

Graceful Acrobatics

Specialty die when performing acrobatic stunts

You may now use Agility to determine Skill Power instead of Might

Build/Repair

Specialty die when fixing or creating a piece of electronic equipment

+2 Skill Power to any extended or cooperative skill challenge to do the same

Shadowing

Specialty die when following or tracking someone in secret

+2 Skill Power to any extended or cooperative skill challenge to do the same

Hide in Plain Sight

You may use Stealth at any time you are not being actively observed. You may move from one hiding place to another within a simple move action without breaking from Stealth.

You may move at full speed when using Stealth