**Leadership**

**Highlights:**

* Lots of buffs and heals for your teammates
* Ability to give team members additional actions
* Can revive downed allies

**Super Stats:**

* Charisma

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Advise | Buf | M | Direct | 24” | -- | 1 ally | 6u | * The targeted ally gets a +2 to his next action | 10 |
| Analyze Foe | Att | A | Direct | 24” | -- | 1 target | -- | * Gain bonuses for observing a foe (INU 24) * Allies gain bonuses if they are within 6” of the hero and the hero can communicate with them * Up to 6 bonuses can be stacked on each foe * A hero with the Lab power can store this information to make the bonuses permanent * Hero might lose these bonuses when the enemy gets new powers or changes his tactics | 10 |
| Back to the Front\* | Hea | R | Touch | 0” | -- | 1 ally | 10u | * Leader revives a fallen teammate on 6/12 * Teammate awakens with 2d6 hits and 2d6 energy | 10 |
| Checkmate\* | Buf | R | Direct | 24” | -- | 1 ally | 6u | * Leader gives his move to a teammate, giving him a second action * Can only be used once per combat | 10 |
| Command\* | Att | A | Direct | 10” | -- | 1 target | 6u | * Save (CHA, WIL 16) or follow a simple command such as “Flee, mortals” or “Kneel” or “Protect me” * Works automatically on non-combatants and they are affected for the whole scene, combatants get a saves each round as normal | 10 |
| Grant Initiative | Utl | X | Direct | 24” | -- | 1 ally | 6u | * The leader swaps initiative with any of his allies * This power can be invoked at any time during a round, but never in such a way to give someone two actions | 10 |
| Phalanx | Buf | N | -- | 0” | -- | 2” rad | 2r | * Any allies adjacent to the leader get a +2 to their defenses * The leader gets a +2 to his defenses if any allies are next to him | 10 |
| Rally | Hea | A | Area | 0” | -- | 5” rad | 10u | * 2d6 Heal or 2d6 Energy to all allies in the area * The Leader is not affected by this heal | 10 |
| Reposition | Utl | M | Direct | 24” | -- | 1 ally | 6u | * The targeted ally can reposition himself up to 2” * These 2” do not count as a move and do not invoke disengage attacks | 10 |

**Additional Information**

**Advise**

* Your instructions give a targeted ally a +2 to his next action, be it a skill roll or attack roll.
* The effects of this power last only a brief time. In combat, that means that the action must be taken in 3 combat rounds. Out of combat, the bonus must be used in a short time frame (GM’s discretion).
* You can advise up to two allies each combat round, but each ally can only benefit from a single advice bonus. The effects do not stack.

**Analyze Foe**

* The character takes an attack (half-phase) action and observes an opponent. If the opponent fails his intuition save, then the hero gains a random bonus against that foe. Allies of the hero receive these bonuses against the target if they are within 6 hexes of the hero and the hero is able to communicate with them.
* This power can be used multiple times against a single opponent, though no more than 6 bonuses can be stacked. If the hero returns to his lab to store the information gained, these bonuses become permanent until the foe changes his tactics (GM’s discretion), gadgets, or gains new powers.

**Back to the Front**

* You revive a fallen teammate, giving him 2d6 hit points and 2d6 energy.
* The revived ally can roll initiative and begin acting next round.

**Checkmate**

* You forfeit your action and give it to an ally, allowing him to act on your behalf.
* This power allows your target to take two actions in a turn, one on your initiative and another on his.
* You can only use this power once per combat.
* *Additional Use* – You may use Checkmate one additional time per combat (20)

**Command (signature)**

* You shout a simple command and all those near you will be compelled to obey. Non-combatants (NPCs that are not trained to fight and have ½ hits) will follow your command until the scene is ended. PCs and combatant NPCs can save each round as with any lingering effect.

**Grant Initiative**

* You can swap your initiative score with any of your allies.
* Though this power is a free action, it may only be used once in a given combat round.
* Unlike the power Checkmate, Grant Initiative may never allow someone to take multiple actions in a round.

**Phalanx**

* You grant a +2 defense bonus to adjacent allies and get a +2 to your defense if any allies are adjacent to you.

**Rally**

* All allies within a 5 hex radius gain either a 2d6 heal, or 2d6 energy recovery chosen by you when you fire the power.
* All allies must get the same effect. You cannot pick one ally to get hit points and another to get energy.

**Reposition**

* A targeted ally can make an immediate 2 hex move without prompting any disengage attacks.
* If the ally moves through hazardous terrain or damaging effects, he still takes damage as normal.
* The move cannot take the target through barriers, or into a region into which he could not normally travel.