

Blank

A blank epithet card bound to Marina. It seems to be connected to both Owen's Regalia and a figure known as the Kingmaker. It reacts to the presence of epithet cards.

Kingmaker
The ability to grant empowering boons to others, particularly in the form of items.

HECATUS

The Hecatus epithet card. It depicts Cu Chulainn looking like the US Secretary of Defense James Mattis, sporting a modernized arsenal based on that of the US Marine Corps.

Antimaterial Gae Bulg

A high velocity armor piercing attack that upon piercing its victim's flesh explosively saturates their circulatory system with countless incendiary barbs.

Blocking

Being able to block attacks using various implements. This does not enhance the implement however, meaning that attacks can still force their way through or destroy it outright.

Cloaking

The ability to conceal the presence of both oneself and one's vehicle up to a certain size limit.

Endurance

Being able to continue fighting in spite of injury and resist impairing effects such as those of mental assaults, drugs, and certain curses. Does not actually reduce damage.

Footwork

Being able to maneuver in combat, focusing more on positioning and general agility than speed and distance covered. Permits the evasion of certain attacks. This is ineffective however against attacks that just target the entire area such as sustained fire, magical fields, and bombardment.

Overload (Destructive)

The ability to pump abnormally high amounts of spirit energy into objects, increasing the destructive power of one's own regalia. This can also be used to disrupt other people's regalia or to damage or destroy objects with your very touch. This also renders your regalia resistant to this kind of effect.

Parting Strike

The ability to deliver one final attack post-mortem. Basically useless on anything other than a

summon.

Precision Strike

The ability to strike specific points on a target even as they try to evade. This also covers general accuracy and sniping.

Warp Spasm

The ability to draw more spirit energy into one's attacks, increasing their destructive power. As a side effect it also heats up one's surroundings, potentially to the point of incinerating nearby objects. This also provides protection against thermal damage.

PROMACHOS

*The Promachos epithet card. It depicts Paul Erdős as a character from the popular magical girl series N*noha, with a grimoire and a mechanized gauntlet.*

Acceleration (Stimulant-based)

The ability to sacrifice stimulants to speed up various processes under your control, such as your movements, your thought speed, or the casting of your spells.

Arithmetic Surge

The ability to unleash surges of magical power in the forms of blasts and beams. Highly efficient in terms of energy usage, but more powerful ones take longer to cast.

Geometric Warfare

The ability to position oneself and one's resources in battle to enable attacks and thwart those of enemies. Fundamental to swordplay amongst other things.

Inversive Barrier

The ability to raise magical barriers to block, disperse, and deflect attacks. These barriers are tailored the incoming attack and will require more time to prepare against more threatening attacks. This protection will fail if used against something other than what it was raised to protect against.

Movement

Being able to maneuver in combat, focusing more speed and distance covered than positioning and general agility. This helps avoid more indiscriminate attacks that just cover the entire area but unless you weave in and out of cover it will not let you evade enemy lock-ons and lead shots.

Proofs from the Book

The ability to charge magic and techniques with Akashic energies giving them properties that act as a "shortcut" to quickly resolve situations. Triggers at complete random.

Tandem Strike

Increases the potency of actions and maneuvers that have been coordinated with allies.

Unarmed Combat

General unarmed combat skills relating to hand to hand melee combat.