; apply Scale once.

AT THE TABLE

A Scale 1 frame attacks a Scale 2 wall as Scale 2 and adds one structural Damage after Armor.

4CAST AND RESKIN PROMPTS

Reskin as rail cannon, giant fist, siege prayer, demolition charge, or kinetic ram.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

SHIELD FACET [POWER] [W] - MAJOR

Family: Scale/Vehicle. Profile 62 of 72.

Mode: ACTIVE.

Pattern: P1 + 1,4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One vehicle or Grand Asset the user operates.

Range: Controlled station.

Duration: Until the end of the next Round.

EFFECT

Grant two temporary W **Armor Dice** to the named SHIELDS facet. They apply only to attacks against that vehicle and vanish with duration. If no facet system exists, assign them to the vehicle as a whole but keep W direction.

REQUIREMENTS AND COST

Commit one Ready **Power Die** from operator or station. Requires control of SHIELDS station. COOLDOWN (1).

COUNTERPLAY

Suppress station, attack another direction, apply EXPOSED, board inside shield, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

PRISM WARD does not stack duplicate W dice; use the higher source.

AT THE TABLE

The vehicle rolls both W Armor against one W attack; E attacks ignore them.

4CAST AND RESKIN PROMPTS

Reskin as runic prow, deflector array, escort formation, living shell, or legal sanctuary.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

EMERGENCY BURN [POWER] [E] - MAJOR

Family: Scale/Vehicle. Profile 63 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. TRIGGER.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One vehicle the user operates.

Range: Controlled station.

Duration: Until Turn end.

EFFECT

Move the vehicle up to 30 feet / 3 cells plus 10 feet / 1 cell per current Scale, ignoring engagement but crossing intervening hazards. After movement, choose and record one BOOST carrier: either the vehicle chart itself or one current operator. Apply BOOST [E] (1), maximum 1 on that carrier, usable only on one later E or E-composite vehicle action before Turn end. Then inflict 1 E structural Damage on ENGINES or the nearest equivalent facet.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. Requires ENGINE station and a convertible structural die. COOLDOWN (2).

COUNTERPLAY

Disable engines, block route, threaten hazards, exploit E Damage, or wait.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

Name exactly one BOOST carrier, cap it at 1, and spend it only on a later vehicle action. Structural Damage is applied after the BOOST marker, once, and BOOST never raises rating or Pool.

AT THE TABLE

A Scale 2 craft moves five cells. Its operator carries BOOST [E] (1) for one later vehicle action, then ENGINES takes one E structural Damage.

4CAST AND RESKIN PROMPTS

Reskin as afterburner, panic gallop, sail spell, emergency warp, or overclocked legs.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

BOARDING GHOST [POWER] [S] - MAJOR

Family: Scale/Vehicle. Profile 64 of 72.

Mode: ACTIVE.

Pattern: P4 + 1,4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: One perceived vehicle or perceived Scale 1 facet within 40 feet / 4 cells.

Duration: ANCHORED follows its Fade.

EFFECT

Cross to one perceived open exterior position on the target, ignoring the intervening gap but not a sealed hull. Apply ANCHORED (2) to self. If targeting a vehicle two Scale steps larger, land only on an exposed Scale 1 facet. No collision harm is created.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. Destination must be open and target must be moving or capable of movement. COOLDOWN (2).

COUNTERPLAY

Seal surfaces, hide landing, increase distance, clear ANCHORED, attack the exposed boarder, or remove the facet.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

ADJACENCY LIE cannot also activate on this roll. ANCHORED prevents movement only through its printed pips.

AT THE TABLE

The boarder lands on a Scale 1 sensor blister and gains ANCHORED (2), not access to the sealed interior.

4CAST AND RESKIN PROMPTS

Reskin as grapnel spirit, boarding pod, phase leap, barnacle mutation, or pirate oath.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

COMBO RESERVOIR [POWER] [E] - STANDARD

Family: Dice/Pattern/Axis. Profile 65 of 72.

Mode: ACTIVE.

Pattern: P1 + C1. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Instant.

EFFECT

Return one Spent **Combo Die** other than the C1 used for this Pattern to Ready. If none exists, nothing returns. The Readied die cannot be rolled on the completed action.

REQUIREMENTS AND COST

Commit one Ready **Power Die** and one Ready **Combo Die**. Requires **COMBO** 2+. Once per Turn.

COUNTERPLAY

JAM Combo, keep only one **Combo Die**, cancel P1, or force use before another die is Spent.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

It never refreshes its own C1. A successful return uses the participant's one ability-caused Combo return for the Turn, and the returned die cannot feed another reserve-return Effect before the exchange ends.

AT THE TABLE

C1 is Spent; a different old Spent **Combo Die** returns Ready for a later roll.

4CAST AND RESKIN PROMPTS

Reskin as combo battery, mnemonic rhythm, reserve familiar, tactical cache, or loaded refrain.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

DAMAGE ORACLE [POWER] - STANDARD

Family: Dice/Pattern/Axis. Profile 66 of 72.

Mode: PASSIVE.

Trigger: Once per Round, after one of the user's applicable **Damage Dice** rolls a 4 and cancels an action result.

Timing: After cancellation. **REACTION:** No.

Target: Self and the source of the current pressure.

Range: Perceived source.

Duration: One answer.

EFFECT

Ask which cardinal direction the source is presently most prepared to exploit. The 4Caster names one direction honestly. This grants no statistics, defense force, future certainty, or Skill.

REQUIREMENTS AND COST

The D4 must actually cancel; merely rolling it is insufficient.

COUNTERPLAY

Avoid that Damage direction, prevent cancellation, change tactics after the answer, or bait the Round Trigger.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: BASELINE.

SYNERGY WATCH

Forced-defense Powers can exploit the answer, but the source may change tactics afterward.

AT THE TABLE

An N **Damage die** cancels on 4; the 4Caster says the foe is prepared to exploit S.

4CAST AND RESKIN PROMPTS

Reskin as scar intuition, diagnostic alarm, prophetic pain, battle memory, or damage telemetry.

Rules note: This bounded Trigger creates no active ability and opens no reaction window. It grants no training, factual knowledge, or permission beyond the printed Effect.

ARMOR DIAL [POWER] [W] - STANDARD

Family: Dice/Pattern/Axis. Profile 67 of 72.

Mode: ACTIVE.

Pattern: P2 + 2. SPEND.

Timing: REGARDLESS. REACTION - ORDINARY, direct defense only.

Target: Self.

Range: Self.

Duration: Until Round end.

EFFECT

After the current defense resolves, choose one **Armor Die** that rolled and re-mark its direction to a neighboring cardinal. If that die rolled A2, re-mark it to any cardinal instead. It keeps all other properties and returns to its original direction at Round end. The A2 Rider is read after cancellation and never fills the Pattern.

REQUIREMENTS AND COST

Commit one Ready **Power Die** during the ordinary direct reaction. Name the candidate **Armor Die** before rolling; it must be applicable and actually roll.

COUNTERPLAY

Cancel the Pattern, remove Armor, exploit the newly unprotected direction, or wait through Round end.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

The Armor rolled normally before being re-marked; the change never retroactively alters cancellation.

AT THE TABLE

An N **Armor Die** rolls A2 on the defense, then can become any cardinal Armor for later rolls through Round end.

4CAST AND RESKIN PROMPTS

Reskin as shield tuning, stance change, ward rotation, plate adjustment, or political cover.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

POWER SPLIT [POWER] [E] - MAJOR

Family: Dice/Pattern/Axis. Profile 68 of 72.

Mode: ACTIVE.

Pattern: P3 + 3. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: Self.

Range: Self.

Duration: Until the next shared Turn start.

EFFECT

First apply DRAINED (1) to self and resolve its immediate move of one other Ready **Power Die** to Spent. Then return one different **Power Die** that was already Spent before this activation to Ready. The activating P3, the die just Spent by DRAINED, and the returned die must all be different. At the next Turn refresh DRAINED can keep a Spent die from refreshing normally. The returned die cannot join the completed roll.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. Requires **POWER** 3+, no current DRAINED, at least one other Ready **Power Die** for DRAINED to Spend, and a different **Power Die** already Spent before declaration to Ready afterward. Name both dice before rolling. Once per scene.

COUNTERPLAY

Use **POWER** 2 or less, remove the required pre-existing Spent die, apply DRAINED first, cancel P3, or exploit delayed refresh.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

Never refresh the P3 used here, and no effect may clear DRAINED before this action fully resolves.

AT THE TABLE

With three **Power Dice**, P3 activates and is Spent, DRAINED immediately Spends a second Ready die, and only the named third die that was already Spent returns Ready.

4CAST AND RESKIN PROMPTS

Reskin as split soul, spare battery, divine relay, emergency capacitor, or borrowed spark.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

PAIR BROKER [POWER] [SW] - MAJOR

Family: Dice/Pattern/Axis. Profile 69 of 72.

Mode: ACTIVE.

Pattern: P1 + C1. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: The user's activating roll.

Range: Self.

Duration: During division only.

EFFECT

During division, choose two surviving untyped Normal or Power results with different faces and form one mixed Cluster. It counts as one Cluster with effectiveness equal to the lower face. Combo, Damage, Armor, and Pattern dice cannot enter it.

REQUIREMENTS AND COST

Commit one Ready Power and one Ready **Combo Die**. Name the two candidate faces before rolling; if absent, Effect does nothing.

COUNTERPLAY

Cancel a candidate, leave only matching faces, JAM Combo, or contest with more Clusters.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

The mixed Cluster cannot activate another ability or be split again. One roll still declared only PAIR BROKER.

AT THE TABLE

A surviving 2 and 4 become one effectiveness-2 Cluster; neither remains a Straggler.

4CAST AND RESKIN PROMPTS

Reskin as matchmaker fate, tactical synthesis, combo alchemy, compromise, or harmonic bridge.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

TRIPLE TAX [POWER] [W] - MAJOR

Family: Dice/Pattern/Axis. Profile 70 of 72.

Mode: ACTIVE.

Pattern: P2 + 2,3. SPEND.

Timing: REGARDLESS. REACTION - PRE-PATTERN interference, after the target's Damage and Armor cancellation and before its Pattern check or payment. After this reaction's Pattern activates, apply its early Effect now and hold its retained Clusters for the later comparison.

Target: One active participant within range.

Range: 60 feet / 6 cells.

Duration: For that Pattern check.

EFFECT

If the target's declared Pattern requires three or more total results and contains at least one untyped face, it must also have one extra surviving untyped Normal result matching any untyped face in that Pattern. Spend that extra Normal result with the Pattern. Power, Combo, Armor, Damage, held, and other typed results cannot pay the tax; Combo results still satisfy their normally printed C requirements. If no eligible extra Normal result exists, the ability does not activate and its roll continues ordinarily.

REQUIREMENTS AND COST

Commit one Ready **Power Die** during the existing reaction window before the target evaluates or activates its Pattern. Cannot target Passives, Patterns of one or two results, Patterns with no untyped face, or a Pattern that already activated; TRIPLE TAX never invalidates an ability retroactively.

COUNTERPLAY

Use a short or fully typed Pattern, keep an extra Normal result, cancel the interference, drain Power, or act outside range.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: RED FLAG.

SYNERGY WATCH

This reaction opens no nested window, follows normal Combo handling, and never adds a second active ability to the target roll or reaches backward after activation.

AT THE TABLE

A P1,2,3 Power also needs one extra untyped Normal 2 or 3; a C2 cannot pay the tax. Without the extra Normal result, the Power fails but its action continues.

4CAST AND RESKIN PROMPTS

Reskin as entropy tax, counterspell, bandwidth surcharge, bureaucratic fee, or rhythm disruption.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

COMPASS SHEAR [POWER] [E] - MAJOR

Family: Dice/Pattern/Axis. Profile 71 of 72.

Mode: ACTIVE.

Pattern: P3 + 1,3. TRIGGER.

Timing: ON SUCCESS. ACTION ONLY. **REACTION:** No.

Target: One participant or Agent.

Range: 60 feet / 6 cells.

Duration: Until target's next action or reaction resolves.

EFFECT

Choose one cardinal direction. Reduce that printed cardinal rating by 1, minimum 1, until this Power's Duration ends, and recalculate its two adjacent composite ratings for that Duration. Apply BOOST (1) to the opposite cardinal. BOOST remains a one-roll temporary cap boon, competes for the target's single boon slot, and changes no rating.

REQUIREMENTS AND COST

Commit one Ready **Power Die**. Choose the direction before rolling. A target can carry only one COMPASS SHEAR package: reapplication replaces its recorded penalty direction, Duration, and BOOST instead of stacking them.

COUNTERPLAY

Act through another Axis, spend opposite BOOST, clear the shear, leave range, or wait through one opportunity.

CONSTRUCTION REVIEW

This is MAJOR because its temporary rating penalty recalculates composites and arrives with an opposite-direction BOOST. Review band: WATCH alone; RED FLAG when combined with forced defense or another rating change.

SYNERGY WATCH

Forced defense into the temporary rating penalty is a red-flag pair. Price and test it as one package, and never stack another COMPASS SHEAR rating change on the same target.

AT THE TABLE

The printed N rating falls by one, its two adjacent composite ratings recalculate, and S gains BOOST (1). The fixed Pool and Damage capacity remain unchanged.

4CAST AND RESKIN PROMPTS

Reskin as tactical feint, magnetic shear, horoscope shift, stance break, or social pressure.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

QUADRANT MERCY [POWER] [E] - STANDARD

Family: Dice/Pattern/Axis. Profile 72 of 72.

Mode: ACTIVE.

Pattern: P4 + C4. SPEND.

Timing: REGARDLESS. ACTION ONLY. **REACTION:** No.

Target: One leftover 4 created by the user's activating roll.

Range: Self.

Duration: Held 2 expires at normal Round end.

EFFECT

After division, convert one of the user's leftover 4 Stragglers into a held 2. Do not resolve that 4's scene effect. The new 2 follows ordinary support and expiration rules and cannot support the same action or reaction that created it.

REQUIREMENTS AND COST

Commit one Ready Power and one Ready **Combo Die**. If no leftover 4 remains after division, nothing converts. Once per Turn.

COUNTERPLAY

Cancel or cluster the 4, JAM Combo, force use on a minor scene effect, steal the held 2, or wait for expiration.

CONSTRUCTION REVIEW

The printed Pattern, Timing, scope, duration, Requirements, and counterplay define this profile's legality. Review band: WATCH.

SYNERGY WATCH

A converted 2 cannot be relabeled, released as a 4, or used during the creating roll. Threshold consequences already resolved remain.

AT THE TABLE

A leftover 4 becomes held 2; its alarm effect is skipped, and the 2 may help only a later roll.

4CAST AND RESKIN PROMPTS

Reskin as mercy of fate, safety interlock, edited footage, forgiving constellation, or tactical salvage.

Rules note: Damage and Armor cancel before this Pattern is checked. **Combo Dice** may fill only its untyped results and never the typed P result. This declaration is the roll's one active ability.

SINGLE-FACE POWER GALLERY

Typed P remains the standard Active-Power payment. Each exception profile below visibly moves one Ready **Power Die** to RESERVED before rolling, gives it exclusive unavailable use, moves it to Spent only on activation, returns it Ready only after failed activation, defaults to once per Turn, and remains at least WATCH. Their CP lines price the exception separately.

SPARK STEP [POWER] [E] - MINOR

Family: Movement.

Mode: Active.

Pattern: P1. SPEND.

Timing: ON SUCCESS. ACTION ONLY. Once per Turn.

Target: Self.

Range: One legal destination within 10 feet / 1 cell.

Duration: Instant.

Effect: After the activating action resolves, move to the named point. This creates no extra action. Ordinary engagement, BOUND, Scale, barriers, and destination hazards still apply.

Requirement: Commit one Ready **Power Die** and name the destination before rolling.

Counterplay: Occupy or obstruct the destination, apply BOUND, alter terrain, or exhaust the user's Power reserve.

Risk: BASELINE.

CP: +1 narrow positioning Effect +0 Scope +0 Range band +0 Duration +0 Timing +1 typed P1; natural one-Power ACTION ONLY cadence earns no rebate = 2 CP. MINOR / BASELINE.

Construction Review: Reliable movement remains bounded by declaration, destination legality, and the successful underlying action.

NARROW FORTUNE [POWER] [E] - MAJOR

Family: Dice, Pattern, and Axis.

Mode: Active - NORMAL-FACE **POWER** EXCEPTION.

Pattern: N1. SPEND.

Timing: REGARDLESS. ACTION ONLY. Once per Turn.

Target: Self.

Duration: Until scene end.

Effect: Apply BOOST [E] (1) for one later roll only. It competes for the roll's one temporary cap-boon slot and cannot raise the cap above its printed ceiling.

Requirement: Before rolling, move one Ready **Power Die** to RESERVED. It does not roll and has exclusive use: it is unavailable and cannot react, pay, return, transfer, satisfy another profile, or be targeted by recovery or denial. The chosen die must be legal for the profile's Axis; moving it to RESERVED never suspends Bound or source restrictions. On activation, move it to Spent. Only if activation fails, return it Ready after the exchange. Declaring or attempting the exception marks its once-per-Turn use whether or not it activates; failure refunds only the die, not the cadence.

Counterplay: Drain the reserve, force another honest Axis, apply a stronger boon or penalty, exhaust the fixed Pool, or let the scene end.

Risk: WATCH.

CP: +1 cap-boon Effect +4 Duration +5 N1; mandatory exception cadence earns no rebate +2 NORMAL-FACE **POWER** EXCEPTION = 12 CP. MAJOR / WATCH.

Construction Review: The common, low-opportunity-cost face and scene persistence justify the Major total even though the boon applies to one later roll.

GLASS COMPASS [POWER] [W] - STANDARD

Family: Axis and Status.

Mode: Active - NORMAL-FACE **POWER** EXCEPTION.

Pattern: N4. SPEND.

Timing: ON SUCCESS. ACTION ONLY. Once per Turn.

Target: One participant or Agent within 40 feet / 4 cells.

Duration: Until used or Round end.

Effect: Apply TILTED [S] (1), recording S.

Requirement: Before rolling, move one Ready **Power Die** to RESERVED. It does not roll and has exclusive use: it is unavailable and cannot react, pay, return, transfer, satisfy another profile, or be targeted by recovery or denial. The chosen die must be legal for the profile's Axis; moving it to RESERVED never suspends Bound or source restrictions. On activation, move it to Spent. Only if activation fails, return it Ready after the exchange. Declaring or attempting the exception marks its once-per-Turn use whether or not it activates; failure refunds only the die, not the cadence.

Counterplay: Use another Axis, reorient, clear the Status, leave range before declaration, win the contest, or let it expire.

Risk: WATCH.

CP: +3 TILTED Delivery CP +1 Range +3 N4; mandatory exception cadence earns no rebate +2 NORMAL-FACE **POWER** EXCEPTION = 9 CP. STANDARD / WATCH.

Construction Review: The face is common but costly to remove from tie value. The fixed direction and brief duration keep the graph pressure visible.

HAND OF ONE [POWER] [W] - STANDARD

Family: Status and teamwork.

Mode: Active - STRAGGLER **POWER** EXCEPTION.

Pattern: No pre-division Pattern. **POST-DIVISION COST:** STRAGGLER 1. SPEND. This replaces Hold or Help.

Timing: REGARDLESS. POST-DIVISION. ACTION ONLY. Once per Turn.

Target: One willing ally within 40 feet / 4 cells.

Duration: Until scene end.

Effect: Apply INSPIRED [ONE OBJECTIVE NAMED AT DECLARATION] (1). The application cannot stack again during this exchange.

Requirement: Before rolling, move one Ready **Power Die** to RESERVED. It does not roll and has exclusive use: it is unavailable and cannot react, pay, return, transfer, satisfy another profile, or be targeted by recovery or denial. The chosen die must be legal for the profile's Axis; moving it to RESERVED never suspends Bound or source restrictions. On activation, move it to Spent. Only if activation fails, return it Ready after the exchange. Declaring or attempting the exception marks its once-per-Turn use whether or not it activates; failure refunds only the die, not the cadence. The ally must perceive and accept the objective.

Counterplay: Break communication, separate the ally, contradict or complete the objective, clear the Status, or end the scene.

Risk: WATCH.

CP: +3 INSPIRED Delivery CP +1 flexible ally target +1 Range +1 POST-DIVISION Timing +3 Straggler 1; mandatory exception cadence earns no rebate +2 STRAGGLER **POWER** EXCEPTION -1 communication Gate = 10 CP. STANDARD / WATCH.

Construction Review: The payment sacrifices Help, and the set-aside **Power Die** does not improve the roll.

TROUBLE'S VOICE [POWER] [S] - MAJOR

Family: Status and omen.

Mode: Active - STRAGGLER **POWER** EXCEPTION.

Pattern: No pre-division Pattern. **POST-DIVISION COST:** STRAGGLER 3. SPEND. SCENE EFFECT ALSO RESOLVES.

Timing: ON SUCCESS. POST-DIVISION. ACTION ONLY. Once per Turn. Resolve the Scene 3 before the Power's Effect.

Target: The original visible target within 40 feet / 4 cells.

Duration: Until scene end.

Effect: Apply HESITANT (1). The application cannot stack again during this exchange.

Requirement: Before rolling, move one Ready **Power Die** to RESERVED. It does not roll and has exclusive use: it is unavailable and cannot react, pay, return, transfer, satisfy another profile, or be targeted by recovery or denial. The chosen die must be legal for the profile's Axis; moving it to RESERVED never suspends Bound or source restrictions. On activation, move it to Spent. Only if activation fails, return it Ready after the exchange. Declaring or attempting the exception marks its once-per-Turn use whether or not it activates; failure refunds only the die, not the cadence.

Counterplay: Break perception, win the contest, clear the Status, exploit the complication, or end the scene.

Risk: WATCH.

CP: +5 HESITANT Delivery CP +1 Range +1 POST-DIVISION Timing +4 Straggler 3 with Scene effect also resolving; mandatory exception cadence earns no rebate +2 STRAGGLER **POWER** EXCEPTION -1 perception Gate = 12 CP. MAJOR / WATCH.

Construction Review: The Power does not erase the complication. If the Straggler is Clustered or paid elsewhere, activation fails.

MERCY OF FOUR [POWER] - MINOR

Family: Status relief.

Mode: Active - STRAGGLER **POWER** EXCEPTION.

Pattern: No pre-division Pattern. **POST-DIVISION COST:** STRAGGLER 4. SPEND. This replaces the Scene 4.

Timing: REGARDLESS. POST-DIVISION. ACTION ONLY. Once per Turn.

Target: Self.

Duration: Instant.

Effect: Remove exactly 1 HESITANT or TILTED pip. It cannot clear another Status.

Requirement: Before rolling, move one Ready **Power Die** to RESERVED. It does not roll and has exclusive use: it is unavailable and cannot react, pay, return, transfer, satisfy another profile, or be targeted by recovery or denial. The chosen die must be legal for the profile's Axis; moving it to RESERVED never suspends Bound or source restrictions. On activation, move it to Spent. Only if activation fails, return it Ready after the exchange. Declaring or attempting the exception marks its once-per-Turn use whether or not it activates; failure refunds only the die, not the cadence.

Counterplay: Cluster or cancel the 4, force a different cost, apply another Status family, or pressure the lost Scene opportunity.

Risk: RED FLAG because a Power exception suppresses a Scene 4.

CP: +1 clear-pip Effect +1 POST-DIVISION Timing +2 Straggler 4; mandatory exception cadence earns no rebate +2 STRAGGLER **POWER** EXCEPTION -1 narrow Status exclusion = 5 CP. MINOR / RED FLAG.

Construction Review: Low CP does not lower Risk. The table should compare the removed pip against the opportunity that the Scene 4 would have created.

REFLEX WARD [POWER] [W] - STANDARD

Family: Defense.

Mode: Active.

Pattern: P1. SPEND.

Timing: REACTION - POST-COMPARISON, after Strain is calculated and stated but before it is applied. Once per Turn. ZERO-NORMAL REACTION.

Target: Self.

Duration: Instant.

Effect: Prevent exactly 1 Strain. It never prevents Damage, Status pips, clocks, or movement and does not reopen comparison.

Requirement: One Ready **Power Die**; this uses the participant's one reaction entry.

Counterplay: Exhaust Power, deal Damage instead of Strain, force an earlier reaction entry, or inflict more than 1 Strain.

Risk: WATCH.

CP: +2 narrow prevention Effect +3 POST-COMPARISON Timing +1 typed P1; natural one-Power cadence earns no rebate +2 ZERO-NORMAL = 8 CP. STANDARD / WATCH.

Construction Review: The late checkpoint and zero-Normal permission are fully priced. The Power creates no second entry.

STATIC ALCHEMY [POWER] [SW] - STANDARD

Family: Technology, Status, and conversion.

Mode: Active.

Pattern: P1. SPEND.

Timing: ON SUCCESS. ACTION ONLY. Once per Turn and once per target per Round.

Target: One connected electronic target within 40 feet / 4 cells.

Duration: Until scene end.

Effect: Remove 2 HACK [SYSTEM] and apply EXPOSED [E] (1) to Armor controlled by that system. The output is conversion-locked until the exchange ends and stacks to 2 from this source.

Requirement: HACK [SYSTEM] (2+) exists at declaration and activation, and the system controls E Armor on the target.

Counterplay: Raise ICE, sever the connection, reduce HACK, repair the Armor, leave range, or use another direction.

Risk: WATCH.

CP: +4 EXPOSED Delivery CP +1 conversion +1 Range +1 typed P1; natural one-Power cadence earns no rebate -1 HACK Gate = 6 CP. STANDARD / WATCH.

Construction Review: This converts permission into a bounded vulnerability. It does not bypass Armor or cascade into another conversion.

COMBINATION AUDIT

The library is broad enough to create combinations no single profile predicts. Review the pair, trio, or party package before play.

RED-FLAG PAIRS

- Forced defense plus Damage or BACKLASH in that direction.
- Status generation plus conversion when the same exchange can spend its own output.
- Power refresh plus a TRIGGER Power that reliably preserves its typed result.
- Combo refresh plus exact untyped Patterns that become routine with large Combo reserves.
- Armor suppression plus copied or area attacks before the target has repair counterplay.
- Scale increase plus structural multipliers or forced collision.
- Summoned Agents plus any source of extra action opportunities.
- Held 1 or 2 generation plus transfers that bypass the Round-end expiration.
- Scene 3/4 editing near irreversible clock thresholds.

TABLE PROCEDURE

1. Name the enabling Power and payoff Power.
2. Record every scarce input: action, reaction, Power, Combo, status pips, Charge, Armor, Damage, position, and time.
3. Test the package at its favorable setup and at one disrupted setup.
4. Confirm an opponent has a visible move between setup and payoff.
5. Add a shared once-per-Turn limit, raise its risk, narrow a scope, or remove the package if it still loops.

NONNEGOTIABLE LIMITS

One roll declares one active ability. Damage and Armor cancel before Pattern checks, and one Armor result performs one prevention job for its recipient copy of an activation. Combo never fills typed P. Each participant enters an exchange's reaction sequence once unless a printed SECOND ENTRY grants one named later checkpoint, and a reaction ability opens no nested reaction window. Ability-created extra opportunities obey the shared action-economy ceiling. No ability refreshes its own activation cost during the same Turn, and returned reserve dice cannot feed another return effect in the same exchange. Conversion output is ineligible as a Gate, Cost, Passive or Status Trigger, or new input during that exchange. CASCADE may permit only one printed second conversion. A released 3 or 4 uses the current scene effect and cannot undo a threshold consequence already resolved.

WORKED SAFETY CASES

- ECHO DUPLICATE resolves, then its Echo acts immediately from the user's remaining Ready Pool and disappears. ONE MORE MOMENT cannot activate for that user later in the same Turn.
- A controller has a Lantern Wisp and another ability-created Agent. The first ability-created opportunity to resolve this Round uses the controller's ceiling; every later one fails without spending dice, moving, or changing the scene.
- One activation deals two simultaneous flat-Damage packets to one target. Combine them only when direction, Armor rule, and multiplier match; otherwise keep them separate. Roll that target's applicable Armor once and assign each unused result to one eligible packet. Another target rolls its own Armor for its own copy.
- RECHARGE returns a **Power Die**. Another Power-return ability cannot benefit that participant again this Turn, but a Combo-return ability may; neither can use the newly returned **Power Die** during the same exchange.
- AXIS-LOCKED [S] (2) is replaced by AXIS-LOCKED [E] (1), leaving E with 1 pip. BACKLASH [S, Strain] and BACKLASH [S, Damage] remain separate, but after one S roll the affected participant chooses only one of them to trigger.
- A PRE-PATTERN reaction uses that participant's one entry into the exchange's reaction sequence. It cannot react again at ORDINARY unless a profile prints SECOND ENTRY for that named later checkpoint, and it never answers a reaction with another reaction.

RESKIN MATRIX

Reskin appearance, source, sensory details, and setting consequences. Preserve Axis, typed Pattern, Timing, target, range, duration, costs, status scope, Scale, and counterplay. If a reskin changes any of those, rebuild it as a new Power.

Family	Tech	Fantasy	Weird	Grounded
Movement	jet burst	witch-step	gravity edit	trained mount
Matter	nanoforge	stone song	living clay	industrial foam
Energy	arc coil	dragon breath	solar prayer	kinetic organ
Body	symbiote	mutation	saintly flesh	combat drug
Mind	psionics	memetic code	ghost whisper	alien pheromone
Time	chronotech	prophecy	editing glitch	ancestral rhythm
Space	fold drive	faerie road	shadow door	impossible geometry
Summoning	drone	spirit	construct	projected duplicate
Information	sensor	oracle	detective instinct	network query
Defense	shield	ward	parry field	luck shell
Healing	med-gel	regrowth	time repair	soul stitching
Environment	weather engine	elemental rite	terraform seed	scene edit
Technology	cyberdeck	relic machine	bio-interface	possessed radio
Occult	curse	contract	saint's sign	ancestral debt
Social/Reality	authority	glamour	narrative law	broadcast consensus
Scale/Vehicle	mecha system	kaiju organ	ship station	siege ritual
Dice/Pattern/Axis	combat stance	fate craft	tactical AI	constellation magic

THREE PROMPTS

For any profile ask: What does activation visibly cost? What ordinary action can oppose or repair it? What does a leftover 3 or 4 mean in this 4Cast when the Power is used?

A fantasy skin does not waive a **Power Die**. A technological skin does not grant Engineering or HACK. A divine skin does not establish moral truth. A biological skin does not grant Medicine. The exact profile remains the rule.

EXPANDED-POWER INDEX / 1 OF 4

Eighty new Powers appear in module page order. Existing core-library Powers are intentionally not repeated.

- **VECTOR REVERSAL**: module page 6; Movement; W; STANDARD.
- **WAKE RUNNER**: module page 7; Movement; S; STANDARD.
- **PURSUIT THREAD**: module page 8; Movement; no rolled Axis; STANDARD.
- **HORIZON VAULT**: module page 9; Movement; NE; MAJOR.
- **IRON BLOOM**: module page 10; Matter; N; MAJOR.
- **GLASSWRIGHT**: module page 11; Matter; E; STANDARD.
- **STONE WITNESS**: module page 12; Matter; no rolled Axis; MINOR.
- **UNMAKE JOINT**: module page 13; Matter; SW; MAJOR.
- **STATIC CROWN**: module page 14; Energy; E; MAJOR.
- **EMBER DEBT**: module page 15; Energy; N; STANDARD.
- **KINETIC CATCH**: module page 16; Energy; W; STANDARD.
- **DAYSTAR CELL**: module page 17; Energy; no rolled Axis; STANDARD.
- **BONE HOOK**: module page 18; Body; N; MAJOR.
- **ADAPTIVE GILLS**: module page 19; Body; no rolled Axis; STANDARD.
- **MUSCLE OVERCLOCK**: module page 20; Body; N; STANDARD.
- **SHED SKIN**: module page 21; Body; S; MAJOR.
- **THOUGHT VEIL**: module page 22; Mind; W; STANDARD.
- **EMOTION MIRROR**: module page 23; Mind; no rolled Axis; STANDARD.
- **COMMAND FRACTURE**: module page 24; Mind; SW; MAJOR.
- **MEMORY BEACON**: module page 25; Mind; E; STANDARD.
- **DEFERRED BRUISE**: module page 26; Time; W; MAJOR.
- **BORROW TOMORROW**: module page 27; Time; E; MAJOR.
- **STUTTER FIELD**: module page 28; Time; SW; MAJOR.
- **FIXED SECOND**: module page 29; Time; no rolled Axis; MAJOR.

EXPANDED-POWER INDEX / 2 OF 4

Eighty new Powers appear in module page order. Existing core-library Powers are intentionally not repeated.

- **FOLDED SHELTER**: module page 30; Space; NW; MAJOR.
- **ADJACENCY LIE**: module page 31; Space; E; MAJOR.
- **THRESHOLD SEAL**: module page 32; Space; W; MAJOR.
- **FAR HAND**: module page 33; Space; E; STANDARD.
- **LANTERN WISP**: module page 34; Summoning; E; APEX.
- **STONE ATTENDANT**: module page 35; Summoning; N; MAJOR.
- **MIRROR HOUND**: module page 36; Summoning; S; MAJOR.
- **PAPER LEGION**: module page 37; Summoning; W; MAJOR.
- **UNASKED QUESTION**: module page 38; Information; E; STANDARD.
- **THREAT OUTLINE**: module page 39; Information; E; STANDARD.
- **ARCHIVE DIVE**: module page 40; Information; SW; MAJOR.
- **FUTURE ECHO**: module page 41; Information; NE; MAJOR.
- **PRISM WARD**: module page 42; Defense; NW; MAJOR.
- **HARM GROUND**: module page 43; Defense; W; STANDARD.
- **SHARED BULWARK**: module page 44; Defense; W; STANDARD.
- **REFUSAL FIELD**: module page 45; Defense; no rolled Axis; STANDARD.
- **KNIT FLESH**: module page 46; Healing; W; STANDARD.
- **CLEAR SIGNAL**: module page 47; Healing; E; STANDARD.
- **BLOOD DONOR**: module page 48; Healing; W; STANDARD.
- **SECOND BREATH**: module page 49; Healing; no rolled Axis; MAJOR.
- **WEATHER KNOT**: module page 50; Environment; N; MAJOR.
- **ROOT CLAIM**: module page 51; Environment; S; MAJOR.
- **SILENCE ZONE**: module page 52; Environment; W; STANDARD.
- **FLOODGATE**: module page 53; Environment; E; MAJOR.

EXPANDED-POWER INDEX / 3 OF 4

Eighty new Powers appear in module page order. Existing core-library Powers are intentionally not repeated.

- **GHOST PROTOCOL**: module page 54; Technology; no rolled Axis; STANDARD.
- **REMOTE OVERRIDE**: module page 55; Technology; SW; MAJOR.
- **DRONE HALO**: module page 56; Technology; E; STANDARD.
- **MACHINE SAINT**: module page 57; Technology; no rolled Axis; MAJOR.
- **HEX LANTERN**: module page 58; Occult; NE; MAJOR.
- **GRAVE CONTRACT**: module page 59; Occult; W; APEX.
- **NAME SEAL**: module page 60; Occult; E; MAJOR.
- **OMEN MARKET**: module page 61; Occult; W; STANDARD.
- **VELVET MANDATE**: module page 62; Social/Reality; W; MAJOR.
- **RUMOR DOOR**: module page 63; Social/Reality; SW; STANDARD.
- **WITNESS ACCORD**: module page 64; Social/Reality; no rolled Axis; STANDARD.
- **LOCAL MYTH**: module page 65; Social/Reality; W; APEX.
- **MASS DRIVER**: module page 66; Scale/Vehicle; N; MAJOR.
- **SHIELD FACET**: module page 67; Scale/Vehicle; W; MAJOR.
- **EMERGENCY BURN**: module page 68; Scale/Vehicle; E; MAJOR.
- **BOARDING GHOST**: module page 69; Scale/Vehicle; S; MAJOR.
- **COMBO RESERVOIR**: module page 70; Dice/Pattern/Axis; E; STANDARD.
- **DAMAGE ORACLE**: module page 71; Dice/Pattern/Axis; no rolled Axis; STANDARD.
- **ARMOR DIAL**: module page 72; Dice/Pattern/Axis; W; STANDARD.
- **POWER SPLIT**: module page 73; Dice/Pattern/Axis; E; MAJOR.
- **PAIR BROKER**: module page 74; Dice/Pattern/Axis; SW; MAJOR.
- **TRIPLE TAX**: module page 75; Dice/Pattern/Axis; W; MAJOR.
- **COMPASS SHEAR**: module page 76; Dice/Pattern/Axis; E; MAJOR.
- **QUADRANT MERCY**: module page 77; Dice/Pattern/Axis; E; STANDARD.

EXPANDED-POWER INDEX / 4 OF 4

Eighty new Powers appear in module page order. Existing core-library Powers are intentionally not repeated.

- **SPARK STEP**: module page 79; Movement; E; MINOR.
- **NARROW FORTUNE**: module page 80; Dice/Pattern/Axis; E; MAJOR.
- **GLASS COMPASS**: module page 81; Axis/Status; W; STANDARD.
- **HAND OF ONE**: module page 82; Status/Teamwork; W; STANDARD.
- **TROUBLE'S VOICE**: module page 83; Status/Omen; S; MAJOR.
- **MERCY OF FOUR**: module page 84; Status Relief; no rolled Axis; MINOR.
- **REFLEX WARD**: module page 85; Defense; W; STANDARD.
- **STATIC ALCHEMY**: module page 86; Technology/Status; SW; STANDARD.

FINAL SAFETY CARD

Declare one active ability. An ordinary Active Power commits at least one Ready **Power Die** and checks its typed P Pattern. A labeled replacement Power exception instead moves one legal **Power Die** to RESERVED before rolling and follows its printed Normal-face or Straggler payment. Commit the rest of the roll's legal Normal and special dice, then roll. Resolve acting Damage cancellation. Resolve printed PRE-PATTERN reactions timed before Armor, then target Armor cancellation, then printed PRE-PATTERN reactions timed after Armor. Check and pay the active ability's printed Pattern or replacement payment at its named checkpoint before division or at POST-DIVISION as printed. Divide the remaining action dice. Resolve printed POST-DIVISION reactions or replacements, then immediately resolve leftover 3 and 4 Stragglers. Resolve remaining ORDINARY reactions, then decide and add Help. Compare Clusters, then summed tie value. Calculate and state harm, then resolve printed POST-COMPARISON reactions before that harm is applied. Recheck every Gate immediately before activation. Activate the Power, pay Status Costs, and resolve its Effects and remaining ordinary harm. If a participant reaches its defeat or death threshold, resolve printed DEATH reactions before that result becomes final. No nested reactions. No self-refresh loops. Reskin freely; change mechanics only by rebuilding and retesting.

5. BUILD A STATUS

A Status is a named temporary rule attached to a participant, Agent, item, location, clock, subchart, or facet. It must tell the table exactly when it matters and exactly how it ends. Version 0.4 gives every Status template its own experimental CP construction, separate from the CP of an ability that delivers a pip. Do not add template CP to delivery CP a second time.

STATUS ANATOMY

NAME (X)

Subject: What may carry it.

Apply: Set, add, replace, or cap its pips.

Trigger: The exact event that makes it act.

Effect: What one Trigger changes.

Fade: When and how pips leave.

Stacking: Highest, add to a cap, or separate by source.

Counterplay: The action, resource, position, or time that can clear it.

Use pips only when the count changes behavior. A binary state should be ON/OFF. A one-use opening should say what consumes it. Never make the table remember an unprinted interpretation.

SAFE DEFAULTS

- One application sets the Status to 1.
- Reapplication keeps the higher value; it does not add unless printed.
- One Trigger removes one pip.
- It ends at scene end if no earlier Fade is printed.
- A Status cannot open a reaction window unless it explicitly grants an action or reaction.
- A Status cannot retroactively erase a threshold consequence.

A Status is an Effect component, not a complete ability. Its delivering ability still needs a complete Pattern, Timing, range, target, Requirements, counterplay, and risk review.

RESOURCE NAMESPACES

Use these labels consistently so a name never implies the wrong economy.

STATUS - A reusable named profile with Scope, Pips or ON/OFF state, Trigger, Effect, Fade, Counterplay, and Stacking. Canonical uppercase Status names are reserved for their printed profiles.

MARKER - A binary local reminder defined completely by one ability. It has no pips and cannot be spent as a Status unless that ability says so.

TOKEN - A one-use local resource. Its defining ability states when it is spent and when it expires.

CHARGE - A finite activation resource attached to an ability or item. It does not refresh unless a rule says how.

HELD DIE - An actual Straggler with its rolled face. It expires at Round end unless its source prints an earlier limit.

If an ability invents a local uppercase name such as OPEN SOUTH, label it MARKER or TOKEN on first use. Do not reuse a canonical Status name for a different local effect.

STATUS RISK

Start from the closest one-target, one-pip profile, then review the complete delivery. Similar Effects may carry different risk when their scopes, durations, or counters differ.

RISK ANCHORS

- **MINOR:** a tell, narrow clock interaction, or situational permission.
- **STANDARD:** one-use Help, a one-roll commitment-cap change, brief movement limit, bounded access, or reserve delay.
- **MAJOR:** automatic Damage over time, forced cardinal defense, Armor suppression, strong die manipulation, or a broad commitment cap.
- **APEX:** action denial, repeated Damage without accessible counterplay, persistent rating change, wide area, or control of a whole scene.

Extra pips raise risk when they increase each Trigger rather than duration. Choosing a direction, reserve, subchart, or broad scope at activation is stronger than fixing it when learned. Difficult removal, REGARDLESS application, additional targets, wide areas, and scene duration also raise risk.

COMBINATION REVIEW

Raise the risk or refuse the package when one ability both creates and exploits the same Status, when a forced defense points into an Axis penalty, or when a status produces automatic Damage while removing its own counterplay. Review the package, not each sentence in isolation.

The Statuses on the next pages show a default risk. Their full delivering abilities still need complete builds.

STATUS CP WORKSHEET / 1 OF 8

These worksheets quote the canonical 0.4 profile exactly, then price it. They are not alternate Status definitions. Template CP tiers the reusable Status. Delivery CP per pip is the potency plus inherent mechanical Exceptions imported by an unchanged delivery. Do not charge either part twice.

HACK [SYSTEM] (X)

Severity: Standard capability boon.

Subject: One participant or Agent, tied to one named electronic system or local device group.

Apply: A successful BREACH adds pips equal to retained Clusters, maximum 3, after ICE cancellation. Repeated breaches add to the cap.

Trigger: HACK establishes a live connection and authenticated foothold. The holder may attempt electronic actions at any reachable endpoint belonging to the named system without physical access to that endpoint. Spend 1 pip to issue one routine, uncontested command or cross one routine access barrier without a separate access contest. Hostile, dangerous, secret, or opposed changes still require an honest roll; HACK supplies access, not automatic success.

Fade: Remove pips when spent or stripped by ICE. Remove all when the connection is decisively severed, the system is rebuilt, or the scene ends.

Construction review: STANDARD for HACK (1) as an Effect component. **RISK:** EXPERIMENTAL - WATCH. A system with broad physical control makes each pip more valuable.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +2 permission Effect +4 scene Duration +2 cap 3 Stacking -1 named-system scope -1 ICE/sever counterplay = 6 CP. STANDARD / WATCH. Delivery CP per pip: 2 CP.

STATUS CP WORKSHEET / 2 OF 8

EXPOSED [DIRECTION] (X)

Severity: Major impairment.

Apply: Add X pips, maximum 2, and name N, S, E, or W. Different directions are separate statuses.

Trigger: The next time Armor in that direction would apply, omit one applicable **Armor Die** per pip, up to the dice available, then reduce Exposed by the number omitted.

Fade: Remove at 0 or at scene end. Repair, new cover, or a listed countermeasure may remove one pip on success.

Construction review: STANDARD for Exposed (1) in a fixed direction. **RISK: EXPERIMENTAL - WATCH.** It can benefit every ally who attacks before the target repairs the breach.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +2 Armor-break Effect +2 Armor Exception +4 scene Duration +1 cap 2 Stacking -1 fixed direction -1 repair counterplay = 7 CP. STANDARD / WATCH. Delivery CP per pip: 4 CP.

STATUS CP WORKSHEET / 3 OF 8

STATUS: TILTED [AXIS]

Category: Directional/graph.

Default risk: STANDARD for TILTED (1) in one fixed cardinal Axis. **Scope:** One participant, Agent, facet, or subchart and one cardinal Axis.

Pips: Add to cap 3.

Trigger: Before the subject commits **Normal Dice** to the named Axis or a composite containing it.

Effect: Reduce that roll's **Normal Dice** commitment cap by 1, minimum 1, then remove 1 pip. Ratings, composites, Pool, Damage capacity, and Encounter XP do not change.

Fade: Reduce after each Trigger; remove all at scene end.

Counterplay: Use another honest Axis, reorient, repair the affected facet, or succeed at N or E to remove 1 pip.

Stacking: Add to cap 3 by Axis; one pip affects one roll.

Example delivery: WEIGHT THE SOUTH [POWER] [N], Pattern P2 + 4 **SPEND:** apply TILTED [S] (2).

4Caster reskin: Use BAD FOOTING, BIASED ALGORITHM, or CURSED COMPASS. Keep it a cap penalty only.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +2 Axis-cap Effect +1 cap-manipulation Exception +4 scene Duration +2 cap 3 Stacking -1 fixed Axis -1 reorientation counterplay = 7 CP. STANDARD / WATCH. Delivery CP per pip: 3 CP.

STATUS CP WORKSHEET / 4 OF 8

STATUS: CALIBRATED [AXIS]

Category: Directional/graph.

Default risk: STANDARD for CALIBRATED (1) in one fixed cardinal Axis. **Scope:** One participant, Agent, facet, or subchart and N, S, E, or W.

Pips: Add to cap 2.

Trigger: Before a roll using the named Axis or a composite containing it would suffer a status-based **Normal Dice** commitment-cap penalty.

Effect: Spend 1 pip to ignore one point of that penalty for this roll. CALIBRATED cannot raise commitment above the unmodified printed cap, change ratings, create dice, or cancel non-status penalties.

Fade: Remove spent pips or all at scene end.

Counterplay: Change the relevant conditions, disrupt calibration, or succeed at sabotage to remove 1 pip.

Stacking: Add to cap 2 by Axis; only one pip per roll.

Example delivery: ZERO THE SIGHTS [SKILL] [E], Pattern 1,2 SPEND, **ON**

SUCCESS: apply CALIBRATED [E] (2) to one weapon facet.

4Caster reskin: Use CENTERED STANCE, TUNED SERVO, or TRUE NORTH. Preserve the penalty-only protection.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +2 cap-protection Effect +1 cap-manipulation Exception +4 scene Duration +1 cap 2 Stacking -1 fixed Axis -1 disruption counterplay = 6 CP. STANDARD / BASELINE. Delivery CP per pip: 3 CP.

STATUS CP WORKSHEET / 5 OF 8

STATUS: INSPIRED [IDEAL]

Category: Social.

Default risk: STANDARD for INSPIRED (1) by one ideal, person, promise, community, or declared objective. **Scope:** One willing participant, Agent, or group and one statement of what currently inspires it.

Pips: Add to a maximum of 3. Each pip is one surge of purposeful commitment.

Trigger: The holder declares an action or reaction whose primary purpose clearly protects, advances, or embodies the recorded ideal.

Effect: Spend 1 pip before commitment to raise that roll's **Normal Dice** commitment cap by 1. Only one INSPIRED pip may be spent per roll. It creates and Readies no dice, does not alter Axis ratings or composites, and cannot support an action that plainly betrays the ideal.

Fade: Remove spent pips. Remove 1 when the holder knowingly compromises the ideal. Remove all when the objective is completed, the source is decisively discredited, or the scene ends.

Counterplay: Challenge the ideal with credible evidence, separate the holder from the inspiring source, force a meaningful contradiction, or accomplish the objective first.

Stacking: Add to cap 3 for one ideal. Different inspirations may coexist, but only one can boost a roll.

Example delivery: REMEMBER WHY [SKILL] [W], Pattern 1,1 SPEND, ON SUCCESS after naming a shared ideal: apply INSPIRED [STATED IDEAL] (2) to one willing ally.

4Caster reskin: Use ADRENALINE PLAN, HOLY ZEAL, CREW MORALE, or REVOLUTIONARY HOPE. Keep it voluntary and cap-only.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +2 objective-cap Effect +1 cap-manipulation Exception +4 scene Duration +2 cap 3 Stacking -1 willing ideal Gate -1 contradiction/completion counterplay = 7 CP. STANDARD / BASELINE. Delivery CP per pip: 3 CP.

STATUS CP WORKSHEET / 6 OF 8

DRAINED (X)

Severity: Major reserve impairment.

Apply: Add X pips, maximum 2. Once per Round, if this application actually increases DRAINED and is the first real increase for this participant, immediately move one Ready **Power Die** to Spent if available. That increase uses the once-per-Round event even when no Ready **Power Die** is available. An application at the cap neither moves a die nor uses the event; any later real increase that Round moves no die immediately.

Trigger: During Turn refresh, before Spent **Power Dice** return Ready, choose up to DRAINED's current pips of those dice and keep them Spent. Then reduce DRAINED by 1. If no **Power Die** is Spent, reduce it by 1 anyway. Resolve one applicable BUFFERED [**POWER**] pip before choosing the denied die.

Fade: Remove at 0. A listed recharge source may remove 1 pip instead of readying a **Power Die**.

Construction review: MAJOR for DRAINED (1). **RISK: EXPERIMENTAL - RED FLAG.** Against **POWER** 1, a single pip can deny the next Turn's defining Power.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +3 reserve-denial Effect +4 immediate Power Spend Exception +4 deny Power return Exception +5 persistent-with-Fade Duration +1 cap 2 Stacking -1 RECHARGE/BUFFERED counterplay = 16 CP. MAJOR / RED FLAG. Delivery CP per pip: 7 CP. Fixed qualifying-application CP: 4 CP. Charge it once when the application is eligible to perform DRAINED's immediate Ready-to-Spent move, regardless of pips delivered.

STATUS CP WORKSHEET / 7 OF 8

JAMMED (X)

Severity: Standard reserve impairment.

Apply: Add X pips, maximum 3.

Trigger: During Round refresh, before Spent **Combo Dice** return Ready, choose up to JAMMED's current pips of those dice and keep them Spent. Then reduce JAMMED by 1. If no **Combo Die** is Spent, reduce it by 1 anyway. Resolve one applicable BUFFERED [COMBO] pip before choosing the denied die.

Fade: Remove at 0. A suitable repair, reset, or centering action removes 1 pip on success.

Construction review: MAJOR for JAMMED (1). **RISK:** EXPERIMENTAL - WATCH. Cost assumes COMBO 1; larger reserves need separate tests.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +3 reserve-denial Effect +2 deny Combo return Exception +5 persistent-with-Fade Duration +2 cap 3 Stacking -1 repair/reset/BUFFERED counterplay = 11 CP. MAJOR / WATCH. Delivery CP per pip: 5 CP.

STATUS CP WORKSHEET / 8 OF 8

ANCHORED (X)

Severity: Standard boon.

Apply: Add X pips, maximum 3.

Trigger: When an effect would forcibly move the affected participant, reduce that movement by one cell or roughly 10 feet per pip spent, then reduce Anchored by the pips spent. This cannot reduce collision harm that still occurs in the current position.

Fade: Remove at 0 or scene end. Voluntary movement removes all remaining pips.

Construction review: STANDARD for Anchored (1). **RISK: EXPERIMENTAL - BASELINE.** Scale still applies to the source before Anchored reduces remaining distance.

Illustrative sources in examples do not grant delivery permission. Only a profile that explicitly says it applies this Status may do so.

CP: Template +2 movement-protection Effect +1 position Exception +4 scene Duration +2 cap 3 Stacking -1 voluntary Fade -1 break-anchor counterplay = 7
CP. STANDARD / BASELINE. Delivery CP per pip: 3 CP.

CAPABILITY STATUSES

A Capability Status records temporary permission, position, authority, access, or control created by a Skill or Power. It answers: what can this participant do now that they could not do before, and what opposition can take that permission away?

The underlying Skill still grants lasting competency. Hacking training is not a meter that antivirus software erases. A successful breach instead grants HACK [SYSTEM] (X), a current foothold that ICE can reduce. The distinction lets the fiction change without rewriting the character sheet.

BUILD THE CAPABILITY

- Name its scope: a system, faction, vehicle, location, creature, route, or problem.
- Say what its pips permit before another roll is needed.
- Say when a pip is spent, reduced, transferred, or refreshed.
- Name the counter-status or ordinary action that can attack it.
- Keep different scopes separate: HACK [SHIP] is not HACK [CITY GRID].

STATUS AGAINST STATUS

A rule may target another Status instead of Pool, Armor, or Damage. Reduce pips only after the delivering action succeeds or its REGARDLESS effect activates. One point of status reduction removes one pip. Pips cannot fall below 0, and excess reduction never becomes Strain or Damage.

When two opposed Statuses meet during application, their controllers may cancel pips one-for-one if the entries say so. Remove the counter-status pips spent in the cancellation. This happens before the new Status is recorded.

A counter-status suppresses the current capability. It does not delete a Skill Category, Power, memory, relationship, or permanent fact unless a campaign rule explicitly risks those things.

Other useful pairs include COVER / SUSPICION, COMMAND / PANIC, SANCTUARY / CORRUPTION, and CLAIM / DISPUTE.

HACK AND ICE

HACK [SYSTEM] (X)

Severity: Standard capability boon.

Subject: One participant or Agent, tied to one named electronic system or local device group.

Apply: A successful BREACH adds pips equal to retained Clusters, maximum 3, after ICE cancellation. Repeated breaches add to the cap.

Trigger: HACK establishes a live connection and authenticated foothold. The holder may attempt electronic actions at any reachable endpoint belonging to the named system without physical access to that endpoint. Spend 1 pip to issue one routine, uncontested command or cross one routine access barrier without a separate access contest. Hostile, dangerous, secret, or opposed changes still require an honest roll; HACK supplies access, not automatic success.

Fade: Remove pips when spent or stripped by ICE. Remove all when the connection is decisively severed, the system is rebuilt, or the scene ends.

Construction review: STANDARD for HACK (1) as an Effect component. **RISK:** EXPERIMENTAL - WATCH. A system with broad physical control makes each pip more valuable.

ICE [SYSTEM] (X)

Severity: Standard counter-capability.

Subject: One electronic system, network, device group, or electronic Agent.

Apply: Add X pips, maximum 4.

Trigger: When HACK would be applied or increased against this system, its controller may spend ICE pips one-for-one to cancel incoming HACK pips. A successful ICE ability may instead remove existing HACK pips by its printed amount.

Fade: Remove pips when spent. A system action, repair, reset, or 4Cast procedure may restore them to the printed rating.

Construction review: STANDARD for ICE (1). **RISK:** EXPERIMENTAL - WATCH. Passive ICE should be finite or visibly refreshable, not an endless veto.

EXAMPLE

Mara's BREACH earns two retained Clusters against the ship network. The ship spends ICE (1), so Mara gains HACK [SHIP] (1). She spends it to open a routine camera feed. Deleting the captain's archive is hostile and still needs a roll; the status lets her reach it.

STATUS GATES AND PIP COSTS

Skills and Powers may require, read, spend, transfer, or multiply Status pips. A Status is a state resource for these rules. It never becomes a die and never fills a Pattern.

CANONICAL GRAMMAR

Requirement: User has HACK [SYSTEM] (2+).

Target **Requirement:** Target has BOUND (1+).

Scene **Requirement:** ALERT (3+) is active.

Status Cost: Spend 1 HACK pip after activation.

Rider: If the target has EXPOSED [S] (2+), add +1 Damage.

Scale: Prevent 1 Damage per SANCTUARY [NAMED THREAT] pip spent, maximum 2.

Check a Status Requirement when the ability is declared and again immediately before activation. If reactions reduced it below the threshold, the ability does not activate; the roll continues as an ordinary action or reaction. Pay a Status Cost after the Pattern activates and before the Effect. Pattern SPEND and Status Cost are separate.

The required Status may belong to the user, target, item, Agent, scene, location, system, or another named subject. Print the owner. Different scoped Statuses do not combine unless the ability says so.

GATE REVIEW

A common 1+ Gate is a light Requirement. A difficult 2+ Gate, rare 3+ Gate, or a Status Cost that opposition can attack is a meaningful limit. It never legalizes an unbounded Effect.

Until the exchange ends, a move cannot use pips it creates to satisfy a Requirement or Gate, pay a Cost, trigger any Passive or Status Trigger, or become conversion input. Blocked Triggers are suppressed, not delayed. CASCADE is one atomic two-conversion line: recheck both steps and caps before removing input; on success the intermediate output exists only as the exact second input, resolves no Apply text or Trigger, and leaves no excess. The final output remains locked. CASCADE unlocks no other role, opens no new reaction, and is always APEX and RED FLAG. Review an Effect that scales with pips at its printed maximum.

PLAY WITH THE ECONOMY

One character can establish a Status, another can cash it in, and opposition can attack it between them. That is useful tactical play. Keep the Status visible, make the counterplay readable, and avoid loops that rebuild more pips than they spend.

STATUS CONVERSION

Conversion removes pips from one named Status and applies pips of another. It is available only through a Skill move, Power, item ability, Agent ability, or 4Cast rule that prints the exchange.

Conversion: Remove 2 HACK [SYSTEM]; apply EXPOSED [E] (1) to the connected target.

The line must name the input owner, input scope, ratio, output owner, output scope or direction, and timing. A conversion is one atomic Effect after activation. It does not open a second reaction window between removal and application.

PROCEDURE

1. Check the input Status Requirement at declaration.
2. Roll and resolve the ability through activation.
3. Check the Requirement again. If it is now too low, the conversion fails and the roll continues normally.
4. Remove the printed input pips.
5. Apply the output pips up to that Status's cap. Excess output is lost.
6. Resolve the rest of the ability and the ordinary contest.

Input pips left over remain. One active ability performs no more than one conversion unless it prints CASCADE. Until the exchange ends, newly created conversion output cannot satisfy a Requirement or Gate, pay a Cost, trigger any Passive or Status Trigger, or become conversion input. Blocked Triggers are suppressed, not delayed. CASCADE permits the output to become input to exactly one printed second conversion; it unlocks no other role, the final output remains locked, opens no new reaction window, and is always APEX and RED FLAG.

CONSTRUCTION REVIEW

Review the output Status at its full printed risk, then consider whether the input Gate and Status Cost create real counterplay. Add Pattern, Timing, range, target, and other Effects explicitly. A conversion is not a free rider on another Effect.

WORKED MOVE: CRACK THE SHELL

CRACK THE SHELL [DECLARED]

Axis: SW. **Pattern:** 1,4. SPEND.

Requirement: User has HACK [SYSTEM] (2+) and the system controls the target's electronic Armor.

Timing: ON SUCCESS.

Conversion: Remove 2 HACK [SYSTEM] from the user; apply EXPOSED [E] (1) to the target.

Construction review: STANDARD. EXPERIMENTAL - WATCH.

Fixing the direction when learned is safer than choosing it at activation. A Power can use the same conversion grammar and normally includes its typed P result; a labeled replacement exception follows the RESERVED procedure instead.

DIRECTIONAL BOONS AND COSTS

Axes are a design surface. An ability may boost a commitment cap, shift a boon between directions, lend directional permission, punish one direction, or temporarily change a rating. Print which operation it uses.

BOOST [AXIS] (X) - DIRECTIONAL OPERATION TEMPLATE

Type: Directional operation template. BOOST is not a Status.

Subject: One participant, Agent, facet, or subchart and one cardinal Axis.

Setup: Add X BOOST marks, maximum 2. Track each direction separately. BOOST marks are operation charges, not Status pips.

Trigger: Before committing **Normal Dice** to the named Axis or a composite containing it, select and spend 1 BOOST mark to raise that roll's **Normal Dice** commitment cap by 1. Only one BOOST operation may be used on a roll, and it must be the roll's selected strongest temporary cap boon rather than stacking with another boon.

Fade: Remove BOOST marks when spent or at scene end.

Construction review: STANDARD for BOOST (1). EXPERIMENTAL - WATCH.

BOOST does not create or Ready dice. It competes with every other temporary cap boon regardless of source. When selected, it lets the participant risk more of the same fixed Pool now, leaving fewer Ready dice for later actions and reactions. Damage and Armor still apply normally.

CAP, RATING, AND POOL

Commitment boost: changes one roll's cap. It does not change the printed Axis, composites, fixed Pool, Damage capacity, Encounter rating, or XP. This is the normal operation.

Rating boost: changes the printed Axis for a duration and recalculates composites. Even +1 until Turn end is MAJOR and RED FLAG. It still does not enlarge the fixed Pool or retroactively change an Encounter's XP.

Pool increase: creates additional **Normal Dice** and raises Damage capacity. It is a separate Apex effect. Never imply it with the word boost.

TEST OPERATIONS

- Add BOOST [fixed cardinal] (1): STANDARD.
- Choose the BOOST direction at activation: raise risk one step.
- Move one existing BOOST mark to a neighboring cardinal: MINOR.
- Transfer one existing BOOST mark to a nearby ally: STANDARD before range review.
- Apply BOOST (1) and 1 self-Strain together: STANDARD with visible recovery.
- Apply BOOST (2) at once: MAJOR and WATCH.

Powers can grant the same directional operation with a typed P result. Skills can grant BOOST through positioning, preparation, leadership, equipment, or by paying a separate Status cost.

STATUSES: HESITANT / UNSEEN / SUSPECTED

HESITANT (X)

Severity: Standard impairment.

Apply: On a listed social or intimidation ability's success, add X pips to maximum 3; repeated applications add to that cap.

Trigger: Before the affected character or Agent acts, inflict Strain equal to its Hesitant pips.

Fade: After Hesitant triggers, reduce it by 1. It does not fade during a Round in which it did not trigger.

Construction review: MAJOR for HESITANT (1). Delivery reference: +3 automatic-Strain Effect +2 pre-action harm Exception = 5 Delivery CP per pip.

RISK: Core status; TEST COST EXPERIMENTAL - WATCH.

UNSEEN (X)

Severity: Standard boon.

Apply: When a listed stealth ability activates, set Unseen to X or keep its current value, whichever is higher.

Trigger: Add Help Clusters equal to its pips to the first action that relies on remaining unseen.

Fade: Remove after it triggers or when the character openly attacks.

Construction review: MINOR. for Unseen (1). **RISK:** Core status; TEST COST EXPERIMENTAL - WATCH. Additional pips scale directly into Clusters.

SUSPECTED (X)

Severity: Minor impairment.

Apply: When the adventure or an ability says, add X pips; repeated applications add.

Trigger: Each leftover 3 rolled by the affected character moves the current alert clock by its normal amount plus the character's Suspected pips.

Fade: Reduce Suspected by 1 after the character establishes a convincing new cover; remove it when they leave the watched area.

Construction review: MINOR. for Suspected (1) in a scene with a relevant alert clock. **RISK:** Core status; TEST COST EXPERIMENTAL - WATCH. It is worthless without the named clock and severe when that clock is near threshold.

STATUSES: BLIND / BURNING / BOUND

BLIND (X)

Severity: Major impairment.

Apply: Set Blind to X or keep the higher value. BLIND (2) is the default flash effect.

Trigger: A sight-dependent action or reaction cannot commit more than two **Normal Dice**, even if its Axis is higher, and cannot target beyond 20 feet without another precise sense. Power and Combo limits do not change.

Fade: At the end of each Turn, reduce Blind by 1. Remove it early when the cause is cleared and sight returns.

Construction review: STANDARD for BLIND (1); MAJOR for BLIND (2). **RISK: EXPERIMENTAL - WATCH.** The cap is much harsher for specialists than for low-Axis characters.

BURNING (X)

Severity: Major impairment.

Apply: Add X pips, maximum 3. Record a Damage direction when first applied.

Trigger: At the start of the shared Turn, inflict 1 Damage in the recorded direction, then reduce Burning by 1. More pips extend duration; they do not increase one Trigger above 1 Damage.

Fade: A suitable successful action to extinguish the source removes all pips. Remove at 0.

Construction review: MINOR. for Burning (1). **RISK: EXPERIMENTAL - WATCH.** Automatic Damage is capped at one per Trigger as the Expanded Rules recommend.

BOUND (X)

Severity: Standard impairment.

Apply: Set Bound to X or keep the higher value. Name the restraint, captor, field, or obstacle.

Trigger: The affected participant cannot voluntarily change position unless an ability explicitly ignores Bound. It may still act and react when the fiction permits.

Fade: A successful N or S action against the restraint removes 1 pip; an effect that destroys or releases the named restraint removes all pips. For an unopposed escape, one retained Cluster is a success.

Construction review: MINOR. for Bound (1). **RISK: EXPERIMENTAL - BASELINE.** Its value rises sharply on tactical maps and falls in stationary scenes.

STATUSES: EXPOSED / JAMMED / DRAINED

EXPOSED [DIRECTION] (X)

Severity: Major impairment.

Apply: Add X pips, maximum 2, and name N, S, E, or W. Different directions are separate statuses.

Trigger: The next time Armor in that direction would apply, omit one applicable **Armor Die** per pip, up to the dice available, then reduce Exposed by the number omitted.

Fade: Remove at 0 or at scene end. Repair, new cover, or a listed countermeasure may remove one pip on success.

Construction review: STANDARD for Exposed (1) in a fixed direction. **RISK:** **EXPERIMENTAL - WATCH.** It can benefit every ally who attacks before the target repairs the breach.

JAMMED (X)

Severity: Standard reserve impairment.

Apply: Add X pips, maximum 3.

Trigger: During Round refresh, before Spent **Combo Dice** return Ready, choose up to JAMMED's current pips of those dice and keep them Spent. Then reduce JAMMED by 1. If no **Combo Die** is Spent, reduce it by 1 anyway. Resolve one applicable BUFFERED [COMBO] pip before choosing the denied die.

Fade: Remove at 0. A suitable repair, reset, or centering action removes 1 pip on success.

Construction review: MAJOR for JAMMED (1). **RISK:** **EXPERIMENTAL - WATCH.** Cost assumes **COMBO** 1; larger reserves need separate tests.

DRAINED (X)

Severity: Major reserve impairment.

Apply: Add X pips, maximum 2. Once per Round, if this application actually increases DRAINED and is the first real increase for this participant, immediately move one Ready **Power Die** to Spent if available. That increase uses the once-per-Round event even when no Ready **Power Die** is available. An application at the cap neither moves a die nor uses the event; any later real increase that Round moves no die immediately.

Trigger: During Turn refresh, before Spent **Power Dice** return Ready, choose up to DRAINED's current pips of those dice and keep them Spent. Then reduce DRAINED by 1. If no **Power Die** is Spent, reduce it by 1 anyway. Resolve one applicable BUFFERED [POWER] pip before choosing the denied die.

Fade: Remove at 0. A listed recharge source may remove 1 pip instead of readying a **Power Die**.

Construction review: MAJOR for DRAINED (1). **RISK:** **EXPERIMENTAL - RED FLAG.** Against **POWER** 1, a single pip can deny the next Turn's defining Power.

STATUSES: AXIS-LOCKED / BACKLASH / ANCHORED

AXIS-LOCKED [AXIS] (X)

Severity: Severe graph impairment.

Apply: Record one cardinal or composite defense. If the affected participant already has AXIS-LOCKED with the same recorded Axis, add X pips to maximum 3. If the recorded Axis differs, replace both the old Axis and its pips with the new application. A cardinal entry uses that cardinal rating as the defense cap. A composite entry uses its printed composite rating as the defense cap, counts as both components for directional Damage and Armor, and never permits a choice between those components. AXIS-LOCKED affects direct defensive reactions only.

Trigger: When the affected participant makes a direct defensive reaction, it must use the recorded Axis instead of the normal opposite Axis or printed defense choice. After that reaction, reduce Axis-Locked by 1. The target may decline to react and preserve the pip.

Fade: Remove at 0, at scene end, or when a listed reorientation action succeeds.

Construction review: STANDARD for AXIS-LOCKED (1) with the defense fixed when the source ability is built. Delivery reference: +2 forced-defense Effect +2 graph/Axis Exception = 4 Delivery CP per pip. **RISK: EXPERIMENTAL - RED FLAG.** Choosing the lock after seeing a character sheet should cost more than fixing it in advance.

BACKLASH [AXIS, HARM] (X)

Severity: Major graph impairment.

Apply: Record one cardinal Axis and either Strain or Damage. Treat each distinct [Axis, Harm] pair as its own BACKLASH status. Reapplying the same pair adds X pips to maximum 3; a different pair neither replaces nor merges with it.

Trigger: After the affected participant resolves an action or reaction, identify every BACKLASH whose Axis appears in that roll. The affected participant chooses one eligible [Axis, Harm] pair; it inflicts 1 point of its recorded harm in that Axis and loses 1 pip. No other BACKLASH triggers from that roll. The triggering roll still resolves; if the harm removes a reacting participant, Clusters it already committed remain in the pending comparison.

Fade: Remove at 0 or scene end. A listed grounding, cleansing, or adaptation action removes 1 pip on success.

Construction review: STANDARD for BACKLASH [Axis, Strain] (1); MAJOR when it inflicts Damage. **RISK: EXPERIMENTAL - WATCH alone; RED FLAG with AXIS-LOCKED.**

ANCHORED (X)

Severity: Standard boon.

Apply: Add X pips, maximum 3.

Trigger: When an effect would forcibly move the affected participant, reduce that movement by one cell or roughly 10 feet per pip spent, then reduce Anchored by the pips spent. This cannot reduce collision harm that still occurs in the current position.

Fade: Remove at 0 or scene end. Voluntary movement removes all remaining pips.

Construction review: STANDARD for Anchored (1). **RISK: EXPERIMENTAL - BASELINE.** Scale still applies to the source before Anchored reduces remaining distance.

EXPANDED STATUS ENGINE

This module extends the Status chapter of 4d4 Skills & Powers. It assumes the Quick Start and Expanded Rules are in use. The entries here are playtest components, not automatic additions to every 4Cast. A table should choose the families that fit its setting, teach their counterplay, and put every active status where everyone can see it.

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NONNEGOTIABLE CORE

Statuses have Scope, Pips, Trigger, Effect, Fade, Counterplay, and a declared stacking rule. A Requirement is a Gate, not a Pattern. Check a Gate at declaration and immediately before activation. Pay Status Costs after activation. Damage and applicable Armor cancel matching Normal or **Power Dice** before the Pattern is checked and paid. Damage and **Armor Dice** never cancel **Combo Dice**. **Combo Dice** may fill the untyped part of a Pattern but never enter the contest, and at least one Normal or **Power Die** must satisfy every Pattern. **Power Dice** may always be rolled voluntarily without activating a Power and then join Clusters and tie value. No Status creates a nested reaction window unless a rule explicitly grants a later action or reaction.

Every profile includes a default risk for its printed Effect on one valid subject. A complete Skill, Power, item, Agent move, or scene rule still needs its Pattern, Timing, range, targets, Requirements, counterplay, and combined risk reviewed.

STATUS ANATOMY AND BOUNDED PERMISSIONS

Write a status as a complete temporary rule, not a mood word. Use this order:

NAME [SCOPE] (X)

Default **risk**: Risk for one pip, or one ON marker when binary, on one subject.

Scope: What may carry it and which named subject, system, route, threat, direction, or faction limits it.

Pips: How pips are applied, capped, and recorded, or why the status is binary ON/OFF.

Trigger: The observable event that makes the status matter.

Effect: The exact change caused by one Trigger.

Fade: Automatic loss, expiration, or duration.

Counterplay: An action, resource, position, or fiction change that can remove it.

Stacking: Add, keep highest, or track separate scopes and sources.

BOUNDED PERMISSION TEST

A capability status may cross one named access barrier or permit one routine command. It never grants unlimited authorship over a system, person, faction, or scene. Ask four questions:

1. What exact scope does the permission cover?
2. What can one pip accomplish without a roll?
3. Which hostile, dangerous, secret, or opposed acts still require a roll?
4. What can opposition do before every pip is spent?

AUTHORIZED [DOCK] can pass a routine dock checkpoint. It cannot order the navy to surrender. PROFILED [CAPTAIN] can support a prediction about the captain. It cannot reveal a secret the profiler had no way to learn.

BINARY STATES

If a count does not change behavior, use ON/OFF instead of pips. If pips represent duration, say when one leaves. If they represent Charges, say what spends one. If they measure resistance, say how retained Clusters or another Status remove them. Do not use the same pips as duration, strength, and currency unless each operation is printed and the combination is reviewed at its maximum.

APPLICATION AND RESOLUTION

Applying a status is an Effect. It happens only after the delivering ability activates unless that ability says REGARDLESS. Use this sequence for every action or reaction that might apply, reduce, or convert a status.

CANONICAL SEQUENCE

1. Declare the action or reaction, its honest Axis, target, Skill or Power, Pattern, timing, and all Requirements.
2. Check every Gate, including status thresholds, range, equipment, and scope.
3. Commit and roll Normal, Power, and **Combo Dice** plus applicable **Damage Dice**; Damage cancels matching Normal or Power results. Neither Damage nor Armor cancels Combo results.
4. Resolve printed PRE-PATTERN reactions timed before Armor. Each such reaction resolves its own roll through division, applies only its printed early modification, and holds its Clusters for the later comparison.
5. Roll applicable target Armor; Armor cancels matching Normal or Power results.
6. Resolve printed PRE-PATTERN reactions timed after Armor. A participant that used Step 4 cannot react again to this exchange unless a rule explicitly says so.
7. Check the declared Pattern with surviving Normal and Power results plus rolled Combo results. At least one non-**Combo die** must satisfy it. Pay Pattern SPEND now, before division; TRIGGER leaves eligible Normal and Power results in the roll. Combo and **Power Dice** are spent when committed.
8. Divide the remaining Normal and **Power Dice** into Clusters and Stragglers. Resolve any printed POST-DIVISION reaction or replacement; then immediately resolve leftover 3s and 4s and hold leftover 1s and 2s as the core rules direct.
9. Open the ORDINARY reaction checkpoint. Each remaining reaction repeats the applicable Steps 1-8 with its participant's own dice and Gates, but opens no nested reaction. A reaction normally commits at least one Ready Normal Die. After all reactions resolve, decide whether to spend eligible held 1s and 2s as Help. Each Help Cluster counts as one Cluster with tie value 0.
10. Compare retained Clusters, then tie value, which is the sum of every die in the chosen retained Clusters; determine the winning side and Margin.
11. Resolve printed POST-COMPARISON reactions after Margin and harm are stated but before that harm is applied.
12. Check Requirements again immediately before activation. If a Gate now fails, the ability does not activate; its Pattern SPEND remains paid and the ordinary roll still resolves.
13. If its printed timing is satisfied, activate the ability. After activation, pay printed Status Costs and post-activation charges.
14. Resolve its **Effect**: apply, reduce, transfer, or convert pips; then resolve remaining ordinary harm, movement, statuses, fictional results, and Fade instructions in printed order.
15. If a participant reaches its defeat or death threshold, resolve printed DEATH reactions before that result becomes final.

REAPPLICATION

Use the profile's stacking line. "Add to cap 3" means a new two-pip application adds two, stopping at three. "Keep highest" means B (2) replaces B (1), but B (1) does not refresh B (2). "Separate by scope" means TRACKED [MARA] and TRACKED [THE COURIER] never share pips.

FAILED DELIVERY

On a failed action, no status is applied unless the delivery says REGARDLESS. A surviving Pattern does not turn a failed contest into success. It may still activate an Effect whose timing allows it. Likewise, success without the required Pattern does not activate a Pattern-bound status move.

SCOPE, PIPS, CAPS, AND STACKING

Scope is part of a status's name. Write it on the table marker. A pip without a visible owner and scope is not available to spend.

COMMON OWNERS

- Participant or Agent: PINNED (2) on Ivo.
- Item or facet: OVERHEATED [PORT CANNON] (1).
- Vehicle or subchart: ADRIFT [E] (2) on the cutter.
- Place or zone: OBSCURED [SIGHT] (2) in the atrium.
- Faction or audience: DISCREDITED [DOCKWORKERS] (1) on Mara.
- Scene or **objective**: SECURED [REACTOR] (3) for the defenders.
- Relationship: INDEBTED [MARA -> VEY] (2).
- Threat: FOREWARNED [GLASS ASSASSIN] (1).

Pips with different scopes do not combine. A broad scope should cost more or have narrower effects than a local scope. "The station network" is broader than "the west airlock." "All undead" is broader than "the bone judge in this chamber."

CAP SELECTION

Cap 1 for a single opening or major denial. Cap 2 for a strong repeatable operation. Cap 3 for ordinary charges, duration, or resistance. Cap 4 only for scene infrastructure, organized opposition, or a status meant to be attacked by several participants. Above 4, use a clock or subchart.

STACKING STATEMENTS

Additive: Reapplication adds pips to the printed cap.

Highest: Keep the higher application; do not add.

Separate by source: Each named source has its own marker and Trigger.

Separate by scope: Same source, different subject or direction.

Replace: The new application erases and replaces the old scope or direction.

Never let ambiguous stacking create extra automatic Damage, repeated forced actions, or an invisible cap. When a status can be delivered by an area effect, each target owns a separate marker. When two statuses cancel one another, remove both spent pips simultaneously; excess cancellation is lost unless the ability explicitly converts it.

GATES, REQUIREMENTS, AND PIP COSTS

Statuses can be read, required, spent, reduced, transferred, or converted. None of these operations adds dice to a Pattern unless a separate Effect explicitly supplies a result.

CANONICAL GRAMMAR

Requirement: User has PROFILED [TARGET] (1+).

Target **Requirement:** Target has PINNED (2+).

Scene **Requirement:** ON-GUARD [WATCH] (3+) is active.

Status Cost: Spend 1 AUTHORIZED [DOCK] after activation.

Rider: If target has TILTED [S] (1+), apply +1 Strain.

Scale: Remove up to 2 CONSECRATED pips; prevent the same number of incoming CURSED pips.

Check each Requirement when the move is declared and again immediately before activation. A direct reaction may reduce, move, or clear the required status. If the threshold is no longer present, the special ability fails to activate and no status cost is paid. The original action or reaction continues as an ordinary roll.

Pattern SPEND is paid immediately after the Pattern check and before contest division. Combo and **Power Dice** are spent when committed. After the later Gate check and activation, pay printed Status Costs and post-activation Charges before resolving the Effect; pay voluntary conversion inputs immediately before applying their output. Until the exchange ends, a player cannot use pips created by the current Effect to satisfy a Requirement or Gate, pay a Cost, trigger any Passive or Status Trigger, or become conversion input. Blocked Triggers are suppressed, not delayed. A printed CASCADE may use that output only as input to one printed second conversion.

GATES ARE NOT PATTERNS

PROFILED (2+) does not fill 2,2. AUTHORIZED (1) is not a rolled 1. A pip has no face, cannot form a Cluster, cannot contest, and cannot be canceled by Armor. It is checked as a Gate around the roll.

GATE REVIEW

A meaningful common 1+ Gate is a light Requirement. A difficult 2+ Gate, a rare 3+ Gate, or spending required pips creates stronger counterplay. Never treat a threshold the same exchange creates as a Requirement. CASCADE must print both conversions, permits only one second conversion, opens no additional reaction window, leaves the final output locked, and is always APEX and RED FLAG.

CONVERSION AND EXCHANGE

Conversion removes one status and applies another as one atomic Effect. It never creates a reaction window between input removal and output application.

PROCEDURE

1. Name input owner and scope, output owner and scope, and the printed ratio.
2. Check the input threshold at declaration.
3. Resolve the delivery through Pattern checking and immediate SPEND, division and leftover 3/4 effects, reactions and Help, comparison, and its printed timing.
4. Recheck the input immediately before activation. If it is insufficient, the ability does not activate and removes no input. If it is sufficient, activate, pay printed post-activation charges, and remove the exact input pips; never remove a partial payment.
5. Apply output pips to the output cap. Excess output is lost.
6. Finish the Effect and ordinary resolution. Until the exchange ends, newly created conversion output cannot satisfy a Requirement or Gate, pay a Cost, trigger any Passive or Status Trigger, or become conversion input. Blocked Triggers are suppressed, not delayed. A printed CASCADE may use the output only as input to one printed second conversion; the final output remains locked.

Canonical line: Conversion: Remove 2 PROFILED [TARGET] from the user; apply TILTED [TARGET'S LOWEST CARDINAL] (1) to the target.

EXCHANGE MATRIX

Input family	Typical output	Safe test ratio	Fiction
Capability	Information	1:1	Spend access to learn a bounded fact
Information	Directional	2:1	Turn study into a short opening
Control	Physical	2:1	Cash position into Strain or a minor injury
Social	Capability	2:1	Turn obligation into temporary access
Technological	Directional	2:1	Turn a lock into an Armor or Axis opening
Occult	Resource	2:1	Consume a rite to protect one die refresh
Environmental	Control	1:1	Use terrain to hinder movement
Scene	Any one-target status	3:1	Spend team advantage on one subject

Ratios are test anchors, not universal permissions. The delivering ability must print the exact exchange and review the output's full risk alongside its Gate and Status Cost. CASCADE allows one output to become input to exactly one printed second conversion during the same exchange; it unlocks no Gate, Cost, Passive, or Status Trigger, leaves the final output locked, opens no additional window, and is APEX and RED FLAG.

DICE AND PATTERN TIMING

Statuses can alter how dice are committed, rolled, canceled, refreshed, or interpreted only when their profile says so. Preserve the five-die economy.

ORDER OF OPERATIONS

Normal Dice are committed up to the honest Axis or composite commitment cap. Applicable **Damage Dice** roll with that direction. Applicable **Armor Dice** roll against the incoming action. **Power Dice** may always be rolled voluntarily without activating a Power; they join Clusters and tie value even when no Power activates. An Active Power normally requires its typed P result unless a labeled replacement exception uses RESERVED. **Combo Dice** may be rolled to help produce Patterns.

Damage and Armor cancel matching Normal or Power results before Pattern evaluation. Damage and **Armor Dice** never cancel **Combo Dice**. Check the Pattern with surviving Normal and Power results plus rolled Combo results; at least one non-**Combo die** must be part of the Pattern. A printed Combo-specific effect may still change, protect, or cancel a Combo result.

Combo Dice:

- may fill the untyped part of a Skill or Power Pattern, but cannot satisfy the entire Pattern alone;
- never form or add contest Clusters;
- never become retained effectiveness Clusters;
- never cancel an opponent's dice;
- become Spent according to the reserve rules after being rolled.

Armor Dice cancel applicable Normal or Power results. They never cancel Combo results and do not erase status pips already on a subject. **Damage Dice** also cancel only matching Normal or Power results. **Damage Dice** remain Damage until healed or converted by a printed recovery effect; excluding one from a roll does not heal it.

STATUS OPERATIONS BY DIE TYPE

Normal: raise or lower one commitment cap for one roll; Ready or strain only with explicit timing.

Combo: rotate, protect, or refresh one result, but never put it in the contest.

Power: roll voluntarily, reroll, or protect a reserve refresh; typed P requirements remain.

Damage: exclude one applicable die from one roll; it remains Damage.

Armor: reroll or suppress before final cancellation; then check the Pattern.

If a status alters a die after the Pattern is checked, it cannot retroactively activate or deactivate that Pattern.

DIRECTION AND GRAPH OPERATIONS

The graph is a tactical surface. A status may change one commitment cap, impose a defense choice, re-mark a directional special die, rotate forced movement, or temporarily change a printed rating. State which operation is used.

COMMITMENT CAP BOOST

A normal BOOST-like effect raises only the number of **Normal Dice** that may be committed to one roll. It does not create or Ready dice, change a printed Axis, recalculate composites, enlarge the fixed Pool, increase Damage capacity, alter Encounter rating, or change XP.

Example: AIMED [CAPTAIN] (1) lets the attacker spend one pip to raise the **Normal Dice** commitment cap by 1 for one ranged action against the captain. If the attacker has only two Ready **Normal Dice**, the status creates no third die.

GRAPH OPERATION MATRIX

Operation	Normal limit	Risk	Review
Raise one fixed cardinal cap by 1 for one roll	Once per roll	Standard	Baseline
Lower one fixed cardinal cap by 1 for one roll	Minimum 1	Standard	Watch specialists
Choose cardinal when applied	One scope	Major	Character-sheet targeting
Force one defense Axis when legal	One reaction	Major	Red flag with penalties
Rotate forced movement 90 degrees	One movement	Standard	Map-sensitive
Re-mark one special die direction	Same die, one roll	Major	Watch Armor/Damage loops
Change printed cardinal rating by 1	Turn maximum	Major	Recalculate composites; red flag

NE defends against SW and vice versa. A rule that names S also sees SW and SE as containing S when it says "Axis or composite containing it." If it says "exactly S," composites do not qualify.

Temporary rating changes recalculate composites for their duration but do not change the fixed Pool or a scene's already calculated XP. Directional statuses with different cardinals remain separate markers.

Across every source on one roll, use the source-agnostic cap formula: start with the printed cardinal or composite cap; apply Untrained halving, rounded down with its minimum 1; apply the single strongest temporary cap boon; apply the single strongest temporary cap penalty; then apply every explicit floor or ceiling printed by those two selected effects. Without an explicit floor, the final cap has minimum 0. Modifiers of the same sign never add unless a 4Cast explicitly replaces this rule. BOOST is a boon source and competes for that single boon slot.

REACTIONS AND STATUS TIMING

Every direct action has at most the ordinary direct reaction window. Statuses may matter inside that window, but they do not multiply it.

NO NESTED REACTIONS

When a reaction applies a status, deals return harm, moves a target, or activates another printed effect, that result does not open another reaction window. Resolve it, finish the original action, and continue play. A status may explicitly grant a reaction opportunity later, such as "before the next action against this objective," but it cannot grant a reaction to the reaction that created it.

TIMING LADDER

1. Before declaration: apply persistent permissions and prohibitions.
2. At declaration: choose Axis, ability, target, and check Gates.
3. Before commitment: start from the printed cap, apply any Untrained halving, then apply the strongest temporary cap boon from any source, then the strongest temporary cap penalty from any source. Apply the selected effects' explicit floors or ceilings last; without a printed floor, the final cap has minimum 0. BOOST competes for the boon slot.
4. Roll and **Damage**: roll action dice with applicable **Damage Dice** and resolve Damage cancellation. Damage cancels only matching Normal or Power results.
5. PRE-PATTERN before **Armor**: resolve eligible printed reactions at this checkpoint. Hold their Clusters for comparison; do not open nested reactions.
6. **Armor**: roll applicable target Armor and resolve Armor cancellation against matching Normal or Power results.
7. PRE-PATTERN after **Armor**: resolve eligible printed reactions at this checkpoint. A participant that reacted at Step 5 cannot react again to this exchange.
8. **Pattern**: check surviving Normal and Power results plus Combo results, require at least one non-**Combo die**, and pay SPEND immediately.
9. Division: divide remaining Normal and **Power Dice** and hold leftover 1s and 2s.
10. **POST-DIVISION**: resolve eligible printed reactions or replacements, then resolve leftover 3s and 4s.
11. ORDINARY reactions and Help: resolve remaining eligible reactions through their own Steps 1-10 without nesting, then decide and add eligible Help Clusters.
12. Compare: compare retained Clusters and summed tie value, determine the winning side and Margin, and calculate and state harm.
13. **POST-COMPARISON**: resolve eligible printed reactions after Margin and harm are known but before harm is applied.
14. Before activation: recheck Gates; a failed Gate stops the ability but does not refund Pattern SPEND.
15. Activation, Effect, and harm: activate when timing permits, pay printed Status Costs and post-activation charges, resolve the Effect, then finish ordinary harm, movement, statuses, fiction, and Fade instructions.
16. **DEATH**: if a participant reaches its defeat or death threshold, resolve eligible printed DEATH reactions before that result becomes final.

If two effects share the same timing, the acting side resolves its mandatory effects first, then the defending side, then optional effects in declaration order. The 4Caster settles a true tie and records the ruling for the rest of the scene.

INFINITE REACTIONS, FINITE DICE

A participant may react whenever eligible while it has dice to commit, subject to one direct reaction per incoming action and all ordinary action rules. A status that grants Help, changes a cap, or supplies a permission does not Ready dice. When no legal dice remain, permission alone cannot create a reaction.

INTERACTION AND COUNTERPLAY MATRIX

Use this matrix to design visible answers. It does not make every listed interaction automatic. An ability, item, scene rule, or ordinary action must print or justify the operation.

Family	Common pressure	Common answer	Dangerous pairing
Capability	Spend or strip access pips	Revoke, sever, relocate	Capability also auto-solves opposed work
Control	Movement and action limits	Escape, break source, change range	Forced defense plus automatic Damage
Information	Prediction and location	Change plan, erase trace, decoy	Information treated as omniscience
Physical	Harm and commitment pressure	Medicine, rest, equipment	Damage loop with no action to clear
Environmental	Zone-wide triggers	Leave zone, alter terrain, wait	Unavoidable trigger every action
Technological	Device and reserve disruption	Reset, isolate, repair	Permanent denial of a one-die reserve
Occult	Conditional law changes	Taboo, rite, threshold, source	Vague supernatural permission
Social	Audience, promise, morale	Evidence, refusal, new audience	Mind control disguised as persuasion
Directional	Cap, choice, and vector play	Reorient, use another Axis	Lock points into a penalized Axis
Resource	Reroll, refresh, protection	Drain, spend, deny supply	More pips returned than spent
Vehicle	Facets, motion, Scale	Crew action, docking, repair	One status disables every station
Scene	Team advantage and clocks	Contest objective, leave, reset	Scene status replaces actual play

COUNTERPLAY QUALITY

Good counterplay is discoverable, executable, and proportionate. "Succeed with E to identify the jammer, then N or S at the device removes one pip" gives the table a route. "Only moonwater from an unknown kingdom clears it" is campaign content, not ordinary counterplay, unless the scene makes that resource visible and reachable.

A successful ordinary counterplay action removes one pip by default. Two retained Clusters may remove two pips only when the profile says effectiveness scales. Destroying or decisively separating the named source may remove all pips. Counterplay never erases consequences already resolved.

DELIVERY AND COMPONENT RISK

The risk printed on a profile describes one pip of that Status, or one ON marker when binary, on one valid subject ON SUCCESS at touch or immediate interaction range. Build the rest of the delivery honestly.

TEST ANCHORS

- **MINOR:** a tell, narrow scene interaction, or routine permission.
- **STANDARD:** one-use Help, one-roll cap shift, brief movement limit, reserve protection, or bounded access.
- **MAJOR:** automatic Damage, Armor suppression, broad cap limit, strong die manipulation, forced cardinal defense, or a printed rating change.
- **APEX:** action denial, powerful scene control, wide persistent area, or inaccessible counterplay.
- Choosing direction, reserve, subchart, or broad scope when applied raises risk.
- Extra pips raise risk when they increase each Trigger instead of duration.
- REGARDLESS application, additional targets, small areas, and scene duration raise risk.

DELIVERY SHELLS

Skill delivery: [DECLARED], Pattern using ordinary results, ON SUCCESS, status component plus Pattern and target costs.

Power delivery: [POWER], includes a typed P result, declares active or passive timing, pays the same status component.

Item delivery: names charge, ammunition, cooldown, or facet and never grants a free repeat loop.

Agent delivery: uses the Agent's action and fixed Pool; the status does not grant another action.

Scene delivery: ties to a visible 3, 4, threshold, zone, or Agent and names who owns the marker.

Strain sets aside only a Ready **Normal Die**. If no Ready **Normal Die** remains, ignore excess Strain unless a printed rule replaces it; never convert that excess into Damage or strain a die that is already Spent. Every Strained die returns Ready at the next shared Turn refresh. Use a Status for persistent weakness.

PACKAGE REVIEW

Raise the package risk or refuse it when the same ability creates and exploits a Status, applies a forced defense into an Axis penalty, converts cheap renewable pips into Damage, or returns more Power/Combo capacity than it spends. Multipliers, wide areas, zero-Normal reactions, and scene duration compound.

Every example delivery in the profiles is shorthand for a move concept. Its listed risk does not certify the whole example as balanced.

4CASTER RESKIN PROCEDURE

Reskin the subject, source, and fiction. Preserve the Trigger, Effect, cap, Fade, and counterplay unless the 4Cast reviews a new Status.

AUTHORIZED [DOCK] can become WELCOMED [WITCH MARKET], CREW PASS [ORBITAL RING], or KNOWN FACE [KOBOLD WARREN]. If each spends one pip to cross a routine checkpoint and still rolls against hostile or secret resistance, they are the same mechanical component.

FIVE-STEP RESKIN

1. Choose the scene job: permission, pressure, information, harm, terrain, device, graph, resource, vehicle, or objective.
2. Select the closest profile by actual Trigger and Effect, not by its name.
3. Narrow the Scope to one named subject, place, system, audience, threat, direction, or objective.
4. Replace counterplay with an equally available action or resource. Harder removal raises risk.
5. Write one sensory tell so players can identify the status and its remaining pips.

SCENE-FACING CHECKLIST

- Are owner, scope, cap, and source visible?
- Does the table know when the next Trigger can occur?
- Can at least one participant attempt counterplay now or after a discoverable setup action?
- Does one pip, or one binary marker, have one bounded mechanical meaning?
- Are Gates checked twice and costs paid after activation?
- Does conversion remove input before applying output?
- Do Damage and Armor cancel before Pattern evaluation?
- Is Pattern SPEND paid before division and every Status Cost paid only after activation?
- Does every Strain effect set aside only a Ready **Normal Die** and ignore excess when none remains?
- Are Combo results excluded from the contest?
- Does every reaction resolve without nesting?
- Is any directional boost only a commitment-cap change unless the text explicitly prices a rating change?

The profiles that follow are ingredients. Use a few repeatedly so players learn them. A setting feels coherent when the same mechanical status appears through different sources and its counterplay remains fair.

STATUS: AUTHORIZED [ACCESS]

Category: Capability.

Default risk: MINOR for AUTHORIZED (1) tied to one location, faction, or system. **Scope:** One participant or Agent and one named checkpoint network, institution, or controlled place. Record who recognizes the authorization.

Pips: Add pips to a maximum of 3. Each pip is one still-credible credential, escort, favor, or access window.

Trigger: The holder meets a routine checkpoint, credential check, or ordinary access barrier inside the named scope.

Effect: Spend 1 pip to pass that routine barrier without a separate access contest. Hostile searches, secret archives, dangerous commands, and opposition that has specific reason to refuse still require an honest roll. AUTHORIZED supplies standing, not obedience.

Fade: Remove spent pips. Remove all when the issuing authority publicly revokes access, the holder is conclusively exposed, or the scene ends.

Counterplay: Verify credentials against an independent source, separate the holder from the escort or token, change the access protocol, or succeed at a relevant E or W action to revoke 1 pip.

Stacking: Add to cap 3 for the same authority. Track different authorities and places separately.

Example delivery: INSIDER'S WELCOME [SKILL] [W], Pattern 1,1 SPEND, **ON SUCCESS:** apply AUTHORIZED [EAST DOCK] with pips equal to retained Clusters, maximum 2.

4Caster reskin: Use CREW PASS, ROYAL SEAL, GUILD COLORS, or KNOWN FACE. Preserve the routine-only bypass and the named recognizing authority.

STATUS: ATTUNED [SUBJECT]

Category: Capability.

Default risk: MINOR for ATTUNED (1) to one device, creature, phenomenon, or ritual site. **Scope:** One participant and one named subject the participant has examined, synchronized with, or ritually contacted.

Pips: Set to the delivered value or keep the higher value, maximum 2. Pips represent short-lived resonance, calibration, or sympathetic contact.

Trigger: The holder makes an action to sense, operate, communicate with, or diagnose the named subject through the established connection.

Effect: Spend 1 pip to treat remote or indirect contact within the scene as direct access for that action, or to add one Help Cluster to an action that only interprets the subject's present condition. The status does not reveal history, intent, secrets, or facts the subject cannot express.

Fade: Remove a pip when spent. Remove all when the subject leaves the scene, is transformed beyond recognition, or the established channel is decisively broken.

Counterplay: Shield or ground the subject, introduce a competing resonance, move it beyond the printed link, or succeed at an appropriate E action to remove 1 pip.

Stacking: Keep highest for the same subject. Separate different subjects.

Example delivery: RESONANCE TEST [DECLARED], Pattern 1,2 SPEND, ON SUCCESS after one minute of examination: apply ATTUNED [EXAMINED SUBJECT] (2).

4Caster reskin: Call it CALIBRATED, BLOOD-KNOWN, SPIRIT-LINKED, or SCENTED. Keep the permission narrow and present-tense.

STATUS: CLAIM [OBJECT OR PLACE]

Category: Capability.

Default risk: MINOR for CLAIM (1) over one portable object, room, station, or clearly bounded objective. **Scope:** One side, participant, or Agent and one named object or bounded place currently occupied, held, or visibly marked.

Pips: Add to a maximum of 3. Pips measure prepared custody and control, not legal truth.

Trigger: Another side tries to seize, cross, operate, or remove the claimed subject while the claimant can contest that attempt.

Effect: Spend 1 pip before commitment to add one Help Cluster to the claimant's direct defense or to the defense of the claimed subject. The pip does not grant a reaction when none is legal and does not Ready dice.

Fade: Remove spent pips. Remove all if the claimant abandons the subject, is decisively driven away, or the claimed place is destroyed. Remove remaining pips at scene end.

Counterplay: Force the claimant out of position, cut off its access, publicly supersede its authority when that matters, or succeed on an action against the claim to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 3 for one side. Opposing CLAIM markers remain separate and can both exist.

Example delivery: PLANT THE STANDARD [SKILL] [N], Pattern 1,3 SPEND, **ON SUCCESS:** apply CLAIM [CURRENT ZONE] (2) for the user's side.

4Caster reskin: Use BARRICADED, RITUAL CIRCLE, SALVAGE RIGHTS, or HOME GROUND. Preserve active custody and contestable control.

STATUS: DISGUISED [IDENTITY]

Category: Capability.

Default risk: MINOR for DISGUISED (1) as one named role or identity before one audience. **Scope:** One participant and one presented identity, profession, species, uniform, or social role, limited to an audience that could plausibly accept it.

Pips: Set to the delivered value or keep the higher value, maximum 3. Pips measure layers of preparation and remaining credibility.

Trigger: The holder faces casual scrutiny that the presented identity could ordinarily satisfy: a glance at a uniform, a routine greeting, or a non-hostile role check.

Effect: Spend 1 pip to pass that routine scrutiny without a separate deception contest. Detailed records, intimate acquaintances, biometric proof, impossible credentials, and alerted opposition still require a roll.

Fade: Remove spent pips. Remove 1 pip when the holder performs an act strongly inconsistent with the role. Remove all when decisive evidence exposes the disguise or the holder openly abandons it.

Counterplay: Compare independent records, ask identity-specific questions, isolate the holder from supporting props, or succeed at E-based scrutiny to remove 1 pip before the next check.

Stacking: Keep highest for the same identity and audience. Different identities are separate but only one can be presented at a time.

Example delivery: PERFECT COVER [POWER] [SW], Pattern P2 + 2 **SPEND:** apply DISGUISED [DECLARED PLAUSIBLE ROLE] (2).

4Caster reskin: Call it GLAMOURED, UNIFORMED, MASKED, or BORROWED SKIN. It never becomes unconditional invisibility or mind control.

STATUS: GUIDED [ROUTE OR TASK]

Category: Capability.

Default risk: MINOR for GUIDED (1) toward one destination or through one defined procedure. **Scope:** One participant, group, or vehicle and one named route, destination, ritual sequence, repair procedure, or other bounded task.

Pips: Add to a maximum of 3. Pips are reliable instructions, landmarks, live coaching, or predictive waypoints.

Trigger: The holder makes a roll whose primary purpose is following the named route or completing the next step of the named task.

Effect: Spend 1 pip before commitment to raise that roll's **Normal Dice** commitment cap by 1. The status does not create dice, reveal a changed route, bypass a new obstacle, or apply to unrelated work. Only one GUIDED pip may be spent on a roll.

Fade: Remove spent pips. Remove all when the route or procedure changes materially, the guide is proven false, the destination is reached, or the scene ends.

Counterplay: Alter signage or terrain, disrupt communication, force an unplanned detour, corrupt the instructions, or succeed at a relevant deception or sabotage action to remove 1 pip.

Stacking: Add to cap 3 for one route or task. Track different tasks separately; they cannot support one another.

Example delivery: DRAW THE LINE [SKILL] [E], Pattern 1,2 SPEND, **ON**

SUCCESS: apply GUIDED [PLANNED ROUTE] with retained Clusters, maximum 3.

4Caster reskin: Use TRAIL-MARKED, NAV-LINKED, CHOREOGRAPHED, or PROPHESED PATH. Keep the boost to commitment cap only.

STATUS: PINNED [SOURCE]

Category: Control.

Default risk: MINOR for PINNED (1) by one visible attacker, hazard, or field.

Scope: One participant or Agent and the named source that controls its current position.

Pips: Add to a maximum of 2. Pips measure how many successful breaks in pressure are needed, not distance.

Trigger: The affected subject tries to leave its current tactical cell, cover position, or close zone by voluntary movement while the source can still threaten that route.

Effect: The movement stops at the nearest legal position before leaving the controlled area. The action otherwise resolves, then remove 1 PINNED pip. Forced movement and teleportation are not voluntary movement unless their own rules say so. PINNED does not prevent attacks, communication, or actions possible from the current position.

Fade: Reduce by 1 after it stops movement. Remove all if the source is disabled, loses line or range, or can no longer threaten the route. Remove at scene end.

Counterplay: Suppress or distract the source, create complete cover, use an ability that ignores PINNED, or succeed on a movement action against the source to remove 1 pip without moving.

Stacking: Add to cap 2 from the same source. Track different sources separately; only one can stop the same movement, and triggering one does not reduce the others.

Example delivery: LOCK THE LANE [SKILL] [E], Pattern 2,2 SPEND, ON SUCCESS with a ranged weapon: apply PINNED [USER] (1).

4Caster reskin: Use SUPPRESSING FIRE, WATCHFUL STATUE, GRAVITY TETHER, or PREDATOR'S GAZE. Preserve the bounded movement lane.

STATUS: SILENCED [CHANNEL]

Category: Control.

Default risk: MINOR for SILENCED (1) affecting one named communication channel. **Scope:** One participant, Agent, item, or small zone and one channel such as audible speech, radio, telepathy, command code, or ritual song.

Pips: Set to the delivered value or keep the higher value, maximum 2. Each pip is one Turn for a participant or Agent marker, or one Round for an item, device, or zone marker.

Trigger: The affected subject declares an action, reaction, or ability whose Requirement explicitly depends on sending information through the named channel.

Effect: The channel cannot carry beyond touch range for that action or reaction. An ability with that channel as a Requirement fails its Gate and continues only as an ordinary roll when plausible. SILENCED does not prevent thought, movement, non-channel actions, or Powers with no such Requirement.

Fade: For a participant or Agent marker, reduce by 1 at the end of the shared Turn. For an item, device, or zone marker, reduce by 1 at Round end. Remove all when the suppressing field ends or an affected subject leaves its bounded zone.

Counterplay: Switch to a different available channel, move out of the field, break the suppressor, or succeed at an E action using suitable tools to remove 1 pip.

Stacking: Keep highest for one channel. Different channels are separate.

Example delivery: DEAD AIR [POWER] [W], Pattern P4 + 4 SPEND, area **ON SUCCESS:** apply SILENCED [RADIO] (1) to each valid device after individual Armor cancellation.

4Caster reskin: Use MUZZLED, SIGNAL-BLACKED, NAMELESS, or HUSHED. Always name the channel rather than forbidding every kind of expression.

STATUS: DISARMED [ITEM]

Category: Control.

Default risk: MINOR for DISARMED (1) from one held or mounted item. **Scope:** One participant or Agent and one named item, weapon, tool, focus, or vehicle control that has been knocked free, locked out, or displaced.

Pips: Set to 1 for an item dropped within immediate reach; set to 2 only when the delivery also moves, catches, locks, or throws it farther away. Maximum 2.

Trigger: The subject tries to use the named item while any DISARMED pips remain.

Effect: The item cannot supply its equipment permission, Armor, Pattern, move, or fictional tool benefit. The subject may still act unarmed or use another item. A mounted facet remains present but unavailable.

Fade: Remove all when the item is recovered or control is restored. Remove at scene end only if the fiction puts the item back in reach; otherwise the item's location remains a fact without the status marker.

Counterplay: Spend an appropriate action to remove 1 pip: pick it up, close distance, release a lock, or retake the control. A nearby ally may do so and return the item when plausible. Destroying the item does not clear the loss; it makes the item unusable as a lasting fact.

Stacking: Keep highest for the same item. Track different items separately.

Example delivery: HOOK AND STRIP [SKILL] [N], Pattern 1,3 SPEND, ON SUCCESS in reach: apply DISARMED [ONE HELD ITEM] (1); with two retained Clusters, apply (2).

4Caster reskin: Use WEAPON KNOCKED AWAY, CONTROL LOCKED, FOCUS STOLEN, or TOOL SNARED. Keep retrieval visible and actionable.

STATUS: INTERPOSED

[PROTECTOR]

Category: Control.

Default risk: MINOR for INTERPOSED (1) protecting one adjacent subject.

Scope: One protected participant, Agent, item, or objective and one named protector able to occupy the line of effect.

Pips: Add to a maximum of 2. Each pip is one prepared interception.

Trigger: A direct physical action is declared against the protected subject while the protector is adjacent, aware, and a legal target for that action.

Effect: The protector may spend 1 pip before dice are committed only if the protector is a legal target and the declared action and ability remain legal with that protector as target. The protector becomes the target, the acting side keeps its declared Axis and ability, and the protector receives the ordinary one direct reaction window. This status grants no extra reaction and cannot intercept an area, internal, social, or target-exclusive effect. If substitution would make the action illegal, no pip is spent and the original target remains.

Fade: Remove spent pips. Remove all when protector and subject cease to be adjacent, the protector cannot act, or the protector voluntarily ends the stance.

Counterplay: Separate the pair, use an area or indirect effect, force the protector out of position, or spend an action feinting to remove 1 pip on success.

Stacking: Add to cap 2 for one protector. If several protectors qualify, the protected side chooses one and spends only that marker.

Example delivery: HOLD BEHIND ME [SKILL] [NW], Pattern 2,3 SPEND, **ON**

SUCCESS: apply INTERPOSED [USER] (2) to one adjacent ally until Turn end.

4Caster reskin: Use BODYGUARDED, SHIELD DRONE, GUARDIAN SPIRIT, or MOBILE COVER. Preserve legal-target limits.

STATUS: COMPELLED [DIRECTIVE]

Category: Control.

Default risk: MINOR for COMPELLED (1) by one narrow, achievable directive.

Scope: One participant or Agent and one plainly stated directive such as "leave the vault," "do not strike the heir," or "answer the bell."

Pips: Add to a maximum of 3. Pips are pressure, geas, conditioning, or leverage, not automatic control of the subject's actions.

Trigger: Before the subject takes an action whose declared purpose directly violates the named directive.

Effect: Inflict 1 Strain in the direction used for that action, then remove 1 pip. The subject may continue the action normally and may choose an honest method or Axis. COMPELLED never chooses an action for the subject and cannot require the impossible or self-destruction as a routine command.

Fade: Reduce by 1 after each Trigger. Remove all when the directive is fulfilled, becomes impossible through no choice of the subject, or its named source releases it. Remove at scene end unless a Power prices longer duration.

Counterplay: Obey or fulfill the directive, break the source's leverage, expose a contradiction, or succeed at a relevant N, W, or occult action to remove 1 pip.

Stacking: Add to cap 3 for the exact directive. Contradictory directives remain separate and are always WATCH.

Example delivery: WORD OF WEIGHT [POWER] [W], Pattern P1 + 4 SPEND, **ON SUCCESS:** apply COMPELLED [ONE SEVEN-WORD DIRECTIVE] (2).

4Caster reskin: Use GEAS, BLACKMAIL, PROGRAMMED PRIORITY, or PACK LAW. Keep player choice intact and price longer duration separately.

STATUS: PROFILED [SUBJECT]

Category: Information.

Default risk: MINOR for PROFILED (1) about one participant, Agent, organization, device, or recurring hazard. **Scope:** One observer and one named subject studied through evidence, prior contact, sensors, or research.

Pips: Add to a maximum of 3. Each pip is one usable prediction derived from known behavior.

Trigger: The observer makes an action or direct reaction whose declared method relies on predicting the named subject's likely choice, route, defense, or routine.

Effect: Spend 1 pip before commitment to add one Help Cluster. The observer must state the prediction. If the action concerns an unknowable secret, random event, or behavior that has materially changed since profiling, the pip cannot be spent. PROFILED gives no automatic answer and does not expose hidden information by itself.

Fade: Remove spent pips. Remove 1 pip when the subject decisively demonstrates a new method or identity. Remove all when the evidence becomes obsolete or the scene ends.

Counterplay: Change plan visibly, feed false samples before profiling, use a genuinely random method, or succeed at deception against the observer to remove 1 pip.

Stacking: Add to cap 3 for one observer and subject. Different observers keep separate profiles unless an ability transfers pips.

Example delivery: READ THE HABIT [SKILL] [E], Pattern 1,2 SPEND, ON SUCCESS after observation: apply PROFILED [VISIBLE SUBJECT] with retained Clusters, maximum 2.

4Caster reskin: Use STUDIED, HUNTED, SIMULATED, or READ LIKE A BOOK. Preserve the required stated prediction and evidence limit.

STATUS: TRACKED [QUARRY]

Category: Information.

Default risk: MINOR for TRACKED (1) within one scene-scale area or connected system. **Scope:** One tracker and one named quarry, object, signal, or vehicle whose trace has been established.

Pips: Add to a maximum of 3. Pips are confirmed trace continuity, not exact coordinates.

Trigger: The quarry changes zones, crosses a route choice, hides its immediate trail, or the tracker asks which reachable route continues the trace.

Effect: Spend 1 pip to learn the quarry's last confirmed direction or which one of the currently available routes carries the strongest trace. This does not reveal distance, current intent, a route blocked after the trace was made, or a quarry that has left the status's named area. Following still requires movement and any dangerous or opposed rolls.

Fade: Remove spent pips. Remove 1 pip when the quarry crosses a trace-breaking boundary such as running water, a signal shield, or a crowded transfer. Remove all when it leaves the scoped area or the trace is conclusively severed.

Counterplay: Lay a decoy, change transport, cross a printed trace-breaking boundary, scrub logs, or win an opposed action to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 3 for the same tracker and quarry. Different tracing methods remain separate only when their counterplay differs.

Example delivery: TAG THE SIGNAL [POWER] [E], Pattern P2 + 3 SPEND, **ON SUCCESS:** apply TRACKED [TARGET] (2) within the current complex.

4Caster reskin: Use SCENT TRAIL, ARCANE THREAD, TRANSPONDER FIX, or BLOOD SIGN. Keep it route information, not omniscience.

STATUS: FOREWARNED [THREAT]

Category: Information.

Default risk: MINOR for FOREWARNED (1) against one named threat, tactic, or scene Trigger. **Scope:** One participant, Agent, or side and one specific opponent, attack mode, trap family, or predicted event.

Pips: Add to a maximum of 2. Each pip is one prepared response.

Trigger: The named threat directly targets the holder or causes the exact predicted event, and the holder has a legal direct reaction.

Effect: Spend 1 pip before commitment to add one Help Cluster to the defending side. The status does not grant the reaction, Ready dice, reveal an unseen attacker, or apply to a merely similar threat outside the printed scope.

Fade: Remove spent pips. Remove all when the threat changes its defining tactic, the prediction is disproved, or the scene ends.

Counterplay: Feint with a different method, force the holder to spend reactions elsewhere, suppress the warning source, or change the threat enough to break scope.

Stacking: Add to cap 2 for the same threat. Several qualifying FOREWARNED statuses cannot contribute more than one Help Cluster to one defense.

Example delivery: WAR GAME [SKILL] [E], Pattern 2,3 SPEND, ON SUCCESS after studying an opponent: apply FOREWARNED [ONE OBSERVED SIGNATURE MOVE] (2) to the user's side.

4Caster reskin: Use PROPHECY, SPOTTER CALL, PRECOGNITIVE STATIC, or OLD HUNTER'S TALE. Keep the named threat narrow.

STATUS: MISDIRECTED [FALSE PREMISE]

Category: Information.

Default risk: MINOR for MISDIRECTED (1) by one concrete false premise.

Scope: One participant, Agent, or group and one recorded belief such as "the cargo is in bay three" or "the masked figure is the captain."

Pips: Add to a maximum of 2. Each pip is one consequential decision still vulnerable to the planted premise.

Trigger: The affected subject declares an action whose stated purpose materially depends on the false premise.

Effect: Before commitment, reduce that action's **Normal Dice** commitment cap by 1, minimum 1, then remove 1 pip. The action may be redirected before rolling if the player learns the truth; if redirected, MISDIRECTED does not Trigger. It never forces a specific action or makes an impossible lie believable.

Fade: Reduce by 1 after each Trigger. Remove all when credible contrary evidence is presented, the subject directly verifies the fact, or the scene ends.

Counterplay: Cross-check a source, inspect the relevant place or object, question the planted evidence, or succeed at E-based verification to remove 1 pip.

Stacking: Add to cap 2 for the same premise. Different premises are separate, but only one MISDIRECTED marker may reduce a given roll.

Example delivery: PLANT THE STORY [SKILL] [SW], Pattern 1,1 SPEND, ON SUCCESS with plausible evidence: apply MISDIRECTED [STATED FALSE PREMISE] (2).

4Caster reskin: Use DECOYED, FALSE OMEN, SPOOFED SENSOR, or BAD MAP. Always state the premise where the table can test it.

STATUS: IDENTIFIED [FEATURE]

Category: Information.

Default risk: MINOR for IDENTIFIED (1) concerning one hidden feature, weakness, origin, or operating rule. **Scope:** One side or observer and one named subject plus one discovered feature supported by evidence.

Pips: Add to a maximum of 3. Pips are actionable certainty shared with those who can receive the information.

Trigger: A member of the owning side makes an action that directly tests, targets, or exploits the recorded feature.

Effect: Spend 1 pip to ignore one printed concealment, uncertainty, or untrained commitment penalty caused specifically by not knowing that feature. IDENTIFIED does not ignore Armor, Scale, range, tools, or a different source of difficulty, and it never grants an automatic success.

Fade: Remove spent pips. Remove all if the subject changes the feature, the evidence is disproved, or the scene ends. A lasting factual discovery remains true even after the mechanical pips expire.

Counterplay: Alter or conceal the feature, replace the component, create convincing contrary evidence, or isolate the observer from the subject.

Stacking: Add to cap 3 for the same feature. Different features on one subject are separate.

Example delivery: NAME THE FAULT [SKILL] [E], Pattern 1,4 SPEND, **ON SUCCESS:** ask one bounded diagnostic question and apply IDENTIFIED [ANSWERED FEATURE] with retained Clusters, maximum 2.

4Caster reskin: Use TRUE NAME KNOWN, BLUEPRINTED, MONSTER LORE, or BALLISTIC SOLUTION. Preserve the single recorded feature.

STATUS: BLEEDING [DIRECTION]

Category: Physical.

Default risk: MINOR for BLEEDING (1) in one fixed cardinal direction. **Scope:** One participant, biological Agent, or damageable facet and one wound direction. The direction must be one cardinal contained by the delivering attack's Axis; for a composite attack, the attacker chooses one of its two cardinals when BLEEDING is applied.

Pips: Add to a maximum of 3. More pips extend the number of possible Triggers; they do not increase harm from one Trigger above 1 Damage.

Trigger: After the subject resolves an action or reaction using the recorded wound direction, including a composite containing it, or voluntarily changes position by more than one tactical cell or roughly 10 feet.

Effect: Inflict 1 Damage in the recorded direction, then remove 1 pip. The triggering action still resolves. BLEEDING cannot Trigger more than once per action or reaction even if several conditions qualify.

Fade: Reduce by 1 after each Trigger. Remove all after a successful treatment action, when a printed regeneration effect closes the wound, or at scene end if ordinary rest can stop it.

Counterplay: Apply pressure, immobilize safely, use medicine or a repair equivalent, or succeed at an E action with suitable supplies to remove all pips. The subject can choose lower exertion to avoid the Trigger.

Stacking: Add to cap 3 for the same wound direction. Different directions are separate, but only one BLEEDING status can Trigger from one action.

Example delivery: DEEP CUT [SKILL] [S], Pattern 1,1 SPEND, ON SUCCESS after final **Armor:** apply BLEEDING [ATTACK DIRECTION] (1).

4Caster reskin: Use LEAKING COOLANT, SHEDDING ESSENCE, OPEN SEAM, or BLOOD LOSS. Keep the exertion Trigger and one-Damage ceiling.

STATUS: STAGGERED

Category: Physical.

Default risk: MINOR for STAGGERED (1). **Scope:** One participant or Agent capable of committing **Normal Dice**.

Pips: Add to a maximum of 2. Each pip disrupts one future action or reaction.

Trigger: Before the subject commits **Normal Dice** to its next action or direct reaction.

Effect: Reduce that roll's **Normal Dice** commitment cap by 1, minimum 1, then remove 1 pip. Power and Combo limits do not change. If the subject commits no **Normal Dice**, the pip still leaves because the disrupted opportunity occurred.

Fade: Reduce by 1 after each Trigger. Remove all at the end of the next shared Turn if no opportunity triggered it, or when a listed stabilization effect succeeds.

Counterplay: Spend an action bracing or regaining balance, receive physical support, reach secure footing, or succeed at N to remove 1 pip. A subject may accept the reduced roll and conserve other resources.

Stacking: Add to cap 2. Reapplications beyond cap have no effect. Only one STAGGERED pip applies to one roll.

Example delivery: SHIELD IMPACT [SKILL] [N], Pattern 2,3 SPEND, ON SUCCESS in reach: apply STAGGERED (1); apply (2) only if the action retained two or more Clusters.

4Caster reskin: Use RATTLED FRAME, CONCUSSED, OFF-STEP, or RECOIL SHOCK. It changes the commitment cap, never the printed Axis or Pool.

STATUS: FATIGUED

Category: Physical.

Default risk: MINOR for FATIGUED (1). **Scope:** One participant, creature Agent, crew, or laboring facet.

Pips: Add to a maximum of 3. Pips are episodes of exertion debt, not Damage.

Trigger: Before the subject commits three or more **Normal Dice** to an action or reaction.

Effect: Before commitment, set aside one Ready **Normal Die** as Strained and attribute it to one cardinal contained by the chosen Axis. If no Ready **Normal Die** can be strained, reduce the roll's **Normal Dice** commitment cap to two instead. Then remove 1 FATIGUED pip. Damage, Power, Combo, and **Armor Dice** do not count toward the three-die threshold.

Fade: Reduce by 1 after each Trigger. A safe rest procedure, meal, breathable environment, or equivalent recovery removes 1 pip per completed Turn of rest, maximum 2 per scene. Remove remaining pips after substantial downtime.

Counterplay: Pace actions below the threshold, transfer the labor, use a recovery supply, or succeed at an appropriate survival or medicine action to remove 1 pip.

Stacking: Add to cap 3. Only one pip triggers per roll even if several sources caused FATIGUED.

Example delivery: GRINDING PACE [SCENE 3]: when the travel scene produces its second leftover 3, apply FATIGUED (1) to every participant who carried a heavy load.

4Caster reskin: Use LOW OXYGEN, HEAT LOAD, MANA WEAR, or CREW EXHAUSTION. Preserve pre-commitment Strain and the commitment-limit fallback.

STATUS: NUMBED [SENSE OR LIMB]

Category: Physical.

Default risk: MINOR for NUMBED (1) affecting one named sense, limb, manipulator, or control interface. **Scope:** One participant or Agent and one physically bounded source of precision or feedback.

Pips: Set to the delivered value or keep the higher value, maximum 3. Pips normally measure Turns of impaired feedback.

Trigger: The subject attempts an action or reaction whose declared method depends primarily on precise feedback from the named sense or limb.

Effect: The roll cannot commit more than two **Normal Dice**. Power and Combo limits are unchanged. A different honest method that does not depend on the numbed part avoids the Trigger. NUMBED does not remove the limb, forbid gross movement, or cancel an action already resolved.

Fade: At the end of each shared Turn, reduce by 1. Remove all when circulation, signal, or sensation is restored by a suitable effect.

Counterplay: Warm or stimulate the part, switch tools or methods, use another functional limb or precise sense, repair the feedback channel, or succeed at E-based treatment to remove 1 pip.

Stacking: Keep highest for one sense or limb. Different affected parts are separate; only the single lowest applicable cap governs one roll.

Example delivery: NERVE TAP [SKILL] [S], Pattern 1,2 SPEND, ON SUCCESS in reach: apply NUMBED [ONE ARM] (2).

4Caster reskin: Use FROSTBITTEN, STATIC-LAGGED, DEADENED, or SERVO-NUMB. Keep alternate methods viable.

STATUS: INFECTED [SOURCE]

Category: Physical.

Default risk: MINOR for INFECTED (1) by one disease, parasite, nanite strain, or corrupting substance. **Scope:** One participant, biological Agent, machine, or facet and one named transmissible source.

Pips: Add to a maximum of 3. Pips are active episodes before the source burns out or treatment wins.

Trigger: At the start of the shared Turn while it remains in an environment where the source can function.

Effect: Inflict 1 Strain in a cardinal direction chosen when INFECTED was first applied, then remove 1 pip. If no Ready **Normal Die** can be strained, the Trigger inflicts no Strain and still removes the pip. A specific 4Cast may replace the direction but must print it.

Fade: Reduce by 1 after each Trigger. Remove all after a successful full treatment, purge, antidote, or repair. Leaving the sustaining environment pauses Triggers but does not remove pips unless the source cannot survive there.

Counterplay: Isolate the source, use protective gear, administer a named treatment, or succeed at an E action with proper tools to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 3 for the same strain. Different strains are separate, but a subject suffers at most one INFECTED Trigger at Turn start; resolve the highest-pip strain and reduce each other strain by 1 without harm.

Example delivery: CONTAMINATED BITE [AGENT MOVE], Pattern 1,4 SPEND, ON SUCCESS after **Armor:** apply INFECTED [RUST FEVER, E] (2).

4Caster reskin: Use SPORE-BLOOM, MALWARE, SOUL ROT, or HULL MOLD. Keep treatment and the nonlethal Strain baseline visible.

STATUS: OBSCURED [SENSE]

Category: Environmental.

Default risk: MINOR for OBSCURED (1) across one small zone and one precise sense. **Scope:** One bounded place, lane, or volume and one named sense such as sight, sonar, scent, thermal imaging, or magical detection.

Pips: Set to the delivered value or keep the higher value, maximum 3. Pips normally measure Turns before the obstruction clears.

Trigger: An action or reaction must perceive a target through the zone using the named sense.

Effect: The roll cannot commit more than two **Normal Dice** and cannot precisely target beyond 20 feet through the zone without another suitable precise sense. Power and Combo limits do not change. An effect centered on the zone rather than aimed through it may avoid the targeting limit when its fiction supports that.

Fade: At the end of each Round, reduce by 1. Wind, ventilation, dispersal, illumination, or removal of the emitting source may clear it sooner.

Counterplay: Leave or go around the zone, use another precise sense, create close illumination when appropriate, seal the source, or succeed at an environmental action to remove 1 pip.

Stacking: Keep highest for the same zone and sense. Different senses are separate; use the strongest applicable limitation, not cumulative cap reductions.

Example delivery: SMOKE CHARGE [ITEM], expend 1 charge at throwing range: apply OBSCURED [SIGHT] (2) to a 20-foot zone until dispersed.

4Caster reskin: Use DUST CLOUD, SENSOR CHAFF, WHISPERING FOG, or SCENT STORM. Always name the affected sense and bounded zone.

STATUS: FLOODED [ZONE]

Category: Environmental.

Default risk: MINOR for FLOODED (1) in one small tactical zone. **Scope:** One floor, chamber, street segment, trench, or vehicle compartment with a named fluid or loose medium.

Pips: Set depth from 1 to 3: ankle or wheel drag, waist or axle depth, then fully swimming or submerged. Reapplication keeps the higher depth unless a source explicitly adds inflow.

Trigger: A participant or ground vehicle voluntarily moves through or performs a stability-dependent physical action inside the zone.

Effect: Reduce voluntary movement from that action by one tactical cell or roughly 10 feet per pip, minimum no movement. For a non-movement action at depth 2+, reduce its **Normal Dice** commitment cap by 1, minimum 1, when stable footing is essential. The status does not remove pips when it Triggers.

Fade: At Round end, reduce by 1 only after the inflow stops and a drain or escape route is open. Otherwise depth persists for the scene.

Counterplay: Swim, fly, climb, use an amphibious trait, bridge the zone, stop the source and drain it, or succeed at N or E engineering to reduce depth by retained Clusters, maximum 2.

Stacking: Keep highest for one zone. Adjacent FLOODED zones retain separate depths.

Example delivery: BURST MAIN [SCENE 4]: apply FLOODED [LOWER CORRIDOR] (1); at each later leftover 4 before shutoff, raise depth by 1 to maximum 3.

4Caster reskin: Use DEEP SNOW, LOOSE ASH, SWARMING BEETLES, or ZERO-G DEBRIS. Preserve the movement drag and visible escape method.

STATUS: ELECTRIFIED [SOURCE]

Category: Environmental.

Default risk: MINOR for ELECTRIFIED (1) on one object, surface, fluid zone, or exposed conductor. **Scope:** One named conductive subject or bounded zone and one power source.

Pips: Add to a maximum of 3. Each pip is one harmful discharge before the source grounds out.

Trigger: A participant makes direct conductive contact, enters the charged fluid or surface, or uses an uninsulated metal tool against the scoped subject.

Effect: Inflict 1 S Damage, then remove 1 pip. Ordinary Armor does not cancel this automatic status Damage. Only a printed ability or protective status that explicitly prevents Damage from electricity, conductive contact, or ELECTRIFIED applies. Contact created by the action still occurs. ELECTRIFIED Triggers at most once per participant per action, even across several charged cells.

Fade: Reduce by 1 after each discharge. Remove all when the power source is isolated, grounded, destroyed, or the conductive path is broken. Remove at scene end if the charge has no continuing source.

Counterplay: Cut power remotely, ground the source with suitable equipment, use insulation, avoid contact, or succeed at E against the source to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 3 from one source. Different sources on the same object remain separate only if they require different counterplay; only one may inflict Damage from the same contact.

Example delivery: ARC THE FLOOR [POWER] [E], Pattern P1 + 3 **SPEND:** apply ELECTRIFIED [METAL FLOOR] (2) to a 20-foot connected surface.

4Caster reskin: Use HOLY GROUND THAT BURNS, ACID FILM, THORN FIELD, or PSYCHIC STATIC. Keep contact, one harm, and finite discharges.

STATUS: COLLAPSING [ZONE]

Category: Environmental.

Default risk: MINOR for COLLAPSING (1) in one small unstable zone. **Scope:** One bridge span, ceiling bay, tunnel segment, ice sheet, scaffold, or other bounded structure with visible failure.

Pips: Add to a maximum of 3. Each pip is one unstable section that can give way. Pips are hazard charges, not remaining structural health.

Trigger: An action in the zone produces a leftover 4 and involves impact, heavy movement, explosive force, or a load appropriate to the structure.

Effect: One unstable section falls. Inflict 1 S Damage on the acting participant and move it one cell toward the nearest lower or unsafe edge when a legal position exists, then remove 1 pip. Ordinary Armor does not cancel this automatic status Damage. Only a printed ability or protective status that explicitly prevents Damage from collapse, falling structure, or COLLAPSING applies. The same leftover 4 still resolves its ordinary scene effect unless the 4Cast says this is that printed effect.

Fade: Reduce after each Trigger. At 0, the named sections are down and become terrain facts; no additional automatic attack occurs. Remove all if the zone is fully stabilized.

Counterplay: Move carefully without generating the Trigger, reduce loads, shore the structure, clear the dangerous section, or succeed at E or N engineering to remove 1 pip by making that section safe.

Stacking: Add to cap 3 for one zone. Adjacent zones are separate. Only one COLLAPSING marker Triggers from one leftover 4.

Example delivery: BREAK THE SUPPORT [SKILL] [N], Pattern 3,4 SPEND, ON SUCCESS against a structure: apply COLLAPSING [TARGET BAY] (2).

4Caster reskin: Use AVALANCHE-READY, CRACKING REALITY, FAILING GANTRY, or ROTTEN FLOOR. Keep the visible 4 Trigger and finite sections.

STATUS: FROZEN-GROUND [ZONE]

Category: Environmental.

Default risk: MINOR for FROZEN-GROUND (1) across one small zone. **Scope:** One floor, deck, slope, road segment, or similar surface where ordinary traction is unreliable.

Pips: Add to a maximum of 3. Each pip is one remaining slip incident before traffic breaks, marks, or clears the surface.

Trigger: A ground-bound participant voluntarily moves more than one tactical cell in the zone and its movement roll leaves a 4 as a Straggler.

Effect: Move the participant one additional cell in its last direction when legal and inflict 1 Strain in S, then remove 1 pip. The Straggler 4 also resolves its ordinary scene effect unless this profile is the scene's printed 4 effect. A participant that moved only one cell does not Trigger it.

Fade: Reduce after each Trigger. At Round end reduce 1 if the cause is melting, being cleared, or otherwise temporary. Remove all when traction is restored.

Counterplay: Move one cell at a time, crawl, fly, use traction equipment, spread grit, heat the surface, or succeed at N or E to remove 1 pip.

Stacking: Add to cap 3 for the same surface. Overlapping surfaces use only the highest marker.

Example delivery: FLASH FREEZE [POWER] [S], Pattern P2 + 4 **SPEND:** apply FROZEN-GROUND (3) to a 20-foot ground zone.

4Caster reskin: Use OIL SLICK, ROLLING DECK, LOOSE GRAVEL, or SHIFTING BONES. Preserve the movement-plus-leftover-4 Trigger.

STATUS: OVERRIDE [FUNCTION]

Category: Technological.

Default risk: MINOR for OVERRIDE (1) over one local device function. **Scope:** One controller or side, one device or facet currently reached, and one named function such as OPEN, ROTATE, RELEASE, FIRE, or SHUT DOWN.

Pips: Add to a maximum of 3. Each pip is one accepted command before control logic reasserts itself.

Trigger: The controller issues the named routine command through the reached device or control point.

Effect: Spend 1 pip to execute that routine function without a separate access contest. The command cannot exceed the device's physical capability, defeat a new mechanical barrier, target an opposed subject without its normal roll, or operate a different function. OVERRIDE is local command authority, not HACK and not general system access.

Fade: Remove spent pips. Remove all when the controller loses the reached interface, the device is reset or destroyed, or the scene ends.

Counterplay: Break physical access, reset the device, switch to manual control, disconnect the named function, or succeed at E to remove 1 pip.

Stacking: Add to cap 3 for the same controller, device, and function. Track other functions separately. Opposing OVERRIDE markers can coexist; each routine command spends from its controller's marker.

Example delivery: HOTWIRE [SKILL] [SW], Pattern 1,2 SPEND, ON SUCCESS at an exposed panel: apply OVERRIDE [ONE DECLARED ROUTINE FUNCTION] with retained Clusters, maximum 3.

4Caster reskin: Use DEMON BOUND TO A LEVER, STOLEN CONTROL RUNE, MASTER KEY, or EMERGENCY MANUAL MODE. Keep it one reached function.

STATUS: QUARANTINED [BOUNDARY]

Category: Technological.

Default risk: MINOR for QUARANTINED (1) around one device group, network segment, or communication zone. **Scope:** One named electronic or magical communication boundary and the systems inside it.

Pips: Add to a maximum of 3. Each pip is one blocked attempt to carry data, commands, or signals across the boundary.

Trigger: A scoped system attempts to send or receive one discrete message, remote command, status update, or connection across the boundary.

Effect: Cancel that transmission before it reaches the other side, then remove 1 pip. The originating action otherwise resolves. Physical movement, local functions, stored data, and communication entirely within one side of the boundary remain available. A single action carrying many recipients is one transmission.

Fade: Reduce after each blocked transmission. Remove all when the isolation device is disabled, a physical bypass is created, or the boundary ceases to be closed.

Counterplay: Carry information physically, establish a different channel outside the scope, break or route around the boundary, or succeed at E against the quarantine source to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 3 for the same boundary. Nested boundaries are separate and can each block a transmission at their own crossing.

Example delivery: AIR GAP [POWER] [E], Pattern P3 + 3 **SPEND:** apply QUARANTINED [ONE 20-FOOT SYSTEM ZONE] (2).

4Caster reskin: Use SILENCE WARD, SEALED COURIER ROUTE, RADIO SHADOW, or DREAM BARRIER. Preserve the finite blocked crossings.

STATUS: DESYNCD [GROUP OR FACET]

Category: Technological.

Default risk: MINOR for DESYNCD (1) on one coordinated group, linked device set, vehicle crew, or multi-facet Agent. **Scope:** One named coordination link whose participants normally provide Help Clusters or shared timing.

Pips: Add to a maximum of 3. Each pip is one disrupted coordinated roll.

Trigger: A scoped participant makes an action or reaction that would receive one or more Help Clusters from another member of the same coordination link.

Effect: Remove one of those Help Clusters, chosen by the helping side, then remove 1 DESYNCD pip. The action retains other Help and all rolled Clusters. DESYNCD does not remove an Agent, reduce action opportunities, or affect help from outside the named link.

Fade: Reduce after each Trigger. At Round end, remove 1 pip if the group spent the Round communicating or recalibrating without a new disruption. Remove all when the link is restored.

Counterplay: Switch to local control, establish a backup signal, use visual/manual coordination, repair the synchronizer, or succeed at E or W to remove 1 pip.

Stacking: Add to cap 3 for one link. Different disrupted links are separate, but only one DESYNCD pip removes Help from a single roll.

Example delivery: CLOCK-SKEW [POWER] [SW], Pattern P1 + 4 SPEND, **ON SUCCESS:** apply DESYNCD [TARGET'S NAMED TEAM LINK] (2).

4Caster reskin: Use BROKEN FORMATION, CHORUS OUT OF TIME, PACK CONFUSION, or LAG SPIKE. Preserve Help loss rather than action denial.

STATUS: FIRING-SOLUTION [TARGET]

Category: Technological.

Default risk: MINOR for FIRING-SOLUTION (1) against one visible or sensor-confirmed target. **Scope:** One attacker, weapon facet, or vehicle station and one named target within the lock system's valid sensing conditions.

Pips: Add to a maximum of 2. Each pip is one firing solution.

Trigger: The holder declares a ranged action against the named target using the locked weapon or station.

Effect: Spend 1 pip before commitment to raise that action's **Normal Dice** commitment cap by 1. Only one FIRING-SOLUTION pip may be spent on a roll. It does not create or Ready dice, change the weapon's range, ignore cover or Armor, reveal an otherwise unperceived target, or change a printed Axis.

Fade: Remove spent pips. Remove all when the target leaves sensing conditions, breaks the lock with a printed action, the sensor is disabled, or the holder changes targets.

Counterplay: Break line or signature, deploy chaff, enter cover that blocks the sensor, disable the locking facet, or win an evasive action to remove 1 pip.

Stacking: Add to cap 2 for one holder and target. Locks from different holders are separate.

Example delivery: PAINT TARGET [SKILL] [E], Pattern 1,2 SPEND, ON SUCCESS with a sensor: apply FIRING-SOLUTION [VISIBLE TARGET] (2) to one allied station.

4Caster reskin: Use HUNTER'S MARK, SPOTTER LASER, SCENT FIX, or CURSE-SIGHT. Keep the cap boost and sensing requirement.

STATUS: OVERHEATED [DEVICE]

Category: Technological.

Default risk: MINOR for OVERHEATED (1) on one item, weapon, vehicle facet, Power focus, or machine Agent. **Scope:** One named device or facet and the heat-producing function that caused the status.

Pips: Add to a maximum of 3. Each pip is one risky use before cooling.

Trigger: Before dice are committed, the device is used for its named high-load action or reaction.

Effect: Set aside one Ready **Normal Die** from the device's Pool, or from its current operator's Pool when the device has none, as Strained before commitment, then remove 1 pip. If no Ready **Normal Die** can be strained, reduce the action's **Normal Dice** commitment cap to two instead, then remove 1 pip. The device still functions for the triggering action.

Fade: Reduce only when the Effect is applied. Otherwise pips persist until active cooling, shutdown, or an explicit cooling effect removes them.

Counterplay: Use a lower-load mode, rotate to another device, shut down for a Turn, vent heat, spend coolant, or succeed at E repair to remove 1 pip.

Stacking: Add to cap 3 for the same device. Separate devices track their own heat. Only one OVERHEATED marker Triggers from one use.

Example delivery: REDLINE SHOT [ITEM MOVE], after the weapon gains +1 Scale for structural Damage, apply OVERHEATED [WEAPON] (2) to it.

4Caster reskin: Use SPELL BURN, ANGRY ENGINE, MUSCLE ACID, or RITUAL FEEDBACK. Keep the use-now, pay-after choice.

STATUS: SANCTUARY [THREAT]

Category: Occult.

Default risk: MINOR for SANCTUARY (1) against one named supernatural, psychic, extradimensional, or otherwise setting-specific threat family. **Scope:** One prepared participant, object, threshold, or small zone and one named threat or source.

Pips: Add to a maximum of 3. Each pip is one protective rite, seal, promise, or stable law.

Trigger: The named threat directly targets a protected subject and that subject has a legal direct reaction.

Effect: Spend 1 pip before commitment to add one Help Cluster to the defending side. The status grants no reaction, Readies no dice, and offers no protection against a different source. A protected zone applies only while the subject remains inside it.

Fade: Remove spent pips. Remove 1 pip when the named threat decisively crosses or defiles the prepared boundary, if its action succeeded. Remove all when the source of sanctuary is destroyed or the scene ends.

Counterplay: Draw the subject outside, attack with an unlisted source, disrupt the rite, break the promise that sustains it, or succeed at a relevant occult action to remove 1 pip.

Stacking: Add to cap 3 for the same threat and source. Several SANCTUARY markers can qualify, but only one may add Help to one defense.

Example delivery: SALT AND NAME [SKILL] [NW], Pattern 1,1 SPEND, after one minute: apply SANCTUARY [NAMED SPIRIT] (3) to one threshold.

4Caster reskin: Use FIREWALL CIRCLE, ANCESTOR'S SHELTER, PSYCHIC SAFE ROOM, or STORYBOOK RULE. Keep one named threat.

STATUS: CURSED [TABOO]

Category: Occult.

Default risk: MINOR for CURSED (1) with one clear, avoidable taboo. **Scope:** One participant, Agent, item, family, or place and one stated taboo such as speaking a name, crossing running water, drawing blood, or refusing hospitality.

Pips: Add to a maximum of 3. Each pip is one punishment before the curse exhausts its current hold.

Trigger: The scoped subject knowingly violates the recorded taboo.

Effect: After the violating action resolves, inflict 1 Damage in a cardinal direction fixed when the curse is created, then remove 1 pip. The curse cannot Trigger on an unavoidable act, on information the subject was denied, or more than once from one action. Applicable Armor protects only when the 4Cast names a form of Armor that can answer the curse.

Fade: Reduce after each Trigger. Remove all when the printed release condition is completed, the curse source is decisively defeated, or a successful cleansing effect says so. Scene-duration curses expire at scene end.

Counterplay: Learn and avoid the taboo, fulfill the visible release condition, transfer or contain the source with a printed ability, or succeed at a relevant ritual to remove 1 pip.

Stacking: Add to cap 3 for the same taboo and source. Different taboos are separate, but one action can Trigger at most one CURSED marker chosen by the cursed side.

Example delivery: WITCH'S CAVEAT [POWER] [W], Pattern P1 + 4 SPEND, **ON SUCCESS:** apply CURSED [BREAK THE STATED BARGAIN, W] (2).

4Caster reskin: Use BAD CODE, FAIRY LAW, CORPORATE KILL-SWITCH, or BLOOD DEBT. The taboo and release must be told to the table.

STATUS: POSSESSED [ENTITY]

Category: Occult.

Default risk: MINOR for POSSESSED (1) by one named entity with a printed manifestation. **Scope:** One participant, Agent, item, or vehicle; one spirit, intelligence, echo, swarm mind, or invading will; and exactly one manifestation recorded when POSSESSED is applied.

Pips: Add to a maximum of 3. Each pip is one use of the recorded manifestation, not ownership of the host's character sheet.

Trigger: After the host resolves an action or reaction while the entity is aware.

Effect: The entity may spend 1 pip to perform the one recorded manifestation: speak one short sentence through the host, reveal one present sensory detail the host perceived to one named observer, or force the host or one carried object one tactical cell along the recorded legal vector. Manifestation movement is forced movement, resolves Scale and collision normally, and is never voluntary movement or an extra action. The entity cannot choose the host's action, spend the host's dice, inflict harm, activate abilities, or open a reaction window.

Fade: Remove spent pips. Remove all when exorcised, the host and entity are decisively separated, the binding object is destroyed, or the scene ends for a temporary possession.

Counterplay: Suppress the named manifestation, enter a sanctuary the entity cannot cross, negotiate its release, break its anchor, or succeed at an opposed N or occult action to remove 1 pip.

Stacking: Add to cap 3 for one entity. Multiple entities remain separate and may collectively manifest only once after a single action.

Example delivery: RIDE THE SHADE [POWER] [SW], Pattern P2 + 2 SPEND, **ON SUCCESS:** apply POSSESSED [SHADE; **MANIFESTATION:** FORCE HOST ONE CELL TOWARD NEAREST SHADOW] (2).

4Caster reskin: Use PILOT AI, PARASITIC MEMORY, ANCESTRAL GUEST, or REMOTE PUPPET THREAD. Preserve bounded manifestations and host agency.

STATUS: HAUNTED [MEMORY OR PLACE]

Category: Occult.

Default risk: MINOR for HAUNTED (1) by one recorded memory, victim, event, or place. **Scope:** One participant, object, or bounded location and one named haunting source.

Pips: Add to a maximum of 3. Each pip is one disruptive manifestation.

Trigger: An action or reaction within the scope leaves a 4 as a Straggler, and the action touches the source's theme, history, or place.

Effect: The haunting manifests audibly or visibly and inflicts 1 Strain on the acting participant in the cardinal direction it used, then remove 1 pip. The 4 still resolves its ordinary scene effect unless HAUNTED is the scene's printed 4 effect. The manifestation reveals one true sensory fragment but no automatic complete answer.

Fade: Reduce after each Trigger. Remove all when the source is laid to rest, the named truth is acknowledged through a scene action, or the haunted subject leaves the bounded place.

Counterplay: Avoid actions tied to the theme, communicate with the source, expose or repair the remembered wrong, seal the object, or succeed at E or W occult work to remove 1 pip.

Stacking: Add to cap 3 for the same source. Different hauntings are separate, but one Straggler can Trigger only one chosen haunting.

Example delivery: WAKE THE ROOM [POWER] [E], Pattern P4 + 4 **SPEND:** apply HAUNTED [ONE TRUE EVENT NAMED BY THE 4CASTER] (3) to the current chamber.

4Caster reskin: Use TRAUMA ECHO, GLITCH GHOST, BATTLEFIELD MEMORY, or ACCUSING PORTRAIT. Keep the 4 Trigger and finite manifestations.

STATUS: FATED [OUTCOME]

Category: Occult.

Default risk: MINOR for FATED (1) toward one narrow outcome. **Scope:** One participant, Agent, side, or object and one stated outcome such as "reach the gate," "betray the duke," or "the tower falls."

Pips: Set to the delivered value or keep the higher value, maximum 2. Each pip is one chance to bend a scene Straggler toward the outcome.

Trigger: After division but before leftover 3s and 4s resolve, the scoped action has exactly one Straggler whose face is either 3 or 4, and changing that one Straggler would directly advance the named outcome.

Effect: Spend 1 pip to reverse that Straggler, 3 to 4 or 4 to 3, then resolve the current scene's printed effect for the new face. This does not alter Clusters, Patterns, success, or any other die. It opens no reaction window.

Fade: Remove spent pips. Remove all when the outcome becomes impossible, is achieved, or the scene ends.

Counterplay: Change the scene so the outcome is no longer directly served, sever the prophecy source, force actions outside its scope, or succeed at a fate-breaking action to remove 1 pip.

Stacking: Keep highest for the same subject and outcome. Different outcomes are separate; only one FATED pip can change a Straggler on one action.

Example delivery: MARK THE END [POWER] [N], Pattern P1 + 2,3 **SPEND:** apply FATED [DECLARED SCENE OUTCOME] (2) to the user.

4Caster reskin: Use PREDICTIVE MODEL, NARRATIVE GRAVITY, BATTLE PLAN, or ORACLE'S THREAD. Preserve the single-Straggler operation.

STATUS: COMMAND [ORDER]

Category: Social.

Default risk: MINOR for COMMAND (1) supporting one clear order accepted by one ally or organized group. **Scope:** One commander or issuing side, one willing recipient or subordinate group, and one stated achievable order.

Pips: Add to a maximum of 3. Each pip is one coordinated action supported by the order.

Trigger: A recipient voluntarily declares an action whose primary purpose directly follows the stated order and can perceive the command or its standing signal.

Effect: The issuing side may spend 1 pip before commitment to add one Help Cluster. COMMAND does not grant an action or reaction, Ready dice, force obedience, make an impossible order legal, or support work unrelated to the order.

Fade: Remove spent pips. Remove all when the order is completed, revoked, contradicted by the issuer, or made impossible. At Round end remove 1 pip if no recipient acted toward it.

Counterplay: Break communication, expose contradictory orders, separate the group, change the objective, defeat the visible command structure, or succeed at W deception to remove 1 pip.

Stacking: Add to cap 3 for the same order and issuer. Conflicting orders remain separate, but a roll may receive Help from only one COMMAND status.

Example delivery: CLEAR AND MOVE [SKILL] [NW], Pattern 1,2 SPEND, **ON SUCCESS:** apply COMMAND [CROSS THE NAMED ZONE] (2) to allies who perceive the signal.

4Caster reskin: Use PACK SIGNAL, CREW ROUTINE, BATTLE HYMN, or SHARED CHECKLIST. Keep recipient choice and the narrow objective.

STATUS: PANIC [SOURCE]

Category: Social.

Default risk: MINOR for PANIC (1) about one visible source or clearly described feared event. **Scope:** One participant, Agent, or crowd and one named creature, place, weapon, condition, or imminent event.

Pips: Add to a maximum of 3. Each pip is one action disrupted by fear.

Trigger: Before the subject declares an action whose purpose is to approach, directly confront, or remain exposed to the named source.

Effect: Before commitment, set aside one Ready **Normal Die** as Strained and attribute it to a cardinal contained by the action's Axis. If no Ready **Normal Die** can be strained, reduce the action's **Normal Dice** commitment cap by 1, minimum 1, instead. Then remove 1 PANIC pip. The subject still chooses its action and may withdraw, seek cover, or use an indirect method without triggering when honest.

Fade: Reduce after each Trigger. Remove 1 after a full Turn in secure safety from the source. Remove all when the source is conclusively defeated or shown harmless.

Counterplay: Create distance or cover, receive credible reassurance, expose the deception behind the source, use a rally ability, or succeed at N or W to remove 1 pip.

Stacking: Add to cap 3 for the same source. Different sources are separate; only one PANIC marker can affect one action.

Example delivery: SHOW THEM THE TEETH [SKILL] [W], Pattern 3,3 SPEND, **ON SUCCESS:** apply PANIC [USER] with retained Clusters, maximum 2.

4Caster reskin: Use ROUT, STAGE FRIGHT, PREDATOR RESPONSE, or MARKET CRASH FEAR. Preserve the subject's agency to withdraw, seek cover, or change methods.

STATUS: INDEBTED [CREDITOR]

Category: Social.

Default risk: MINOR for INDEBTED (1) to one named creditor for one recorded favor, resource, or obligation. **Scope:** One participant, Agent, or organization as debtor; one named creditor; and one concrete basis for the debt known to both sides.

Pips: Add to a maximum of 3. Each pip is one piece of social leverage, not currency and not control.

Trigger: The creditor makes a social action asking the debtor for repayment plausibly proportional to the recorded debt.

Effect: The creditor may spend 1 pip before commitment to add one Help Cluster to that action. The debtor remains free to refuse, contest terms, or accept consequences. Illegal, suicidal, or radically disproportionate demands cannot use the status unless the recorded debt explicitly established that scale.

Fade: Remove spent pips. Remove all when the debt is repaid, forgiven, invalidated before the relevant audience, or the relationship ends.

Counterplay: Repay or renegotiate, expose that the favor was fraudulent, transfer the obligation through a recognized procedure, or win a relevant W action to remove 1 pip.

Stacking: Add to cap 3 for one debtor, creditor, and basis. Different debts are separate but only one can add Help to a single request.

Example delivery: I COVERED FOR YOU [SKILL] [W], Pattern 1,3 SPEND, after taking a real cost for an ally: apply INDEBTED [ALLY -> USER] (1).

4Caster reskin: Use BLOOD PRICE, FAVOR OWED, SERVICE CREDIT, or MUTUAL AID CHIT. Keep the recorded basis and proportionality.

STATUS: DISCREDITED [AUDIENCE]

Category: Social.

Default risk: MINOR for DISCREDITED (1) before one named audience, institution, faction, or public channel. **Scope:** One participant, Agent, cover identity, or organization and one audience that received the damaging claim or evidence.

Pips: Add to a maximum of 3. Each pip is one social action hampered by lost credibility.

Trigger: The subject makes an action before that audience that relies on trust, authority, reputation, or factual credibility.

Effect: Reduce the action's **Normal Dice** commitment cap by 1, minimum 1, then remove 1 pip. The status does not affect threats based only on immediate force, actions before a different audience, or claims independently proven during the scene.

Fade: Reduce after each Trigger. Remove 1 when the subject presents credible contrary evidence or accepts a meaningful public correction. Remove all when the audience decisively rejects the original accusation.

Counterplay: Change audience, establish independent proof, expose the accuser, repair the harm publicly, or succeed at E or W to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 3 for one audience. Separate audiences do not share pips. Only one DISCREDITED marker reduces a roll.

Example delivery: RELEASE THE RECEIPTS [SKILL] [E], Pattern 2,4 SPEND, ON SUCCESS with authentic evidence: apply DISCREDITED [NAMED AUDIENCE] (2) to the subject of the evidence.

4Caster reskin: Use EXCOMMUNICATED, REVIEW-BOMBED, DISHONORED, or FLAGGED AS UNRELIABLE. Preserve the named audience and evidence route.

STATUS: INSPIRED [IDEAL]

Category: Social.

Default risk: STANDARD for INSPIRED (1) by one ideal, person, promise, community, or declared objective. **Scope:** One willing participant, Agent, or group and one statement of what currently inspires it.

Pips: Add to a maximum of 3. Each pip is one surge of purposeful commitment.

Trigger: The holder declares an action or reaction whose primary purpose clearly protects, advances, or embodies the recorded ideal.

Effect: Spend 1 pip before commitment to raise that roll's **Normal Dice** commitment cap by 1. Only one INSPIRED pip may be spent per roll. It creates and Readies no dice, does not alter Axis ratings or composites, and cannot support an action that plainly betrays the ideal.

Fade: Remove spent pips. Remove 1 when the holder knowingly compromises the ideal. Remove all when the objective is completed, the source is decisively discredited, or the scene ends.

Counterplay: Challenge the ideal with credible evidence, separate the holder from the inspiring source, force a meaningful contradiction, or accomplish the objective first.

Stacking: Add to cap 3 for one ideal. Different inspirations may coexist, but only one can boost a roll.

Example delivery: REMEMBER WHY [SKILL] [W], Pattern 1,1 SPEND, ON SUCCESS after naming a shared ideal: apply INSPIRED [STATED IDEAL] (2) to one willing ally.

4Caster reskin: Use ADRENALINE PLAN, HOLY ZEAL, CREW MORALE, or REVOLUTIONARY HOPE. Keep it voluntary and cap-only.

STATUS: CALIBRATED [AXIS]

Category: Directional/graph.

Default risk: STANDARD for CALIBRATED (1) in one fixed cardinal Axis. **Scope:** One participant, Agent, facet, or subchart and N, S, E, or W.

Pips: Add to cap 2.

Trigger: Before a roll using the named Axis or a composite containing it would suffer a status-based **Normal Dice** commitment-cap penalty.

Effect: Spend 1 pip to ignore one point of that penalty for this roll. CALIBRATED cannot raise commitment above the unmodified printed cap, change ratings, create dice, or cancel non-status penalties.

Fade: Remove spent pips or all at scene end.

Counterplay: Change the relevant conditions, disrupt calibration, or succeed at sabotage to remove 1 pip.

Stacking: Add to cap 2 by Axis; only one pip per roll.

Example delivery: ZERO THE SIGHTS [SKILL] [E], Pattern 1,2 SPEND, **ON SUCCESS:** apply CALIBRATED [E] (2) to one weapon facet.

4Caster reskin: Use CENTERED STANCE, TUNED SERVO, or TRUE NORTH. Preserve the penalty-only protection.

STATUS: TILTED [AXIS]

Category: Directional/graph.

Default risk: STANDARD for TILTED (1) in one fixed cardinal Axis. **Scope:** One participant, Agent, facet, or subchart and one cardinal Axis.

Pips: Add to cap 3.

Trigger: Before the subject commits **Normal Dice** to the named Axis or a composite containing it.

Effect: Reduce that roll's **Normal Dice** commitment cap by 1, minimum 1, then remove 1 pip. Ratings, composites, Pool, Damage capacity, and Encounter XP do not change.

Fade: Reduce after each Trigger; remove all at scene end.

Counterplay: Use another honest Axis, reorient, repair the affected facet, or succeed at N or E to remove 1 pip.

Stacking: Add to cap 3 by Axis; one pip affects one roll.

Example delivery: WEIGHT THE SOUTH [**POWER**] [N], Pattern P2 + 4 **SPEND**: apply TILTED [S] (2).

4Caster reskin: Use BAD FOOTING, BIASED ALGORITHM, or CURSED COMPASS. Keep it a cap penalty only.

STATUS: POLARIZED [PAIR, FAVORED, CONTROLLER]

Category: Directional/graph.

Default risk: MINOR for POLARIZED (1) across one opposite cardinal pair.

Scope: One participant or facet; record N/S or E/W, mark one cardinal favored, and name the side that controls the marker.

Pips: Add to cap 2 for the recorded controller.

Trigger: Before a roll uses either recorded cardinal, including a composite containing it.

Effect: For a roll containing the favored cardinal, the rolling side may spend 1 pip to raise its **Normal Dice** commitment cap by 1. For a roll containing only the opposed cardinal, the recorded controller may spend 1 pip to lower that cap by 1, minimum 1. A composite containing both is unchanged. No rating, Pool, or XP changes.

Fade: Remove spent pips or all at scene end.

Counterplay: Reorient the source, deliberately use the neutral pair, or succeed at E to remove 1 pip.

Stacking: Keep highest for one pair and controller. Different controllers track separate markers, but the global one-boon/one-penalty status cap still applies.

Example delivery: MAGNETIC POSTURE [ITEM]: apply POLARIZED [E/W, E FAVORED, WEARER CONTROLS] (2) while powered.

4Caster reskin: Use WIND AT YOUR BACK, MOON PHASE, or DOCTRINAL BIAS. Preserve the paired tradeoff.

STATUS: DEFLECTED [TURN]

Category: Directional/graph.

Default risk: MINOR for DEFLECTED (1) with a fixed clockwise or counterclockwise turn. **Scope:** One participant, Agent, projectile, or vehicle; record LEFT or RIGHT.

Pips: Add to cap 2.

Trigger: A non-teleport effect would forcibly move the subject at least one tactical cell.

Effect: Spend 1 pip to rotate the remaining forced movement 90 degrees in the recorded direction. Distance, Scale, and collision are unchanged; if no legal rotated path exists, the pip is not spent.

Fade: Remove spent pips or all at scene end.

Counterplay: Use voluntary movement, enclose the subject, cancel forced movement, or remove 1 pip with stabilization.

Stacking: Add to cap 2; only one rotation per movement.

Example delivery: ANGLE FIELD [POWER] [E], Pattern P1 + 3 **SPEND:** apply DEFLECTED [RIGHT] (2).

4Caster reskin: Use BANKED ARMOR, RICOCHET CHARM, or CROSSWIND. Preserve distance and Scale.

STATUS: VECTOR-SHIFT [FROM, TO]

Category: Directional/graph.

Default risk: MINOR for VECTOR-SHIFT (1) between two adjacent cardinals fixed at construction. **Scope:** One participant, Agent, or facet and one **Armor Die** or **Damage Die** direction operation.

Pips: Add to cap 2.

Trigger: Before rolling one named special die type, a die marked FROM would not apply and a die marked TO would apply.

Effect: Spend 1 pip to treat one such FROM die as marked TO for this roll only, making it applicable. It remains the same **Armor** or **Damage Die** and returns to FROM afterward. Armor cancellation still finishes before Pattern checking; Damage remains Damage.

Fade: Remove spent pips or all at scene end.

Counterplay: Attack another direction, disrupt the shifter, or succeed at E to remove 1 pip.

Stacking: Add to cap 2; one shifted die per roll.

Example delivery: ROTATE PLATING [SKILL] [E], Pattern 2,2 **SPEND:** apply VECTOR-SHIFT [ARMOR E TO N] (2).

4Caster reskin: Use BLOOD COMPASS, REACTIVE PLATE, or ELEMENTAL PHASE. Never create or heal a die.

STATUS: FOCUSED [PATTERN]

Category: Resource/dice.

Default risk: MINOR for FOCUSED (1) on one learned Skill or Power Pattern.

Scope: One participant and one named ability Pattern.

Pips: Add to cap 2.

Trigger: After rolling but before Armor cancellation, one **Combo Die** rolled for the named Pattern shows a face adjacent to a required face.

Effect: Spend 1 pip to rotate that Combo result by 1 to the required face. The die remains Combo, may help only the Pattern, never enters the contest, and becomes Spent normally.

Fade: Remove spent pips or all at scene end.

Counterplay: Apply Combo-specific disruption, change the required Pattern, or remove 1 pip with distraction.

Stacking: Add to cap 2; rotate at most one **Combo Die** per roll.

Example delivery: REHEARSED SEQUENCE [SKILL] [E], Pattern 1,1 SPEND during preparation: apply FOCUSED [NAMED MOVE] (2).

4Caster reskin: Use MUSCLE MEMORY, SPELL MNEMONIC, or MACRO READY. Combo still never contests.

STATUS: SURGED [POWER RESERVE]

Category: Resource/dice.

Default risk: MINOR for SURGED (1). **Scope:** One participant, Agent, item, or facet with at least one **Power Die**.

Pips: Add to cap 2.

Trigger: A rolled **Power Die** in an active Power has not yet passed Armor cancellation or Pattern checking.

Effect: Spend 1 pip to reroll one **Power Die** once; the new result stands. It remains typed P, still must satisfy the Pattern, and enters the contest only when the core Power rules say it does.

Fade: Remove spent pips or all at scene end.

Counterplay: Strip the surge source, force the **Power Die** Spent before use, or remove 1 pip with grounding.

Stacking: Add to cap 2; one reroll per **Power Die** and roll.

Example delivery: PRIME THE CURRENT [POWER] [N], ACTIVE, Pattern P1 + 1 SPEND, **ON SUCCESS:** apply SURGED (1), once per scene.

4Caster reskin: Use OVERCHARGE, DIVINE FAVOR, or ADRENAL GLAND. It does not Ready or create **Power Dice**.

STATUS: PLATED [DIRECTION]

Category: Resource/dice.

Default risk: MINOR for PLATED (1) in one fixed cardinal direction. **Scope:** One participant, Agent, vehicle facet, or item and its applicable **Armor Dice** in N, S, E, or W.

Pips: Add to cap 2.

Trigger: After applicable **Armor Dice** roll in the named direction but before cancellation.

Effect: Spend 1 pip to reroll one applicable **Armor Die** once; the new result stands. Complete Armor cancellation before checking any Pattern. No **Armor Die** is created or Readied.

Fade: Remove spent pips. Remove all when the plate is removed or at scene end.

Counterplay: Attack another direction, bypass the plate with a printed effect, damage its source, or remove 1 pip by sabotage.

Stacking: Add to cap 2 by direction; one reroll per **Armor Die**.

Example delivery: LAYERED COVER [ITEM]: entering prepared cover applies PLATED [N] (1) against fire from the north.

4Caster reskin: Use LUCK SHELL, WARD LAYER, or REACTIVE FOAM. Preserve the cancellation timing.

STATUS: MANAGED [DAMAGE DIE]

Category: Resource/dice.

Default risk: MINOR for binary MANAGED on one applicable **Damage Die**.

Scope: One participant, Agent, or facet and one specific **Damage Die** that an aid, brace, isolation, or treatment can address. Record that die's direction.

Pips: MANAGED is binary ON/OFF on each marked **Damage Die**; it never has or spends pips.

Trigger: The next time the marked **Damage Die** would roll before the end of the current Turn.

Effect: Remove MANAGED and do not roll that die. It remains Damage, stays in the Pool, still counts toward death, and applies normally to later rolls.

Fade: Remove MANAGED after it prevents that one roll or at the end of the current Turn, whichever comes first.

Counterplay: Force a different damaged direction to apply, disrupt the managing source before the roll, or wait until the marker expires.

Stacking: One MANAGED marker per **Damage Die**. Different **Damage Dice** may be marked separately, and each marker prevents only its own next roll.

Example delivery: WORK THROUGH IT [SKILL] [E], Pattern 1,3 SPEND, **ON SUCCESS:** mark one applicable **Damage Die** on an ally MANAGED until Turn end.

4Caster reskin: Use PAIN EDITOR, SPLINT, SERVO ISOLATION, or BATTLE TRANCE. This is not healing.

STATUS: BUFFERED [RESERVE]

Category: Resource/dice.

Default risk: STANDARD for BUFFERED (1) protecting either Power or Combo refresh. **Scope:** One participant, Agent, item, or facet and one named reserve: **POWER** or **COMBO**.

Pips: Add to cap 2.

Trigger: During the named reserve's refresh checkpoint, before JAMMED, DRAINED, or another denial chooses which die stays Spent.

Effect: Spend 1 pip to protect one eligible Spent die; that die refreshes normally and cannot be chosen by that denial. The denial still resolves and reduces itself as printed. This does not Ready a die at any other time, protect a different reserve, or prevent the immediate spending of a die.

Fade: Remove spent pips or all at scene end.

Counterplay: Attack the other reserve, strip the buffer first, or suppress its source.

Stacking: Add to cap 2 by reserve; protect at most one die per refresh event.

Example delivery: REDUNDANT CELL [ITEM]: while installed, apply BUFFERED [**POWER**] (2); it cannot refresh during the scene.

4Caster reskin: Use BACKUP RHYTHM, AUXILIARY BATTERY, or SECOND SOUL. It prevents a delay; it does not generate dice.

STATUS: ADRIFT [DIRECTION]

Category: Vehicle/scale.

Default risk: MINOR for ADRIFT (1) in one fixed cardinal map direction. **Scope:** One vehicle, mount, formation, or Scale-bearing object. Record exactly one cardinal map direction, N, S, E, or W, when ADRIFT is applied.

Pips: Add to cap 3.

Trigger: At the start of the subject's action opportunity while it is free to move.

Effect: Move it one tactical cell or short range step in the recorded direction, then remove 1 pip. Resolve Scale and collision normally. The drift occurs before voluntary movement and grants no extra action.

Fade: Reduce after each Trigger; remove all when anchored, docked, or the external force ends.

Counterplay: Apply thrust against drift, tether, land, change medium, or succeed at piloting to remove 1 pip.

Stacking: Add to cap 3 by direction; opposing directions cancel pips one-for-one when applied.

Example delivery: ENGINE KILL [POWER] [W], Pattern P2 + 3 SPEND, **ON SUCCESS:** apply ADRIFT [E] (2).

4Caster reskin: Use KNOCKBACK SPIN, RIVER CURRENT, ORBITAL DECAY, or STAMPEDE FLOW. Keep Scale and collisions.

STATUS: STALLED [FACET]

Category: Vehicle/scale.

Default risk: MINOR for STALLED (1) on one named movement or action facet.

Scope: One vehicle, large Agent, organization subchart, or device and one engine, weapon station, limb, gate, or operating facet.

Pips: Set to delivered value or keep higher, maximum 2.

Trigger: The subject declares an action that requires the named facet.

Effect: The named facet cannot contribute its equipment permission, special move, Help, or Scale function. Before dice are committed, the subject may continue by another honest method or redeclare another legal action. Remove 1 pip only if it continues or redeclares without the facet. If it does neither, cancel the action and leave the pip in place. Other facets remain usable.

Fade: Remove pips through the Effect. Remove all after repair, restart, or replacement.

Counterplay: Use a redundant facet, tow or assist externally, bypass the control, or succeed at E repair to remove 1 pip.

Stacking: Keep highest per facet; different facets are separate.

Example delivery: CALLED SYSTEM HIT [SKILL] [E], Pattern 1,4 SPEND, ON SUCCESS after **Armor:** apply STALLED [NAMED VISIBLE FACET] (1).

4Caster reskin: Use LAME, ENGINE-OUT, JAMMED GATE, or BROKEN FORMATION. Never disable every facet through one scope.

STATUS: HULL-BREACH [COMPARTMENT]

Category: Vehicle/scale.

Default risk: MINOR for HULL-BREACH (1) in one compartment or exposed facet. **Scope:** One vehicle or structure and one named internal compartment touching the breach.

Pips: Add to cap 3. Each pip is one dangerous pressure, water, fire, or contamination event.

Trigger: The vehicle accelerates, changes medium, suffers collision, or ends a Round in the hostile environment surrounding the breach.

Effect: Inflict 1 attributed Strain on the compartment's facet or one occupying Agent, chosen by the vehicle side, then remove 1 pip. If the 4Cast declares a lethal vacuum or equivalent, Damage may replace Strain; that version is MAJOR and needs explicit environmental counterplay.

Fade: Reduce after each Trigger; remove all when sealed or the hostile environment ends.

Counterplay: Isolate the compartment, evacuate it, patch the breach, enter a safe medium, or succeed at E repair to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 3 per compartment; one Trigger per event.

Example delivery: PUNCH THROUGH [ITEM], after structural Damage penetrates **Armor:** apply HULL-BREACH [STRUCK COMPARTMENT] (2).

4Caster reskin: Use AIR LEAK, FLOODED HOLD, OPEN CARAPACE, or REALITY TEAR. Keep one compartment and visible isolation.

STATUS: BRACED-FRAME

Category: Vehicle/scale.

Default risk: MINOR for BRACED-FRAME (1). **Scope:** One vehicle, mecha, structure, mount, or large Agent with a printed Scale.

Pips: Add to cap 2.

Trigger: Before resolving forced movement or collision against the subject.

Effect: Spend 1 pip to treat the subject as one Scale larger, maximum Scale 3, for resisting that movement and for this collision only. It gains no structural Damage bonus, reach, Armor, Pool, or lasting Scale change.

Fade: Remove spent pips, all after voluntary movement that breaks the brace, or at Turn end.

Counterplay: Attack before bracing, change angle, remove supports, force voluntary movement, or strip 1 pip with sabotage.

Stacking: Add to cap 2; one pip per movement or collision.

Example delivery: LOCK THE LEGS [SKILL] [N], Pattern 2,3 **SPEND:** apply BRACED-FRAME (2) to the operated vehicle.

4Caster reskin: Use LANDING SPIKES, ROOTED TITAN, COUNTERTHRUST, or FORTIFIED FOUNDATION. Apply Scale only to resistance and collision.

STATUS: ON-GUARD [FACTION OR AREA]

Category: Scene-facing.

Default risk: MINOR for ON-GUARD (1) held by one faction in one bounded scene area. **Scope:** One watch, security force, predator group, or hazard network and one named location.

Pips: Add to cap 4; above 4 use a clock.

Trigger: A member of the alerted side makes a detection, pursuit, containment, or interception action inside the scope.

Effect: Spend 1 pip before commitment to add one Help Cluster. ON-GUARD grants no Agent, action, reaction, or knowledge outside what the side could perceive.

Fade: Remove spent pips; reduce 1 after a quiet Round with no credible sign; remove all when the alert is conclusively reset or the scene ends.

Counterplay: Create a decoy, erase evidence, leave the area, disable communications, or succeed at stealth/deception to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 4 per faction and area; one pip per roll.

Example delivery: **SCENE 3 - BAD SIGN:** each qualifying leftover 3 applies ON-GUARD [WATCH] (1).

4Caster reskin: Use HUNTING PACK, RED ALERT, STIRRED HIVE, or RESTLESS DEAD. Keep it finite support, not automatic discovery.

STATUS: OBJECTIVE-MOMENTUM [SIDE AND OBJECTIVE]

Category: Scene-facing.

Default risk: MINOR for OBJECTIVE-MOMENTUM (1) toward one active objective. **Scope:** One side and one declared scene objective already advanced by a successful action.

Pips: Add to cap 3.

Trigger: A member of the side declares an action that directly continues the same objective without repeating the exact solved obstacle.

Effect: Spend 1 pip before commitment to raise the roll's **Normal Dice** commitment cap by 1. It creates no dice, changes no Axis, and cannot support unrelated attacks or recovery merely because they help the same side.

Fade: Remove spent pips; reduce 1 when the side fails an objective action; remove all when initiative changes, the objective is completed, or the scene ends.

Counterplay: Break the chain, change the objective's conditions, seize a key position, or succeed on direct opposition to remove 1 pip.

Stacking: Add to cap 3 per side and objective; one pip per roll.

Example delivery: CLEAN HANDOFF [SKILL] [E], Pattern 1,2 SPEND, ON SUCCESS after objective progress: apply OBJECTIVE-MOMENTUM [SIDE, OBJECTIVE] (1).

4Caster reskin: Use **COMBO** PLAY, RITUAL CADENCE, PRODUCTION FLOW, or CHASE ADVANTAGE. Keep the cap-only boost.

STATUS: INSTABILITY [ZONE AND MODE]

Category: Scene-facing.

Default risk: MINOR for INSTABILITY (1) with one fixed escalation mode.

Scope: One bounded scene zone and either STRAIN or FORCED MOVEMENT, fixed when applied.

Pips: Add to cap 4; above 4 use a clock.

Trigger: A leftover 4 activates the zone's printed scene effect.

Effect: Spend 1 pip after that effect resolves. STRAIN mode inflicts +1 Strain on one subject already affected; MOVEMENT mode adds one cell or roughly 10 feet to one forced movement already caused. It cannot create a target, Damage, or a new reaction window.

Fade: Remove spent pips; reduce 1 after a Round with no leftover 4 in the zone; remove all when stabilized or the scene ends.

Counterplay: Leave the zone, suppress its 4 effect, stabilize the source, or succeed at a suitable action to remove pips equal to retained Clusters, maximum 2.

Stacking: Add to cap 4 per zone and mode; one pip per leftover 4.

Example delivery: CRITICAL CONDITIONS [SCENE RULE]: at threshold two, apply INSTABILITY [REACTOR, STRAIN] (3).

4Caster reskin: Use RIOT HEAT, WILD MAGIC, FAILING ORBIT, or AVALANCHE PRESSURE. Print the one escalation mode.

STATUS: SECURED [OBJECTIVE]

Category: Scene-facing.

Default risk: MINOR for SECURED (1) by one side over one bounded objective.

Scope: One side and one door, console, captive, relic, zone, route, or other objective that can change control.

Pips: Add to cap 4; pips are layers of active control, not Armor or structural health.

Trigger: An opposing side succeeds on an action whose direct purpose is taking, opening, releasing, crossing, or controlling the objective.

Effect: Remove SECURED pips equal to retained Clusters. If retained Clusters remain after reducing it to 0, the action may change control as declared. If no retained Clusters remain after reducing SECURED to 0, the defenses are stripped but control does not change until another success. Ordinary side effects still resolve.

Fade: Remove through Triggers, when the owning side abandons the objective, or when an effect explicitly bypasses all control layers.

Counterplay: Attack the objective repeatedly, split defenders, use inside access, negotiate release, or apply an ability that removes objective status pips.

Stacking: Add to cap 4 for one side. Opposing SECURED markers cannot coexist; establish new control only after the old marker reaches 0.

Example delivery: LOCK IT DOWN [SKILL] [N], Pattern 2,2 SPEND, after preparation: apply SECURED [CURRENT OBJECTIVE] with retained Clusters, maximum 3.

4Caster reskin: Use FORTIFIED, ENCRYPTED, GUARDED, RITUAL-SEALED, or LEGALLY HELD. Keep retained Clusters as the removal engine.

6. ABILITY-BEARING ITEMS

Yes: an item may grant a Power. An item may also grant a Skill when the object plausibly supplies training or an expert process: a targeting rig, surgical intelligence, ritual manual, symbiote, training ghost, or vehicle control system.

THREE ITEM MODES

GRANTED: While the item is available and being used, its bearer owns the printed Skill or Power. An item-granted Skill provides its Category and moves only through that item's plausible method. A smart rifle cannot train its bearer to identify every firearm.

STORED: The item owns the dice, Charges, status, or prepared activation. State whose Pool pays **Normal dice** and who suffers Damage, Strain, or Backlash.

CHANNELLED ITEM: The bearer owns the ability, but the item is a Requirement. Losing it disables the ability until the item returns.

ITEM LIMITS

- The bearer still declares only one active ability per action or reaction.
- An active Power still rolls a Ready **Power Die** from the named owner.
- Item Armor and Damage follow their printed directions.
- Borrowing an item never grants memories, relationships, or facts it cannot contain.
- If several people could use it, only its current operator can activate it.

A removable, targetable Gear Requirement is a meaningful limit only when losing it is plausible. A rare consumable, keyed owner, or fragile one-scene object is stronger counterplay. Do not count the same inconvenience twice during risk review.

CHARGES, COOLDOWNS, AND REFRESH

A Charge is a separate box, token, or item use. Spending it never spends a die unless the ability also says so. Print the starting amount and exact refresh event.

LIMIT REVIEW

- Once per Turn is a light cadence limit.
- Once per scene is a meaningful cadence limit.
- Three nonrefreshing Charges for an expedition create visible attrition.
- One nonrefreshing use is a severe limit.
- A costly downtime project or rare fictional event matters only when recovery will appear in play.

Do not lower risk for a limit the ability was unlikely to exceed. An ACTION ONLY Power with one **Power Die** may already be naturally limited.

COOLDOWN

Write COOLDOWN (X) when an ability becomes unavailable for X Rounds after activation. Tick it at Round end. A longer cooldown creates stronger counterplay but does not legalize an unbounded Effect. Cooldowns do not refresh dice.

NO FREE LOOPS

An ability cannot refresh the Charge, **Power Die**, **Combo Die**, or cooldown used to activate itself during the same Turn. If two abilities can restore each other without a scarce input, add a once-per-Turn shared limit or remove the loop before play.

Mark Charges only after a SPEND or TRIGGER actually activates unless the Requirement says the material is consumed on declaration.

FACETS AND SUBCHARTS

The Expanded Rules allow a Grand Asset, vehicle, transformation, or other structure to carry its own directional subchart. A Skill or Power that touches one must name it.

FACET: A persistent named part of one shared Pool, such as ENGINES, SHIELDS, PSYCHE, or MECHA.

SUBCHART: Four directional ratings used only for the named domain.

STATION: The position or Agent allowed to act through a vehicle facet.

ABILITY TAGS

[**FACET:** MECHA] means the effect can target or use only that facet.

[**SUBCHART:** PSYCHE] means the printed Axis comes from that subchart.

[**STATION:** SHIELDS] means the operator must control that station.

Damage assigned to a facet still counts toward the owner's fixed Pool unless the 4Cast explicitly creates a separate structural track. Disabling a facet removes its printed permissions; it does not erase the main chart or the participant's ordinary actions.

Temporarily setting one named subchart Axis to 0 is MAJOR. Suppressing an entire facet until the end of the next Round is APEX and RED FLAG. Permanent destruction belongs to a scenario consequence, not an ordinary ability.

Never write 'disable their best stat.' Name the chart, direction, duration, and counterplay.

STRAGGLERS, 3 AND 4, AND TEAMS

Abilities may use held 1 and 2 Stragglers, or alter the scene-facing 3 and 4. They never change what a Straggler is: the remainder after Cluster division.

HELD 1 AND 2

An ability may require, spend, transfer, or extend a held 1 or 2. A transferred die keeps its face and expires at the normal Round end. It cannot support the same reaction that created it. One active ability can read the transfer.

SCENE 3 AND 4

An ability that suppresses, holds, reverses, or releases a 3 or 4 must name the current 4Cast effect before dice are committed. It cannot undo a threshold consequence after that consequence resolves. A released face uses the current scene's printed effect, not the effect from a previous scene.

Directly erasing one 3 or 4 is MAJOR. Holding and releasing one is MAJOR or APEX. Changing every 3 and 4 from one roll is APEX. Treat irreversible campaign clocks as RED FLAG material.

TEAM REQUIREMENTS

A teammate, matching Skill, held 2, formation, shared item, or simultaneous position is a meaningful Requirement when it creates real coordination. The same participant cannot satisfy two roles. Team activations create one action and one ordinary reaction window, never a chain of nested rolls.

SCALE, FORMS, AND PERMISSION

Scale changes what can harm, move, carry, restrain, or collide with what. It never creates Clusters, raises Axes, enlarges the fixed Pool, or improves ordinary social, mental, and informational actions.

TEMPORARY SCALE

Increase or decrease the user's Scale by 1 until Turn end: MAJOR.

Shift by 2 steps until Turn end: APEX and RED FLAG.

Apply one Scale step to one narrow structural action: STANDARD.

Scene duration raises the risk one step.

State a maximum Scale and whether worn gear changes. The user must fit in the destination space. A form does not burst through a room for free unless destruction is part of its printed Effect.

FORM PACKAGE

A transformation may bundle movement permission, natural Armor, an item tag, a Skill, and one or more Powers. Build each granted component, then apply one shared activation and duration. Do not charge twice for the same activation, but do not hide several effects under a cosmetic name.

When a form ends, persistent Damage remains. Temporary Armor leaves. Gear returns, drops, merges, or stays behind exactly as printed. If a form grants another Agent or action opportunity, review that separately as APEX material.

Changing size for fiction alone is cosmetic when it has no Scale, reach, concealment, movement, or carrying Effect.

4CAST EXTENSION HOOKS

A 4Cast may add new Skill Categories, Power families, typed dice interactions, Statuses, facets, equipment tags, and construction tests. Print the additions beside the setting material that uses them.

WHAT TO DECLARE

- Which Category covers each specialized task.
- Which 3 and 4 effects abilities may alter.
- Which Armor directions and Scale bands exist.
- Which objects or creatures can carry Damage.
- Which Statuses are common and how ordinary actions clear them.
- Any changed refresh cadence for Combo, Power, Charges, or held Stragglers.
- Any changed risk labels or new starting allowance.

CHANGE ONE FAMILY AT A TIME

Test one new construction category against the baseline library before adding another. A setting with abundant Armor makes **ARMOR EATER** stronger. A setting with constant alert clocks makes **SUSPECTED** matter more. A solo game makes extra Agents more valuable. A risk label is guidance, not proof across every 4Cast.

Do not quietly replace the core sequence. If a 4Cast changes declaration, commitment, cancellation, activation, division, comparison, harm, or Stragglers, label the rule **REPLACEMENT** and show one complete example.

Settings are allowed to be strange. Their procedures should still be readable.

7. ABILITY KITS

Ability Kits are example loadouts, not guaranteed baseline starts or classes. Each kit names two Skills, one Power, a Status web, and a table-facing job. The table declares which risk labels are allowed; a kit containing a MAJOR or APEX entry requires approval. Replace a component when the character concept points elsewhere, then review the new package.

A Status web is a tactical prompt, not an extra ability. Applying, clearing, spending, or converting any pip still requires the printed Skill, Power, item, scene rule, or ordinary action that permits it.

ALLEY GHOST

Skills: **STEALTH**: INFILTRATION [S] and **PERCEPTION**: COUNTER-SURVEILLANCE [E].

Power: TELEPORT [**POWER**] [E].

Status web: gain UNSEEN, risk SUSPECTED, exploit EXPOSED.

Play loop: enter from an unexpected route, identify the observer who matters, then teleport yourself into position to recover evidence or help an ally before the Scene closes. Teleport moves only the user and solves distance, not locks, knowledge, silence, or safe arrival. Counter-Surveillance finds the camera; Infiltration explains how to defeat it.

Opening: ask what watches the objective and what route appears impossible.

Reaction posture: reserve E dice for Counterwatch or S dice for an ordinary movement defense.

Leftover 3: evidence remains, an exit closes, or SUSPECTED rises by 1.

Leftover 4: create a blind angle, quiet route, or temporary point of access.

Counterplay: overlapping observers, moving hazards, directional Armor, and objectives too large to carry. Never make UNSEEN equal untargetable.

Reskins: rooftop thief, kobold burglar, covert courier, phase-diver, dream intruder.

Advance toward information control, ally extraction, or bolder teleport range. Do not buy all three at once.

ABILITY KIT: BANNER CAPTAIN

Skills: **BATTLECRAFT**: FORMATION CONTROL [NW] and **LEADERSHIP**: SQUAD COMMAND [NW].

Power: RESONANT RELAY [**POWER**] [W].

Status web: clear HESITANT and impose BOUND. Future advancement example, not a granted move: convert 2 HESITANT into 1 EXPOSED.

Play loop: identify the line that must hold, place allies where their honest Axes matter, then spend one ally's held 2 as Help on Resonant Relay so a third participant receives a new held 2. The kit passes one visible opening through the group; it does not create extra actions or free reactions.

Opening: name the objective, the fallback point, and the Agent whose loss changes the Scene.

Reaction posture: keep W dice for Covering Signal, Resonant Relay as a support reaction, or a direct defense.

Leftover 3: the enemy splits the formation, threatens the fallback, or marks the captain.

Leftover 4: an ally changes position, clears 1 HESITANT, or gains cover until they move.

Counterplay: broken sight lines, conflicting goals, false orders, wide areas, and enemies who force different defense directions.

Reskins: mercenary sergeant, union organizer, pirate first mate, choir conductor, hive-node.

Balance watch: communication range and the number of affected allies are the kit's main multipliers. Price either expansion before adding stronger Status conversion.

ABILITY KIT: BONE CHIRURGEON

Skills: **MEDICINE**: TRAUMA CARE [E] and **OCCULT LORE**: CURSES AND SIGNS [NE].

Power: REGENERATION [**POWER**] [PASSIVE].

Status web: clear DRAINED, manage BURNING, expose BACKLASH before it triggers.

Play loop: diagnose whether harm is physical, supernatural, or both; stabilize the immediate threat; then identify the curse, taboo, or sign that keeps the danger active. At Turn start, Regeneration automatically converts one of the user's **Damage Dice** into a Spent Normal Die. It spends no **Power Die**, heals no ally, clears no Strain or status, and supplies no diagnosis.

Opening: ask what will worsen if untreated and what the patient refuses to reveal.

Reaction posture: reserve W for Work Through Pain or NE for Counter-Ritual.

Leftover 3: treatment costs supply, transfers a Status, or advances a mortality clock.

Leftover 4: learn the source, preserve a sample, or reduce the next recovery Pattern by one untyped result.

Counterplay: separated patients, contaminated tools, moving fights, Damage that matches the medic's best Axis, and bargains attached to healing.

Reskins: plague doctor, combat medic, necromantic veterinarian, nanite surgeon, memory therapist.

Balance watch: recovery becomes volatile when it also refreshes Power or clears multiple Status families. Keep those as separate abilities.

ABILITY KIT: BREACH SAINT

Skills: **DEMOLITIONS**: SHAPED CHARGES [NE] and **HEAVY WEAPONS**: ANTI-ARMOR [N].

Power: ARMOR EATER [POWER] [E].

Status web: create EXPOSED, risk JAMMED, and attack a direction where no applicable Armor remains.

Play loop: inspect the barrier, choose whether the goal is entry or destruction, then make one decisive lane for the team. Shaped Charges controls structural Damage and blast geometry; Anti-Armor suppresses a relevant Armor source or attacks Scale; Armor Eater applies EXPOSED (2) in one chosen Armor direction.

Opening: identify what cannot be damaged, what must survive, and where force will travel.

Reaction posture: keep E to manage a remote fuse or N to answer a rushing defender.

Leftover 3: debris separates allies, the alarm advances, or the objective is damaged.

Leftover 4: create stable cover, a clean passage, or EXPOSED (1) on a visible support.

Counterplay: layered materials, hostages, shifting Armor directions, reactive wards, and opponents who abandon the breached lane.

Reskins: siege engineer, starship boarder, monster hunter, vault cracker, divine iconoclast.

Balance watch: bypassing Armor and multiplying Damage on the same activation is Apex territory even when each part appears narrow.

ABILITY KIT: CLOCKWORK DUELIST

Skills: **CLOSE COMBAT**: BLADES [NE] and **ATHLETICS**: CLIMBING [S].

Power: REVISION [**POWER**] [E OR W REACTION].

Status web: apply BOUND, punish AXIS-LOCKED, accept BACKLASH to revise a critical result.

Play loop: take a position that narrows the opponent's honest choices, threaten one direction, then spend Revision only when the changed face alters the Scene. The kit wins by manipulating the graph, not by receiving extra attacks.

Opening: name the dangerous footing and the defense direction the opponent prefers.

Reaction posture: reserve NE for Riposte, S for Catch the Fall, or E/W and one Charge for Revision.

Leftover 3: weapon position worsens, footing breaks, or BACKLASH gains 1.

Leftover 4: step to adjacent cover, identify the preferred defense, or make the next forced direction visible.

Counterplay: ranged pressure, crowds, broad areas, disarms, and threats that demand a different honest Axis.

Reskins: court fencer, ritual knife fighter, maintenance automaton, wire acrobat, probability assassin.

Balance watch: Revision may erase one unresolved 3 or 4 Straggler or reverse its face inside one timing window. It cannot rewind declarations, targets, threshold consequences, or prior actions.

ABILITY KIT: DEEP SURVEYOR

Skills: **SURVIVAL**: EXPEDITIONS [E] and **SCIENCE**: FIELD ANALYSIS [E].

Power: BLOOD COMPASS [**POWER**] [W].

Status web: reveal SUSPECTED hazards, gain ANCHORED against forced movement, and mark dangerous routes EXPOSED.

Play loop: establish a safe operating baseline, analyze a useful sample or observation, then decide which risk the expedition can carry. When injured, Blood Compass re-marks up to two of the user's existing **Damage Dice** from one cardinal direction to another. It protects a needed Axis only by exposing another and never removes Damage or finds a subject.

Opening: ask what the map omits, what consumes supply, and what sign proves another traveler is near.

Reaction posture: keep E dice for sudden terrain or specimen behavior.

Leftover 3: supply falls, the route changes, or a dormant hazard wakes.

Leftover 4: locate shelter, preserve a sample, or identify one honest direction of escape.

Counterplay: contaminated samples, changing conditions, Damage spread across several directions, pressure before analysis, weather, and Scale differences.

Reskins: underworld guide, alien ecologist, sewer ranger, planar surveyor, haunted-house inspector.

Balance watch: Blood Compass never changes the total Damage or death threshold. Record every direction change so protecting E does not quietly become healing.

ABILITY KIT: DREAM PROSECUTOR

Skills: **NEGOTIATION**: BARGAINS [W] and **INVESTIGATION**: CRIME SCENES [E].

Power: QUIET LAW [**POWER**] [E].

Status web: apply SUSPECTED and HESITANT. Future advancement example, not a granted move: convert 2 SUSPECTED into 1 BOUND by a stated obligation.

Play loop: reconstruct what happened, name the contradiction aloud, then use Quiet Law on an E action or reaction to discard that roll's leftover 3s and 4s after division. It suppresses danger and opportunity equally; it does not establish a law, prove guilt, read minds, or make a claim true.

Opening: ask who benefits from delay, what evidence can be destroyed, and what promise already binds the room.

Reaction posture: reserve E to preserve a trace or W to answer a changed bargain.

Leftover 3: a witness withdraws, evidence becomes contested, or HESITANT rises.

Leftover 4: isolate a contradiction, freeze one term of the bargain, or reduce SUSPECTED on a cooperative witness.

Counterplay: conceal evidence, force another honest Axis, drain Power, create pressure outside the 3/4 effects, or make both Straggler faces valuable enough that deleting them has a cost.

Reskins: faerie barrister, memory detective, temple inquisitor, contract daemon, courtroom psychic.

Balance watch: Quiet Law changes only the user's current roll and never a reaction roll unless declared on that reaction. It cannot alter another participant's Stragglers or undo a threshold consequence already resolved.

ABILITY KIT: DUST RIDER

Skills: **PILOTING**: SMALL CRAFT [SE] and **ENGINEERING**: FIELD REPAIR [E].

Power: GRAVITY WELL [**POWER**] [N].

Status web: clear JAMMED, impose ANCHORED, accept DRAINED to keep a vehicle moving.

Play loop: read the route, push the craft past a safe limit, then repair the system that paid for the maneuver. Gravity Well controls position but supplies no piloting competence and forces every participant inside its area toward the center without distinguishing friend from foe.

Opening: name the bottleneck, the fragile system, and the direction no one wants to defend.

Reaction posture: reserve SE for an evasive roll or E for emergency repairs.

Leftover 3: a system becomes JAMMED, fuel falls, or the route gains debris.

Leftover 4: create a slipstream, a repair window, or ANCHORED (1) on a pursuing craft.

Counterplay: spread formations, terrain larger than the area, remote weapons, system-specific attacks, and enemies willing to cut engines.

Reskins: wagon outrider, desert biker, spelljammer pilot, submarine engineer, dragon tackmaster.

Balance watch: vehicle Scale, area control, and movement denial multiply each other. Keep Gravity Well's area and duration modest.

ABILITY KIT: FIREWALL WITCH

Skills: **HACK**: SECURITY SYSTEMS [SW] and **WARDING**: PROTECTIVE RITES [NW].

Power: NULL CURRENT [**POWER**] [SW].

Status web: build HACK, contest ICE, and apply JAMMED. Future advancement example, not a granted move: convert 2 HACK into 1 EXPOSED on an electronic target.

Play loop: identify the boundary, use Breach to gain scoped HACK, then decide whether to bypass the system or protect a threshold. Null Current applies DRAINED (1) on a successful SW contest, or HESITANT (1) when the target has no Power reserve. It may interfere with an active Power but never cancels one already activated. None of these abilities supplies facts the user has not observed.

Opening: ask who owns the system, what it controls physically, and what happens when it fails closed.

Reaction posture: reserve SW for intrusion or Null Current interference and NW for Ground the Surge.

Leftover 3: ICE rises, evidence logs, or a connected device acts badly.

Leftover 4: reveal a subsystem, isolate a node, or move 1 HACK between linked devices.

Counterplay: air gaps, manual overrides, hostile ICE, sacrificial systems, analog procedures, and false interfaces.

Reskins: cyber-occultist, rune breaker, haunted switchboard operator, bureaucratic infiltrator, living-key thief.

Balance watch: HACK is permission, not automatic success. Significant actions still roll against honest opposition.

ABILITY KIT: GRAVE CARTOGRAPHER

Skills: **MEDIUMSHIP**: RESTLESS DEAD [W] and **INVESTIGATION**: CRIME SCENES [E].

Power: ECHO DUPLICATE [**POWER**] [W].

Status web: gain SUSPECTED, impose BOUND on an echo, risk BACKLASH when the copy is destroyed.

Play loop: reconstruct a dead route, identify the manifestation and its anchor, then create a visible Echo Agent in a nearby open position. The Echo shares the user's fixed Pool and, after the activating exchange, receives one immediate proactive action opportunity total before disappearing, but only if the user is still able to act at that checkpoint; otherwise it disappears without acting. It cannot react, help, interfere, use Skills or Powers, carry persistent Armor, or know anything the user does not know.

Opening: ask what repeats, what refuses to move on, and which boundary the dead still obey.

Reaction posture: reserve W to read a manifestation or E to preserve a trace.

Leftover 3: the echo attracts attention, repeats a harmful act, or raises BACKLASH.

Leftover 4: reveal a hidden route, mark an anchor, or let an ally perceive through the echo for one moment.

Counterplay: wards, identity tests, moving anchors, effects that strike both original and copy, and clocks that advance while scouting.

Reskins: forensic holographer, ancestral medium, time-echo ranger, mirrored spy, dungeon memory-reader.

Balance watch: Echo Duplicate already pays Apex pricing for one additional action opportunity. Never add reactions, Skills, Powers, a separate Pool, persistent Armor, or more than one Echo.

ABILITY KIT: SALVAGE ORACLE

Skills: **ENGINEERING**: FIELD REPAIR [E] and **ALCHEMY**: FIELD COMPOUNDS [E].

Power: FATE SMUGGLER [**POWER**] [E REACTION].

Status web: clear JAMMED, manage BURNING, and create or exploit EXPOSED on damaged equipment.

Play loop: decide what broken object still matters, repair or strip one useful component, then watch for a scene-facing 3 or 4. Fate Smuggler intercepts one matching unresolved Straggler, holds only that die until scene end, and later releases it after all POST-DIVISION reactions and immediately before that roll's ordinary 3 and 4 effects, using the current scene's printed effect. It creates no tool or inventory and cannot undo an earlier threshold consequence.

Opening: ask what can be dismantled, what must remain intact, and which resource is scarce.

Reaction posture: reserve E, one Ready **Power Die** for typed P3 or P4, and one distinct matching Normal, Combo, or additional Power result for Fate Smuggler.

Leftover 3: the salvage is unstable, ownership becomes a problem, or a tool gains JAMMED.

Leftover 4: recover a Charge, identify a reusable component, or reveal a safe dismantling order.

Counterplay: sealed equipment, unfamiliar Scale, time pressure, Power denial, cancellation of the matching face, and scenes where releasing the stored Straggler creates a new cost.

Reskins: scrapyard prophet, dungeon artificer, disaster mechanic, battlefield quartermaster, post-human scavenger.

Balance watch: Fate Smuggler stores one 3 or 4, not an item, arbitrary die, or chosen future result. Enforce its matching Pattern, one-die limit, scene-end loss, and current-scene resolution.

ABILITY KIT: STORM TENDER

Skills: **SCIENCE**: FIELD ANALYSIS [E] and **LEADERSHIP**: SQUAD COMMAND [NW].

Power: CHAIN LIGHTNING [**POWER**] [E].

Status web: apply DRAINED and HESITANT, clear BURNING, exploit EXPOSED conductive routes.

Play loop: understand the living or environmental network, move allies out of the path, then release a chained effect through targets that satisfy its printed relation. The kit is strongest when the Scene presents a readable system and weakest in isolated duels.

Opening: ask what conducts the effect, who cannot leave, and which target would redirect the chain.

Reaction posture: reserve E to read a change in the system or NW to coordinate evacuation.

Leftover 3: weather worsens, the chain reaches equipment, or an ally gains HESITANT.

Leftover 4: ground one branch, reveal a conductive route, or clear 1 DRAINED from someone who leaves the area.

Counterplay: isolation, grounding, Armor in the relevant direction, breaking line or relation, and forcing the user to choose between control and harm.

Reskins: weather mage, reactor shepherd, fungal-network priest, electric superhero, dragon-storm caller.

Balance watch: each extra target is a multiplier. Use **AREA RESOLUTION**: activate once against the primary copy, validate each secondary copy after its own Armor, and grant one direct reaction per independent target side. Calculate each valid copy's Margin separately.

8. QUICK REFERENCE

BUILD A SKILL

1. Price one shell: narrow +1, standard +2, or broad +4 CP.
2. Include one practiced Axis and price any additional Axis choice.
3. Build and price each signature ability separately.
4. Add shell and moves; apply the refund cap; map total CP to Tier.
5. Assign Risk from the strongest interaction, not from CP alone.
6. Print the arithmetic, Requirements, and counterplay.

BUILD A POWER

1. Write the exact exception and choose Active or Passive.
2. Active normally requires typed P; price any printed Power exception.
3. Price every formula category, including +0 baselines.
4. Apply only real Limitations, capped at half the positive subtotal.
5. Map total CP to Tier and assign Risk separately.
6. Print arithmetic, counterplay, and any isolated RED FLAG test.

CP FORMULA

Shell + Effect + Scope/Target + Range + Duration + Timing + Activation/Reliability + Exceptions - Limitations. A complete build costs at least 1 CP; Limitation rebate is capped at half the positive subtotal, rounded down.

STATUS ECONOMY

Status-template CP is not added twice to the CP of a delivering ability. A Status Requirement is a Gate, not a Pattern. Pay pip costs after activation. Conversion removes the input and applies the output as one Effect. BOOST raises one commitment cap through a directional operation; it is not a Status, does not create dice, does not change the printed rating, and competes for the roll's single temporary cap-boon slot.

PLAY SEQUENCE

Declare ability -> choose honest Axis -> commit Normal and special dice -> roll -> Damage cancels -> resolve printed PRE-PATTERN reactions before Armor -> Armor cancels -> resolve printed PRE-PATTERN reactions after Armor -> check Pattern and SPEND -> divide remaining action dice into Clusters and Stragglers -> resolve printed POST-DIVISION reactions or replacements -> resolve 3 and 4 Scene Effects immediately -> resolve remaining reactions -> decide and add Help -> compare Clusters and summed tie value -> calculate and state harm -> resolve POST-COMPARISON reactions -> recheck Gates -> activate the ability -> pay Status Costs and resolve its Effect and remaining ordinary harm -> resolve DEATH reactions before defeat or death becomes final -> remove Stragglers at Round end.

Damage and Armor never satisfy Patterns. Combo helps a Pattern but never enters the contest. One roll declares one active ability. No nested reaction windows; SECOND ENTRY grants only its one named later checkpoint inside the existing sequence.

PLAYTEST RECORD

Do not ask only whether an ability felt cool. Record what it cost, what it replaced, and whether another player had a meaningful answer.

4Cast / scenario: _____

Ability, CP, Tier, and **Risk**: _____

Character Pool and Axes: _____

Opposition Pool, Axes, **Agents**: _____

Times declared: _____ Activations: _____

Actions affected: _____ Reactions affected: _____

Power spent: _____ Combo committed: _____

Damage prevented/dealt: _____ Armor altered: _____

Stragglers changed: _____ Clock steps changed: _____

Did it remove an honest choice? _____

Did it create extra actions or reaction windows? _____

Could the opposition see and answer it? _____

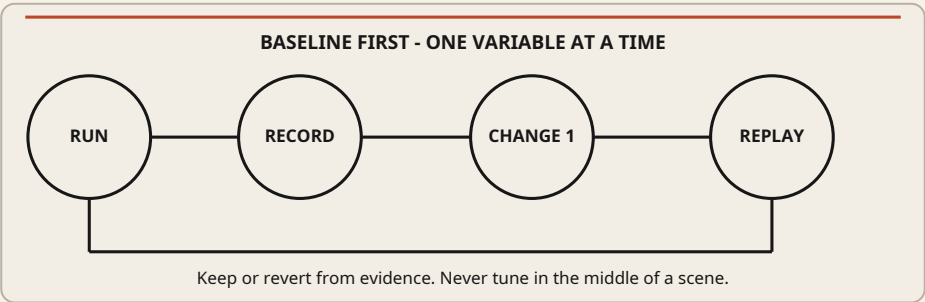
Did another character's specialty matter less? _____

Keep / revise / remove: _____

Change exactly one component: _____

Run the same situation again: date _____

For a useful comparison, replay the encounter with the same Pools, Axes, Agents, and objectives. Change the ability, not the whole scene.



WHAT COMES NEXT

This edition establishes a common ability language and enough examples to start breaking it intelligently. It is deliberately a playtest document.

The 4Caster's Toolbox already builds from this language with reusable Agent roles, encounter templates, clocks, Scene-facing 3 and 4 effects, adversary packages, and complete example scenarios.

Settings and 4Casts can then add their own Categories, items, Powers, Skills, statuses, subcharts, NPCs, and adventures without repeating the common builder.

FEEDBACK THAT HELPS

Send the ability, risk label, 4Cast, character Pool and Axes, opponent, number of uses, and the specific result that seemed weak, strong, confusing, or unexpectedly fun. A play report is more useful than a verdict without the situation.

Web: roll4d4.com

CREDITS

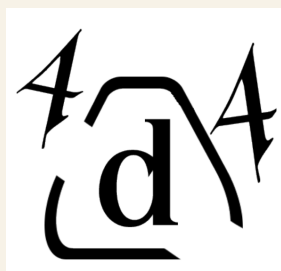
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System: 4d4

Edition: Skills & Powers Playtest 0.4

This book is free to download, copy for play, and share unchanged. 4d4 and setting names remain their creators' property.



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