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**Range**: Burst 2, Friendly, Sonic

**Effect**: All legal Targets fall Asleep. On a miss, Sing instead causes targets to become Slowed and suffer a -2 penalty to their Evasion until the end of the user’s next turn.

**Contest Effects**: Cute - Excitement

Scene

Status

**AC** 10

**Sing**  
Normal

At-Will

Physical

**AC** 2

**Range**: 6, 1 Target

**Effect**: Poison Sting Poisons the target on 17+.

**Contest Effects**: Smart - Excitement

**Poison Sting**  
Poison

DB 4: 1d8+6+7

**Range**: See Effect

**Effect**: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.

**Contest Effects**: Tough - Safe Option

Static

Status

**AC** None

**Wrap**  
Normal

At-Will

Status

**AC** 2

**Leer**  
Normal

**Range**: Cone 2, Friendly, Social

**Effect**: All legal targets have their Defense lowered by 1 Combat Stage.

**Contest Effects**: Cool - Excitement

**Range**: Self, Illusion, Coat

**Effect**: The user gains 3 activations of Double Team. The user may either activate Double Team when being targeted by an attack to increase their Evasion by +2 against that attack; or when making an attack to increase their Accuracy by +2 for that attack.

**Contest Effects**: Cool - Reliable

Scene

Status

**AC** None

**Double Team**  
Normal

**Snekans (Ekans)Audrey Wyres**

**Cedric Ramone**

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**Amelia (Ralts)Audrey Wyres**