Character Creation

1st Edition

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Introduction

Sins of a Nation offers a robust system for creating and customizing what you wish to play in our game.

You may already have an idea conjured up, or you may be unsure of exactly what you want to play. Either way we recommend for you to peruse the different sections of this rulebook to either hunt for ideas or to confirm that what you want to play would function in a way that you find enjoyable within our system. If after skimming this document you are still unsure with what you want your play experience to be we offer these helpful tips:

- Think of a character type that you enjoy from works of fiction, and use that as a building off point. Most characters can be boiled down to a couple of basic ideas (Detective with heroin addiction, smuggler with a heart of gold, innocent farmhand with dreams of adventure)
- Peruse our Setting Primer for information on the world and your potential role within it.
- Look through the **Core Headers** and check out the different options you will have based on what types of weapons/ play interactions we have. Enjoy using shields at other boffer larps? Check out the Guardian Header. Want to give a single sword a try? See the Duelist.
- Our **Specialist Headers** are a good way of adding mechanical and roleplay depth to a character, as are our Virtues and Sins system
- Check out our pinterest boards for aesthetic references for our setting and specific social classes
- Makeup and/or prosthetics are completely optional! All player characters are human, but if you want to express your emergent powers with visual attributes, feel free to get creative!

The idea you may start with might be a very different character than what you end up with. Or you might have known what you are going to play all along. Regardless once you have your idea settled it's time to start creating your character.

When writing your backstory, we have a couple of key questions to help you flesh out your idea, and to ensure that both you the player and our game staff are on the same page about our world and what you will be playing. These key questions are:

Why did your character sign up for this program?

All player characters are volunteers in an experimental government program being used to assess the volatility and use of emergent powers as an asset, presumably of the military nature. However, it is also seen by some as an opportunity to launder the murky perception of emergent individuals, and potentially help open the door to reintegration into society. Some emergent have joined in an effort to help prove the value of their kind, some have joined hoping for opportunities to advance their own station and gain new privileges, and some just hoped it would be a better situation than whichever holding camp they were otherwise resigned to. And some, presumably, harbor significantly more…violent goals.

What are your character's goals, dreams, and/or fears?

Similar to the first question, but still important. What drives your character? What holds them back? We understand that this can be a hard one to come up with before you have played an event or two, and we ask it after every event in our eval sheet, so don't feel that these statements are locked in stone.

Where and how did your character learn their in-game skills?

This helps express to us who your character **is**. Someone who was a competitive target shooter and someone who was a professional soldier both are proficient in firearms, yet they feel very different in tone and archetype. Explaining how your character became what they currently are is a great way of fleshing out their attitudes and experiences.

Does your backstory fit the power level of a starting-build character?

Your Character's backstory is a lens through which you observe the world. It informs your choices and reactions, your hopes and fears. What it does not do is pre-emptively establish your character's importance or sway in the world; that, you'll need to build up in game. Even if you can say that you're important as part of your backstory, if it doesn't align with clout earned in-game, it won't feel real to you or to those around you.

As such, when creating your character, make sure that you've set them toward the beginning of their arc and have plenty of room to grow. You'll have the in-game skills of a starting character, so make sure your prior experiences plausibly line up with that. Aim low when deciding what your ranks or titles might be in whatever profession you've chosen, and avoid placing yourself as the focal point of something too big. If you're not sure, consider making yourself part of a unit in your past rather than an individual operator to lighten the load of your actions.

Starting CP and beginning Character Creation

All characters begin the game with **25CP**. Additionally we grant an additional **15 CP** from sending in an approved back story. We allow starting characters to also take up **10CP** in Sins at start.

Proficiencies and Core Headers

Proficiencies are the ability to wield weapons and equipment in our game. Besides the stylistic choice of what you would enjoy to use while playing Sins of a Nation, proficiencies have fundamental game play systems built with them. Your proficiencies are determined by your choice of Weapon Header, of which you may only ever have one, so choose wisely.

Each weapon header is dedicated toward a weapon style or interaction system. For instance, if you want your character to be able to wield two melee weapons at the same time, you should choose the Skirmisher Weapon Header. This header has two ability branches (One that uses the Stamina attribute, one that uses the Focus attribute) that not only require for you to be wielding two melee weapons, but are also built to work with that particular style's out of game strengths and weaknesses.

Melee Weapon Proficiencies

Off Hand

Allows Character to wield Off Hand Boffer or Latex Boffer Weapon, min size 18" max size 24"

These phys reps can resemble a dagger, cudgel or hand axe. What your phys rep resembles will matter for use in abilities like **mighty strike**, or for bonus uses for certain abilities.

Can be wielded in conjunction with another weapon without needing the dual wielding proficiency. Can be wielded with One or Two Hands. All core headers grant the Off Hand Weapon Proficiency

Standard Melee

Allows Character to wield 25 to 44 inch boffer or latex boffer melee weapons that resemble Swords, Axes or Blunted weapons. Additionally allows the character to wield 25-48 inch boffer or latex melee weapons that resemble a Spear. What your phys rep resembles will matter for use in abilities like **mighty strike**, or for **bonus uses** for certain abilities. Can be wielded with One or Two hands. Most Core Headers (Duelist, Skirmisher, and Guardian) grant the Standard Melee Proficiency

Two Handed Melee

Allows Character to wield 49-72 inch boffer or latex boffer melee weapons that resemble Swords, Axes, or Blunted weapons. What your phys rep resembles will matter for use in abilities like **mighty strike**, or for **bonus uses** for certain abilities.. The Lancer Header grants the Two Handed Melee Proficiency

Shield Proficiencies

Light Shield

Allows characters to wield Shields that are up to 18 inches in diameter (foam edge to foam edge). The **Duelist**, **Guardian**, and **Operative** Core Headers grants the Light Shield Proficiency

Heavy Shield

Allows Character to wield a shield that is of the following dimensions- Width from your shoulder to shoulder, height from your shoulder to knee. Shield can be of any shape within this rectangle. The Guardian Weapon Header grants the Heavy Shield Proficiency

Ranged Weapon Proficiencies

In the description of ranged weapon proficiencies you will see the word capacity used. A ranged weapon capacity is the scope of how many fireable darts the weapon can hold before needing a reload. For example, a 12 shot clip has a capacity of 12.

All of the following ranged weapon proficiencies are for foam blasters that fire standard nerf style darts or rival balls.

Low Capacity

Allows Character to be able to wield Low Capacity weapons. These are Typically NERF style foam dart shooting weapons that have 1-6 fireable shots. All Core Headers grant the Low Capacity weapon Proficiency. The associated Core Headers are Operative, Sharpshooter, Soldier.

Medium Capacity

Allows Character to wield Medium Capacity weapons. These are Typically NERF style foam dart shooting weapons that have 7-18 fireable shots. The Soldier header grants the Medium Capacity Proficiency.

High Capacity

Allows Character to wield High Capacity Weapons. These are Typically NERF style foam dart shooting weapons that have 19-40 fireable shots. The Soldier can learn to wield High Capacity weapons at Tier 2.

Heavy Capacity

Anyone can use a mounted gun with restrictions (usually a Tag on the blaster). Some NPC enemies may have the ability to wield Heavy Capacity without restriction.

Thrown Weapon

Allows Character to wield 8" coreless boffer throwing weapons. Operative grants the thrown weapon proficiency

Combat Style Proficiencies

Dual Wielding.
Allows Character to wield any combination of weapon types that are not Two Handed at the same time.

Skirmisher and Soldier Core Headers grant the Dual WIelding Proficiency

Breakdown of Character Creation Rules

Bonus Uses

As you purchase abilities from the headers that you have chosen, you may notice that some of them have listed conditions for a **bonus use**. A bonus use is a once per reset activation of the ability that you can perform for without drawing from your Attribute Points.

Sometimes you may see text that details **additional bonus uses**, these simply show the conditions to getting even more bonus uses per reset if you fulfill the criteria.

Abilities and Upgrades

An *ability* grants access to a character a capacity to perform an in game function. Abilities are purchasable with CP, each have their own rules and conditions. At the most basic the capacity to spend a point of an attribute to perform an attack of an effect would be a standard example of an ability.

Some abilities have the possibility of being **upgraded**, after purchasing the ability if you so wish you may also purchase the upgraded version of an ability. Usually these offer more powerful versions of the original ability for the same attribute cost, other times it allows new functions of the ability to be performed by spending a different attribute cost. Always make sure to read what options an upgrade would yield for your character before committing to a purchase of said ability.

Tiers and Prerequisites

Abilities are presented to you in **Tiers**, these are our way of showing you the respective power that these abilities fall under, as well as present conditions that need to be met before you can purchase stronger abilities from your header. The default requirement is the need for two abilities to be purchased in one Tier before you are allowed to purchase abilities in a higher Tier.

The Tiering system is an example of a prerequisite. A Prerequisite is a requirement that needs to be met before an ability can be purchased with CP. Besides having the required amount of Tiered abilities, abilities may also require other abilities or proficiencies before they can be purchased.

Raising Attributes

Raising an Attribute is simple, and is based on a couple of rules. Firstly, all Attributes cap at 10. This means that you cannot have any Attributes higher than a value of ten without using the Bestow effect. Secondly, it costs 1 CP cumulatively to raise an Attribute. So to raise one of your Attributes by one point, it costs 1CP. To raise the same Attribute again, would cost 2CP, to raise it a third time would cost 3CP and this would continue until you have reached 10 points. Finally, every character begins with 2 of each attribute.

Listing of all Rules and Appendices

Several times within this rulebook you will see notes asking you to reference different documents. All documents that we reference are below:

- Core Rules
- Appendix: Crafting
- Appendix: Influence
- Appendix: Hacking

Types of Headers

A **Header** is a group of *abilities* that can be purchased by a player with CP. There are *core headers, general headers*, and *specialist headers*.

Power Headers

Every player character has a Major and Minor Power Header, which come together to characterize your Emergent Powers. Major Power headers are the most varied and powerful headers in the game, including abilities up to Tier 4 and allowing delivery of abilities via any weapon, blaster, or by packet. Minor Powers instead represent a more subtle characteristic of your powers, like enhanced strength or senses.

Weapon Headers

Each weapon header comes with a package of weapon proficiencies associated with the combat style of the header. For example, if a player wanted to be able to wield a two handed weapon, they would then have to take the **Lancer Header** , this would allow them use of a two handed weapon as well as access to abilities that require a two handed weapon to use.

Specialist Headers

Each character has access to a specialist header, which often represents skills of professions honed long before the Emergence event occurs and grants a window into their previous life.

Header Powers

All Headers have an associated **Header Power.** A Header Power is a core ability that a character may choose to activate each reset. A Character can have access to as many header powers as they have headers, however only one can be active at a time; when you choose to activate a header power, you may not activate any other header powers until you reset. Some header powers are passive, while others grant limited free uses of important abilities.

If you have any questions during the character creation process you can leave a message at our discussion board or email sinsemergent@gmail.com.

Virtues and Sins

There are few who I know that are entirely exceptional, though I do know a few. There are few who I know, who are entirely wretched. Though I do know a Few. Most I feel are a mix, and as we go through this life, we must constantly strive to overcome our faults, or risk succumbing to them.

Virtues and Sins are ways to add even more personality, challenge, and uniqueness to the characters of Sins of a Nation. Virtues are positive features of a character that empower her or him, or lend some key feature to their character concept.

Virtues

Virtues cost CP like all of the other abilities and yield some positive ability or result from doing so. They can be purchased at character creation, or can be sought after and purchased during the game. Acquiring these abilities in game usually require some goal to be pursued and accomplished, as well as the spending of CP. This is not always the case, however, and if after character creation you are interested in purchasing a Virtue you should speak to staff.

You may have up to 10CP of Virtues.

Cyberware
You have cybernetic implants beyond just your cortical stack and standard civilian mods. This Virtue gives you the permanent Cyborg Trait, and allows you to pick any two Tier 0 or Tier 1 abilities; you may use either of these abilities at standard cost without prerequisites. You should represent your cyberware using props and costuming, which can be anything from subtle cybernetic face or head prosthetics to a full robotic limb. You might be able to upgrade your hardware in game for higher levels of this Virtue.
VIRTUE COST: 5 CP

Fake ID
You have an alias, and some amount of documentation or records to back it up. You can choose to present yourself as either your real identity or your alias at any given time, which might allow you operate covertly, pass as a non-Emergent, or skirt the consequences of the Rap Sheet Sin. Be careful, though–you could lose this Virtue if you leave too clear a trail between the two identities. Make sure you include both your real name and fake name in your submitted backstory.
VIRTUE COST: 5 CP

Prestige
Your character is a minor but ranking member of an organization of your choosing, for instance a middle manager, petty military officer, or heir of a prestigious family. This affords your character a certain amount of respect in their field, and guarantees a contact appropriate to your prestige. Generates 1 Influence Token each Expedition.
VIRTUE COST: 4 CP

Wealth
Your Character has come into some wealth, or wealth seems to find him or her no matter where they go. At check in each game, you receive an amount of credits based on your wealth rank; for rank 1, you gain 35 credits, and for rank 2 you gain 50 credits,
VIRTUE COST: 3 CP for Rank 1; 5 CP for Rank 2

Holistic Education

Your character went to a good school, or is otherwise an avid learner, and possesses a cursory understanding of many topics outside of their occupation. Once per event, you may read an information tag linked to a Header or Skill that you do not possess. This skill may be used a second time after you have used your Edge for any reason.

VIRTUE COST: 2 CP

Sins

Sins give CP, allowing you to purchase even more proficiencies and abilities(provided you remain at or below the current cap) though carry with them some burden or obstacle. They can be taken at character creation, or could be inflicted upon you due to in-game consequences and actions. Getting rid of these burdens usually requires accomplishing in game tasks and challenges, as well as the refunding of the CP they lent.

You may gain up to 10CP of Sins.

Addiction

Your character has found the hooks of chemical dependency in them. Whether it be something as simple as alcohol, or more intense substances, you find yourself unable to fully function without your fix of choice.

For every hour that you do not take the substance you are addicted to, two minutes are added to the amount of time it take for you to reset. The moment you take your preferred drug, your reset is set back to normal. Addiction comes in three levels and various categories; when choosing this Sin, select both a level and a category. The level represents the amount of cost and difficulty to find the addictive substance. The category indicates the flavor of addiction, and can be any of the following: Depressants, Stimulants, Hallucinogens, Anesthetics, or Analgesics. For example, a character with a Level 1 Depressant Addiction might be satisfied with Nicotine or Alcohol products, but a Level 2 of the same type would need to find stronger stuff.

Note: Level 3 Drugs are wild, rare, specialized substances sought by only the wealthiest of underworld aficionados; this level may not be taken at Character Creation but may be "achieved" in game.

SIN BONUS: 3CP at Level 1; 6CP at Level 2; 9CP at Level 3

Debt

Maybe your character is bad with money. Maybe they have someone relying on them to make ends meet. For whatever reason no matter what your character does, it seems they lose a little bit more than they intended. Upon taking this Sin your character loses a small amount of money each event; if you

have no money at the time of collection, you gain the Wanted Trait for that event, and might find debt collectors on your heels.
SIN BONUS: 2CP at Level 1; 4CP at Level 2

Rap Sheet
You have a criminal record, are actively wanted for a crime, or are in hot water with a corporate or underworld organization. Volunteering for this program may afford you some legal protection or absolution, but the record remains, and may create obstacles for you. Rap Sheet comes in two levels; level 1 is a minor past offense that you won't be arrested or hunted down for, but it might affect how people treat you and how hard certain actions are. Level 2 is more severe, giving you the permanent Wanted Trait, and could even prompt authorities or bounty hunters to seek you out.
SIN BONUS: 3CP at Level 1; 5CP at Level 2

Faulty Stack
Your character has an old or faulty cortical stack; they might have already been reconstituted at least once, or the hardware might have just deteriorated with advanced age. Your first death could be your last that is eligible for reconstitution, and if not, every subsequent attempt has a higher risk of failure or complication.
SIN BONUS: 5CP

Open Skills

First Aid

Allows the character to either stabilize a bleeding out individual, or revive a stabilized individual. When initiating First Aid, state to the subject "First Aid, pause your count." After ten seconds of uninterrupted care, state "Reset your count" and the individual's count will begin again at a full minute if the rest of the count is interrupted. It takes thirty seconds of uninterrupted counting to stabilize a person, doing so will cause the person to be unconscious for five minutes and then awaken with one Blood Point. If the recipient takes any more damage, his/her bleed out resumes. It takes one uninterrupted minute of counting to revive someone (including the 30 seconds to stabilize), doing so will cause the recipient to awaken with one Blood Point. When completing first aid, the Character must declare either "Stabilize" to get the recipient to the Stable Status or "Restore 1 Blood" to Revive them, while touching the recipient's shoulder. If the character has any ranks of the Advanced Aid Ability, either count is five seconds faster per rank. First Aid can also be declared in order to glean information from a willing or unconscious subject, such as current BP and any Negative Effects in progress (Call PERCEIVE CONDITION).

> *Ability Cost: none*
> *Activation Cost: none*
> *Prerequisite: none*

Dodge

The Dodge ability is a potent defensive last resort. When you enter the Dodge "Stance", which may be done at will, you may call Dodge against any one effect as long as both of your legs are unimpaired by effects like Bind or Maim. Once you have used Dodge, you may not use it again until you spend one minute resetting your stance. As with repairing armor or performing first aid, you may not engage in other activities and must restart your count if you are struck by an attack of any kind.

> *Ability Cost: 6 SP*
> *Activation Cost: none*
> *Prerequisite: none*

Dexterity Armor

Allows character 3 Armor Points while not wearing armor Physreps. This Armor can not be restored by Armor Kits or Engineering abilities. Any other call that restores Armor points works unless specified on tag.   You can still reset armor as per normal by roleplaying stretching and limbering up rather than fixing armor. You can not receive a BESTOW ARMOR effect.

> *Ability Cost: 5CP*
> *Prerequisite: none*

Light Armor

Allows Character 5 Armor Points as long as they are wearing a suitable light armor phys rep.

> *Ability Cost: 2CP*
> *Prerequisite: none*

Heavy Armor

Allows Character 10 Armor Points as long as they are wearing a suitable Heavy armor phys rep

Ability Cost: 3CP

Prerequisite: Light Armor

Improvised Weapon

While active you act as though proficient with one Weapon Proficiency (Standard Melee, Two Handed, Dual Wielding, etc) that you do not normally have proficiency in.

Ability Cost: 2CP

Activation Cost: 1SP Upkeep

Prerequisite: none

Minor Powers

Physicality

One of the most common manifestations of emergent powers is enhanced feats of strength.

Header Power

Hardy Bearing
May use one Endurance skill for free once per reset, including those not learned

Tier 0 Universal

Super Strength
Grants proficiency to throw larger (boffer safe) objects, such as boulders, which deliver the Crushing effect. You may state Super Strength during RP scenarios, excluding combat, in order to indicate superior strength (arm wrestling, tug-of-war, holding down a captive, etc)

> *Ability Cost: 2CP*
> *Activation Cost: 1FP or 1SP*
> *Prerequisite: Physicality Header*

Tier 1 Universal

Strength I
Resist Bind or Slam

> *Ability Cost 2CP*
> *Activation Cost 1FP or 1SP*
> *Prerequisite: Physicality Header*

Mighty Strike
Swing an effect based on your weapon type

> *Ability Cost 2CP*
> *Activation Cost 1FP or 1SP*
> *Prerequisite: Physicality Header*

Parry
Resist Weapon attack while holding a proficient weapon

> *Ability Cost 2CP*
> *Activation Cost 1FP or 1SP*
> *Prerequisite: Physicality Header*

Table: Mighty Strike

Axe:	Crushing Bind
Blunt	Crushing
Spear	Piercing (x2)
Sword	Rend

Power Strike
Swing 5 Damage

> *Ability Cost 2CP*
> *Activation Cost 1FP or 1SP*
> *Prerequisite: Physicality Header*

Tier 1 Universal Upkeep

Enduring Strength
Modify T1 resistances to Short
> *Ability Cost 2CP*
> *Activation Cost 1FP or SP Upkeep*
> *PreRequisite Two Tier 1 Physicality Abilities*

Tier 2 Universal

Strength II
Resist Choke or Maim
> *Ability Cost 4CP*
> *Activation Cost 2FP/SP*
> *Prerequisite: Strength I,*
> *Any 3 Tier 1 Physicality Abilities*

Sunder
Swing Shatter Weapon/Shield
> *Ability Cost 4 CP*
> *Activation Cost 2 FP/SP*
> *Prerequisite: Two Tier 1 Physicality Abilities*

Tier 2 Universal Upkeep

Improved Enduring Strength
Modify T2 resistances to Short
> *Ability Cost 4CP*
> *Activation Cost 2FP/SP Upkeep*
> *Prerequisite: Two Tier 2 Physicality Abilities*

Tier 3

Strength III
Resist Subdue
> *Ability Cost 6CP*
> *Activation Cost 3FP/SP*
> *Prerequisite: Strength II,*
> *Any 3 Tier 2 Physicality Abilities*

Tier 3 Universal Upkeep

Greater Enduring Strength
Modify T3 resistances to Short
> *Ability Cost 6CP*
> *Activation Cost 3FP/SP Upkeep*
> *Prerequisite: Any Tier 3 Physicality Skill*

Cognizance

Less noticeable than enhanced strength, but just as wondrous, many emergent possess heightened senses and mental acuity.

Header Power

Iron Will
May use one Willpower skill for free once per reset, including those not learned

Tier 0 Universal

Eagle Eye
You may state Eagle Eye in a scenario with a staffer in order to receive sensory clues, which may help you find traps, loot, or solve challenges.
> *Ability Cost 2CP*
> *Activation Cost 1 FP/SP*
> *Prerequisite: Cognizance Header*

Tier 1 Universal

Willpower I
Resist Charm, Rage, or Disengage
> *Ability Cost 2CP*
> *Activation Cost 1FP/SP*
> *Prerequisite: Cognizance Header*

Sixth Sense
Perceive Spirit or other object marked with purple lights
> *Ability Cost 2CP*
> *Activation Cost 1FP/SP*
> *Prerequisite: Cognizance Header*

Reputation
Generate 1 Influence Token at check-in
> *Ability Cost 2CP*
> *Activation Cost 1FP/SP*
> *Prerequisite: Cognizance Header*

Appraise
Access reference sheet for appraising items
> *Ability Cost 2CP*
> *Activation Cost 1FP/SP*
> *Prerequisite: Cognizance Head*

Tier 1 Universal Upkeep

Enduring Willpower

Modify T1 resistances to Short

Ability Cost 2CP
Activation Cost 1FP/SP Upkeep
Prerequisite: Two Tier 1 Cognizance Abilities

Tier 2 Universal

Willpower II

Resist Stun

Ability Cost 4CP
Activation Cost 2FP/SP
Prerequisite: Willpower I,
Any 3 Tier 1 Cognizance Abilities

Keen Senses

Remove Cloak

Ability Cost 4CP
Activation Cost 2FP/SP
Prerequisite: Two Tier 1 Cognizance Abilities

Tier 2 Universal Upkeep

Improved Enduring Willpower

Modify T2 resistances to Short

Ability Cost 4CP
Activation Cost 2FP/SP Upkeep
Prerequisite: Two Tier 2 Cognizance Abilities

Tier 3 Universal

Willpower III

Resist Dominate

Ability Cost 6CP
Activation Cost 3FP/SP
Prerequisite: Willpower II,
Any 3 Tier 2 Cognizance Abilities

Tier 3 Universal Upkeep

Greater Enduring Willpower

Modify T3 resistances to Short

Ability Cost 6CP
Activation Cost 3FP/SP Upkeep
Prerequisite: Two Tier 2 Cognizance Abilities

Major Powers

Augmentation

Augmented emergent are difficult to identify at a glance, as their powers lack the theatrics of most others. However, augments are a force to be reckoned with, able to outmatch even the most dedicated athletes with little effort.

Tier 1 Universal

This isn't your fight
Area Disengage
> *Ability Cost 2CP*
> *Activation Cost 1SP/FP*
> *Prerequisite: Augmentation Header*

Heavily Armored
Bestow Weapon Shield to Self, bonus use if effect is purchased in another Header
> *Ability Cost 2CP*
> *Activation Cost 1SP/FP*
> *Prerequisite: Augmentation Header*

Tier 1 Universal Upkeep

Wide Open
When an opponent takes a Bind effect, gain a free and immediate use of Piercing against that target
> *Ability Cost 2CP*
> *Activation Cost 1SP/FP Upkeep*
> *PreRequisite: Two Tier 1 Augmentation Abilities*

I Smell Blood
When an opponent takes a Rend effect, gain a free and immediate use of 5 Damage against that target
> *Ability Cost 2CP*
> *Activation Cost 1SP/FP Upkeep*
> *PreRequisite: Two Tier 1 Augmentation Abilities*

Tier 2 Universal

Immovable Object
Resist Blink
> *Ability Cost 4CP*
> *Activation Cost: 2SP/FP*
> *Prerequisite: Two Tier 1 Augmentation Abilities*

Stay Up
Modify Subdue to Slam and 5 Damage
> *Ability Cost 4CP*
> *Activation Cost 2SP/FP*
> *Prerequisite: Two Tier 1 Augmentation Abilities*

Augmentation: Titan

Header Power

Like This
1 free use of Resist Crushing, then call Crushing on your next attack

Tier 1 Titan

Shake it off
Roleplay resetting your armor/clothing for 5 seconds, restore 5 armor to self
> *Ability Cost 2CP*
> *Activation Cost 1SP*
> *Prerequisite: Augmentation Header*

Level Headed
Resist Rage
> *Ability Cost 2CP*
> *Activation Cost: 1SP*
> *Prerequisite: Augmentation Header*

Like This
Resist Crushing, then add Crushing to your next attack
> *Ability Cost 2CP*
> *Activation Cost 1SP*
> *Prerequisite: Augmentation Header*

Stand Steady
Resist Disengage, bonus use if Strength 1 is purchased; bonus use if "Back Off" is active
> *Ability Cost 2CP*
> *Activation Cost 1SP*
> *Prerequisite: Augmentation Header*

Tier 1 Titan Upkeep

Back Off
When using Shake it Off, gain a free use of Gesture Disengage; if you pause the count to use the Gesture Disengage, you must restart the 5 second count for Shake it Off
> *Ability Cost 2CP*
> *Activation Cost 1SP Upkeep*
> *Prerequisite: Two Tier 1 Titan Abilities*

Combat Hardened
Count light armor as heavy armor
> *Ability Cost 2CP*
> *Activation Cost 1SP Upkeep*
> *Prerequisite: Two Tier 1 Titan Abilities*

Tier 2 Titan

Living Shield
Bestow Weapon Shield to self or other
Ability Cost 4CP
Activation Cost 2SP
PreRequisite: Two Tier 1 Titan Abilities

Less Talking, More Fighting
Silence
Ability Cost 4CP
Activation Cost: 2SP
Prerequisite: Two Tier 1 Titan Abilities

Improved Shake it off
"Shake It Off" Restores 5 Blood in addition to 5 Armor
Ability Cost 4CP
Activation Cost 2SP
Prerequisite: Two Tier 1 Titan Abilities

Off Your Feet
By Gesture Slam
Ability Cost 4CP
Activation Cost 2SP
Prerequisite: Two Tier 1 Titan Abilities

Tier 3 Titan

Stand Still
Area Stun, bonus use if "This Isn't Your Fight" is purchased
Ability Cost 6CP
Activation Cost 3SP
Prerequisite: Two Tier 2 Titan Abilities

Hard Headed
Resist Subdue
Ability Cost 6CP
Activation Cost 3SP
Prerequisite: Two Tier 2 Titan Abilities

You Should Kneel
Area Maim Right Leg
Ability Cost 6CP
Activation Cost 3SP
Prerequisite: Two Tier 2 Titan Abilities

Tier 4 Titan

Not Done Yet
Modify Death to Rend and Slam
Ability Cost 8CP
Activation Cost 4SP
Prerequisite: Two Tier 4 Titan Abilities

Augmentation: Blitzer

Header Power

Loose Cannon
1 Free Use of Blink to Self

Tier 1 Blitzer

Fine Tuned
Add Piercing to your next attack
> *Ability Cost 2CP*
> *Activation Cost 1FP*
> *Prerequisite: Augmentation Header*

Disembowel
Rend
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *Prerequisite: Augmentation Header*

Drop That
Crushing Bind
> *Ability Cost 2CP*
> *Activation Cost 1FP*
> *Prerequisite: Augmentation Header*

Tier 1 Blitzer Upkeep

Like This, Again
With "Like This", add Crushing to your next 3 attacks
> Ability Cost 2CP
> Activation Cost 1FP Upkeep
> *Prerequisite: Two Tier 1 Blitzer Abilities*

Lightly Dressed
Count as wearing light armor without meeting requirements
> Ability Cost 2CP
> Activation Cost 1FP Upkeep
> *Prerequisite: Two Tier 1 Blitzer Abilities*

Tier 2 Blitzer

Bone Breaker
Maim
> *Ability Cost 4CP*
> *Activation Cost 2FP*
> *Prerequisite: Two Tier 1 Blitzer Abilities*

Sure Strike
Modify your Next Blitzer Ability to "By Gesture"
> *Ability Cost 4CP*
> *Activation Cost 2FP*
> *PreRequisite: Two Tier 1 Blitzer Abilities*

Fancy Feet
Enduring Parry for 10 Seconds
  Ability Cost 4CP
  Activation Cost 2FP
  Prerequisite: Two Tier 1 Blitzer Abilities

Wide Swing
Modify next Blitzer ability to Area
  Ability Cost 4CP
  Activation Cost: 2FP
  Prerequisite: Two Tier 1 Blitzer Abilities

Tier 2 Blitzer Upkeep

Into the Fray
Upon Exiting Blink, gain 3 Free and Immediate uses of 5 Crushing
  Ability Cost 4CP
  Activation Cost 2FP Upkeep
  Prerequisite: Two Tier 2 Blitzer Abilities

Expose
When an opponent takes a Stun effect, gain a free and immediate use of Bind Leg
  Ability Cost 4CP
  Activation Cost 2FP Upkeep
  Prerequisite: Two Tier 1 Blitzer Abilities

Tier 3 Blitzer

Into the Action
Blink to Self or Other
  Ability Cost 6CP
  Activation Cost 3FP
  Prerequisite: Two Tier 2 Blitzer Abilities

Rip Them Apart
Swing 20 on your next attack
  Ability Cost 6CP
  Activation Cost 3FP
  Prerequisite: Two Tier 2 Blitzer Abilities

Rip N Tear
Double Area 5 Damage
  Ability Cost 6CP
  Activation Cost 3FP
  Prerequisite: Two Tier 2 Blitzer Abilities

Tier 4 Blitzer

Third Time's a Charm
Swing 20 on your next three attacks
  Ability Cost 8CP
  Activation Cost 4FP
  Prerequisite: Two Tier 3 Blitzer Abilities

Psionics

Psionicist possess a remarkable force of will, able to impact the physical world around them with but a thought, and capable of connecting to the psyches of others.

Header Power

Inflict Mind Link
Free use of Inflict Mind Link at the standard duration. Only one target may be inflicted at a time. May expend Mind Link to modify the delivery of any single target Psionics ability to Vocal Target to Mind Link.

Tier 0 Universal

Detect Link
May Call Vocal Target Detect Mindlink
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Psionics Header*

Tier 1 Universal

Sever Link
Remove Mindlink trait inflicted by others
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Psionics Header*

Tier 2 Universal

Projection
Add Area to Psionic Calls
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Psionic Abilities*

Prolong
Add Short to Psionic Calls
> *Ability Cost 2CP*
> *Activation Cost 2SP or 2FP*
> *PreRequisite: Two Tier 1 Psionic Abilities*

Psionics: Telekinesis

Tier 1 Telekinesis

Kinetic Force

Slam by Psi

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Psionics Header*

Kinetic Hold

Psi Bind

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Psionics Header*

Barrier

Weapon or Bolt Shield to Self

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Psionics Header*

Anticipate

Free Use of Dodge if Setting off a Trap, bonus use from Acrobatics

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Psionics Header*

Tier 1 Telekinesis Upkeep

Mutual Repel

When an opponent takes a Slam effect, gain a free and immediate use of Disengage.

> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite:Two Tier 1 Telekinesis Abilities*

Momentum

When an opponent is hit by a Thrown Object, gain a free and immediate use of Vocal Target Slam to that opponent.

> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite:Two Tier 1 Telekinesis Abilities*

Tier 2 Telekinesis

Restrict

Psi Choke

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Telekinesis Abilities*

Kinetic Wave

Blast 5 By Psi

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Telekinesis Abilities*

Kinetic Snap

Maim by Psi

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Telekinesis Abilities

Dismantle

Shatter By Psi

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Telekinesis Abilities

Tier 2 Telekinesis Upkeep

Hold It Together

Reduce Shattered to Short Weapon Fatigue

Ability Cost 4CP
Activation Cost 2 SP Upkeep
PreRequisite:Two Tier 2 Telekinesis Abilities

Sudden Force

Upon Exiting Blink, gain a Free and Immediate Use of Area 5 by Psi.

Ability Cost 4CP
Activation Cost 2 SP Upkeep
PreRequisite:Two Tier 2 Telekinesis Abilities

Tier 3 Telekinesis

Reposition

Psi Blink to Self or Other

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Telekinesis Abilities

Psychic Lance

By Gesture Double 5 Piercing By Psi

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Telekinesis Abilities

Redirect

Absorb a By Weapon Attack by Psi

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Telekinesis Abilities

Tier 3 Telekinesis Upkeep

Mind Over Matter

Psi Bestow 5 Armor

Ability Cost 6CP
Activation Cost 3 SP Upkeep
PreRequisite:Two Tier 3 Telekinesis Abilities

Tier 4 Telekinesis

Teleport
Vocal Target Blink by Psi (any 1 target)
> *Ability Cost 8CP*
> *Activation Cost 4 SP*
> *PreRequisite: Two Tier 3 Telekinesis Abilities*

Psionics: Telepathy

Tier 1 Telepathy

Incite
Psi Rage
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Psionics Header*

Suggestion
Charm by Psi
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Psionics Header*

Obscure
Cloak to self or an inanimate body by Psi. If you hide for ten seconds with no one around you may do this for free, once cloaked you may choose to move for ten seconds. After this duration your CLOAK does not end, however it will cost either another Activation, or another count of ten seconds.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Psionics Header*

Repel
Psi Disengage
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Psionics Heades*

Tier 1 Telepathy Upkeep

Fortify Mind
Bestow Willpower I Effects By Psi
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Telepathy Abilities*

Tier 2 Telepathy

Mute
Psi Silence
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Telepathy Abilities*

Detect
Remove Cloak By Psi
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Telepathy Abilities*

Disable
Psi Stun
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Telepathy Abilities*

Tier 2 Telepathy Upkeep

Improved Fortify Mind
Bestow Willpower II Abilities By Psi
> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Telepathy Abilities*

Tier 3 Telepathy

Bend Mind
Psi Dominate or Psi Remove Dominate
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Telepathy Abilities*

Improved Obscure
Long Cloak By Psi
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Telepathy Abilities*

Sleep
Psi Subdue
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Telepathy Abilities*

Puppeteer
Sustained Animate (Subdued) By Psi
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Telepathy Abilities*

Tier 3 Telepathy Upkeep

Numb Pain
Bestow 3 Blood By Psi
> *Ability Cost 6CP*
> *Activation Cost 3 FP Upkeep*
> *PreRequisite: Two Tier 3 Telekinesis Abilities*

Tier 4 Telepathy

Mind Crush

Death by Psi

> *Ability Cost 8CP*
> *Activation Cost 3 BPRD*
> *PreRequisite: Two Tier 3 Telepathy Abilities*

Mass Confusion

Area Short Rage By Psi, gain a free and immediate use of Short Disengage to Raged

> *Ability Cost 8CP*
> *Activation Cost 4 FP*
> *PreRequisite: Two Tier 3 Telepathy Abilities*

Energy

Energy emergent contain frightening levels of both kinetic and potential energy within them, and can direct those raw energies into powerful radiation to empower themselves, or dangerous bursts of heat and fire.

Header Power

Spark

> Free use of Inflict Burning at the standard duration. Only one target may be inflicted at a time. Inflicting the Burning trait allows certain abilities in the Energy Header to be modified when used on Burning targets.

Energy: Radiation

Tier 1 Radiation

Burning Rage

Rage by Fire

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Energy Header*

Smash

Slam by Fire

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Energy Header*

Motivated

Resist Disengage

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Energy Header*

Cauterize

Restore 5 Blood to Self

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Energy Heades*

Tier 1 Radiation Upkeep

Always Angry

May use Defenses while Raged

> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Radiation Abilities*

Single-Minded

If Burning, modify Charm to Rage to self

> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Radiation Abilities*

Tier 2 Radiation

Improved Burning Rage
Short Rage by Fire; Bonus use from Burning Rage

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Radiation Abilities*

Mangle
Maim by Fire or Resist Maim

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Radiation Abilities*

Crushing Onslaught
Add Crushing to next 3 Attacks

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Radiation Abilities*

Big Smash
Area Slam By Fire

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Radiation Abilities*

Tier 2 Radiation Upkeep

Ignore Pain
When Raged, Bestow 2 Blood to self

> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Radiation Abilities*

Aggressive Entrance
Upon Exiting Blink, gain Free and immediate use of Rage to Self

> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Radiation Abilities*

Tier 3 Radiation

Brazen Rebuttal
Modify received ranged or Blast Attack to by Gesture

> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Radiation Abilities*

Unstoppable
Upon Activation, Resist 20 damage or resist 5 Damage three times before next reset

> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Radiation Abilities*

Fastball Special
Blink to Self, or By Gesture Blink; Bestow free and immediate use of 5 Fire upon exiting Blink

> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Radiation Abilities*

Tier 3 Radiation Upkeep

Improved Single-Minded
If Burning; Modify Dominate to Short Rage to self
Ability Cost 6CP
Activation Cost 3 SP Upkeep
PreRequisite: Two Tier 2 Radiation Abilities

Tier 4 Radiation

Improved Mangle
Maim All by Fire
Ability Cost 8CP
Activation Cost 4 SP
PreRequisite: Two Tier 3 Radiation Abilities

Bulk Up
Bestow 5 Blood to Self
Ability Cost 8CP
Activation Cost 4 SP
PreRequisite: Two Tier 3 Radiation Abilities

Energy: Fire

Tier 1 Fire

Fireball
5 Fire; or Blast 5 Fire if Target is Burning
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Energy Header

Set Fire
Fire Bind
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Energy Header

Blaze
Rend by Fire
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Energy Header

Smokescreen
By Gesture Disengage By Fire
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Energy Header

Tier 1 Fire Upkeep

Stoke Flame

When an opponent takes a Rend effect, gain a free and immediate use of 5 Fire to that opponent.

Ability Cost 2CP
Activation Cost 1 FP Upkeep
PreRequisite: Two Tier 1 Fire Abilities

Tier 2 Fire

Explode

Shatter by Fire, or Blast Shatter by Fire if Target is Burning

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Fire Abilities

Fire Break

Resist Blast

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Fire Abilities

Burn Lung

Gesture Sustained Choke by fire

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Fire Abilities

Improved Smokescreen

Area Disengage By Fire

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Fire Abilities

Tier 3 Fire

Fire Blast

20 Fire, or Blast 20 if target is Burning

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Fire Abilities

Smoke Cloud

Area Choke by Fire

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Fire Abilities

FireWalk

Blink to Self or Vocal Target Blink Burning to your location

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Fire Abilities

Tier 4 Fire

Pyre
Death By Fire
> *Ability Cost 8CP*
> *Activation Cost 3 BPRD*
> *PreRequisite: Two Tier 3 Fire Abilities*

Water

Water emergent can manipulate water in all its forms, pulling moisture from the very air and forming it to their will, and even manipulating the water in themselves and others for better or worse.

Header Power

Splash Zone
> Free use of Inflict Dampened at the standard duration. Only one target may be inflicted at a time. Inflicting the Dampened trait allows certain abilities in the Water Header to be modified when used on Dampened targets.

Water: Liquid

Tier 1 Liquid

Fluid Body
Resist Piercing
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Water Header*

Hydraulic Push
Slam by Water
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Water Header*

Soothing Waters
Restore 5 Blood, or Vocal Target Restore 5 Blood to Dampened
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Water Header*

Fluid Form
Resist Bind
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Water Header*

Tier 1 Liquid Upkeep

Versitille Waters

Modify Restore 5 Blood to Restore 5 Armor

Ability Cost 2CP
Activation Cost 1 SP Upkeep
PreRequisite: Two Tier 1 Liquid Abilities

Crashing Wave

When an opponent takes a Slam effect, gain a free and immediate use of 5 Water to Slammed Opponent.

Ability Cost 2CP
Activation Cost 1 SP Upkeep
PreRequisite: Two Tier 1 Liquid Abilities

Tier 2 Liquid

Drown

Sustained Choke by Water

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Liquid Abilities

Soothing Fountain

Area Restore 5 Blood by Water

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Liquid Abilities

Dehydrate

Stamina Fatigue by Water

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Liquid Abilities

Siphon Moisture

Drain By Water

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Liquid Abilities

Tier 3 Liquid

Obscuring Mist

Area Short Cloak by Water

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Liquid Abilities

Fortifying Waters

Restore 5 Blood AND 5 Armor by Water

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Liquid Abilities

Crashing Wave

Double Blast Slam by Water

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Liquid Abilities

Tier 4 Liquid

Drought
Area Short Stamina Fatigue by Water
Ability Cost 8CP
Activation Cost 4 SP
PreRequisite: Two Tier 3 Liquid Abilities

Water of Life
Remove Death by Water
Ability Cost 8CP
Activation Cost 3 BPRD
PreRequisite: Two Tier 3 Liquid Abilities

Water: Ice

Tier 1 Ice

Freeze
Bind Limb by Water
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Water Header

Jagged Ice
Rend by Water
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Water Header

Icicle Strike
5 Water, or Piercing 5 Water to Dampened
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Water Header

Tier 1 Ice Upkeep

Icy Gauntlet
Call Weapon Shield to strikes that hit from elbow to wrist on your off hand.
NOTE - It is recommended that you wear an elbow guard for your safety and comfort.
Ability Cost 2CP
Activation Cost 1 FP Upkeep
PreRequisite:Two Tier 1 Ice Abilities

Icy Barrier
Bestow Weapon or Fire Shield By Water
Ability Cost 2CP
Activation Cost 1 FP Upkeep
PreRequisite:Two Tier 1 Ice Abilities

Tier 2 Ice

Ice Slick
Area Slam by Water
Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Ice Abilities

Flash Freeze
Stun, or Short Stun to Dampened
Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Ice Abilities

Brain Freeze
Focus Fatigue by Water
Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Ice Abilities

Tier 2 Ice Upkeep

Icy Coating
May Count Light Armor as Heavy Armor
Ability Cost 4CP
Activation Cost 2 FP Upkeep
PreRequisite:Two Tier 2 Ice Abilities

Tier 3 Ice

Icy Prison
Blast Bind all Limbs by Water
Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Ice Abilities

Icy Burst
Area 5 Piercing by Water
Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Ice Abilities

Icicle Spear
20 Water, or Piercing 20 Water to Dampened
Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Ice Abilities

Tier 3 Ice Upkeep

Icy Armor
Bestow 5 Armor
> *Ability Cost 6CP*
> *Activation Cost 3 FP Upkeep*
> *PreRequisite:Two Tier 3 Ice Abilities*

Tier 4 Ice

Cold Snap
Area Short Focus Fatigue by Ice
> *Ability Cost 8CP*
> *Activation Cost 4 FP*
> *PreRequisite: Two Tier 2 Ice Abilities*

HailStorm
Double Blast 20 by Ice
> *Ability Cost 8CP*
> *Activation Cost 4 FP*
> *PreRequisite: Two Tier 3 Ice Abilities*

Storms

Some emergent have the most destructive forces of nature at their beck and call, manifesting gales and calling down lightning at will.

Header Power

Apply Charge
> Free use of Inflict Shocked at the standard duration. Only one target may be inflicted at a time. Inflicting the Shocked trait allows certain abilities in the Storms Header to be modified when used against Shocked targets.

Tier 1 Universal

Wind Whisper
Transport Message; send one verbal message to a know recipient (inform a staff member)
> *Ability Cost 2CP*
> *Activation Cost 1 FP or 1SP*
> *PreRequisite: Storms Header*

Storms: Wind

Tier 1 Wind

Windsweep

Area Disengage by Lightning

Ability Cost 2CP

Activation Cost 1 SP

PreRequisite: Storms Header

Gust

Slam By Lightning

Ability Cost 2CP

Activation Cost 1 SP

PreRequisite: Storms Header

Muffle Voice

Silence by Lightning

Ability Cost 2CP

Activation Cost 1 SP

PreRequisite: Storms Header

Deflecting Gale

Weapon or Bolt Shield

Ability Cost 2CP

Activation Cost 1 SP

PreRequisite: Storms Header

Tier 1 Wind Upkeep

Pressurize

When an opponent takes a Slam
effect, gain a free and immediate use of
5 Lightning to Slammed Opponent.

Ability Cost 2CP

Activation Cost 1 SP Upkeep

PreRequisite: Two Tier 1 Wind Abilities

Tier 2 Wind

Suffocate

Sustained Choke

Ability Cost 4CP

Activation Cost 2 SP

PreRequisite: Two Tier 1 Wind Abilities

Cyclone

Modify Storms calls to area

Ability Cost 4CP

Activation Cost 2 SP

PreRequisite: Two Tier 1 Wind Abilities

Microburst

Blast Slam by Lightning

Ability Cost 4CP

Activation Cost 2 SP

PreRequisite: Two Tier 1 Wind Abilities

Short of Breath

Fatigue All

Ability Cost 4CP

Activation Cost 2 SP

PreRequisite: Two Tier 1 Wind Abilities

Tier 2 Wind Upkeep

Wind Step
After using your Dodge Stance, gain a
Free and Immediate use of Blink to Self
> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Wind Abilities*

Tier 3 Wind

Ride The Wind
Area Blink
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Wind Abilities*

Redirecting Gale
Absorb
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Wind Abilities*

Asphyxiate
Sleep
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Wind Abilities*

Tier 4 Wind

Persistent Gale
Short Enduring Weapon or Bolt Shield
> *Ability Cost 8CP*
> *Activation Cost 4 SP*
> *PreRequisite: Two Tier 3 Wind Abilities*

Desperate Gale
Modify Death to Slam and Silence
> *Ability Cost 8CP*
> *Activation Cost 4 SP*
> *PreRequisite: Two Tier 3 Wind Abilities*

Storms: Lightning

Tier 1 Lightning

Lightning Bolt
5 Lightning, or Blast 5 Lightning if target
is Shocked
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Storms Header*

Overload
Instantly open locks with "Electric" Trait
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Storms Header*

Partial Paralysis

Bind by Lightning

Ability Cost 2CP

Activation Cost 1 FP

PreRequisite: Storms Header

Tier 1 Lightning Upkeep

Conductivity

Effects that target "Shocked" trait may instead target "Dampened" trait

Ability Cost 2CP

Activation Cost 1 FP Upkeep

PreRequisite: Two Tier 1 Lightning Abilities

Chain Lightning

Upon Activation of Lightning Bolt ability, get a Free and Immediate use of 5 lightning.

Ability Cost 2CP

Activation Cost 1 FP Upkeep

PreRequisite: Two Tier 1 Lightning Abilities

Tier 2 Lightning

Full Paralysis

Stun by Lightning

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite:Any 3 Tier 1 Lightning Abilities

Lightning Strike

Modify Storms effects to Blast

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite:Any 3 Tier 1 Lightning Abilities

Lightning Arc

Area 5 Lightning

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite:Any 3 Tier 1 Lightning Abilities

Complete Circuit

Add Piercing to next 3 Attacks

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite:Any 3 Tier 1 Lightning Abilities

Tier 2 Lightning Upkeep

Shocking Re-Entry

Upon Exiting Blink, gain Free and immediate use of Area 5 Lightning

Ability Cost 4CP

Activation Cost 2 FP Upkeep

PreRequisite: Two Tier 2 Lightning Abilities

Tier 3 Lightning

Chain Lightning
20 Lightning or Piercing 20 Lightning to Shocked
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite:Any 3 Tier 2 Lightning Abilities*

It's Alive!
Short Animate by Lightning
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite:Any 3 Tier 2 Lightning Abilities*

Magnetism
Vocal Target Blink Shocked target to your location
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite:Any 3 Tier 2 Lightning Abilities*

Tier 4 Lightning

Lightning Storm
Double Area Piercing 20 Lightning
> *Ability Cost 8CP*
> *Activation Cost 4 FP*
> *PreRequisite:Any 3 Tier 3 Lightning Abilities*

Defibrillate
Remove Death by Lightning
> *Ability Cost 8CP*
> *Activation Cost 3 BPRD*
> *PreRequisite:Any 3 Tier 3 Lightning Abilities*

Minerals

Some emergent are extraordinarily tough, able to transmute their bodies into stone and metal, and manipulate minerals and alloys around them to frightening effect.

Header Power

Plating
Gain a pool of 10 uses of Restore 1 Armor

Minerals: Earth

Tier 1 Earth

Tremor
Slam By Earth
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Minerals Header*

Resilience
Weapon Shield
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Minerals Header*

Stone Fist
Add Crushing to your next attack
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Minerals Header*

Weight
Bind By Earth
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Minerals Header*

Tier 1 Earth Upkeep

Jagged Edges
When an opponent takes a Bind effect, gain a free and immediate use of Rend By Earth to that opponent.
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Earth Abilities*

Aftershock
When an opponent takes a Slam effect, gain a free and immediate use of 5 Earth to Slammed Opponent.
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Earth Abilities*

Tier 2 Earth

Quake
Area Slam By Earth
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Earth Abilities*

Encase
Bind both arms By Earth
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Earth Abilities*

Quicksand

Bind Both Legs By Earth

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Earth Abilities

Guard Break

Add Crushing to your next 3 attacks

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Earth Abilities

Tier 2 Earth Upkeep

Burial

When an opponent takes a Slam effect, gain a free and immediate use of Choke By Earth to Slammed Opponent.

Ability Cost 4CP
Activation Cost 2 SP Upkeep
PreRequisite: Two Tier 2 Earth Abilities

Pile Up

When an opponent takes a Bind effect, gain a free and immediate use of Bind By Earth against another opponent (cannot trigger itself)

Ability Cost 4CP
Activation Cost 2 SP Upkeep
PreRequisite: Two Tier 2 Earth Abilities

Tier 3 Earth

Concuss

Subdue by Earth

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Earth Abilities

Dust Storm

Area Choke By Earth

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Earth Abilities

Rock Slide

3 Uses of Shatter or 1 use of Area Shatter Weapon

Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Earth Abilities

Tier 4 Earth

Fury of Stone

Enduring (1 Minute) Crushing

Ability Cost 8CP
Activation Cost 4 SP
PreRequisite: Two Tier 3 Earth Abilities

Entrench

Enduring (1 Minute) Resist to Disengage, Slam, and Blink

Ability Cost 8CP
Activation Cost 4 SP
PreRequisite: Two Tier 3 Earth Abilities

Minerals: Metal

Tier 1 Metal

Reinforce

Restore 5 Armor

Ability Cost 2CP

Activation Cost 1 FP

PreRequisite: Minerals Header

Sharpen

Add Piercing to Next Attack

Ability Cost 2CP

Activation Cost 1 FP

PreRequisite: Minerals Header

Impervious

Resist Piercing

Ability Cost 2CP

Activation Cost 1 FP

PreRequisite: Minerals Header

Iron Fist

5 Damage By Earth

Ability Cost 2CP

Activation Cost 1 FP

PreRequisite: Minerals Header

Tier 1 Metal Upkeep

Residual Tempering

Upon Activating Reinforce, gain a Free Restore 5
Armor (does not trigger itself)

Ability Cost 2CP

Activation Cost 1 FP Upkeep

PreRequisite: Two Tier 1 Metal Abilities

Tier 2 Metal

Metallic Barbs

Add Piercing to next 3 Attacks

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite: Two Tier 1 Metal Abilities

Unbreakable

Resist Maim

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite: Two Tier 1 Metal Abilities

Impenetrable

Resist the next 3 Piercing Attacks

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite: Two Tier 1 Metal Abilities

Tier 2 Metal Upkeep

Mirror Finish
Upon Restoring Armor, gain a Free
use of Bestow Weapon Shield
> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 1 Metal Abilities*

Tier 3 Metal

Magnetism
Blink target to your location
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Metal Abilities*

Impale
20 Damage by Earth
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Metal Abilities*

Fragmentation
Area Piercing 5
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Metal Abilities*

Fortify
Bestow 5 Armor
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Metal Abilities*

Tier 4 Metal

Titanium Fortification
Restore 5 Armor, Bestow 5 Armor and Bestow
Weapon Shield
> *Ability Cost 8CP*
> *Activation Cost 4 FP*
> *PreRequisite: Two Tier 3 Metal Abilities*

Steel Skin
Enduring (1 Minute) resist Piercing
> *Ability Cost 8CP*
> *Activation Cost 4 FP*
> *PreRequisite: Two Tier 3 Metal Abilities*

Nature

All people are "natural", but some emergent are more in tune with nature than most, taking on traits otherwise reserved for plants and animals.

Header Power

Stalk Prey

Inflict Marked at will, may expend Marked to modify next ability to Crushing three times per reset. Unlike other power-inflicted traits, this trait may interact with other non-power headers.

Nature: Botanical

Tier 0 Botanical

Photosynthesis

In Sunlight, RP 30 Seconds and Restore 1 BP

> *Ability Cost 2CP*
> *PreRequisite: Nature Header*

Tier 1 Botanical

Sweet Scent

Charm by Nature

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Nature Header*

Pungent Aroma

Disengage by Nature

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Nature Header*

Snare

Bind by Nature

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Nature Header*

Aromatherapy

Restore 5 Blood

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Nature Header*

Tier 1 Botanical Upkeep

Fight and Flight

When anyone takes a Rage effect,
gain a free and immediate use of Disengage by
Nature to target.

> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Botanical Abilities*

Tier 2 Botanical

Strangle Vine
Sustained Choke by Nature
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Botanical Abilities*

Leach Nutrients
Drain by Nature
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Botanical Abilities*

Lingering Effect
Modify Nature Abilities to Short
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Botanical Abilities*

Rejuvenation
Area Restore 5 Blood
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Botanical Abilities*

Tier 3 Botanical

Entangle
Bind All by Nature
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Botanical Abilities*

Sleeping Spores
Subdue by Nature
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Botanical Abilities*

Parasitic Spores
Dominate by Nature
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Botanical Abilities*

Tier 3 Botanical Upkeep

Barkskin
Bestow 5 Armor
> *Ability Cost 6CP*
> *Activation Cost 3 SP Upkeep*
> *PreRequisite: Two Tier 2 Botanical Abilities*

Tier 4 Botanical

Elixir of Life
Remove Death
Ability Cost 8CP
Activation Cost 3 BPRD
PreRequisite: Two Tier 3 Botanical Abilities

In Your System
Modify by Nature calls to Long
Ability Cost 8CP
Activation Cost 4 SP
PreRequisite: Two Tier 3 Botanical Abilities

Nature: Beastial

Tier 0 Bestial

Bond
Spend 5 Minutes out of combat with intended recipient(s) to inflict Packmate by Touch
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Nature Header

Tier 1 Bestial

Draw Blood
Swing Rend by Nature
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Nature Header

The Hunt Begins
Inflict Rage to Self
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Nature Header

Pounce
Swing Slam by Nature
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Nature Header

Prowl
Cloak to self or an inanimate body. If you hide for ten seconds with no one around you may do this for free, once cloaked you may choose to move for ten seconds. After this duration your CLOAK does not end, however it will cost either another Activation, or another count of ten seconds.
Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Nature Header

Tier 1 Bestial Upkeep

Imprinted

RP Howl for 10 Seconds to call detect Packmates

Ability Cost 2CP
Activation Cost 1 FP Upkeep
PreRequisite: Two Tier 1 Bestial Abilities

Blood In the Water

When an opponent takes a Rend effect, gain a free and immediate use of 5 by Nature to that opponent.

Ability Cost 2CP
Activation Cost 1 FP Upkeep
PreRequisite: Two Tier 1 Bestial Abilities

Tier 2 Bestial

Slowing Strike

Swing Maim by Nature

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Bestial Abilities

Can't Hide From Me

Remove Cloak by Nature

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Bestial Abilities

From the Shadows

Add Stealth to next 3 Attacks

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Bestial Abilities

Flurry of Blows

Area 5 by Nature

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Bestial Abilities

Tier 2 Bestial Upkeep

Picked up A Trail

Modify Inflict Marked to Short

Ability Cost 4CP
Activation Cost 2 FP Upkeep
PreRequisite: Two Tier 2 Bestial Abilities

Tier 3 Bestial

Coming to You

Blink to Marked or to Packmate

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Bestial Abilities

Get Out of My Head

Modify Dominate to Rage to Self

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Bestial Abilities

Precision Strike

3 Uses of Piercing 5 Damage by nature

>*Ability Cost 6CP*
>*Activation Cost 3 FP*
>*PreRequisite: Two Tier 2 Bestial Abilities*

Tier 4 Bestial

Fatal Strike

Swing Death

>*Ability Cost 8CP*
>*Activation Cost 3 BPRD*
>*PreRequisite: Two Tier 3 Bestial Abilities*

(Upgrade) inflict 1 BP reduction to willing packmate to reduce cost of next Fatal Strike by 1 BP reduction this reset (Max 2 BP reduction per use of Fatal Strike)

>*Ability Cost 8CP*
>*PreRequisite: Fatal Strike*

Relentless Strike

Double 20 Damage

>*Ability Cost 8CP*
>*Activation Cost 4 FP*
>*PreRequisite: Two Tier 3 Bestial Abilities*

Quantum

Some of the most conceptually terrifying emergent manifestations are those that can alter the very fabric of reality, rewriting the rules of time and space at will.

Header Power

Spacetime Shift

>Once per reset gain a free use of Blink to Self.

Tier 0 Universal

Warp

Blink to Self

>*Ability Cost 4CP*
>*Activation Cost 2 FP or 2 SP*
>*PreRequisite: Quantum Header*

Quantum: Space

Tier 1 Space

Impact
5 Damage by Physics
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Quantum Header*

Barrier
Bestow Weapon Shield
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Quantum Header*

Gravity
Sustained Slam by Physics
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Quantum Header*

Repel
Disengage by Physics
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Quantum Header*

Tier 1 Space Upkeep

Deflection
Call Weapon Shield when blocking a Ranged
Attack with your weapon
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Space Abilities*

Reflection Impact
If a nearby opponent is hit with Bind, gain a free
and immediate use of 5 by Physics on that
opponent.
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Space Abilities*

Tier 2 Space

Bend Light
Short Cloak
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Space Abilities*

Emanate
Modify Quantum Abilities to Area, excluding BP
reduction abilities
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Space Abilities*

Collapse Lung
Sustained Choke by Physics
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Space Abilities*

Unravel
Shatter by Physics
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Space Abilities*

Tier 2 Space Upkeep

Kinetic Wave
Upon Exiting Blink, gain Free and immediate use of Area Disengage by Physics
> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Space Abilities*

Tier 3 Space

Gravity Well
Area Short Crushing Slam by Physics
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Space Abilities*

Mass Dislocate
Maim All by Physics
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Space Abilities*

G-Forces
Subdue by Physics
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Space Abilities*

Redirection
Absorb a By Weapon Attack
> *Ability Cost 6CP*
> *Activation Cost 3 SP*
> *PreRequisite: Two Tier 2 Space Abilities*

Tier 4 Space

Lethal Impact
Death by Physics
> *Ability Cost 8CP*
> *Activation Cost 3 BRD*
> *PreRequisite: Two Tier 3 Space Abilities*

Quantum: Time

Tier 1 Time

Slow Reaction
Bind Limb by Physics
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Quantum Header*

Sidestep
Resist "By Gesture"
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Quantum Header*

Reverse
Restore 5 Blood
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Quantum Header*

Tier 1 Time Upkeep

Slow Metabolism
Modify Bleedout to Long
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Time Abilities*

Tier 2 Time

Prolong
Modify Quantum Ability to Short
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Time Abilities*

Redo
Upon use of a Quantum ability that is resisted, gain a free use of that ability; when used with an ability modified by another ability, choose one to redo.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Time Abilities*

Halt
Stun by Physics
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Time Abilities*

Rewind
Remove Shatter
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Time Abilities*

Tier 2 Time Upkeep

Over Here

You may use the Dodge Stance as if you have purchased it. After using your Dodge Stace gain a Free and Immediate use of Blink to Self.

Ability Cost 4CP
Activation Cost 2 FP Upkeep
PreRequisite: Two Tier 2 Time Abilities

Reverse Wave

Upon Exiting Blink, gain Free and immediate use Restore 5 Blood to self.

Ability Cost 4CP
Activation Cost 2 FP Upkeep
PreRequisite: Two Tier 2 Time Abilities

Tier 3 Time

Slow

Fatigue All by Physics

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Time Abilities

Relocate

Area Blink by Physics

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Time Abilities

Fast Forward

Modify any Short Duration Ability on self to Standard Duration

Ability Cost 6CP
Activation Cost 3 FP
PreRequisite: Two Tier 2 Time Abilities

Tier 4 Time

Displace

Enduring (10 Seconds) Resist Weapon, upon completion, Fatigue All to Self

Ability Cost 8CP
Activation Cost 4 FP
PreRequisite: Two Tier 3 Time Abilities

Paranormal

Even among the emergent, there are some whose experiences defy belief, able to see apparitions and tap into esoteric "magical" practices with very real effect.

Tier 0 Universal

Sixth Sense
Perceive Spirit or other object marked with Purple lights
> *Ability Cost 2CP*
> *PreRequisite: Paranormal Header*

Tier 1 Universal

Read Aura
Receive Vague Vision about Target Object's Origin, Intended Purpose, Ect
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Paranormal Header*

Seance
Short Commune to Spirit
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Paranormal Header*

Paranormal: Cursed

Header Power

Quintessence
When delivering a killing blow, Bestow Quintessence to Self. You may expend Quintessence to Restore 5 Blood to Self. If you refresh before expending Quintessence, it is lost.

Tier 1 Cursed

Curse of Madness
Rage by Spirit, Expend Quintessence to Modify to Short
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Paranormal Header*

Curse of Wounding
Rend by Spirit
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Paranormal Header*

Shadow Succor
Cloak to self or an inanimate body. If you hide for ten seconds with no one around you may do this for free, once cloaked you may choose to move for ten seconds. After this duration your CLOAK does not end, however it will cost either another Activation, or another count of ten seconds.

Ability Cost 2CP
Activation Cost 1 SP
PreRequisite: Paranormal Header

Tier 2 Cursed

Soul Siphon
Drain by Spirit, On Success Bestow Quintessence to Self
Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Cursed abilities

Curse of Withering
Maim by Spirit
Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Cursed abilities

Eldritch Tendrils
Area Bind limb by Spirit
Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Cursed abilities

Curse of Weakening
Fatigue All By Spirit, expend Quintessence to modify to Short
Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Cursed abilities

Tier 3 Cursed

Curse of Servitude
Dominate by Spirit; Expend Quintessence to modify to Long
Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Cursed abilities

Dimension Door
Blink by Spirit
Ability Cost 6CP
Activation Cost 3 SP
PreRequisite: Two Tier 2 Cursed abilities

Tier 4 Cursed

Necromancy
Death by Spirit, if successful, Short Animate Dead; expend Quintessence to modify to long
Ability Cost 8CP
Activation Cost 3 BPRD + 3 SP
PreRequisite: Two Tier 3 Cursed abilities

Paranormal: Blessed

Header Power

Gesture Inflict Command (Choose One)
> -You Shall Not Approach
> -You Shall Not Speak
> -You Shall Not Harm (one Target)
> -You Shall Not Flee

Tier 1 Blessed

Pacify
Remove Rage from target, Inflict to self
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Paranormal Header*

Heal
Restore 5 Blood
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Paranormal Header*

Retribution
Vocal Target {X} by Spirit to target who has violated Command
-Bind
-Slam
-Disengage
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Quantum Header*

Tier 1 Blessed Upkeep

Healing Font
On Activation of Restore 5 Blood, gain Free use of Restore 5 Blood
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Blessed Abilities*

Ward
Bestow Spirit or Bolt Shield
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Blessed Abilities*

Tier 2 Blessed

Reveal
Remove Cloak
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Blessed Abilities*

Reinvigorate
Remove Fatigue from Target, Inflict to Self
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Blessed Abilities*

Righten
Remove Maim from Target, Inflict to Self
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Blessed Abilities*

Improved Retribution
Vocal Target {X} by Spirit to target who has violated Command
-Stun
-Silence
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Blessed Abilities*

Tier 2 Blessed Upkeep

Purge
Remove Inflict to Self Condition on Abilities
> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Blessed Abilities*

(Upgrade: Replace Inflict to Self with Absorb)
> *Ability Cost 4CP*
> *PreRequisite: Purge*

Bless
Upon use of Restore 5 Blood, gain a free and immediate use of Bestow 1 Blood to the same target.
> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Blessed Abilities*

Tier 3 Blessed

Release
Remove Dominate
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Blessed Abilities*

Awaken
Remove Subdue from Target, Inflict to Self
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Blessed Abilities*

Healing Aura
Area Restore 5 Blood
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Blessed Abilities*

Greater Retribution
Vocal Target {X} by Spirit to target who has violated Command
-Dominate
-Subdue
> *Ability Cost 6CP*
> *Activation Cost 3 FP*
> *PreRequisite: Two Tier 2 Blessed Abilities*

Tier 4 Blessed

Consecrate
Area Long Disengage By Spirit
> *Ability Cost 8CP*
> *Activation Cost 4 FP*
> *PreRequisite: Two Tier 3 Blessed Abilities*

Revivify
Remove Death
> *Ability Cost 8 CP*
> *Activation Cost 3 BPRD*
> *PreRequisite: Two Tier 3 Blessed Abilities*

Technomancy

Some emergent have become inherently attuned to digital signals around them, being able to tap into nearby network connections and devices without the use of a wireless device.

Technomancer is a unique header that uses the battle hacking system, which can be found in detail in Appendix: Hacking. In addition to purchasing any of the Variables listed in that guide, Technomancers may select the following abilities:

Header Power

Speak Binary
Select one Variable that is equal or less in tier than the highest tier Variable you know. You may use this Variable in all forms of hacking as if you had purchased it until your next reset.

Tier 1 Technomancy

Code Theory
May perform or participate in Longform Hacking; see Appendix: Hacking for uses and other rules about Hacking.
> *Ability Cost 2CP*
> *PreRequisite: Technomancy Header*

Programming
You may produce programming items during Timeblocks. See Appendix: Crafting for further details.
> *Ability Cost 2CP*
> *PreRequisite: Technomancy Header*

Tier 2 Technomancy

Specialization

May select a Specialization from the following traits: Host, Obtain, Alter, or Disable. When performing longform hacking strings with this trait, reduce the cost of the string by 1 (minimum 1 attribute cost); alternatively, the host specialization increases the number of strikes before being booted from the system by 1.

Ability Cost 4CP

PreRequisite: Two Tier 1 Technomancy Abilities

Weapon Headers

Soldier

Gunslingers, former military, and hobbyists find themselves uniquely qualified to handle firearms, be it maintaining accuracy in the fray of battle or providing covering fire while their allies escape.

Soldier abilities require the use of a low or medium capacity foam blaster.

Header Power

Take Cover - 10 seconds of Weapon Shields when you crouch or step behind cover (defined for these purposes as a solid barrier that covers at least ¾ of your body while you are crouched or standing).

Tier 1 Universal

Seasoned Fighter
Resist Bind. Free bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Soldier Header*

Reload Expertise
When reloading, call By Gesture Disengage.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Soldier Header*

Tier 1 Universal Upkeep

Heavily Armored
Count Light Armor as Heavy
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep or 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Soldier Abilities*

Tier 2 Universal

Barrage
Add 5 damage to your next 3 shots
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Soldier Abilities*

Tactician
Roleplay surveying the area uninterrupted for 10 seconds, then call Vocal Target Bestow Weapon Shield
> *Ability Cost 4CP*

Activation Cost 2 SP or 2 FP
PreRequisite: Two Tier 2 Soldier Abilities

Tier 2 Universal Upkeep

Battlefield Triage

When activating Tactician near a Bleeding Out allies, gain a free and immediate use Restore 5 to Bleeding Out by Touch to any within your area. Must be within 6 feet of you when you finish your 10 second count for Tactician.

> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep or 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Soldier Abilities*

Heavy Gunner

Upgrade your weapon proficiency to include High Capacity foam blasters. You may never use abilities delivered by shot through your high capacity weapons (such as "Shoot Slam") but may still use other Soldier abilities as if you were holding a Medium Capacity weapon (such as "Resist Bind")

> *Ability Cost 4CP*
> *Activation Cost: 2SP Upkeep*
> *PreRequisite: Two Tier 1 Soldier Abilities*

Soldier: Desperado

Tier 1 Desperado

Persistent

Resist Disengage. Free bonus use if you have ability from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Soldier Header*

Heavy Ammo

*S*hoot Slam. Bonus use if duplicated in another header.

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Soldier Header*

Armor Breaker

Add Crushing to your next shot. Bonus use if you have ability from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Soldier Header*

Tier 1 Desperado Upkeep

Honey Pot
If a nearby opponent is hit with Rend, gain a free and immediate use of Slam on that opponent.
>*Ability Cost 2CP*
>*Activation Cost 1 SP Upkeep*
>*PreRequisite: Two Tier 1 Desperado Abilities*

Tier 2 Desperado

Crushing Volley
Add Crushing to your next 5 Attacks
>*Ability Cost 4CP*
>*Activation Cost 2 SP*
>*PreRequisite: Two Tier 1 Desperado Abilities*

Hobbling Shot
Shoot Maim Leg.
>*Ability Cost 4CP*
>*Activation Cost 2 SP*
>*PreRequisite: Two Tier 1 Desperado Abilities*

Duplication
Absorption to one melee attack.
>*Ability Cost 4CP*
>*Activation Cost 2 SP*
>*PreRequisite: Two Tier 1 Desperado Abilities*

Tier 2 Desperado Upkeep

Determination
When hit with Maim Arm (either or both), call Modify. You may still use your arms, but cannot activate abilities other than Bestowals until the Maim is removed.
>*Ability Cost 4CP*
>*Activation Cost 2 SP Upkeep*
>*PreRequisite: Two Tier 2 Desperado Abilities*

Soldier: Gunslinger

Tier 1 Gunslinger

Savager
Shoot 5 damage. Bonus use if you have ability
from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Soldier Header*

Arterial Shot
Shoot Rend. Bonus use if you have ability from
another header.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Soldier Header*

Armor Piercer
Add Piercing to your next shot. Bonus use if you
have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Soldier Header*

Tier 1 Gunslinger Upkeep

Red Hot Iron
When you activate Savager, call Double 5
damage instead.
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Gunslinger*
> *Abilities*

Tier 2 Gunslinger

Battlefield Awareness

Shoot or By Gesture Remove Cloak.

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite: Two Tier 1 Gunslinger Abilities

Piercing Volley

Add Piercing to your next 5 shots.

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite: Two Tier 1 Gunslinger Abilities

Rally

Area Bestow Weapon Shield

Ability Cost 4CP

Activation Cost 2 FP

PreRequisite: Two Tier 1 Gunslinger Abilities

Tier 2 Gunslinger Upkeep

Seasoned Reloader

When activating Reload Expertise, call Area Short Disengage instead.

Ability Cost 4CP

Activation Cost 2 FP Upkeep

PreRequisite: Two Tier 2 Gunslinger Abilities

Skirmisher

For the fast, ruthless, punishing damage dealer. Nobody is alive at the end, not even you.

Skirmishers must wield two light or standard melee weapons, one in each hand, to activate Skirmisher header abilities.

Header Power

Bloody Efficiency - Once per reset, when you activate a damage-dealing ability, activate it again immediately for no additional cost. Cannot be used with Death or any other ability that costs Blood to activate.

Tier 1 Universal

Seasoned Fighter
Resist Bind. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Skirmisher Header*

Savager
5 damage. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Skirmisher Header*

Tier 2 Universal

Butcher
Swing Maim. Bonus use if you have ability from another header.
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Skirmisher Abilities*

Whirlwind
Swing Area 5 Damage.
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Skirmisher Abilities*

Skirmisher: Berserker

Tier 1 Berserker

Frenzy
Rage to Self. (Passive) When you Rage to Self, you are able to discern friend from foe.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Skirmisher Header*

Hardened
Resist Crushing. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Skirmisher Header*

Delirium
When Raged, Bestow 2 Blood to Self. Can use even if you did not induce the Rage effect on yourself.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Skirmisher Header*

Tier 1 Berserker Upkeep

Frenzied Focus
Allows you to use Defensive abilities while Raged.
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Berserker Abilities*

Tier 2 Berserker

Fight Club
Area Rage and Rage to Self.
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Berserker Abilities*

The Chase
Blink to Self
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Berserker Abilities*

Adrenaline
Modify Subdue to an irresistible Slam and 5 to self.
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Berserker Abilities*

Tier 2 Berserker Upkeep

Improved Delirium
Prereq: Delirium When activating Delirium, also Bestow 5 Armor.
> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Berserker Abilities*

Skirmisher: Bruiser

Tier 1 Bruiser

Stay There
Bind. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Skirmisher Header*

Persistent
Resist Disengage. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Skirmisher Header*

You. Specifically
Modify your next ability to By Gesture.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Skirmisher Header*

Tier 1 Bruiser Upkeep

Bloodlust
If a nearby opponent is hit with Rend, gain a free and immediate use of Stun on that opponent.
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Bruiser Abilities*

Tier 2 Bruiser

Bloody Them Up
Add Crushing to your next 3 swings. Bonus use if you have ability from another header.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Bruiser Abilities*

Exhaustive Strike
Swing Stamina Fatigue
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Bruiser Abilities*

Duplication
Absorption to melee attacks.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Bruiser Abilities*

Tier 2 Bruiser Upkeep

Eviscerating Momentum
For every 2 Killing Blows you complete, gain a
free use of 20 damage.

> *Ability Cost 4CP Activation Cost 2 FP*
> *Upkeep PreRequisite: Two Tier 2 Bruiser*
> *Abilities*

Sharpshooter

Slow to reload and difficult to manage effectively, single-shot weapons such as bows and large-caliber rifles can
seem cumbersome to the untrained eye, but experienced fighters know to take cover from their devastating power.

Sharpshooters may only wield a 20lb bow or low-capacity foam blaster.

Header Power

Marked
Inflict Marked via bullet or arrow.

Tier 1 Universal

Seasoned Fighter
Resist Bind. Free bonus use if you have ability
from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Sharpshooter Header*

Reload Expertise
When reloading, call By Gesture Disengage.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Sharpshooter Header*

Sit Down
Vocal Target Slam to Marked
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Sharpshooter Header*

Tier 1 Universal Upkeep

Eagle Eye
Modify Header power to 3 uses of Inflict Marked.

Ability Cost 2CP
Activation Cost 1 SP Upkeep or 1 FP Upkeep
PreRequisite: Two Tier 1 Sharpshooter Abilities

Tier 2 Universal

Double Tap
Add Double to your next attack.

Ability Cost 4CP
Activation Cost 2 SP or 2 FP
PreRequisite: Two Tier 1 Sharpshooter Abilities

Duplication
Absorption to one melee attack.

Ability Cost 4CP
Activation Cost 2 SP or 2 FP
PreRequisite: Two Tier 1 Sharpshooter Abilities

Big Hitter
20 Damage. Bonus use if you have ability from another header.

Ability Cost 4CP
Activation Cost 2 SP or 2 FP
PreRequisite: Two Tier 1 Sharpshooter Abilities

Tier 2 Universal Upkeep

Improved Eagle Eye
Modify Header power to 3 uses of Vocal Target Inflict Marked.

Ability Cost 4CP
Activation Cost 2 SP Upkeep or 2 FP Upkeep
PreRequisite: Two Tier 2 Sharpshooter Abilities

Sharpshooter: Grenadier

Tier 1 Grenadier

Hobbling Shot
Bind Arms or legs.
>*Ability Cost 2CP*
>*Activation Cost 1 SP*
>*PreRequisite: Sharpshooter Header*

Drop It
Gesture Bind to Marked
>*Ability Cost 2CP*
>*Activation Cost 1 SP*
>*PreRequisite: Sharpshooter Header*

Heavy Ammo
Shoot Slam. Bonus use if you
have ability from another header.
>*Ability Cost 2CP*
>*Activation Cost 1 SP*
>*PreRequisite: Sharpshooter Header*

Tier 1 Grenadier Upkeep

Professional Gunman
When hit with a Shatter weapon, call "Modify." You may continue using your weapon to shoot base damage until the Shatter has been repaired.
>*Ability Cost 2CP*
>*Activation Cost 1 SP Upkeep*
>*PreRequisite: Two Tier 1 Grenadier Abilities*

Tier 2 Grenadier

Bullet Catch
Absorption to one ranged attack.
>*Ability Cost 4CP*
>*Activation Cost 2 SP*
>*PreRequisite: Two Tier 1 Grenadier Abilities*

Explosive
Add Blast to your next Sharpshooter ability.
>*Ability Cost 4CP*
>*Activation Cost 2 SP*
>*PreRequisite: Two Tier 1 Grenadier Abilities*

Irritating Shot

Vocal Target Rage to Marked

  Ability Cost 4CP

  Activation Cost 2 SP

  PreRequisite: Two Tier 1 Grenadier

  Abilities

Tier 2 Grenadier Upkeep

Seasoned Reloader

When activating Reload Expertise, call Area
Short Disengage instead.

  Ability Cost 4CP

  Activation Cost 2 SP Upkeep

  PreRequisite: Two Tier 2 Grenadier

  Abilities

Sharpshooter: Sniper

Tier 1 Sniper

Savager

5 damage. Bonus use if you have ability from
another header.

  Ability Cost 2CP

  Activation Cost 1 FP

  PreRequisite: Sharpshooter Header

Braced

Bestow Weapon Shield to self

  Ability Cost 2CP

  Activation Cost 1 FP

  PreRequisite: Sharpshooter Header

Arterial Shot

Shoot Rend. Bonus use if you have this ability
from another Header.

  Ability Cost 2CP

  Activation Cost 1 FP

  PreRequisite: Sharpshooter Header

Tier 1 Sniper Upkeep

Discernment

Call Vocal Target Reveal Type to a Marked Target.

> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Sniper Abilities*

Tier 2 Sniper

Battlefield Awareness

Shoot or Gesture Remove Cloak.

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Sniper Abilities*

Hunter

Bane to a target you have successfully used Reveal Type on.

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Sniper Abilities*

Jammer

Vocal Target Silence to Marked

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Sniper Abilities*

Tier 2 Sniper Upkeep

Determination

When hit with Maim Arm (either or both), call Modify. You may still use your arms, but cannot activate abilities other than Bestowals until the Maim is removed.

> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Sniper Abilities*

Rogue

For those more attuned with the shadows, pulling strings and providing more subtle support.

Rogues may use any combination of short melee weapon, low-capacity ranged weapon, and small shield.

Header Power

Shadowwalker
Three times per reset use either the Sealth or Cloak effects for free.

Tier 1 Universal

Silencer
Silence
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Rogue Header*

Savager
5 damage. Bonus use if you have this ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Rogue Header*

Shadow Striker
Add Stealth to your next attack.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Rogue Header*

Shadow Cloak
Cloak to self or an inanimate body. If you hide for ten seconds with no one around you may do this for free, once cloaked you may choose to move for ten seconds. After this duration your CLOAK does not end, however it will cost either another Activation, or another count of ten seconds.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Rogue Header*

Tier 1 Universal Upkeep

Advanced Shadowwalker
Freely move up to one minute while under the Cloak effect rather than the normal ten seconds.
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep or 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Rogue Abilities*

Tier 2 Universal

Hiding Spot
Resist Remove Cloak
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Rogue Abilities*

Crowd Control
Area Maim leg (specify left or right)
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Rogue Abilities*

Serrated Knife
20 Damage. Bonus use if you have ability from another header.
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Rogue Abilities*

Tier 2 Universal Upkeep

Expert Shadowwalker
Freely move up to five minutes while under the Cloak effect rather than the normal ten seconds.
> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep or 2 FP Upkeep*

> *PreRequisite: Two Tier 2 Rogue Abilities*

Rogue: Assassin

Tier 1 Assassin

Seasoned Fighter
Resist Bind. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: RogueHeader*

Bleeder
Rend. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Rogue Header*

Sit Down
Slam. Bonus use if you have ability from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Rogue Header*

Tier 1 Assassin Upkeep

Observation
When you observe a target while Cloaked for 10 seconds, gain a free and immediate use of Stealth.

> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Assassin Abilities*

Tier 2 Assassin

The Chase
Blink to Self.

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Assassin Abilities*

Control
Subdue. Bonus use if you have ability from another header.

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Assassin Abilities*

Bloody Them Up
Add Crushing to your next 3 swings. Bonus use if you have ability from another header.

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Assassin Abilities*

Tier 2 Assassin Upkeep

Shadow Dancer

When you exit a Blink, free and immediate use of Cloak on self.

Ability Cost 4CP

Activation Cost 2 SP Upkeep

PreRequisite: Two Tier 2 Assassin Abilities

Rogue: Operative

Tier 1 Operative

Stay There

Bind.

Ability Cost 2CP Activation Cost 1 FP

PreRequisite: Rogue Header

You, Specifically

Modify your next ability to By Gesture

Ability Cost 2CP Activation Cost 1 FP

PreRequisite: Rogue Header

Make Way

Gesture Disengage. Bonus use if you have ability from another header.

Ability Cost 2CP Activation Cost 1 FP

PreRequisite: Rogue Header

Tier 1 Operative Upkeep

Heavily Armored

Count light armor as heavy armor.

Ability Cost 2CP

Activation Cost 1 FP Upkeep

PreRequisite: Two Tier 1 Operative Abilities

Tier 2 Operative

Butcher

Maim. Bonus use if you have ability from another header.

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Operative Abilities*

Stillness

Stun. Bonus use if you have ability from another header.

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Operative Abilities*

Caught

Add Piercing to your next 3 attacks

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Operative Abilities*

Tier 2 Operative Upkeep

Eviscerating Momentum

For every 2 Killing Blows you complete, gain a free use of 20 damage.

> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Operative Abilities*

Lancer

Steadfast warriors are needed to hold enemies at bay and ensure the shieldbearers are not alone. Wielding two-handed weapons with ease and practice, Lancers swing heavy and control crowds while providing support to the frontline fighters.

Lancers must make use of two-handed weapons.

Header Power

Full Support

Once per reset, one free use each of Area Disengage and Area Bestow Weapon Shield.

Tier 1 Universal

Seasoned Fighter
Resist Bind. Bonus use if you have ability from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Lancer Header*

Heavy Blow
Swing 5 damage
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Lancer Header*

Tier 1 Universal Upkeep

Focus Up
Bestow 1 FP.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP Upkeep*
> *PreRequisite: Lancer Header*

Tier 2 Universal

Bonding Activity
Bestow Double Tap to yourself and 1 ally by touch. The next attack for yourself and your ally is modified to Double. (i.e. Double 5 damage, Double 20, etc).
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep or 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Lancer Abilities*

Steadfast
Modify Subdue to Stamina Fatigue.
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Lancer Abilities*

Tier 2 Universal Upkeep

A Friend to All
Modify any Lancer Bestow ability to Area.
> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep or 2FP Upkeep*
> *PreRequisite: Two Tier 2 Lancer Abilities*

Lancer: Supporter

Tier 1 Support

Steady

Bestow Weapon Shield to self or other

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Lancer Header*

Hardened

Resist Crushing. Bonus use if you have ability from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Lancer Header*

Make Way

Gesture Disengage. Bonus use if you have ability from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Lancer Header*

Tier 1 Support Upkeep

Advanced Hobbler

If a nearby opponent is hit with Slam, gain a free and immediate use of Bind on that opponent.

> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Supporter Abilities*

Tier 2 Support

Drop It

Crushing Bind

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Supporter Abilities*

Demoralize

Swing Focus Fatigue

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Supporter Abilities*

Toughen Up
Bestow Resist Crushing to self or others.

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Supporter*
> *Abilities*

Tier 2 Support Upkeep

Redirect
Modify *Hardened* ability to instead call Absorb.

> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Supporter Abilities*

Lancer: Controller

Tier 1 Controller

Stay There
Bind. Bonus use if you have ability from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Lancer Header*

Sit Down
Slam. Bonus use if you have ability from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Lancer Header*

Persistent
Bestow Resist Disengage to self or others.

> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Lancer Header*

Tier 1 Controller Upkeep

Run Through
If a nearby opponent is hit with Slam, gain a free and immediate use of Rend on that opponent.

> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Controller Abilities*

Tier 2 Controller

Bloody Them Up
Add Crushing to your next 3 swings. Bonus use if you have ability from another header.

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Controller Abilities*

Keen Eye
Gesture Remove Cloak

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Controller Abilities*

Whirlwind
Area 5

> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Controller Abilities*

Tier 2 Controller Upkeep

Efficiency
Upgrade the duration of any Lancer ability by one step. (Standard to Short, Short to Long)

> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Controller Abilities*

Duelist

For the speedy, aggressive, damaging front liner, or perhaps the fleet of foot flanker who turns the tide of battle unexpectedly.

Duelists may only wield a single light or standard melee weapon, which they may partner with a small shield.

Header Power

Advantage - Duelists get free use of Inflict Advantage at the standard duration, which allows them to inflict the Advantage trait on their target. This must be dealt through a weapon strike. Inflicting the Advantage trait allows Duelists to use certain abilities against targets with the trait. Only one target may be inflicted by a Duelist at a time. Duration of Advantage can be modified with Abilities purchased within the header.

Tier 1 Universal

Monster Manual
By Gesture Reveal Type
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Duelist Header*

Exhaustive Strike
Swing Stamina Fatigue.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Duelist Header*

Tier 1 Universal Upkeep

Once More With Feeling
If you your Duelist ability is negated by a defensive call, try again for no additional cost (maximum one use per activated ability).
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep or 2 FP*
> *Upkeep PreRequisite: Two Tier 1 Duelist Abilities*

Tier 2 Universal

Stick Around

Increase the duration of Inflict Advantage to Short (1 minute).

Ability Cost 2CP

Activation Cost 1 SP Upkeep or 1 FP Upkeep

PreRequisite: Two Tier 1 Duelist Abilities

Monster Hunter

Prereq: Monster Manual

Bane on a creature whose type you've revealed.

Ability Cost 4CP

Activation Cost 2 SP or 2 FP

PreRequisite: Two Tier 1 Duelist Abilities

Duelist: Swashbuckler

Tier 1 Swashbuckler

One on One
By Gesture Disengage.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Duelist Header*

Piercing Onslaught
Swing Piercing on an Advantaged target for as long as Advantage lasts. Attacks cannot be modified with other Abilities.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Duelist Header*

Feint
Parry. Free bonus use if you have this same skill from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Duelist Header*

Tier 1 Swashbuckler Upkeep

Feinting Blow
When you successfully Parry an attack, free and immediate use of 5 damage. Can be modified with other Abilities
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Two Tier 1 Swashbuckler Abilities*

Tier 2 Swashbuckler

Stay Here, Please
Swing Crushing Bind.
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Swashbuckler Abilities*

Just You and Me
Call a By Gesture Rage on Me.
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Swashbuckler Abilities*

Restart

Drain. Bonus use if you have it from another header.

> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Swashbuckler Abilities*

Tier 2 Swashbuckler Upkeep

I've Got a Plan

With a successful use of Just You and Me, gain 3 free Weapon Shields against attacks from that opponent.

> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Swashbuckler Abilities*

Duelist: Flanker

Tier 1 Flanker

Exact Strike

Swing for Piercing. Bonus use of Piercing if you have this skill from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Duelist Header*

Missed Me

Bestow Weapon Shield to self. Bonus use if you have the same skill from another header.

> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Duelist Header*

Crushing Onslaught

Swing Crushing on an Advantaged target for as long as Advantage lasts. Blows cannot be modified with other Abilities.

> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Duelist Header*

Tier 1 Flanker Upkeep

Disorienting Momentum
If a nearby opponent is hit with a Bind, get a
free and immediate Slam on that opponent.
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Flanker Abilities*

Tier 2 Flanker

Knockout
 Subdue by Strike.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Flanker Abilities*

No, You
Resist Crushing, add Crushing to your next 3
attacks.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Flanker Abilities*

Escape Plan
Call Enduring Parry (10 seconds). If you have
this skill from another header, increase to Short
Enduring Parry (1 Minute). Cannot be combined
with Feinting Blow upkeep.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Flanker Abilities*

Tier 2 Flanker Upkeep

Blade Resourcefulness
If your Weapon is Shattered, call Modify and
keep using the weapon; however, you cannot
use melee abilities until the weapon is repaired.
> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Flanker Abilities*

Guardian

For the frontline fighter that intends to take all the hits for their allies; become one with your shield, be the immovable object.

Guardians must wield a full size shield to use Guardian abilities, and may partner it with a standard melee weapon, low capacity, or medium capacity foam blaster.

Header Power

Plant - Perform an uninterrupted 3 count at will to establish a line/place and hold it. Perform the 3 count, then call "Bestow Sustained Planted to Self." While you have the Planted trait, you may not move from your position you end your Planted status/remove the Planted trait from yourself. Once per reset, when Planted, you may use 3 resist crushings or 3 weapon shields, or 3 instances of any mixture of those two Abilities (i.e. 2 resist crushings and 1 weapon shield, etc.).

Tier 1 Universal

Unbreakable
Resist Crushing. Bonus use with the same skill from another header.
> *PreRequisite: Guardian Header*

Advencing
Take up to 5 steps while having the Planted trait.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Guardian Header*

Hardened
Resist Piercing. Free bonus use with the same skill from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP or 1 FP*
> *PreRequisite: Guardian Header*

Tier 2 Universal

Immovable
Resist Blink
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Guardian Abilities*

Make Way
Area Maim both Legs
> *Ability Cost 4CP*
> *Activation Cost 2 SP or 2 FP*
> *PreRequisite: Two Tier 1 Guardian Abilities*

Stop Talking

By Gesture, Silence
Ability Cost 4CP
Activation Cost 2 SP or 2 FP
PreRequisite: Two Tier 1 Guardian
Abilities

Tier 2 Universal Upkeep

There Are Many Shields Like It

While you have the Planted trait, resist all Shatters against your shield.

Ability Cost 4CP
Activation Cost 2 SP Upkeep or 2 FP Upkeep
PreRequisite: Two Tier 2 Guardian Abilities

Guardian: Tank

Tier 1 Tank

This is My Shield
Resist Bind. Bonus use with the same skill from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Guardian Header*

Big
Bestow Weapon Shield to Self. Bonus use if you have the same skill from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Guardian Header*

The Line is Here
Swing or shoot for Bind.
> *Ability Cost 2CP*
> *Activation Cost 1 SP*
> *PreRequisite: Guardian Header*

Tier 1 Tank Upkeep

Moving Shield
When using Advancing, Bestow 5 Armor to Self.
> *Ability Cost 2CP*
> *Activation Cost 1 SP Upkeep*
> *PreRequisite: Advancing, Two Tier 1 Tank Abilities*

Tier 2 Tank

Take the Hit
Call Area Rage on Me
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Tank Abilities*

Shocking Presence
Area Stun.
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Tank Abilities*

Iron Bones
Resist Maim. Bonus use if you have this ability from another header.
> *Ability Cost 4CP*
> *Activation Cost 2 SP*
> *PreRequisite: Two Tier 1 Tank Abilities*

Tier 2 Tank Upkeep

Improved Moving Shield
Prereqs: Advancing, Moving Shield
When using Advancing, Bestow 5 Armor and 5 Blood to Self.
> *Ability Cost 4CP*
> *Activation Cost 2 SP Upkeep*
> *PreRequisite: Two Tier 2 Tank Abilities*

Guardian: Protector

Tier 1 Protector

One on One
By Gesture Disengage.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Guardian Header*

You, Specifically
Modify your next ability to By Gesture.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Guardian Header*

Intelligent Disobedience
Resist Rage. Bonus use if you have the same skill from another header.
> *Ability Cost 2CP*
> *Activation Cost 1 FP*
> *PreRequisite: Guardian Header*

Tier 1 Protector Upkeep

Disorienting Momentum
If a nearby opponent is hit with a Bind, get a free and immediate Slam on that opponent.
> *Ability Cost 2CP*
> *Activation Cost 1 FP Upkeep*
> *PreRequisite: Two Tier 1 Protector Abilities*

Tier 2 Protector

With Me
While you have the Planted trait, Bestow
Weapon Shield by Touch to an ally.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Protector*
> *Abilities*

Move, Now
By Gesture, Blink
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Protector*
> *Abilities*

Shield Bash
Make an aggressive movement with your shield
and call By Gesture Crushing Slam.
> *Ability Cost 4CP*
> *Activation Cost 2 FP*
> *PreRequisite: Two Tier 1 Protector*
> *Abilities*

Tier 2 Protector Upkeep

Hard Hitter
When you Resist a Crushing attack, gain 3 free and immediate uses of Crushing.
> *Ability Cost 4CP*
> *Activation Cost 2 FP Upkeep*
> *PreRequisite: Two Tier 2 Protector Abilities*

Specialist Headers

Authority

Header Power

Socialite

Once per reset you may use the Deep Breathing Ability for free. Once per reset you may use the Belt It Out ability for free. If you have either of these abilities you gain an additional bonus use for each.

Tier 0 Authority

Empathy

By Gesture Commune by Sound

Ability Cost 2CP

Activation Cost 1 FP

PreRequisite: Authority Header

Campfire Songs

In communal areas, you can lead songs including people who are not performers. Everyone who joins into the performance receives the benefit at no additional cost. To Perform, state ALL WHO JOIN IN <Bonus Type>, and then begin the performance as usual.

Ability Cost 2CP

Activation Cost

PreRequisite: Authority Header

Deep Breathing

Modify a By Gesture Authority ability to an AREA ability.

Ability Cost 4CP

Activation Cost 2 SP

PreRequisite: Authority Header

Belt it Out

Modify a BY GESTURE Authority ability to a VOCAL TARGET ability, and can be used over indirect or long-distance communications, such as radio (call INDIRECT TARGET)

Ability Cost 6CP

Activation Cost 4 SP

PreRequisite: Authority Header

Tier 1 Authority

Reputation

Generate 1 Influence Token at the beginning of each event. See Appendix: Influence for uses and other rules about Influence Tokens.

Ability Cost 2CP

Activation Cost

PreRequisite: Authority Header

Diplomacy

BY GESTURE CHARM by SOUND; Ten Second Performance

Ability Cost 2CP

Activation Cost 1 FP

PreRequisite: Authority Header

Shout

BY GESTURE DISENGAGE by SOUND; 1 Second
Performance

Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Authority Header

Courage

BY GESTURE BESTOW RESIST DISENGAGE; 10
Second Performance

Ability Cost 2CP
Activation Cost 1 FP
PreRequisite: Authority Header

Tier 1 Authority Upkeep

Round of Resolve

Perform for 1 minute and AREA BESTOW
ENDURING WILLPOWER; for each consecutive
minute of performance, you may repeat the
call; if stopped or interrupted, you may not
resume this performance for 1 minute.

Ability Cost 2CP
Activation Cost 1 FP Upkeep
PreRequisite: Two Tier 1 Authority
Abilities

Marching Tune

Perform for 1 minute and AREA BESTOW
ENDURING STRENGTH; for each consecutive
minute of performance, you may repeat the
call; if stopped or interrupted, you may not
resume this performance for 1 minute.

Ability Cost 2CP
Activation Cost 1 SP Upkeep
PreRequisite: Two Tier 1 Authority
Abilities

Tier 2 Authority

Improved Reputation

Generate 1 additional Influence Token at the
beginning of each event (2 total). See Appendix:
Influence for uses and other rules about
Influence Tokens.

Ability Cost 4CP
Activation Cost
PreRequisite: Two Tier 1 Authority
Abilities

Carry Voice

Deliver a message to a distant person; 15
Second Performance

Ability Cost 4CP
Activation Cost 2 FP
PreRequisite: Two Tier 1 Authority
Abilities

Chatterbox

Resist Silence

Ability Cost 4CP
Activation Cost 2 SP
PreRequisite: Two Tier 1 Authority
Abilities

Tier 2 Authority Upkeep

Improved Marching Tune

Perform for 1 minute and AREA BESTOW ENDURING STRENGTH II; for each consecutive minute of performance, you may repeat the call; if stopped or interrupted, you may not resume this performance for 1 minute.

UPGRADE [6 SP]: for an additional 1FP Upkeep, increase effect to ENDURING STRENGTH III
> *Ability Cost 4CP*
> *Activation Cost 2 SP upkeep*
> *PreRequisite: Two Tier 2 Authority Abilities*

Improved Round of Resolve

Perform for 1 minute and AREA BESTOW ENDURING WILLPOWER II; for each consecutive minute of performance, you may repeat the call; if stopped or interrupted, you may not resume this performance for 1 minute.
UPGRADE [6 SP]: for an additional 1FP Upkeep, increase effect to ENDURING WILLPOWER III
> *Ability Cost 4CP*
> *Activation Cost 2 FP upkeep*
> *PreRequisite: Two Tier 2 Authority Abilities*

Inspire

BY GESTURE BESTOW 1 FOCUS or BESTOW 1 STAMINA (spend corresponding attribute); 15 Second Performance
> *Ability Cost 4CP*
> *Activation Cost 2FP/2SP*
> *PreRequisite: Two Tier 1 Authority Abilities*

Infiltration

Header Power

Fleet of Feet

Once per reset you may retreat from an attacker. During this time you call resist to any damage you receive for ten seconds as long as you are singularly moving away from a fight (running is never required). Bonus use if you have the Acrobatics Ability.

Tier 0 Infiltration

Firewall

Bestow Network Shield

Ability Cost 4CP

Activation Cost 4SP

PreRequisite: Infiltration Header

Code Theory

May perform or participate in Longform Hacking; see Appendix: Hacking for uses and other rules about Hacking.

Ability Cost 2CP

Activation Cost

PreRequisite: Infiltration Header

Tier 1 Infiltration

Programming

You may produce programming items during Timeblocks. See Appendix: Crafting for further details.

Ability Cost 2CP Activation Cost

PreRequisite: Infiltration Header

Disable Device

You may attempt to pick Locks or disarm Traps at no cost. Locks and Traps are small specially made mini-games that you have to work out to get past. Each device will have a noted time and cost associated with bypassing the challenge if you do not complete it in that time.

Ability Cost 2CP

Activation Cost

PreRequisite: Infiltration Header

Acrobatics

You may RESIST one mistake while attempting to move through physical challenges, such as jumping over a pit, balancing on a beam, etc. Alternatively, you may RESIST SLAM.

Ability Cost 2CP

Activation Cost 1FP

PreRequisite: Infiltration Header

Pick Pocket

You may attempt to pickpocket an individual by placing a red sticker on your target. Sticker must be within one foot of a pocket, bag, purse or other type of item container. Once you have performed the pickpocket attempt, you must seek out a Staff member to see if your attempt yielded results.

Ability Cost 2CP

Activation Cost 1FP

PreRequisite: Infiltration Header

Tier 1 Infiltration Upkeep

Smuggle

You may hide items within a pouch that is smaller than a softball. If searched, you may choose not to produce the contents of this pouch. Alternatively, you may spend 1 FP to REMOVE CLOAK to ITEM to reveal items hidden in this way.

> *Ability Cost 2CP*
> *Activation Cost 1SP Upkeep*
> *PreRequisite: Two Tier 1 Infiltration Abilities*

Upgrade [2 CP]: You may hide one Low Capacity or Off Hand Weapon, and as long as said weapon is out of sight on the Character's person (for example behind a coat). You may call CLARIFY: CLOAKED ITEM if the weapon is scrutinized.

> *Ability Cost 2CP*
> *Activation Cost 1SP Upkeep*
> *PreRequisite: Two Tier 1 Infiltration Abilities*

Tier 2 Infiltration

Trap Reflexes

You may call DODGE if you set off a trap, whether on purpose or by accident. This ability can only be used if you are 6 feet away from any ally. Bonus use from Acrobatics skill.

> *Ability Cost 4CP*
> *Activation Cost 2FP*
> *PreRequisite: Two Tier 1 Infiltration Abilities*

Scout

You may RESIST the first attack of an encounter. This ability cannot be used if anyone else in the encounter has already been hit.

> *Ability Cost 4CP*
> *Activation Cost 2SP*
> *PreRequisite: Two Tier 1 Infiltration Abilities*

Tier 2 Infiltration Upkeep

Disguise Self

You may apply makeup, clothing, and/or other distinguishing features to appear as someone other than your character. You may call CLARIFY: DISGUISE to anyone who adddresses you as your character. REMOVE CLOAK ends this effect.

> *Ability Cost 4CP*
> *Activation Cost 2FP Upkeep*
> *PreRequisite: Two Tier 2 Infiltration Abilities*

Upgrade [2 CP]: for an additional 1FP per person, you may apply a disguise to another character.

> *Ability Cost 4CP*
> *Activation Cost 2FP Upkeep*
> *PreRequisite: Two Tier 2 Infiltration Abilities*

Biology

Header Power

Field Medic
Character gains a pool of 10 uses of Restore 1 Blood to people they encounter who are Bleeding Out.

Tier 1 Biology

Bandage

You may Restore 1 Blood on to another character per 30 seconds of roleplay, up to that character's maximum unmodified Blood attribute. The recipient of this ability must be conscious and stable (not bleeding out). If you are struck in combat, the count resets and you must restart the ability.

> *Ability Cost 2CP*
> *PreRequisite: Biology Header*

Harvest

When searching a dead organic entity, you may attempt to obtain something of value from the body itself; state BEGIN HARVEST and roleplay for 1 minute. If the player cannot produce a relevant item, report to staff. Results are not guaranteed.

> *Ability Cost 2CP*
> *Activation Cost 1FP*
> *PreRequisite: Biology Header*

Feign Death

You may pretend to be dead. You may RESIST the first killing blow or attack of any type while you are Feigning Death. Any subsequent attacks are taken as normal. You still respond to First Aid with your actual status.

> *Ability Cost 2CP*
> *PreRequisite: Biology Header*

Surgery

You may perform Surgery on any other character whose status is "Dead". Surgery takes 5 minutes of roleplay, after which the character the Surgery was performed on pulls a single stone from a bag of ten. A clear stone means the Surgery was successful and the character returns to life with 1BP, 0SP, 0FP and under the effects of a SHORT FATIGUE ALL. A black stone means the Surgery was unsuccessful and the player must report to Death. A green stone counts as a success, but the player must report the result to staff to receive a Complication Card.

First Rank Odds: 1 Clear Stone, 1 Green Stone, 8 Black stones (20% success)

> *Ability Cost 2CP*
> *Activation Cost*
> *PreRequisite: Biology Header*

UPGRADE [4 CP]: The odds of someone surviving a surgery increase.
Second Rank Odds:1 Clear Stone, 2 Green Stones, 7 Black Stones (30% success)

> *Ability Cost 2CP*
> *PreRequisite: Biology Header*

Tier 2 Biology

Forensics

After roleplaying examining a dead body for one minute, you may ask one question of a body that has recently died. You may perform this action as many times as you like. The following questions should always be applicable; any other questions may be left unanswered at staff discretion.

What was your cause of death?

How long ago did you die?

Has your body been moved or tampered with after death?

What kind of weapon, if any, was used to kill you?

What carrier, if any, was used to kill you?

> *Ability Cost 4CP*
> *Activation Cost*
> *PreRequisite: Two Tier 1 Biology Abilities*

Set Limb

You may REMOVE MAIM from anyone after 30 seconds of roleplay. If you are struck in combat, the count resets and you must restart the ability.

> *Ability Cost 4CP*
> *PreRequisite: Two Tier 1 Biology Abilities*

Advanced Aid

You may take 5 seconds off the RP time for any "Aid" ability, including First Aid, Field Medicine, Surgery, and Bandage. This ability can be purchased 3 times for a total of 15 seconds off of any "Aid" ability.

> *Ability Cost 4CP*
> *PreRequisite: Two Tier 1 Biology Abilities*

Trauma Team

This ability allows a second surgeon to join the first at the beginning of a Surgery roleplay. Both Surgeons must remain with the body for whichever Surgery count is longer, should either Surgeon have purchased Advanced Aid. At the end of the joint Surgery, the afflicted character may draw stones from each Surgeon's pouch and take the better result, if there is one.

>*Ability Cost 4CP*
>
>*PreRequisite: Two Tier 1 Biology Abilities*

Engineering

Header Power

Workshop

>You may set up a workshop occupying up to a 10'x10' space; you are encouraged to dress the space appropriately. A single workshop space may be shared by multiple players with this header power. While within this space, you gain three uses of any Tier 0 or Tier 1 Engineering abilities, and may add BESTOW to said abilities.

Tier 0 Engineering

Patch

RESTORE 5 ARMOR

>*Ability Cost 2CP*
>
>*Activation Cost 1SP*
>
>*PreRequisite: Engineering Header*

Field Fortification

You may roleplay repairing, cleaning, and maintaining a set of armor for 30 seconds, and gain a BESTOW 1 ARMOR to the target.

>*Ability Cost 4CP*
>
>*Activation Cost 2 FP*
>
>*PreRequisite: Engineering Header*

Tier 1 Engineering

Tinkering
You may produce Engineering items during Timeblocks. See Appendix: Crafting for further details.
> *Ability Cost 2CP*
> *PreRequisite: Engineering Header*

Scavenge
When searching a dead mechanical entity, you may attempt to obtain something of value from the body itself; state BEGIN SCAVENGE and roleplay for 1 minute. If the player cannot produce a relevant item, report to staff. Results are not guaranteed.
> *Ability Cost 2CP*
> *PreRequisite: Engineering Header*

Overclock
Bestow 5 Damage to a target wielding a weapon.
> *Ability Cost 2CP*
> *Activation Cost 1FP Upkeep*
> *PreRequisite: Engineering Header*

Tier 1 Engineering Upkeep

Reinforce
BESTOW RESIST CRUSHING or RESIST PIERCING to a target wearing armor. Alternatively, you may BESTOW CRUSHING or PIERCING to a target wielding a weapon.
Ability Cost 2CP
> *Activation Cost 1FP Upkeep*
> *PreRequisite: Engineering Header*

Custom Fit
You may increase the Armor Points from wearing Light Armor to 10
> *Ability Cost 2CP*
> *Activation Cost 1SP Upkeep*
> *PreRequisite: Two Tier 1 Engineering Abilities*

Efficient Reinforcement
Whenever you use Patch to Restore Armor gain a bonus use of Resist Crushing or Resist Piercing.
> *Ability Cost 2CP*
> *Activation Cost 1SP Upkeep*
> *PreRequisite: Two Tier 1 Engineering Abilities*

Tier 2 Engineering

Repair/Sabotage

You may REMOVE SHATTER on a weapon or shield. Alternatively, after roleplaying with a weapon for 30 seconds, you may call VOCAL TARGET SHATTER WEAPON to the wielder of that weapon once until you reset.

> *Ability Cost 4CP*
> *Activation Cost 2SP*
> *PreRequisite: Two Tier 1 Engineering Abilities*

Blast Shielding

You may call Resist Blast.

> *Ability Cost 4CP*
> *Activation Cost 2FP*
> *PreRequisite: Two Tier 1 Engineering Abilities*

Tier 2 Engineering Upkeep

Efficient Overclocking

Modify Overclock to Bestow 5 Damage by Touch to up to 3 targets.

> *Ability Cost 4CP*
> *Activation Cost 2FP Upkeep*
> *PreRequisite: Two Tier 2 Engineering Abilities*

Joint Reinforcement

BESTOW RESIST MAIM to a target wearing armor. Alternatively, you may BESTOW MAIM to a target wielding a weapon.

> *Ability Cost 4CP*
> *Activation Cost 2SP*
> *PreRequisite: Two Tier 1 Engineering Abilities*

Taser Rig

BESTOW STUN to a target wielding a weapon. Alternatively, you may BESTOW RESIST STUN to a target wearing armor.

> *Ability Cost 4CP*
> *Activation Cost 2FP*
> *PreRequisite: Two Tier 1 Engineering Abilities*

Chemistry

Header Power

Laboratory
You may set up a laboratory occupying up to a 10'x10' space; you are encouraged to dress the space appropriately. A single laboratory space may be shared by multiple players with this header power. While within this space, you gain three uses of any Tier 0 or Tier 1 Chemistry abilities, and may add BESTOW to said abilities.

Tier 0 Chemistry

Gas Dispenser
You may throw 1 toxin at will.
> *Ability Cost 2CP*
> *Activation Cost*
> *PreRequisite: Chemistry Header*

Antitoxin
BESTOW TOXIN SHIELD
> *Ability Cost 4CP*
> *Activation Cost 2FP*
> *PreRequisite: Chemistry Header*

Medicate
RESTORE 5 Blood
> *Ability Cost 2CP*
> *Activation Cost 1SP*
> *PreRequisite: Chemistry Header*

Tier 1 Chemistry

Concocting
You may produce Chemistry Items during Timeblocks. See Appendix: Crafting for further details.
> *Ability Cost 2CP*
> *PreRequisite: Chemistry Header*

Caustic Acid
Throw 5 DAMAGE by TOXIN
> *Ability Cost 2CP*
> *Activation Cost 1FP*
> *PreRequisite: Chemistry Header*

Recycle

Once per event, you may select one Tier 1 Component from the "Spent Tags" bin in the common area and return it to play.

    Ability Cost 2CP
    PreRequisite: Chemistry Header

Upgrade [4 CP]: Once per event, you may select one Tier 2 Component, or one Tier 1 consumable item, from the "Spent Tags" bin in the common area and return it to play.

Confusion Gas

Throw RAGE by TOXIN. Alternatively, BESTOW RESIST RAGE

    Ability Cost 2CP
    Activation Cost 1FP
    PreRequisite: Chemistry Header

Tier 1 Chemistry Upkeep

Efficient Salve

Each time you activate Medicate, gain a free use of Medicate

    Ability Cost 2CP
    Activation Cost 1SP Upkeep
    PreRequisite: Two Tier 1 Chemistry Abilities

Tier 2 Chemistry

Large Batch

When you craft 3 or more Consumable or High Yield items that have an identical Recipe, you produce 1 bonus item of the same kind. For each multiple of 3 beyond the first, you gain an additional bonus item (6 yields 2 bonus items, 9 yields 3, etc.)

    Ability Cost 4CP
    PreRequisite: Two Tier 1 Chemistry Abilities

Asphyxiation

Throw CHOKE by TOXIN; alternatively, BESTOW RESIST CHOKE

    Ability Cost 4CP
    Activation Cost 2SP
    PreRequisite: Two Tier 1 Chemistry Abilities

Long-Acting

May apply SHORT to any Chemistry ability

    Ability Cost 4CP
    Activation Cost 2FP
    PreRequisite: Two Tier 1 Chemistry Abilities

Dispersal Canister

May apply BLAST to any Chemistry ability
(requires Blast Canister thrown weapon prop)

> *Ability Cost 4CP Activation Cost 2FP*
> *PreRequisite: Two Tier 1 Chemistry*
> *Abilities*

Tier 2 Chemistry Upkeep

Efficient Batching

Each time you activate Caustic Acid, gain 2 free and immediate uses of Caustic Acid.

> *Ability Cost 4CP*
> *Activation Cost 2FP Upkeep*
> *PreRequisite: Two Tier 2 Chemistry Abilities*