

Basic: Provides 10 Armor health; requires only 35% coverage which should be in the form of an armored vest of some sort. Wearer reduces the cost of Basic Enhanced Movement to 2 Mind. Must know Basic Enhanced Movement to use. This armor cannot be Augmented.

Flanker: Spend 1 Resolve in response to an AOE or By My Voice call not activated by the wearer and call 'Fast Mover' - take up to 10 steps out of game and if you move out of range of the call you do not suffer the effect.