**Fighting Styles**

All characters in COREd12 Supers are assumed to have some ability in combat. This could be due to training, natural ability, or blind luck. The manner in which a character fights is represented by their fighting styles. Every character chooses three fighting styles, one for melee combat another for missile combat and a final style for mental combat.

Each style has a combat skill associated with it. This skill is free when the character chooses the style and its level is calculated like any other skill. At character creation time, you may elect to purchase up to three additional levels in his combat skills. Each level costs 3 buy points.

Nearly all of the fighting styles have a prerequisite that the character must meet in order to choose the style. In most cases, this prerequisite is that the character must have an attack or defense of the appropriate type. So, to choose a melee style, a hero must have a melee attack.

The exceptions to this rule are the *Reflexes* melee and missile styles and the *Mundane* mental style. They have no requirements and any character can choose them.

**Maneuvers**

Choosing a fighting style gives you access to all of the listed maneuvers. You do not have to purchase maneuvers.

**Perks**

Choosing a fighting style gives a character access to a number of perks he can purchase to further customize his character. Most of these perks only apply to the specific type of attack or defense referenced by the style – so a perk in a melee style typically applies only to a character’s melee attacks. Some perks have effects that can be used outside of combat. These are noted in their description.

**Drawbacks**

Most fighting styles also have one or more drawbacks associated with them. A drawback applies a penalty to a character’s combat effectiveness. When a character chooses a specific fighting style, they must choose a ***single*** drawback to apply to the style.

**Acrobatic Melee**

**Skill:** DEX/AGI/SPD

**Drawbacks:**

* Boxed In – If you do not have three open hexes around you, you take a -2 to your defenses
* Exhausting – All of your melee attacks take +1 energy
* Mobile – Must move at least one hex before each attack (and take the -1 moving penalty)
* Weak Jaw – When you are the victim of a melee attack, you take +1 damage/die

**Maneuvers:** Aimed Strike, Charge, Defensive Stance, Disarm, Give Ground, Move Through, Rushed Strike, Strong Strike, Sweep

**Perks:** Acrobatic Attack, Acrobatic Dodge, Agile Escape, Combat Reflexes, Combat Sense, Coordinated Attack, Disarm, Free Dodge, Leaper, Offensive Stance, Shifty, Tumbling Escape

**Calculating Melee Style**

**Skill:** DEX/INT/PER

**Drawbacks:**

* Calculating – You take a -3 to initiative because you spend time deliberating on his next move
* Recalculating – You take a -2 penalty to hit on any round in which you change targets
* Timid – You are averse to combat situations. On the first round you could act in a combat, you must roll an 8/12 chance to do so. After the first round, you can act normally
* Unimposing – You suffer a penalty of -1 damage/die when you hit with a melee attack
* Weak Jaw -- When you are the victim of a melee attack, you take +1 damage/die

**Maneuvers:** Aimed Strike, Conserve Energy, Defensive Stance, Disarm, Duck for Cover, Give Ground, Offensive Stance

**Perks:** Combat Precognition, Eyes in the Back of Your Head, Feint, Observer, Piercing Blow, Skeptic, Stunning Blow, Tenacious Attacks

**Intuitive Melee Style**

**Skill:** DEX/INU/PER

**Drawbacks:**

* Exhausting – Your melee attacks take +1 energy
* Inaccurate – You take a -1 to hit with all your melee attacks
* Timid -- You are averse to combat situations. On the first round you could act in a combat, you must roll an 8/12 chance to do so. After the first round, you can act normally
* Untrainable – Perks cost +2 points each
* Untrained – You cannot spend free checks on combat skills. You may only improve them through checks gained by use

**Maneuvers:** Duck for Cover, Give Ground, Rushed Strike, Wild Strike

**Perks:** Avoid Killing Blow, Blind Fighting, Combat Sense, Eyes in the Back of Your Head, Luck, Nuke, Revenant

**Kinetic Melee Style (proposed)**

**Skill:** AGI/SPD/PER

**Drawbacks:**

* Exhausting – Your melee attacks take +1 energy
* Featherweight – Any knockback effects against you are at +2
* Inaccurate – You take a -1 to hit with all your melee attacks (this and mobile are redundant?)
* Mobile – Must move at least one hex before each attack (and take the -1 moving penalty)

**Maneuvers:** Charge, Directional Attack, Dive, Duck for Cover, Move Through, Offensive Stance, Rushed Attack, Wild Strike

**Perks:** Agile Escape, Combat Reflexes, Combat Sense, Elusive, Eyes in the Back of Your Head, Fast, Free Dodge, Leaper, Slippery

**Powerful Melee Style**

**Skills:** DEX/AGI/STR

**Drawbacks:**

* Berserker – You take a -2 to parry vs. melee attacks
* Exhausting – Your melee attacks take +1 energy
* Inaccurate – You take a -1 penalty to hit with your melee attacks
* Untrained – You may not spend free checks on your combat skills. They can only improve naturally through use

**Maneuvers:** Charge, Disarm, Move Through, Offensive Stance, Strong Strike, Sweep, Wild Strike

**Perks:** Bodyguard, Cleave, Fight with Wild Abandon, Free Parry, Immobile, Increased Knockback, Iron Grip, Leaper, Nuke, Smash, Stunning Blow, Tough

**Reflex Melee Style**

**Skills:** DEX/SPD/PER

**Drawbacks:**

* Exhausting – Your melee attacks take +1 energy
* Inaccurate – You take a -1 penalty to hit with your melee attacks
* Timid -- You are averse to combat situations. On the first round you could act in a combat, you must roll an 8/12 chance to do so. After the first round, you can act normally
* Untrainable – Perks cost +2 points each
* Untrained – You may not spend free checks on your combat skills. They can only improve naturally through use

**Maneuvers:** Aimed Strike, Duck for Cover, Give Ground, Rushed Strike, Wild Strike

**Perks:** Combat Reflexes, Feint, Free Dodge, Free Parry, Tenacious Attacks, Stunned Strike

**Stealthy Melee Style**

**Skills:** DEX/AGI/PER

**Drawbacks:**

* Backwards – You take a -1 to attack and -1 damage when you attack from the front
* Boxed In – If you do not have three open hexes around you, you take a -2 to your defenses
* Disengaged – Enemies can disengage from you without penalty and you cannot engage to allow allies to disengage
* Weak Jaw – When you are the victim of a melee attack, you take +1 damage/die

**Maneuvers:** Aimed Strike, Conserve Energy, Defensive Stance, Disarm, Give Ground, Offensive Stance, Silencing Blow

**Perks:** Combat Reflexes, Combat Sense, Elusive, Flanker, Free Dodge, Light Footed, Lone Wolf, Shifty, Slippery, Surprise Attack

**Calculating Missile Style**

**Skill:** DEX/INT/PER

**Drawbacks:**

* Calculating – You take a -3 to initiative because you spend time deliberating your next move
* Recalculating – You take a -2 penalty to hit on any round in which you change targets.
* Timid – You are averse to combat situations. On the first round you could act in a combat, you must roll an 8/12 chance to do so. After the first round, you can act normally
* Unimposing – You suffer a penalty of -1 damage/die when you hit with a missile attack

**Maneuvers:** Conserve Energy, Disarm, Set, Spread Beam, Tight Focus

**Perks:** Bounce Attack, Careful, Combat Precognition, Observer, Piercing Shot, Reflector, Skeptic, Sniper, Tenacious Attacks

**Gunfighter Missile Style**

**Skill:** DEX/SPD/WIL

**Drawbacks:**

* Exhausting – Your missile attacks take +1 energy
* Focused – You get a -3 to PER checks while in combat and flankers do +1 damage/die
* Short Range – Beyond the first range band, ranges are halved
* Stationary Target – You are -2 to defense in any round where you use a missile attack

**Maneuvers:** Disarm, Double Fire, Rushed Shot, Suppression Fire, Tight Focus

**Perks:** Blessed Defense, Increased Knockback, Improbable Shot, Instant Aim, Iron Grip, Lightning Shot, Lone Wolf, Point Blank, Quick Draw

**Intuitive Missile Style**

**Skill:** DEX/SPD/INU

**Drawbacks:**

* Exhausting – Your missile attacks take +1 energy
* Inaccurate – You take a -1 to-hit with your missile attacks
* Short Range – Beyond the first range band, ranges are halved
* Untrained – You may not spend free checks on your combat skills. They can only improve naturally through use

**Maneuvers:** Double Fire, Rushed Shot, Snap Shot, Spread Beam

**Perks:** Blessed Defense, Careless, Dying Breath, Improbable Shot, Line of Fire, Luck, Nuke, Point Blank, Reflector

**Marksman Missile Style**

**Skill:** DEX/PER/INU

**Drawbacks:**

* Distractible – You take a -2 to hit when an opponent is adjacent to you
* Stationary Target – You are -2 to defense in any round where you use a missile attack
* Take Aim – All of your missile attacks take a full round

**Maneuvers:** Set, Silencing Shot, Snipe, Tight Focus

**Perks:** Bounce Attack, Careful, Expert Marksman, Hidden Shot, Improbable Shot, Kill Zone, Piercing Shot, Tenacious Attacks

**Reflexes Missile Style**

**Skill:** DEX/PER/SPD

**Drawbacks:**

* Exhausting – Your missile attacks take +1 energy
* Inaccurate – You take a -1 to-hit with your missile attacks
* Short Range – Beyond the first range band, ranges are halved
* Untrained – You may not spend free checks on your combat skills. They can only improve naturally through use

**Maneuvers:** Double Fire, Rushed Shot, Spread Beam, Snap Shot

**Perks:** Bounce Attack, Careless, Point Blank, Reflector, Tenacious Attacks

**Rock n’ Roll Missile Style**

**Skill:** DEX/PER/STR

**Drawbacks:**

* Exhausting – Your missile attacks take +1 energy
* Inaccurate – You take a -1 to-hit with your missile attacks
* Short Range – Beyond the first range band, ranges are halved
* Take Aim – All of your missile attacks take a full round

**Maneuvers:** Burst Fire, Suppression Fire, Tight Focus

**Perks:** Careless, Fight with Wild Abandon, Increased Knockback, Kill Zone, Nuke, Point Blank, Smash, Splash, Quick Draw

**Cult of Personality Mental Style**

**Skill:** INT/WIL/CHA

**Drawbacks:**

* Combat Averse – Your powers are -2 to hit any targets in dangerous situations
* Exhausting – Your mental attacks take +1 energy
* Verbal – The targets of your mental attacks must be able to hear your voice
* Weak Jaw – When you are the victim of a attack (besides mental), you take +1 damage/die

**Maneuvers:**

**Perks:** Celebrity, Cult Leader, Cult of Personality, Enhanced Control, Entertainer, Inspiring Presence, Narcissistic, Not in the Face

**Empathic Resonance Mental Style**

**Skill:** INU/PER/CHA

**Drawbacks:**

* Empathic Link – When a character under your mental control takes damage, you take 1d6 damage
* Exhausting – Your mental attacks take +1 energy
* One on One Time -- -2 penalty to hit when changing targets
* Short Range – Beyond the first range band, ranges for your mental powers are halved. Ranges for powers with no bands are also halved

**Maneuvers:**

**Perks:** Crippling Projection, Cursing Projection, Empathic Link, Empathic Wave, Healer, Lingering Presence, Resonance, Sickening Projection

**Mundane Mental Style**

**Skill:** INT/INU/WIL

**No Perks, Drawbacks or Maneuvers**

**Tower of Will Mental Style**

**Skill:** INU/PER/CHA

**Drawbacks:**

* Exhausting – Your mental attacks take +1 energy
* Intense Concentration – Your mental attacks take a full round
* Self Control Issues – -2 to hit when you have lost any mental hit points

**Maneuvers:**

**Perks:** Cult of Personality, Enhanced Control, Immobile, Lingering Presence, Revenant, Skeptic, Tower of Will

**Scathing Wit Mental Style**

**Skill:** INT/INU/PER

**Drawbacks:**

* Not So Funny Now -- -2 penalty to hit when you are below ½ physical hit points
* Short Range – Beyond the first range band, ranges for your mental powers are halved. Ranges for powers with no bands are also halved
* Verbal – The targets of your mental attacks must be able to hear your voice

**Maneuvers:**

**Perks:** Scathing Wit, Skeptic, Taunt, Unfocussed Rage, Witty Riposte

**Maneuvers (\* means these are available to everyone) (M = melee, R = ranged, X = mental)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **MRX** | **Atk** | **Def** | **Dmg** | **Eng** | **Notes** |
| Aimed Strike | M | +3 | -- | -1/die | -- |  |
| All-Out Dodge\* | M,R | No | +3 | -- | 1 | * Bonus to dodge * Gain an additional free dodge this round * Lose next action |
| All-Out Parry\* | M | No | +3 | -- | 1 | * Bonus to parry * Gain an additional free parry this round * Lose next action |
| Burst Fire | R | -3 | -- | -- | X3 | * You roll 3 dice to attack vs. your target’s single defense die * You can hit up to 3 times |
| Charge | M | -2 | -2 | +1/die | -- | * Attacker makes between a ½ move and a full move and attacks at the end |
| Conserve Energy | M,R, X | -- | -- | -1/die | -1 |  |
| Defensive Stance | M | -1 | +2 | -1/die | -- |  |
| Directional Attack | M | -2 | -- | -- | -- |  |
| Disarm | M | -4 | -- | No | -- | * Attacker rolls STR or DEX vs. his target’s STR, DEX or WIL. Success means the defender is disarmed and the object he was holding flies 1-6 hexes away * For missile attack roll damage vs. target’s STR, DEX or WILL |
| Dive | M,R | No | -- | -- | 1 | * Acrobatics test DL 13 + hexes to avoid an incoming area effect attack * Failure means the attack hits and you are prone * Success puts you outside the area of the attack * Lose next action |
| Double Fire | R | -4 | -- | -- | X2 | * You can attack twice and have to pay the energy cost |
| Duck for Cover | M,R |  |  |  |  | * You can move up to one hex to get behind cover * Cover will give you -1 to 3 damage/die * Lose next action |
| Give Ground | M | -2 | +2 | -- | -- | * Retreat one hex |
| Move Through | M | -6 | -- | +2/die | +2 | * Attacker makes full move and can attack at any point in the full move |
| Offensive Stance | M | +2 | -2 | -- | +1 |  |
| Rushed Attack | M,R | -3 | -- | -- | -- | * +3 initiative |
| Set | R | +1 | -- | -- | -- | * Attacker takes a round and gets a +1 to hit * This bonus can stack up to 4 times |
| Silencing Blow | M | -1 | -- | -- | -- | * Target cannot speak or call out for 1-3 rounds |
| Snap Shot | R | -2 | +2 | -- | -- | * If near cover you can duck out, shoot and duck back to increase your defense |
| Snipe | R | -- | -3 | -- | -- | * Your range bands are increased by 5 |
| Spread Beam | R | +1 | -- | -2 | -- | * For each -2 damage, attacker gets +1 to hit * Can take a maximum of +3 to hit |
| Strong Strike | M | -2 | -1 | +3 | +1 |  |
| Suppression Fire | R | -3 | -- | -- | -- | * Target takes a -3 to any ranged attack on his next action regardless of whether you hit or not |
| Sweep | M | -4 | -- | -1/die | +1 | * Attack 2 opponents |
| Tight Focus | R | -2 | -- | +4 | -- |  |
| Wild Strike | M | -4 | -2 | +6 | +2 |  |

**Perks**

|  |  |  |
| --- | --- | --- |
| **Perk** | **Description** | **Cost** |
| Acrobatic Attack | The acrobatic attack is a flipping, tumbling attack designed to confuse the opponent and turn the attacker’s velocity into damage. To make an acrobatic attack, the character must make a full move to the target. At the end of the full move, the attacker makes an acrobatics skill test against the speed or perception of the defender, whichever is higher.  If the acrobatics test fails, the attacker may make a normal attack at a -2 to hit and -1 damage/die. If the test succeeds, the attacker makes an attack roll with a +2 to hit and +1 damage/die. | 3 |
| Acrobatic Dodge | To make an acrobatic dodge, you must make an acrobatics skill roll vs. DL 10 + 3 for every adjacent hex that contains an enemy or an obstacle. If successful, you gain a +2 to your dodge score for the remainder of the combat round. If you fail the skill test, you take a -1 attack penalty. | 3 |
| Agile Escape | You can use your agility score to escape or maintain a hold. | 3 |
| Avoid Killing Blow | When this character is hit by an attack and the damage done would cause him to be defeated, he can attempt an intuition test against his opponent. If successful, he avoids the attack and can continue fighting. He can only do this once per combat. | 3 |
| Blessed Defense | You get a +2 to your base defense, but ONLY to determine your lowest possible defense in a round. Your dodge does not increase. | 5 |
| Blind Fighting | The character ignores all penalties for using his melee attacks while blind. As long as his opponents are in melee range, he fights normally. | 5 |
| Bodyguard | You may protect a single adjacent ally. As long as that ally remains next to you, they get a +2 to all defenses while you take a -2 to all of yours. | 2 |
| Bounce Attack | This maneuver allows the character to bounce his missile attacks to their targets, possibly bypassing intervening obstacles. The range is calculated from the full path of the attack. The first bounce is free, but multiple bounces give a -2 to-hit for every one after the first. | 3 |
| Careful | You take normal penalties when firing into melee, but never hit allies. | 5 |
| Careless | You take no penalty for attacking into a melee, but if you miss, you hit your allies on a 1-4 on a d12. | 3 |
| Celebrity | The character exudes confidence and charm, gaining a +2 to all skill tests with a charisma component. | 3 |
| Cleave | A character with the cleave maneuver is permitted to take an extra attack in any round in which he knocks an opponent out of the fight. Only one such extra attack is permitted regardless of how many enemies the attacker downs. | 5 |
| Combat Precognition | Once per combat, if you have an action, you may preempt an enemy action by taking a -2 to your attack, or skill roll. You may preempt even if it means you would go out of turn – for instance, preempting an opponent that has won initiative. | 8 |
| Combat Reflexes | This character cannot be surprised and gets a +2 to his initiative score. | 3 |
| Combat Sense | The character is excellent at fighting opponents who come at him from all directions. His defense score can never go below his dodge (as opposed to base defense). | 10 |
| Coordinated Attack | If you attack your target at the same time as an ally who also has this talent, you both get a +1 to hit and +1 damage. | 3 |
| Crippling Projection | The character’s mental attacks can cause excruciating pain to their targets. The mentalist takes a -3 to hit, but then cripples his victim for 1 round in addition to any other effect the attack might have. | 2 |
| Cursing Projection | The character’s mental attacks can cause excruciating pain to their targets. The mentalist takes a -3 to hit, but then curses his victim for 1 round in addition to any other effect the attack might have. | 2 |
| Cult Leader | For a cost of +2 energy/additional target, you may extend your mental powers to affect multiple mundane (non-super) NPCs. | 5 |
| Cult of Personality | Your sheer presence gives your allies a +1 to all mental defenses and saves against mental effects. | 5 |
| Dying Breath | If this character is defeated, he may continue fighting for 1d3 additional rounds, or until he runs out of energy. | 3 |
| Elusive | This character is never considered to be engaged and can move between foes at will. | 10 |
| Empathic Link | If you hit a target with your mental powers and then attack that same target on subsequent rounds, you get a +1 to hit and a +1 damage/die. | 5 |
| Empathic Wave | This is a mental attack adder that allows you to turn any mental attack into a 3 hex cone attack with no range. It adds 6 energy to the cost of the attack, and you still need to roll to hit each target. The effects are -1/die. | 8 |
| Enhanced Control | All mental control rolls are enhanced by 2 points. | 5 |
| Entertainer | You get a +1 to all rolls if you have an audience (at least 3 observers who are not participating in the scene) | 5 |
| Expert Marksman | Increases the range band of all your ranged attacks by 2. | 5 |
| Eyes in the Back of Your Head | You ignore all penalties for being flanked. | 3 |
| Fast | Each level of this talent increases the hero’s run speed by 2”. Up to three levels may be purchased. | 3 |
| Feint | The attacker makes a dexterity check against his opponent’s perception. If the check succeeds, the attacker gains a +2 to his attack roll. If the check fails, the attacker gets no bonus (and a -2 to his next defense against this opponent) and this opponent is immune to any more feints this combat. | 3 |
| Fight with Wild Abandon | This character’s attacks are naturally powerful and thus get a +2 to damage. | 5 |
| Flanker | Any time you can flank your opponent in combat, you do an extra 1 damage/die. | 5 |
| Free Dodge | This character can dodge attacks twice in a single combat round without taking the -3 penalty to his defense. However, on the third and subsequent attacks in a round, the penalty is assessed as normal. | 5 |
| Free Parry | This character can block attacks twice in a single combat round without taking the -3 penalty to his defense. However, on the third and subsequent attacks in a round, the penalty is assessed as normal. | 5 |
| Healer | All healing effects and powers get +1 effect/die. | 5 |
| Hidden Shot | If you have any cover and are shooting your target from at least the third range band, your target must make a perception check against your intuition, stealth or concealment to determine where the attack came from. | 3 |
| Immobile | You get a +2 to save against knockdown/knockback effects and all such effects are at a -2 against you. | 3 |
| Improbable Shot | Pretty much any crazy shot attempt that the GM rules has some minute chance of hitting its target allows the character one chance to hit with a 1 in 6 chance of doing so. | 5 |
| Increased Knockback | The blows of this character are powerful and cause more knockback. All the character’s melee attacks get a +1 knock chance. | 5 |
| Inspiring Presence | Your allies get a +2 to all saving throws. | 5 |
| Instant Aim | You do not take the -1 penalty for moving and shooting in the same round. | 5 |
| Iron Grip | You get a +4 to all grapple attempts and to any STR or DEX roll that pertains to your ability to hold onto something. | 3 |
| Leaper | Each level of this talent increases the hero’s jump distance by 1”. Up to three levels may be purchased. | 3 |
| Light Footed | You take no penalty to stealth checks for making full moves. | 3 |
| Lightning Shot | Once per combat, you may use a missile attack as a free action that does not end your turn. So as an example, you could attack with your lightning shot, and then take a full move. You are still limited to a single attack in a round. | 8 |
| Line of Fire | If you miss your first target with a ranged attack, the attack continues on and you must attack the second person in the line of fire, and the third, etc. until your attack hits someone, or a barrier, or flies off of the combat map. | 5 |
| Lingering Presence | When you hit an opponent with a mental power that has an ongoing save, they do not get a bonus to their saving throw until the 3rd round. | 5 |
| Lone Wolf | You get +1 to all rolls, including those outside of combat, if acting alone. | 3 |
| Luck | The character is lucky. The player receives a number of lucky rolls at the beginning of the night. At any time, he may use a lucky roll and re-roll a bad result two times, taking the highest of the three rolls. | 5/use |
| Narcissistic | You gain a +2 to all of your mental defenses. | 5 |
| Not in the Face | You get a +1 to your melee and missile defenses. | 5 |
| Nuke | Once per combat, you can add any number of adders to an attack power, as long as you can pay the energy cost and take a -2 penalty to hit. | 5 |
| Observer | You may observe an enemy for one round (taking no other action) and gain a +1 to either your attack or damage rolls against him for the rest of the combat. | 3 |
| Piercing Blow | The attacker takes a -2 to hit, but his attack gains Pierce(2) | 5 |
| Point Blank | You get a +1 to hit and +1 to damage/die when firing your missile attack at point blank range (in the first range band). | 5 |
| Quick Draw | You get a +2 to initiative with all missile attacks. | 3 |
| Reflector | You get a +3 to all reflected missile attacks | 3 |
| Resonance | You get a +1 to hit and +1 damage/die on all your mental attacks if you are adjacent to your target. | 5 |
| Revenant | If this character is defeated, he may continue fighting until he rolls a 8 or more on his initiative, or he runs out of energy. Any damage that affects the revenant forces him to make a roll, similar to his initiative roll – an 8-12 knocks him out. | 10 |
| Scathing Wit | You take a -3 penalty to hit and ignore up to 6 points of your opponent’s mental armor. | 5 |
| Shifty | Once per combat, you may make an acrobatics, conceal, fast talk, or stealth skill roll (DL 20) to move a half move (up to 6”) as a free action with no disengage attack. | 3 |
| Sickening Projection | The character’s mental attacks can cause a feeling of sickness to their targets. The mentalist takes a -3 to hit, but then chills his victim for 1 round in addition to any other effect the attack might have. | 2 |
| Skeptic | You gain +4 mental hit points and a +2 to save against any effect that attempts to deceive or control your actions. This includes illusions and divine auras. | 3 |
| Slippery | This character gets a +4 to all escape or STR checks to evade grabs, holds or entangles. | 3 |
| Smash | All attacks against inanimate objects get +2 damage/die. | 3 |
| Sniper | You aim carefully and take a -3 to defenses, but your range band is increased by 5. | 3 |
| Splash | Your missile attacks gain a small area component. If you pay an additional +2 energy, and hit your main target with your attack, you also hit adjacent characters for ½ damage. | 8 |
| Stunning Blow | Your attacks are so powerful or precise that any attack with a stunning or dazing component has a +2 to its save DL. | 5 |
| Surprise Attack | If you manage to surprise your opponent while he is not already in combat, you land a surprise attack that gets a +3 bonus to hit and does double damage. | 5 |
| Taunt | You take a -2 to hit, but if you hit and your target is within a half-move of you, the target must make a willpower roll vs. your intelligence or intuition. If they fail, they must attack you on their next action. | 2 |
| Tenacious Attacks | Any status effects your attacks have get a +1 chance (on a d12) of occurring on a successful hit. | 8 |
| Tough | You get a +2 to your physical and energy AV, but take a -1 to all defenses. | 5 |
| Tower of Will | The character may use his mental skill and fortitude to defend his allies against mental attacks. He can extend his mental protection up to 10 hexes at a cost of 5 energy/defense. All normal block/dodge rules apply. | 8 |
| Tumbling Escape | This defensive maneuver allows the character to make an acrobatics test against his opponent’s attack skill. If successful, he may disengage without suffering the free attack. If failed, he may still disengage, but his opponent gets the free attack as normal. | 5 |
| Unfocussed Rage | Characters you are attacking with a mental attack take a -2 to hit you because of their blind rage, but they also do +1 damage. | 5 |
| Willful | Anytime you are required to make a strength or toughness check, you can substitute willpower instead. | 5 |
| Witty Riposte | If someone uses an attack against you and you successfully defend against it, you may retaliate against that opponent on your next mental attack, gaining a +2 to hit and a +1 effect/die. | 2 |