# KEYWORDS

There are four descriptive categories that all exploits fall into. These categories are only the suggested use for the power based on our intentions and we encourage you to try your own creative applications. The names of the categories a power belongs to are listed as **keywords** in the exploit’s description. The categories not exclusive and it’s possible for a power to be part of more than one of these keywords.

**Controlling** powers allow the user new ways to manipulate and interact with the world. They sometimes make your enemy’s options less effective and more limited. **Destructive** powers can be used to directly attack enemies and eliminate obstacles with brute force. **Obscuring** powers hide your presence or limit your enemy’s awareness. **Revealing** powers help the user locate and identify things that might be hidden or obscured. Finally, powers that protect and aid your allies are **Supportive**.