

Acrobatics

Base(s): Agility+B | Perform

Usage:

- ◇ **aoo-dodge**(w/act) -> +M(TC,ao)
- ◇ **precise-move**(w/act) -> chk(TC-A,precision-moves)= +M
- ◇ **balance**(w/act) -> chk(balance)=+M

Description: Substitute this technique for the base skill (either Agility+B or Perform) in the cases: improving your TC when avoiding attacks of opportunity, improving your check against an area target challenge (TC-A) for precision moves, or improving your balance check.

Action-Surge

Base(s): Psimetabolism

Usage: **extra-action**(free-act, R, 2fp) -> eff= +main-act -> M times/rest

Mishap: insanity-1 (acquired on first ranks)

Description: Take an extra main-act on your turn.

Alarm

Base(s): Clairsentience

Usage: **set-alarm**(scene, R) -> eff= M(radius) alarm for 8hr -> psv(Perception)

Mishap: insanity-1 (acquired on first ranks)

Description: Set a boundary around you that warns you when it is crossed by anyone with hostile intent.

Annihilation

Base(s): Telepathy

Usage: **attack**(main-act, R, 2fp) -> imp(sv,Focus, 8+ M*) -> eff= $\frac{1}{2} \cdot fp \cdot d6 + M(fp)$

Mishap: insanity-1 (acquired on first ranks)

Description: You impose a Focus save on your target to deal damage of half of fp·d6+M in focus points.

Blink

Base(s): Psiportation

Usage:

- ◇ **blink**(main-act, R, 2fp) -> +M*(chk,TC-A) -> eff= teleport 2·M*(range)
- ◇ **blink-R2+**(main-act, 2R, 1fp) +M*(chk,TC-A) -> eff= teleport M*(range)
- ◇ **blink-R3+**(main-act, 3R, 0fp) +M(chk,TC-A) -> eff= teleport M(range) -> $\frac{1}{2} \cdot R$ /rest

Mishap: insanity-1, teleporter-1 (acquired on first ranks)

Description: Four usages, all with main-acts: (i) by spending 2fp you may teleport twice your M* in metres, (ii) if you have 2 or more ranks in Blink, you can spend 1fp to move half the distance of the previous usage, (iii) for the number of times between rests equal to half your ranks, you may teleport half distance without spending any fp, and finally, (iv) a distance teleport (see below).

Blur

Base(s): Psiportation

Usage:

- ◇ **blur**(main-act, R, 1fp) -> eff= +M*(TC), +M*(sv,Agility) for min

Mishap: insanity-1, teleporter-1 (acquired on first ranks)

Description: You become a blur of superpositions, appearing to be in many places at once, while the blur effect is on (1 minute), you gain bonuses of +M* to your TC and your sv(Agility).

Bureaucracy

Base(s): Society

Usage: **substitution**(act) -> chk|sv(bureaucracy)= +M

- ◇ **know**(free-act) -> chk(bureaucracy)= +M

Usage (aspect): **provenance** -> Tech

- ◇ **bypass**(min) -> chk(CC-S)= +M(Deceive) +R

-> set(PC)= 8 + M(Stealth+S) +R

- ◇ **social-bypass**(min) -> chk= +M(Deceive) +R

-> set(SC)= 8 + M(Deceive) +R

- ◇ **search**(min+) -> chk= +M(Investigate) +R

- ◇ **deceive**(min+) -> chk= +M(Deceive) +R

- ◇ **persuade**(min+) -> chk= +M(Persuade) +R

Description: An understanding of corporate and government conventions, practices and procedures.

Bushcraft

Base(s): Insight | Survival

Usage: **substitution**(act) -> chk|sv= +M

- ◇ **know**(free-act) -> chk= +M

Usage (aspect): **provenance** -> Bio

- ◇ **search**(min+) -> chk= +M(Investigate) +R

- ◇ **notice**(min+) -> chk= +M(Perception) +R

- ◇ **animal-handling**(min+) -> chk= +M(Persuade) +R

- ◇ **track**(min+) -> chk= +M(Investigate:Track) +R

-> set(PC)= 8 + M(Stealth+B) +R

Description: A knowledge of survival in a wilderness.

Base(s): Cybernetics | Genetics | Machinery | Materials | Munitions | Neuronetics | Robotics

Usage: **substitution**(act) -> chk|sv= +M

- ◇ **bypass**(min) -> chk(CC-S)= +M

-> set(PC)= 8 + M(Stealth+S) +R

Usage (aspect): **provenance** -> Tech

Description: The skill in breaking into a technology, by bypassing its usual protocols, controls, ports or interface.

Calmness

Base(s): Insight | Resolve

Usage: **sv-calm**(free-act) -> eff= +M(sv,any,frightened|panicked)

Description: You tend to remain calm, even when faced with the most horrendous things.

Clarity-Save

Base(s): Insight

Usage: **sv-reroll**(free-act, R, 1fp) -> eff= reroll(sv,mental,failed)

-> +M*(sv,mental,rerolled)

Description: By tapping your inner reserves, you can re-roll a save against a mind-affecting effect that you fail.

Conjugate

Base(s): Cybernetics | Genetics | Machinery | Materials | Medicine | Munitions | Neuronetics | Robotics

Usage: conjugate(act, 1fp) ->

◇ conjugate-as-target(main-act, R, 1fp) -> chk= +M*
-> eff= fp-d6 +M

◇ conjugate-as-impose(main-act, R, 1fp) -> imp(sv)|set(CC)= 8 +M*
-> eff= fp-d6 +M

◇ known(R) -> 1 + R

◇ fp-max(R) -> R

Usage (aspect): provenance -> Bio, Tech (depends on Eng skill)

Description: This technique allows you to make and use Eng conjugates.

Dance-Any

Base(s): Agility+B | Perform

Usage: substitution(act) -> chk|sv(dance)= +M

Description: Instruction and practice in one or more styles of dance.

Disguise

Base(s): Deceive | Perform

Usage: substitution(min+)

◇ chk(C, disguise)= +M
-> set(SC)= 8 +M

Description: Training to appear as someone else (of the same sophont).

Dodge-Attack

Base(s): Cbt-Melee | Cbt-Ranged | Cbt-Tactical

Usage: dodge(re-act, R) -> when seen(opp) hits with chk(TC) -> eff= gain +M(rst,all)

Description: Whenever you opponent that you can see succeeds with a targeted attack upon you, you can subtract damage from the attack as if you had the trait +M(rst,all).

Dodge-Effect

Base(s): Cbt-Ranged | Cbt-Tactical

Usage: dodge(re-act, R) -> when seen(opp) hits with chk(TC-A)

-> eff= gain +M(rst,all)

Description: Whenever you opponent or phenomenon that you can see succeeds with a area attack upon you, you can subtract damage from the attack as if you had the trait +M(rst,all).

Domination

Base(s): Telepathy

Usage: dominate(main-act, R, 2fp) -> imp(sv,Insight,8+M*)

-> eff= cond,driven for rnd

Mishap: insanity,1 (acquired on first ranks)

Description: You impose sv(Insight) on a subject you can see to use their main-act.

Electrokinesis

Base(s): Psikinesis

Usage:

◇ flux(main-act, R, 1fp) -> eff= transfer M*(ep) between power storages within 5-M*(range)

◇ shape-1(main-act, R, 2fp) -> eff= transfer M*(ep) within 5-M*(range)
-> eff= shell 2-M*(radius) centred on you gives 6-M*(rst,elec)

◇ shape-2(main-act, R, 2fp) -> eff= transfer M*(ep) within 5-M*(range)
-> chk(TC-A)= +M* -> eff= EMP 5-M*(range), 2-M*(radius), 6-M*(field,elec)

◇ channel(main-act, R, 4fp) -> eff= transfer M*(ep) within 5-M*(range)
-> chk(TC-A)= +M* -> eff= lightning 5-M*(spray), fp-d6+M(hp,elec)

◇ pinch(main-act, R, 5fp) -> chk(TC)= +M* -> eff= move up to 10-M*(wt) at M*(speed), fp-d6+M(hp,fric)

Mishap: insanity,1 (acquired on first ranks)

Description: Manipulate electrical and magnetic fields and currents.

Empathic-Projection

Base(s): Telepathy

Usage: project(main-act, R, 2fp) -> imp(sv,Insight,8+M*)

-> eff= impose emotional state for rnd

Mishap: insanity,1 (acquired on first ranks)

Description: You impose an emotional state on a creature you can see.

Enervation

Base(s): Psimetabolism

Usage:

◇ enervate(main-act, R, 2fp) -> chk(TC,touch)= +M(Cbt-Melee)
-> imp(sv,Energy,8+M*) -> eff= fp-d6+M(ep)

-> tg,self eff= heal ep

◇ enervate-ranged(main-act, R, 3fp) -> chk(TC,see)= +M(Cbt-Ranged)
-> imp(sv,Energy,8+M*) -> eff= fp-d6+M(ep)

-> tg,self eff= heal ep|convert ep to hplfp

Mishap: insanity,1 (acquired on first ranks)

Description: Drain the vitality (ep) from a target.

Enthral

Base(s): Perform, Telepathy

Usage:

◇ enthral(rnd & main-act, R, 1fp) -> imp(sv,Resolve,8+M*)

-> eff= targets enthralled, lose next main-act.

◇ distract(re-act, R, 1fp) -> imp(sv,Resolve,8+M*)

-> eff= target loses current main-act or bonus-act.

Description: You can captivate an audience who can see and hear you.

Evasion

Base(s): Cbt-Ranged | Cbt-Tactical

Usage: evade(free-act, 1ep) -> eff= gain +M*(TC) for rnd

Description: By spending 1ep you can gain you modifier in TC for the round.

Finance

Base(s): Society

Usage: substitution(act) -> chk(sv(finance))= +M

◇ know(free-act) -> chk(finance)= +M

Usage (aspect): provenance -> Tech

◇ bypass(min) -> chk(CC-S)= +M(Deceive) +R

-> set(PC)= 8 +M(Stealth+S) +R

◇ social-bypass(min) -> chk= +M(Deceive) +R

-> set(SC)= 8 +M(Deceive) +R

◇ search(min+) -> chk= +M(Investigate) +R

◇ deceive(min+) -> chk= +M(Deceive) +R

◇ persuade(min+) -> chk= +M(Persuade) +R

Description: An understanding of corporate and government finance including trading, accountancy practices, profit and loss, taxation and various types of ownership.

First-Strike

Base(s): Cbt-Melee | Cbt-Ranged | Cbt-Tactical

Usage: first-strike(free-act, R, 1fp) -> eff= gain +M*(initiative) at start of combat

Description: Allows you to improve your initiative roll.

Focus-Drain

Base(s): Telepathy

Usage:

◇ drain(main-act, R, 2fp) -> chk(TC,touch)= +M(Cbt-Melee)

-> imp(sv.Focus,8+M*) -> eff= ½·fp·d6+M(fp)

-> tg.self eff= heal fp | add as fp.temp for hr

◇ drain-ranged(main-act, R, 3fp) -> chk(TC,see)= +M(Cbt-Ranged)

-> imp(sv.Focus,8+M*) -> eff= ½·fp·d6+M(fp)

-> tg.self eff= heal fp | add as fp.temp for hr

Mishap: insanity-1 (acquired on first ranks)

Description: Drain the willpower (fp) from a target.

Forensics

Base(s): Investigate

Usage: substitution(min+, R) -> chk(C, forensics)= +M* +Forensic-Tools

Description: Practice in identifying people, places and events from the scene of a crime.

Grapple

Base(s): Cbt-Melee

Usage: attack(main-act) -> set(C)= +M +M(Strength) -> cond,grappled

Description: Skill in restraining an opponent with wrestling and pinning techniques.

Group-Fire

Base(s): Cbt-Ranged

Usage: attack(main-act) -> chk(TC-A, near)= +M +M(Wpn) -> imp(sv.Agility,8+M)

-> eff= +M as weapon, 5(radius)

Description: This technique allows you to spray a group of targets within the near range of a burst weapon.

Harm

Base(s): Psimetabolism

Usage:

◇ harm(main-act, R, 1fp) -> chk(TC,touch)= +M(Cbt-Melee)

-> imp(sv.Health,8+M*) -> eff= fp·d6+M(hp,heat)

◇ harm-ranged(main-act, R, 2fp) -> chk(TC,see)= +M(Cbt-Ranged)

-> imp(sv.Health,8+M*) -> eff= fp·d6+M(hp,heat)

Mishap: insanity,1 (acquired on first ranks)

Description: Physically damage a creature you touch.

Heal

Base(s): Psimetabolism

Usage:

◇ heal(main-act, R, 1fp) -> chk(TC,touch)= +M(Cbt-Melee)

-> eff= heal fp·d6+M(hp)

◇ heal-ranged(main-act, R, 2fp) -> chk(TC,see)= +M(Cbt-Ranged)

-> eff= heal fp·d6+M(hp)

Mishap: insanity,1 (acquired on first ranks)

Description: Heal a creature you touch.

Inspire

Base(s): Persuade | Telepathy

Usage:

◇ inspire(re-act, R, 1fp) -> eff(1tg,ally)= give d(½·M)chk|sv

Description: Inspire an ally by giving them an inspiration die.

Instrument-Any

Base(s): Insight | Perform

Usage: substitution(act) -> chk(sv(C, musical-instrument))= +M

Description: Instruction and practice in one or more musical instruments.

Interrogate

Base(s): Investigate

Usage: substitution(min+, R, 1fp) -> chk(C, interrogate)= +M*

-> set(SC)= 8 +M(Deceive) +R*

Description: Practice in interviewing to elicit information that is not given willingly.

Language

Base(s): Society

Usage: substitution(act) -> chk= +M*

-> eff= understand|express hard concept in language

Description: Select a language or language group that you are able to speak, read and write.

Law

Base(s): Society

Usage: substitution(act) -> chk|sv= +M

◇ know(free-act) -> chk= +M

Usage (aspect): provenance -> Tech

◇ bypass(min) -> chk(CC-S)= +M(Deceive) +R

-> set(PC)= 8 +M(Stealth+S) +R

◇ social-bypass(min) -> chk= +M(Deceive) +R

-> **set(SC)** = 8 + **M(Deceive)** + **R**

◇ **search**(min+) -> **chk** = +**M(Investigate)** + **R**

◇ **deceive**(min+) -> **chk** = +**M(Deceive)** + **R**

◇ **persuade**(min+) -> **chk** = +**M(Persuade)** + **R**

Description: An understanding of legal conventions, practices and procedures and its role in society.

Leading-Fire

Base(s): Cbt-Ranged

Usage: **attack**(w/main-act, 1ep) -> **eff** = +**M*(att)** -> **imp**(sv,Insight,8+**M***)

-> **eff** = **dadv**(opp,att,next) | **adv**(ally,att,next)

Description: Spend 1ep to improve your attack with a ranged weapon and impose a sv(Insight) to lead your allies or mislead your opponents.

Menacing-Fire

Base(s): Cbt-Ranged

Usage: **attack**(w/main-act, 1ep) -> **eff** = +**M*(att)** -> **imp**(sv,Resolve,8+**M***)

-> **eff** = frightened

Description: Spend 1ep to improve your attack with a ranged weapon and impose a sv(Resolve) to menace your opponents.

Multi-Attack

Base(s): Cbt-Melee | Cbt-Ranged

Usage: **attack**(w/main-act, R) -> **eff** = **attack** 1+½·**M** times

Description: Spend an ep to attack more than once during a main-act.

Overbear

Base(s): Cbt-Melee

Usage: **attack**(main-act) -> **set(C)** = +**M** +**M(Strength)**

-> **cond**,prone | pushed back 2+reach(metres)

Description: Skill in tripping, throwing or unbalancing an opponent.

Parkour

Base(s): Agility

Usage: **attack**(w/move-act) -> **eff** = +**M(speed)** & mv,stock,climb

Description: Increased take-off speed and agile movement over challenging surfaces.

Phase

Base(s): Psiportation

Usage:

◇ **phase**(main-act,move-act, R, 2fp)

-> **eff** = go out of phase for 1 min, move **M*(metres)**

Mishap: insanity,1 (acquired on first ranks)

Description: Go out-of-phase with the corporeal realm (or in-phase with another), making you seem to disappear.

Possession

Base(s): Telepathy

Usage:

◇ **initiate**(rnd & main-act, R, 1fp) -> **imp**(sv,Insigh t| Resolve,8+**M***)

-> **eff**=contact, progress to stages 2 & 3..

Mishap: insanity,2 (acquired on first ranks)

Description: Possess the mind of another creature.

Precognition

Base(s): Clairsentience

Usage:

◇ **glimpse**(rnd, R, 1fp)

-> **eff**= see future of person|place|object that you can see and touch

◇ **detect-hazards**(rnd, R, 1fp) -> **chk**(C,10+) = +**M***

◇ **retroaction**(rnd, 1fp) -> **eff**= retroaction (see text)

Mishap: insanity,1 (acquired on first ranks)

Description: A technique providing various ways of seeing into the future.

Precognitive-Save

Base(s): Clairsentience

Usage: **sv-reroll**(free-act, R, 1fp) -> **eff** = reroll(sv,any,failed)

-> +**M*(sv,any,rerolled)**

Mishap: insanity,1 (acquired on first ranks)

Description: You were prepared for this save.

Preservation

Base(s): Psimetabolism

Usage:

◇ **slow**(R) -> **eff**= slows the aging process (see text)

◇ **sv-disease**(free-act, R, 1fp) -> **sv**(disease) = +**M***

Mishap: insanity,1 (acquired on first ranks)

Description: Slow the aging process, able to resist disease.

Psi-Balance

Base(s): Psikinesis

Usage: **substitution**(free-act, R, 1fp) -> **chk**(Agility,balance) = +**M(Agility)** + **R***

Mishap: none from this technique

Description: Able to perform exceptional feats of balance.

Psi-Flurry

Base(s): Psimetabolism

Usage: **attack**(w/main-act, R, 1ep) -> **eff**= fistload attack 1+½·**M*** times

Mishap: none from this technique

Description: Spend 1ep to perform a flurry of blows on your opponent.

Psi-Move

Base(s): Psikinesis

Usage: **general**(w/rnd, R, 1ep)

◇ **hyper-move**(w/move-act, R, 1ep) -> +**M*(chk|sv,Acrobatics)**

& +**M*(chk|sv,Parkour)**

◇ **slow-fall**(w/act, R, 1ep) -> reduce damage ep-d6+**M**

Mishap: none from this technique

Description: Spend 1ep to miraculously move, or to slow your fall.

Psi-Push

Base(s): Psikinesis

Usage: **hyper-push**(w/rnd, R, 1ep) -> **imp**(sv.Strength, 8+M*)

-> **eff**= 1d4+M*(hp,fr) -> pushed back 2d4+M*(metres) | cond,prone

Mishap: none from this technique

Description: Spend 1ep to add force to your successful melee attacks.

Psi-Speed

Base(s): Psimetabolism

Usage: **hyper-move**(w/move-act, R, 1ep) -> **eff**= +M*(speed)

Mishap: none from this technique

Description: Spend 1ep to move like the wind.

Psi-Strike

Base(s): Psikinesis

Usage: **attack**(w/act, R, 1ep) -> **eff**= +1+½·M*(hp), +1+½·M*(pen)

Mishap: none from this technique

Description: Spend 1ep to add penetration and damage to your melee attacks.

Psi-Stun

Base(s): Psimetabolism

Usage: **stun**(w/rnd, R, 1ep) -> **imp**(sv.Health, 8+M*)

-> **eff**= cond,stunned for 1d4 rnd

Mishap: none from this technique

Description: Spend 1ep to stun your opponent after any successful melee attack.

Psychic-Decoy

Base(s): Psimetabolism | Telepathy

Usage: **ward**(main-act, R, 1fp) -> **eff**(tgt,touched)= give fp·d6+M(ep-t|fp-t) for 8 hr

Mishap: insanity,1 (acquired on first ranks)

Description: Ward a creature by giving phantom resources (extra ep-t or fp-t).

Psychometry

Base(s): Clairsentience

Usage:

◇ **focus-read**(scene, R, 1fp) -> **chk**= +M*

◇ **spontaneous-read**(re-act, R, 0fp) -> **chk**(15)= +M*

Mishap: insanity,1 (acquired on first ranks)

Description: see the past of person|place|object that you can see|touch.

Pyrokinesis

Base(s): Psikinesis

Usage: **ignite**(main-act, R, 1fp) -> **chk**(TC-A,seen)= +M* -> **imp**(sv.Agility, 8+M*)

-> **eff**= 12(q), M*(radius), fp·d6+M(hp,fire)

Mishap: insanity,1 (acquired on first ranks)

Description: start and control fires (see text).

Rally

Base(s): Persuade | Telepathy

Usage: **sv-reroll**(re-act, R, 1fp)

-> **eff**(tg)= give reroll(sv,any,frightened|confused|driven,failed)

-> +M*(sv,any,rerolled)

Description: Bolster your allies by offering them a reroll against many types of mental save that they have failed.

Remote-Seeing

Base(s): Clairsentience

Usage: **sense**(main-act, R, 1fp) -> **chk**(C)= +M* -> **set**(PC)= 10 +M(Stealth+S) +R*

-> **eff**= see for min

Aspect-Usage:

◇ **ethereal-projection-1**(main-act, R, 2fp) -> **chk**(C)= +M(Psiportation) +R*

-> **eff**= present with -6(Strength) for min

◇ **ethereal-projection-2**(main-act, R, 3fp) -> **chk**(C)= +M(Psiportation) +R*

-> **eff**= fully present for min

Mishap: insanity,1 (acquired on first ranks)

Description: observe remote but familiar person|place|object as if you were present for min.

Resistance

Base(s): Psimetabolism

Usage: **protect**(main-act, R, 1fp) -> **eff**(tg,touched)= +M(rst,any) for hr

Mishap: insanity,1 (acquired on first ranks)

Description: Provide rst vs a type of damage for hr.

Resurrection

Base(s): Psimetabolism

Usage: **resurrect**(hr, R, 5fp) -> **chk**(tg,touched)= +M* -> **eff**= raise from the dead

Mishap: insanity,2 (acquired on first ranks)

Description: Raise recently-killed creature from the dead.

Retarget

Base(s): Cbt-Ranged

Usage: **retarget-fire**(w/main-act, R) -> **eff**= each success (up to 1+½·M(tg))

-> **chk**(TC,dadv)= +M within 2(metres)

Description: After each successful attack with a burst ranged weapon, you can hit another target close by.

Revival

Base(s): Resolve | Survival

Usage: **revive**(main-act, R, 2ep)

-> **eff**(self)= regain 1d4+M*(hp), excess as hp,temp for 10 min

Description: Boost yourself by reviving some of your lost hp.

Shield

Base(s): Psikinesis

Usage: **ignite**(re-act, R, 1fp) -> **eff**= 30° arc shield at 1(metre)

to give +M*(rst,fr,prc,sls) for min

Mishap: insanity,1 (acquired on first ranks)

Description: Make a force shield between you and your attacker.

Skirmish

Base(s): Cbt-Melee | Cbt-Ranged

Usage: attack(w/act, R) -> eff= use bonus-act for Dash|Disengage|Hide ½·M times & +M(speed) in a combat

Description: During a combat of the type this technique is based, perform Dash|Disengage|Hide quickly and have increased speed.

Skr-Avionics

Base(s): Clair-sentience

Usage: skr-avionics(rnd, R, 1fp) -> chk.psv= +M* for M* hr

Usage (aspect): provenance -> Tech

Mishap: insanity,1 (acquired on first ranks)

Description: See through & improve striker ethereal sensors.

Skr-Carapace

Base(s): Psiportation

Usage: skr-carapace(rnd, R, 1fp) -> eff= give fp·d6+M(hp,temp) for 8 hr

Usage (aspect): provenance -> Tech

Mishap: insanity,1 (acquired on first ranks)

Description: Use the viscous envelope as a protective blanket, offering temporary hp.

Skr-Field-Dodge

Base(s): Clair-sentience

Usage: dodge(rnd, R, 1fp) -> eff= +M*(sv,any,field)

Usage (aspect): provenance -> Tech

Mishap: insanity,1 (acquired on first ranks)

Description: Skim your striker in the ethereal to escape a physical field effect.

Skr-Fire-Dodge

Base(s): Clair-sentience

Usage: dodge(rnd, R, 1fp) -> eff(striker)= +M*(rst,all)

Usage (aspect): provenance -> Tech

Mishap: insanity,1 (acquired on first ranks)

Description: Reduce the damage on your ship from a targeted attack.

Skr-Slip-Stream

Base(s): Psikinesis

Usage (aspect): provenance -> Tech

◇ strike(re-act, R, 1fp)

-> chk(strike)= +M(Psiportation) +R* +Vcl-Striker

-> imp(sv,Focus, 18-R*) -> insanity-1(mishap)

& poss shorter navigation times

Mishap: insanity,1 (acquired on first ranks)

Description: Make a force shield between you and your attacker.

Skr-Submariner

Base(s): Psiportation

Usage: submariner-hide(re-act, R, 1fp)

-> set(PC)= 10 +M(Stealth+S, striker) +R(Stealth+S, pilot) +R* +Vcl-Striker

-> eff= +M*(sv,any,field)

-> eff= +M*(TC)

Usage (aspect): provenance -> Tech

Mishap: insanity,1 (acquired on first ranks)

Description: Use a shallow dive into the ethereal to hide your ship from all observers.

Sleight-Of-Hand

Base(s): Deceive

Usage: substitution(main-act) -> chk(C,sleight-of-hand)= +M -> set(PC)= 8+M

Description: A quick move to lift, plant or conceal an item.

Sniper

Base(s): Cbt-Ranged

Usage: aim(w/act, 1ep) -> eff(self)= reduce time on Aim

-> eff= +M(chk,TC), adv(chk,Perception)

Description: A technique centred on the skills of a sniper.

Spoil

Base(s): Persuade | Telepathy

Usage:

◇ spoil(re-act, R, 1fp) -> eff(ttg,opp)= take d(½·M*)chk|sv

Description: Foil an opponent by giving them a spoil die.

Sport-Any

Base(s): Strength | Agility+B | Resolve | Perform

Usage: substitution(act) -> chk|sv(C,sport,chosen)= +M

Description: Instruction and practice in one or more related sports.

Staunch

Base(s): Persuade | Telepathy

Usage:

◇ staunch(bonus-act, R, 1fp) -> eff(ttg,ally)= give M*d4(hp|ep|fp,temp) for hr

Description: Lead and bolster your allies in difficult situations.

Suppressing-Fire

Base(s): Cbt-Ranged | Cbt-Tactical

Usage: attack(w/main-act, 1ep) -> eff= +M*(eff,weapon) -> imp(sv,Agility,8+M*)

-> eff(tg)= opp loses main-act for next rnd

Description: Improve your damage with a ranged weapon and impose a sv(Agility) to suppress your opponent attacks.

Surveillance

Base(s): Investigate

Usage: substitution(min+, R)

-> chk(C,CC-S,surveil)= +M* +Surveillance-Tools-> set(PC)= 8 +M*

Usage (aspect): provenance -> Tech

◇ counter-surveillance(free-act) -> $psv(C,CC-S) = 8 + M(Perception) + R$
Description: Practice in keeping an area or people under surveillance, without them knowing it.

Suspend

Base(s): Psimetabolism
Usage: protect(scene, R, 1fp) -> $eff(self) = \text{become inert for up to } M * \text{day}$
Mishap: insanity-1 (acquired on first ranks)
Description: Provide rst vs a type of damage for hr.

Telekinesis

Base(s): Psikinesis
Usage: telekinesis(main-act, R, 1fp) -> $eff = \text{move up to } 10 * M * (wt) \text{ at } M * (\text{speed})$
Mishap: insanity,1 (acquired on first ranks)
Description: Move objects with your mind.

Tenacious-Save

Base(s): Resolve | Survival
Usage: sv-reroll(free-act, R, 1ep) -> $eff(self) = \text{reroll}(sv, physical, failed)$
 -> $+M * (sv, physical, rerolled)$
Description: By tapping your inner reserves, you can re-roll a saving throw against a physical effect that you fail.

Thermokinesis

Base(s): Psikinesis
Usage: attack(main-act, R, 1fp) -> $chk(TC-A, seen) = +M * \text{with } 1(radius)$
 -> $imp(sv, Agility, 8 + M *) -> eff = fp-d6 + M(hp, cold)$
Mishap: insanity,1 (acquired on first ranks)
Description: Draw heat from a volume in sight.

Thoughtseeing

Base(s): Clairsentience
Usage: sense(main-act, R, 1fp) -> $eff = 2 * M * (allsense) \text{ for rnd}$
Mishap: insanity,1 (acquired on first ranks)
Description: See everything in all directions at once out to 5 x M* in metres.

Track

Base(s): Investigate
Usage: substitution(min+, R)
 -> $chk(C, track) = +M * -> set(PC) = 8 + M(Stealth+S) + R$
Description: Practice in following the signs of passage of another creature.

Vital-Harm

Base(s): Cbt-Melee | Cbt-Ranged | Cbt-Tactical | Medicine | Robotics
Usage: vital-harm(w/main-act, 1ep|fp)
 -> $eff(tg, unaware) = 1 + \frac{1}{2} * M * (RSR) \& + M * (hp)$
Usage (aspect): provenance -> Bio | Tech (Robotics)
Description: Attack opponents who are unaware of you (or are busy right now) with vicious accuracy.

Wpn-Blades-Long

Base(s): Cbt-Melee
Usage: substitution(main-act)
 -> $chk(TC) = +M -> eff = +M + M(Strength)$
Usage (aspect): provenance -> Tech
Description: Specialisation conferring your M on attack and damage when using various types of long blades.

Wpn-Blades-Short

Base(s): Cbt-Melee
Usage: substitution(main-act)
 -> $chk(TC) = +M -> eff = +M + M(Strength)$
Usage (aspect): provenance -> Tech
Description: Specialisation conferring your M on attack and damage when using various types of short blades.

Wpn-Bows

Base(s): Cbt-Ranged
Usage: substitution(main-act)
 -> $chk(TC) = +M -> eff = +M + M(Strength)$
Usage (aspect): provenance -> Tech
Description: Specialisation conferring your M on attack and damage when using various types of bows.

Wpn-Clubs

Base(s): Cbt-Melee
Usage: substitution(main-act)
 -> $chk(TC) = +M -> eff = +M + M(Strength)$
Usage (aspect): provenance -> Tech
Description: Specialisation conferring your M on attack and damage when using various types of clubbing weapons.

Wpn-Crossbows

Base(s): Cbt-Ranged
Usage: substitution(main-act)
 -> $chk(TC) = +M -> eff = +M$
Usage (aspect): provenance -> Tech
Description: Specialisation conferring your M on attack and damage when using crossbows of various sizes and loading mechanisms.

Wpn-Energy

Base(s): Cbt-Ranged | Cbt-Tactical
Usage: substitution(main-act)
 -> $chk(TC) = +M -> eff = +M$
Usage (aspect): provenance -> Tech
Description: Specialisation conferring your M on attack and damage when using energy weapons.

Wpn-Fistload

Base(s): Cbt-Melee

Usage: substitution(main-act)

-> **chk(TC)= +M -> eff= +M +M(Strength)**

Usage (aspect): provenance -> Tech (when tech augmented)

Description: Specialisation conferring your **M** on attack and damage when using natural attacks with or without augmentation.

Wpn-Flechettes

Base(s): Cbt-Ranged

Usage: substitution(main-act)

-> **chk(TC)= +M -> eff= +M**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when using magnetic field propelled weapons.

Wpn-Handguns

Base(s): Cbt-Ranged

Usage: substitution(main-act)

-> **chk(TC)= +M -> eff= +M**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when using handguns.

Wpn-Launch

Base(s): Cbt-Tactical

Usage: substitution(main-act)

-> **chk(TC)= +M -> eff= +M**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when operating guided or self-guided weapons.

Wpn-Poles

Base(s): Cbt-Melee

Usage: substitution(main-act)

-> **chk(TC)= +M -> eff= +M +M(Strength)**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when using any type of polearm.

Wpn-Rifles

Base(s): Cbt-Ranged

Usage: substitution(main-act)

-> **chk(TC)= +M -> eff= +M**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when using long-barrelled firearms.

Wpn-Slug

Base(s): Cbt-Tactical

Usage: substitution(main-act)

-> **chk(TC)= +M -> eff= +M**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when operating ballistic or slug throwing weapons.

Wpn-Spray

Base(s): Cbt-Ranged

Usage: area-attack(main-act) -> chk(TC-A)= +M -> imp(sv,Agility, 8 +M)

-> **eff= as weapon**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack when using weapons with a spray area-of-effect.

Wpn-Support

Base(s): Cbt-Ranged

Usage:

◇ **target-attack(main-act) -> chk(TC)= +M -> eff= +M +M(Strength)**

◇ **area-attack(main-act) -> chk(TC-A)= +M -> imp(sv,Agility, 8 +M)**

-> **eff= as weapon**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when using support weapons.

Wpn-Thrown

Base(s): Cbt-Ranged

Usage:

◇ **target-attack(main-act) -> chk(TC)= +M -> eff= +M +M(Strength)**

◇ **area-attack(main-act) -> chk(TC-A)= +M -> imp(sv,Agility, 8 +M)**

-> **eff= as weapon**

Usage (aspect): provenance -> Tech

Description: Specialisation conferring your **M** on attack and damage when using thrown weapons.