Leadership

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Advise | B | M | 20 | 24 | -- | 1 ally | 2 | * Ally gets a +2 to his next action | * None |
| Back to the Front | H | R | 20 | 0 | -- | 1 ally | E | * Revive 6/12 * Teammate awakens with 2d6 hits | * None |
| Careful | T | N | 10 | -- | -- | Self | 0 | * You take normal penalties when firing into melee, but NEVER hit your allies | * None |
| Checkmate | B | R | 20 | 24 | -- | 1 ally | E | * Can be invoked when you teammate completes their action * Give your action to a teammate * Teammate immediately gets another action * Can be used once per combat | * None |
| Command | At- | A | 20 | 8 | 0 | 3 rad | 8 | * Follow a simple command (Charisma+2, Power+2) * Works automatically on non-combatants and lasts the entire scene * Combatants get an ongoing save as normal | * Radius +1 / x2 / +1B / 10P * Range +2 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Coordinated Attack | V | C | 10 | -- | -- | Self | 0 | * If you attack a target at the same time as an ally with this trait, you both get +1 accuracy and +2 damage | * None |
| Defensive Strategy | N | T | 20 | 24 | -- | All allies | 1 | * Armor 1/1/0 * Defenses +1 * Affects all allies within range | * None |
| Grant Initiative | U | R | 20 | 24 | -- | 1 ally | 1 | * Swap initiative with a teammate * Can be invoked at any time, but never in such a way to give someone two actions in a round | * None |
| Give Ground | Vm | C | 10 | -- | -- | Self | 0 | * When attacked you can choose to retreat a hex and get a +2 to your defense * Your opponent can follow you for free | * Improved – You can move up to 2 hexes when you give ground / x1 / -- / 10P * Improved – You can take up to ½ move when you give ground / x1 / +1B / 10P |
| Mobile Strategy | N | T | 20 | 24 | -- | All allies | 1 | * Move 4 * Resist Immobile(1) * Resist Slow(1) * Resist Snare(1) | * None |
| Offensive Strategy | N | T | 20 | 24 | -- | All allies | 1 | * Accuracy +1 * Damage +1 * Affects all allies within range | * None |
| Reckless Strategy | N | T | 20 | 24 | -- | All allies | 1 | * Accuracy -1 * Defenses -1 * Damage +3 * Affects all allies within range | * None |
| Tactics | V | F | 30 | -- | -- | Self | 2 | * At the beginning of a fight, you can take a combat round to survey the battlefield, giving you 1d3-1 tactics points | * None |
| Take Initiative | T | N | 10 | -- | -- | Self | 0 | * You can spend an energy to swap initiatives with any other combatant * You cannot use this ability to gain two attacks in a round | * Take More Initiative – When you take initiative, your new initiative score can be raised up to an additional 4 points / x1 / -- / 10P |
| Rally | H | A | 20 | -- | -- | 5 rad | E | * Heal 2d6 * You are not affected by this heal * Can be used once per battle | * None |
| Reposition | U | R | 20 | 24 | -- | 1 ally | 6 | * Ally can move up to 2 hexes as a free action * This move does not provoke disengages * Can be used once per round | * None |
| Rousing Speech | U | H | 20 | 24 | -- | 1 ally | E | * Immediately give an ally a save against an ongoing status | * None |