Talents and Maneuvers as Powers

This list shows all the talents, traits and maneuvers that are now in the power lists.

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Agile Grappler | Vm | C | 10 | -- | -- | Self | 0 | * You can use your Skill to escape or maintain holds * When you do damage to a grappled opponent, you can substitute your Skill die for damage | * None |
| Auto … (Block, Dodge, Hit, Task) | T | N | 20 | -- | -- | Self | 0 | * If you roll 12 on your … roll, you automatically … the attack regardless of the opponent’s score | * Auto +1 / x2 / -- / 20P |
| Avoid Killing Blow | V | C | 20 | -- | -- | Self | 0 | * Once per fight, when an attack would normally defeat you, you may spend one energy to avoid the attack and take no damage | * Uses +1 / x2 / -- / 20P |
| Behind the Curtain | V | C | 20 | -- | -- | Self | E | * When you control an enemy, you can spend an energy and make a free ½ move | * None |
| Bleeder | T | N | 10 | -- | -- | Self | 0 | * Your attacks get Bleeder(2) | * Bleed +1 / x3 / -- / 10P |
| Blessed Defense | T | N | 10 | -- | -- | Self | 0 | * Your base defense increases to 10 | * Defense +2 / x5 / -- / 20P |
| Blind Fighting | T | N | 20 | -- | -- | Self | 0 | * You take no penalty for melee when blind * Your ranged penalty when blind is only -2 | * None |
| Block | T | N | 10 | -- | -- | Self | 0 | * Your block skill increases by 1 | * None |
| Bodyguard Stance | N | T | 10 | -- | -- | 1 ally | 0 | * You may give an adjacent ally +2 to his defenses by taking -1 to yours | * None |
| Bonus Block | T | N | 20 | -- | -- | -- | 0 | * You gain an additional block before your defenses degrade | * Block+1 / x2 / -- / 20P |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Bounce Attack | Vr | C | 10 | -- | -- | Self | 0 | * You can bounce your ranged attacks, attacking around corners or behind you * You must be able to trace a path to your target, but can bounce the attack off the floor, ceiling and obstacles * Range is calculated from the entire path and each bounce beyond the first adds -1 Accuracy | * None |
| Burst Fire | Vr | C | 20 | -- | -3 | Self | E | * By spending an energy, you can fire 3 times, rolling 3 separate attack dice against your target’s single defense * You can hit up to three times | * None |
| Careful | T | N | 10 | -- | -- | Self | 0 | * You take normal penalties when firing into melee, but NEVER hit your allies | * None |
| Careless | T | N | 10 | -- | -- | Self | 0 | * You take no penalty when firing into melee, but your chance to hit allies in 4/12 | * None |
| Cleave | Vm | C | 10 | -- | -- | Self | 0 | * Cleave(11) * When you down a foe with a melee attack, you may spend an energy to make a ½ move and attack a second time. Downing an opponent with an x or more on your attack die waives the energy cost | * Proc +1 / x3 / -- / 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 Stance | N | T | 10 | -- | -- | Self | 0 | * You take -1 Accuracy and -2 Damage * You get +2 Defense | * None |
| Disguise | T | N | 10 | -- | -- | Self | 0 | * You are proficient with Disguise * Disguise +4 | * None |
| Dive for Cover | V | R | 20 | -- | -- | Self | E | * When hit by an area attack, you can burn an energy to take an immediate free half move to escape the area of effect | * None |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Double Shot | Vr | C | 20 | -- | -- | 2 tgt | 0 | * By spending an energy, you can take a -2 accuracy penalty and attack two adjacent targets in a single round | * None |
| Entertainer | T | N | 10 | -- | -- | Self | 0 | * You get a +1 to all rolls if you have an audience of at least 3 people who aren’t participating in the scene | * None |
| Exceptional DNA | T | N | 10 | -- | -- | Self | 0 | * You start the game with 2 super stat slots open * You have 6 super stat slots max | * None |
| Fight with Wild Abandon | T | N | 10 | -- | -- | Self | 0 | * You take -1 to all defenses * You get +2 to damage | * 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 / +0B / 10P |
| Grit Teeth | V | C | 20 | -- | -- | Self | E | * Spend an energy and you can immediately shake off a daze, stun or choke effect | * None |
| Hit and Run | V | C | 20 | -- | -- | Self | E | * Spend an energy and you can take a ½ move after attacking |  |
| Human Shield | Vmr | C | 10 | -- | -- | Self | E | * If you have a grappled opponent, you can spend an energy to block attacks using your Block skill * Any attacks blocked in this fashion hit the grappled target instead | * None |
| Improved Charge | Vm | C | 10 | -- | -- | Self | 0 | * You take no penalty when charging | * Impact – Charging adds +1 damage/die / x1 / -- / 10P |
| Improved Disengage | V | C | 20 | -- | -- | Self | 0 | * When you disengage, your opponent gets no bonus to his attack | * Disengaged – You get +2 defense when you disengage / x1 / -- / 20P * Elusive – You never take disengage attacks (req. Disengaged) / x1 / -- / 20P |
| Incredible Recovery | T | N | 20 | -- | -- | Self | 0 | * Your recovery dice are 2d6 | * Die Step / x2 / -- / 20P |
| Juggernaut | V | C | 20 | -- | -- | Self | 0 | In any given combat round, when first attacked, you have the option to lower your defenses by 2 and gain +3 to your physical and energy AV instead | * None |
| Kinetic Siphon | T | N | 20 | -- | -- | Self | 0 | When you knock someone, you get Burn Reduction equal to the number of dice that knocked | * None |
| Lightning Shot | Vr | C | 20 | -- | -- | Self | 0 | * Once per combat, you may use a missile attack as a free action that does not end your turn. You can still only take a single attack in any given round. | * Uses +1 / x2 / -- / 20P |
| Line of Fire | T | N | 10 | -- | -- | Self | 0 | * If you miss your target with a ranged attack, the attack continues on and you must attack the second person in the line of fire, then the third, etc. * The attack continues until it hit someone, a barrier, or flies off the map | * None |
| Lone Wolf | T | N | 10 | -- | -- | Self | 0 | * You get +1 to all rolls when acting alone | * None |
| Luchador | T | N | 10 | -- | -- | -- | 0 | * You can substitute your Charisma die for any of your damage dice | * None |
| Nuke | Vm | C | 20 | -- | -- | -- | 0 | * Once per combat, you can add as many adders as you like to an attack | * Uses +1 / x2 / -- / 20P |
| Offensive Stance | N | T | 10 | -- | -- | Self | 0 | * You get +1 to hit and +2 damage but take -1 to all defenses | * None |
| Piercer | T | N | 10 | -- | -- | Self | 0 | * Add Pierce(1) to all your attacks | * None |
| Point-Blank Shot | Vr | C | 10 | -- | -- | -- | 0 | * If you fire a ranged attack from within the first range band, you get a +1 to-hit and +1 damage/die | * None |
| Press the Attack | Vm | C | 10 | -- | -- | 1 tgr | E | * When you strike an opponent with a roll of 11 or 12, you can spend an energy to move them one hex * You can follow as a free action * Your target can resist this move by spending an energy | * Proc +1 / x3 / -- / 10P |
| Quick Draw | T | N | 10 | -- | -- | Self | 0 | * Your missile attacks give you +2 initiative * If you attack someone with a lower initiative than you, you get +1 Accuracy | * None |
| Quick Stand | T | N | 10 | -- | -- | Self | 0 | * You can recover from Prone as a free action | * None |
| Reflexive | T | N | 20 | -- | -- | Self | 0 | * You can substitute Reflex for one other save stat Muscle, Skill, or Toughness | * Another Stat / x2 / -- / 20P |
| Resolute | T | N | 10 | -- | -- | Self | 0 | * Your hit points are calculated based on your full Power instead of just half | * None |
| Retaliate | T | N | 20 | -- | -- | Self | E | * When you are hit, you can spend an energy and take an immediate free counterattack | * None |
| Revenant | V | C | 20 | -- | -- | Self | E | * When you are defeated, you may spend 1 energy to keep fighting for one more round * Each round, you may spend energy to fight on * Any time you take 6 or more points of damage when you are defeated, you lose 1 energy | * Dmg Threshold +2 / x3 / -- / 10P |
| Sacrificial Move | V | C | 20 | -- | -- | 1 atk | 0 | * If you are within a ½ move of an enemy attack on an ally, you can choose to burn an energy and interpose yourself and get hit instead of the ally | * None |
| Shifty | V | C | 10 | -- | -- | Self | E | * Spend an energy to take a free 1 hex move at any time | * Improved – Move becomes ½ move / x1 / -- / 10P |
| Splash | Ar+ | + | 30 | -- | -- | 2 rad | 2 | * Your missile attacks gain a small area component * When you damage a target with your attack, you also do ½ damage to adjacent characters | * None |
| Squirmy | T | N | 10 | -- | -- | Self | 0 | * You may use Skill or Reflex to escape holds | * None |
| Stand Off | Vr | C | 10 | -- | -- | Self | 0 | * You get +1 accuracy and +1 damage if you do not move before you attack | * None |
| Stealthy | T | N | 10 | -- | -- | Self |  | * You get a +4 to all sneak checks | * None |
| Strong Jaw | V | C | 20 | -- | -- | -- | E | * Once per combat, when hit by an attack (but before damage is rolled), you can spend one energy to ignore the effects of that attack | * None |
| Suppression Fire | Vr | C | 10 | -- | -- | 1 tgt | 1 | * You may take a -2 accuracy to your attack and give the enemy a -2 accuracy to his next attack | * None |
| Sweep | Vm | C | 10 | -- | -- | 2-3 tgt | 1 | * You may take a -3 accuracy to make a melee attack against two adjacent enemies | * Enemies +1 / x1 / +1B / 10P |
| Swift | T | N | 10 | -- | -- | Self | 0 | * You get Move(3) to all movement modes | * Move +3 / x3 / -- / 10P |
| Take Initiative | V | C | 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 |
| Tank | T | N | 20 | -- | -- | Self | 0 | * Hit Points +4 | * More Hits – Hits +4 / x3 / +0B / 20P |
| Totem Stance | N | T | 20 | -- | -- | -- | 1 | * For each round you remain in your current hex you get +1 accuracy and +2 damage * Stacks up to 3 times * Resets once you move, or are moved from your hex | * None |
| Wade In | T | N | 10P | -- | -- | Self | 0 | * You can make a 1 hex move after attacking as long as you end up next to an enemy | * Wade II – You can make a ½ move when you wade in / x1 / 1B / 10P |
| Wooden Stance | N | T | 20 | -- | -- | Self | 2 | * Armor 2/2/0 | * None |