

Using a Power ZenFox42

This description does not account for any Edges that may modify things, such as bonuses to rolls or how many Wounds to subtract from the rolls.

To keep the following simple, I'm going to call the character using the Power the "caster".

*To avoid constant repetition, * on a roll means "minus current Wounds and Fatigue, vs. TN = 4"*

Note that "maintained powers" are ones which have gone past their initial duration and the caster has then spent more Power Points to keep them active. If you have the option to maintain Powers, and intend to go on Hold, you must declare you are maintaining Powers before going on Hold (as per [here](#)[2013]).

1. Declare the exact effect (including all mods to the Power), and spend the Power Points for it.

If the caster gets interrupted at this point (from someone on Hold, or with a Joker, etc.) and ends up Shaken, he loses the PP and cannot cast the Power (as per [here](#)[2009]).

2. Make the appropriate Arcane skill check*, minus the number of *maintained* Powers. The player can spend a Bennie to re-roll this.

2a. Magic, Miracles, and Psionics have their own dedicated Arcane skills. For Superpowers, each Power has its own associated skill die. For Weird Science, either the Weird Science skill would be used, or the appropriate skill needed to use the device that has the Power (Fighting, Shooting, etc.).

2b. For AB/Superpowers, only subtract maintained Powers when activating the *same* Power again (maintaining Armor on one comrade, and then casting it again on another, as per [here](#)[2010]). Weird Science suffers no penalties from maintaining Powers.

2c. For Magic and Psionic AB's, if the Arcane skill die is a 1, the caster would become Shaken and possibly lose all *maintained* Powers (for Weird Science, this is a malfunction – see the manual for details). The player can immediately [spend a Bennie to avoid being Shaken](#), else immediately make a Smarts roll* to keep all *maintained* Powers (but stay Shaken). The player can [spend a Bennie to re-roll this](#).

NOTE : **if the Wild die rolls a Success or better, the Power still activates, and then the caster would become Shaken** (as per [here](#)[2015]).

2d. For AB/Magic *only*, if the Power being used involves multiple Arcane dice (3 Bolts for example), then follow the procedure in 2c for *each* Arcane die result of 1 separately, and apply a Wound if the result is a Shaken while the caster is already Shaken, which the player can immediately [spend a Bennie on for a Soak roll*](#).

2e. For AB/Psionics *only*, a *critical failure* also causes the caster to become Shaken, as per 2c. But all *allies* (and only allies) within range must immediately make a Spirit roll* to keep from become Shaken, and if they fail they can then [spend a Bennie to avoid being Shaken](#). Anyone who is already Shaken and is Shaken by this effect will take a Wound.

If the Arcane skill check is a failure, nothing happens. If it's a success, see the Power description. Depending on the Power, Raises may provide more benefit.

If the Power's Range is X/Y/Z, then subtract all appropriate range modifiers (distance, Cover, Illumination, Called Shots, etc.) to see if it hits the target. If the Power offers extra effect on a Raise, that's using the range-modified value. Powers with a Range based on Smarts are not affected by these modifiers, and always hit their targets.

3. If later on the caster takes damage and becomes Shaken or Wounded, he immediately makes an Arcane skill check, minus current Wounds&Fatigue, minus the number of *maintained Powers*, vs. the *points* of damage (not Wounds). The player can **spend a Bennie to re-roll this. If the caster's roll is *equal to* or less than the damage, all *maintained Powers* are dropped, *after* the attack damage is applied (in case one of the Powers may affect the damage). If the roll is *greater than* the damage, all *maintained Powers* stay active.**

3a. If the caster would only become Shaken, the player can instead **first spend a Bennie** (before the Arcane skill check) to avoid being Shaken, so no Arcane skill check needed.

3b. If the caster would take Wounds, the player can **first spend a Bennie on a Soak roll***, subtracting 4 points from the damage per Success and Raise (as per [here](#)[2012]), and then make the Arcane skill check. If after the Soak the remaining damage would not cause the caster to be Shaken or Wounded, no Arcane skill check is needed. The player can **spend a Bennie to re-roll the Soak**.

4. If later on the caster would become Shaken due to non-damaging means (Intimidate, Taunt, Tricks, etc.), the caster can immediately **spend a Bennie to avoid becoming Shaken, else immediately make a Smarts roll*, to keep all *maintained Powers* (but stay Shaken). The player can **spend a Bennie to re-roll this**.**