

# Triggers

## Add (Drawback)

**For Leads:** Add puts a die in the Trouble pool after the current roll is resolved.

**For Features:** Watchtower spends a die out of Trouble (of the specified size or larger) to activate the trigger's benefit.

## Boost (Benefit)

Boost allows the character to step up a certain Trait; each use of the trigger modifies the Trait by one step. It only applies to a handful of Traits or a Heritage's connected Abilities, listed in the trigger. This lasts through the end of the episode, although Leads and Features can attempt to reverse the effects with a Test or Contest. Leads never begin an episode with a Boosted Trait.

## Choose (Drawback)

Choose requires your Lead to do something unfortunate or unhelpful.

## Decrease (Benefit)

Decrease allows you to step back the largest die in your opponent's Stress pool before it's rolled to determine the Stress your opponent inflicts in a Contest or Test. This Decrease is typically limited to two types of Stress. If you step back a d4, remove it completely from the pool.

## Earn (Benefit)

Earn gives a player a Plot Point from the general pool. Usually this player is you; however, you might have a Distinction that gives Plot Points to other players. If this happens, the Plot Point comes from the general pool, not your own. Also, another Lead can give you a Plot Point to activate your Earn trigger (page 91). For Features: As for Leads, or if the Watchtower wants, instead of claiming a Plot Point for an Earn trigger, Watchtower can ask the players if anyone wants to buy the trigger's drawback. Any player can spend the Plot Point to make the trigger happen.

## Exacerbate (Drawback)

Exacerbate steps up a Stress Trait. This drawback works on two kinds of Stress, which are listed in the trigger. It only affects the Lead or Feature who has the Distinction; for harming others, see Increase. Each use of the trigger steps up the Stress Trait by one. If you don't currently have any of the appropriate Stress, you pick up a d4 Stress Trait of that type. This is the "affects self" version of Increase.

## Gain (Benefit)

Gain gives you a temporary Relationship or Resource (an Extra or a Location). These work like any other Relationship or Resource but they last one scene at a specific die rating, then drop down to d4, and don't recover their dice when they're used up.

## Give (Drawback)

Give directs you to give a die to your opposition, whether it's another Lead, a Feature, or even an Extra or Trouble. This die is the equivalent of a Useful Feature, so it sticks around at least until the end of the Contest.

## Grant (Benefit)

Grant allows you to give another Lead or Feature a Trait from your Lead sheet, usually the same Distinction that includes the Grant. This Trait is temporary, and is removed from the target character's sheet at the end of the episode. It's the same as the Gain benefit; it just works on others.

## Increase (Benefit)

Increase allows you to step up the smallest die in your Stress pool before you roll to determine the Stress you inflict in a Contest. As with Decrease, this is limited to two types of Stress. If your smallest die is a d12, add a d4 to the pool instead.

## Recover (Benefit)

Recover lets you reduce Stress Traits you already have or eliminate them completely, depending on your Distinction's die rating: If your Distinction's die rating is greater than the Stress die rating, the Stress is eliminated; erase it from your Lead sheet. If your Distinction's die rating is equal to or less than the Stress die rating, this benefit steps back your Stress by one.

## Reduce (Drawback)

Reduce requires the character to step back a certain Trait; each use of the trigger modifies the Trait by one step. It only apply to a handful of Traits or a Heritage's connected Abilities; the affected Traits are listed in the trigger. This modification lasts through the end of the episode, although Leads and Features can attempt to reverse the effects with a Test or Contest. Leads never begin an episode with a Reduced Trait.

## Reroll (Benefit)

Reroll allows you to roll one die again for certain kinds of tasks. Rerolls can't be used on dice that rolled 1, and you may never reroll a die more than once.

## Reveal (Benefit)

Reveal allows you to dictate a fact about the story. However, what you can add into the story needs to be very strictly defined, such as "I own one of those" or "Expert on speed dial."

## Shift (Benefit)

The Shift benefit allows the Lead or Feature to move die steps from one Stress Trait to another. The trigger must state which two kinds of Stress the steps can be shifted away from and which one Stress the steps can be shifted into. This trigger is an all-or-nothing proposition, moving all die steps in the first Stress into the second Stress. If this would put the second Stress higher than d12, the trigger just doesn't work.

## Shutdown (Drawback)

Shutdown makes a certain set of Traits unusable.

## Spend (Drawback)

Spend costs a Plot Point to use.

**For Features:** Whenever a Feature's sheet calls for Watchtower to spend a Plot Point, that Plot Point goes to the player who is affected by the action. If the action affects more than one player, Watchtower gives a Plot Point to each affected player.

## Use (Benefit)

The Use benefit allows you to use the Special Effects of a short list of Abilities as if you had them on your Lead sheet. This always costs a Plot Point in addition to whatever drawback the benefit is paired to. This benefit is already common among Heritage Distinctions; classifying it as a benefit is just a formal way of addressing its appearance in those Heritages in the *Smallville RPG*.