­­­

**Range**: 6, 1 Target

**Effect**: Confusion Confuses the target on 19+.

**Contest Effects**: Smart - Steady Performance

At-Will

Special

**AC** 2

**Confusion**  
Psychic

DB 7: 2d6+10+10

At-Will

Status

**AC** 2

**Range**: Burst 1, Friendly, Sonic, Social

**Effect**: Growl lowers all Legal Targets Attack 1 Combat Stage.

**Contest Effects**: Cute - Excitement

**Growl**  
Normal

**Range**: Hazard

**Effect**: The user creates a Barrier of psychic energy. The user places up to 4 segments of Barrier; each segment must be continuous with another segment, and at least one must be adjacent to the user. These barriers count as blocking terrain and last until the end of the encounter or until they are destroyed. Each Barrier segment is 2 meters tall, 1 meter wide, and 2 centimeters thick. Each segment has 20 Hit Points, 15 Damage Reduction, and takes damage as if it was Psychic Typed.

**Contest Effects**: Cool - Sabotage

Scene x2

Status

**AC** None

**Barrier**  
Psychic

Scene

Status

**AC** None

**Kinesis**  
Psychic

**Range**: 6, 1 Target, Trigger, Interrupt

**Effect**: If the user or an Ally within 6 meters is about to be hit by an attack, the user may use Kinesis as an interrupt. The triggering Accuracy Roll receives a -4 penalty. This may cause Moves to miss.

**Contest Effects**: Smart - Get Ready!

**Range**: 6, 1 Target

**Effect**: Confusion Confuses the target on 19+.

**Contest Effects**: Smart - Steady Performance

At-Will

Special

**AC** 2

**Confusion**  
Psychic

DB 5: 1d8+8+8

**Amelia (Ralts)Audrey Wyres**

**Amelia (Ralts)Audrey Wyres**

**Audrey Wyres**

**Audrey Wyres**

**Audrey Wyres**