**Wondrous Actions**

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**Wondrous General Actions**

**Manifest Memory.** Reach through the Ultracosm and physically manifest a relevant, experienced memory for a scene. The specific effects are determined by the manifestation, but should be wildly beneficial. **Cost:** 6

**Marvelous Adaptation.** Draw upon the magnificent, raw potential of the Ultracosm. Become an expert on a topic of your choice for a scene. **Cost:** 3

**Push Fate.** Re-roll a roll you have just made. If the original roll was made with advantage, re-roll with advantage too. If it was made with disadvantage, re-roll without disadvantage. The Ultracosm remembers your actions, and if the re-roll alters the original outcome, it will add a complication into your future. **Cost:** 6

**Recall Memory.** Remember and recount an experience that gained you Wonder. Roll with advantage on the next action, which is executed as part of this one. **Cost:** 3

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**Wondrous Combat Actions**

**Brutal Blow.** Your attack gains the brutal tag. If it already had it, it instead deals an extra 1d4 damage. **Cost:** 2

**Called Shot.** Target a specific location for appropriate, extra effect. **Cost:** 2

**Charge.** Move a short distance and attack. If the attack hits, deal an extra 1d4 points of damage. **Cost:** 2

**Sprint.** Move a long distance. **Cost:** 2