**Endure (Strength)**

* For every extra / you roll, you can help a friend (PC or NPC) in the same situation as you. They can keep moving, and don’t have to roll. You can even choose this stunt when you only roll one

**Force (Strength)**

* You push or throw the object with great force. One target of your choice within *arm’s length* suffers damage equal to the number of extra 
* If applicable in the situation, you find or reveal a hidden passage or object.

**Fight (Strength)**

* You inflict one more point of damage. You can choose this stunt multiple times.
* You tire your enemy; he suffers one point of fatigue.
* You increase your initiative score by 2 from next round.
* You knock or pull a weapon or other object from your opponent.
* Your opponent falls to the ground or is pushed back.
* You hold the opponent in a grapple.

**Sneak (Agility)**

* When setting up a sneak attack, you get a +1 modification to your first attack for every extra  rolled after the first.

**Move (Agility)**

* For every  you roll, you can help a friend (PC or NPC) in the same spot of trouble as you. They make it out, and don’t have to roll. You can even choose this stunt when you only roll one Rad – That means you help your friend while sacrificing yourself.

**Shoot (Agility)**

* You inflict one more point of damage.
* You pin down your enemy. He suffers one point of fatigue.
* You increase your initiative score by 2
* Your target drops a weapon or another handheld object.
* Your opponent falls to the ground or is pushed back.

**Scout (Wits)**

* Is it coming for me?
* Are there more of them close by?
* How do I get in/past/away?

**Comprehend (Wits)**

* For every  rolled beyond the first, you can teach someone else how to use it

**Know the Zone (Wits)**

* How can it hurt me?
* How can I hurt it?

**Sense Emotion (Empathy)**

* Are they telling the truth?
* Do they want to hurt me?
* Do they want something from me?

**Manipulate (Empathy)**

* Extra  on your roll mean you saw fear and doubt in your opponent’s heart. They suffer one point of doubt for every additional Rad rolled after the first one. If they are broken by doubt, they do what you want without demanding a return favour.

**Heal (Empathy)**

* If you successfully Heal a broken person, they get back on their feet and immediately recover a number of attribute points equal to the number of  rolled. No resources are needed for this recover. A failed roll has no further effect.

**Enforcer: Intimidate (Strength)**

* Additional  mean you strike fear into your opponent’s heart. He suffers one point of doubt (pg 88) for every additional  you roll on top of the first one

**Gearhead: Jury-Rig (Wits)**

* The device is durable and can be used more than once. It breaks down according to the normal gear rules (page 46).
* The device’s Gear Bonus is increased by one.
* If it’s a weapon, its weapon damage is increased by one.
* A gun gets an extra barrel and can be fired a second time before you need to reload. You can choose this stunt several times for a multi-barrel gun.
* The Armor/Protection Rating of an armor or a Rot suit is increased by one. You can choose this stunt multiple times.
* The Blast Power of an explosive charge is increased by 3. You can choose this stunt multiple times.
* You fit deadly shrapnel to an explosive charge, increasing the weapon damage to 2 (page 94).
* A scrap raft can carry twice as many people.

**Stalker: Find the Path (Agility)**

* You find an artefact in the sector, if it’s there to be found. You still might have to struggle to get your hands on it.
* You can assess the general level of Rot in the sector (page 125).
* You find D6 bullets, still live.
* You find D6 rations of grub contaminated by the Rot. It can be edible plants or leftovers from the Old Age. A Zone cook (page 67) can cook the Rot out of the food.
* You find D6 rations of Rot-free water (rotwater is usually plentiful).
* The exploration of the sector only takes half the time (page 122).
* You rush through the sector in a quarter of the time it would take to explore it. You avoid all threats, but the sector does not count as having been explored and you find no artefacts, grub or water in it.