

Character Options

Primary Weapons

Universal Weapon Upgrades

These can be applied to any primary or secondary weapon that meets the requirements.

Calibrated I

Requires: At least one other weapon upgrade.

Increase the damage die of your weapon by one step.

Calibrated II

Requires: Calibrated I and at least two other weapon upgrades

Increase the damage die of your weapon by one further step. The maximum damage die for a weapon is a d12.

Combat Rifle

Range 8 | Ammo 4 | Damage d6

Full-Auto: This weapon always deals at least 2 damage when you [attack] with it, even if you miss or roll less damage on the dice.

Upgrades

Auto Rifle [frame]

Mutually exclusive with Scout Rifle

Increase the minimum damage your Combat Rifle deals to half your damage die.

Energy Mag [magazine]

Mutually exclusive with Kinetic Mag

You may spend 1 power when you load or reload your Combat Rifle to add one of the following special ammo types. You gain the benefit of that ammo until you reload your Combat Rifle again:

- **Firefly Rounds:** When you defeat a character with your Combat Rifle, they explode. All other characters in the zone except for you take damage equal to your Full-Auto damage.
- **Laser Battery:** Double your Combat Rifle's ammo for this magazine.

Kinetic Mag [magazine]

Mutually exclusive with Energy Mag

You may spend 1 power when you load or reload your Combat Rifle to add one of the following special ammo types. You gain the benefit of that ammo until you reload your Combat Rifle again:

- **Hammerpoint Rounds:** When you hit a target with your Combat Rifle, they gain 1 hobbled.
- **Ricochet Rounds:** When you roll a 9- on an [attack] with your Combat Rifle, you may reroll the [attack] against a different target in the same zone.

Scout Rifle [frame]

Mutually exclusive with Auto Rifle

You may gain 1 accurate as an auxiliary action.

Energy Blade

Melee | Damage d8

Sidearm: You may carry this weapon as part of your casual loadout.

Upgrades

Claymore [blade]

When you [attack] with your Energy Blade, you may choose to attack up to two targets in the same zone. Make one action roll and damage roll for both targets. You may split the damage between the targets as you choose.

Power Hilt [hilt]

You may gain 1 empowered as an auxiliary action.

Rapier [blade]

When you roll a 20+ on a fight action using your Energy Blade, you add 2 dice to the damage roll instead of 1.

Reflex Hilt [hilt]

You may gain 1 dodge as an auxiliary action.

Energy Blast

Range 8 | Spell | Damage d6

Sidearm: You may carry this weapon as part of your casual loadout.

Magic Missile: This attack is a [spell]. You gain 1 strain when you use this weapon. You may use DISCIPLINE or REFLEX when you [shoot] with this weapon.

Upgrades

Efficient Bolt [force]

Using Energy Blast does not cause you to gain strain.

Fire Bolt [element]

When you hit a target with Energy Blast, it gains 1 burn.

Lightning Bolt [element]

When you [attack] with your Energy Blast, you may choose to attack up to two targets in the same zone. Make one action roll and damage roll for both targets. You may split the damage between the targets as you choose.

Powerful Bolt [force]

You may gain 1 strain and 1 empowered as an auxiliary action.

Hand Cannon

Range 3 | Ammo 4 | Damage d6

Sidearm: You may carry this weapon as part of your casual loadout.

Upgrades

Energy Cylinder [cylinder]

You may spend 1 power when you load or reload your Hand Cannon to add one of the following special ammo effects. You gain the benefit of that ammo until you reload your Hand Cannon again:

- **Plasma Rounds:** When you deal damage to a character's armor with your Hand Cannon, they gain 1 vulnerable.
- **Tracer Rounds:** When you roll a 9- on an [attack] with your Hand Cannon, you gain 1 accurate.

Kinetic Cylinder [cylinder]

You may spend 1 power when you load or reload your Hand Cannon to add one of the following special ammo effects. You gain the benefit of that ammo until you reload your Hand Cannon again:

- **Explosive Rounds:** When you hit a target with an [attack] with your Hand Cannon, you deal 1 damage to all other characters in the same zone.
- **Magnum Rounds:** When you hit a target with an [attack] with your Hand Cannon, they gain 1 misfire.

Revolver [frame]

At the beginning of each encounter, you gain 1 accurate and 1 empowered.

Submachine Gun [frame]

This weapon gains **Full-Auto** (*This weapon always deals at least 2 damage when you [attack] with it, even if you miss or roll less damage on the dice*).

Light Machine Gun

Range 8 | Ammo 8 | Damage d8

Longarm: This weapon has disadvantage on [attack] rolls unless you use a move action to brace it during the same turn.

Upgrades

Chaingun [frame]

Increase the minimum damage your LMG deals to half your damage die.

High-Velocity Barrel [barrel]

Characters you [attack] with your LMG lose all stacks of fortified prior to taking damage. You deal double damage to objects and vehicles.

Laser Cannon [frame]

Characters dealt damage by your LMG gain 1 burn.

Scatter Barrel [barrel]

You may spend 2 ammo to [attack] any number of targets in the same zone. Make one action roll and damage roll for all targets. You may divide the damage between the targets as you choose.

Rocket Launcher

Range 8 | Ammo 1 | Damage d6

Splash Damage: When you [attack] with this weapon, roll an extra damage die. All characters in the target zone (including your main target) take that much damage regardless of your [attack] roll.

Upgrades

Anti-Armor Round [payload]

Characters you [attack] with your Rocket Launcher lose all stacks of fortified prior to taking damage. You deal double damage to objects and vehicles.

High-Explosive Round [payload]

All characters dealt damage by your Rocket Launcher gain 1 burn.

Second Barrel [barrel]

Increase your Rocket Launcher's ammo to 2.

Seeker Barrel [barrel]

You may spend an auxiliary action to lock on to the target. If you do, the next [attack] you make with this weapon ignores cover and obstacles as long as you have any path to the target.

Shotgun

Range 3 | Ammo 4 | Damage special

Variable Damage: This weapon's damage die depends on your range from the target.

Range 0: d8. Range 1-2: d6. Range 3: d4

Upgrades

Auto Shotgun [barrel]

This weapon gains **Full-Auto** (*This weapon always deals at least 2 damage when you [attack] with it, even if you miss or roll less damage on the dice*).

Double Barrel [barrel]

You may shoot as a main action or auxiliary action. If you shoot as an auxiliary action, the attack deals half damage.

Flechette Rounds [shell]

When you damage a shielded character with this weapon, they gain 1 vulnerable.

Modular Slugs [shell]

You may use an auxiliary action to charge your shotgun. This increases the range of your next shot with this weapon (as well as the variable damage range) by 2.

Sniper Rifle

Range 100 | Ammo 4 | Damage d8

Longarm: This weapon has disadvantage on [attack] rolls unless you use a move action to brace it during the same turn.

Upgrades

Plasma Lance [frame]

Damage from this weapon gains **armor-piercing** (*this damage ignores armor*), but it deals half damage to shielded targets.

Railgun [frame]

You may use a main action to charge this weapon. If you do, the next [attack] you make with it before the end of the encounter deals one additional die of damage.

Snapshot Scope [scope]

This weapon loses the **Longarm** trait.

Tracer Scope [scope]

You may spend an auxiliary action to lock on to the target. If you do, the next [attack] you make with this weapon ignores cover and obstacles as long as you have any path to the target.

Secondary Weapons

Combat Knife

Melee | Damage d4

Sidearm: You may carry this weapon as part of your casual loadout.

Upgrades

Perfectly Balanced [style]

You may throw your Combat Knife using the shoot action. It has range 3 and you may use PHYSIQUE or REFLEX for the action roll. Once you have thrown your knife, you may retrieve it if you are in the target zone as an auxiliary action.

The Slow Blade [style]

When you roll a 20+ on an [attack] with your Combat Knife, you may have the damage gain **shield piercing** (*damage from this weapon ignores shields*) instead of gaining an extra damage die.

Martial Arts

Melee | Damage special

Iron Fist: When you brawl, you may choose an additional 10-19 option regardless of your roll. You add the following option to the 10-19 result for brawl:

- You deal damage to the target equal to half your PHYSIQUE.

Upgrades

Judo [style]

Add the following option to the 10-19 result for brawl:

- The target gains 1 stunned

Krav Maga [style]

Add the following option to the 10-19 result for brawl:

- You deal damage to the target equal to your PHYSIQUE.

Pistol

Range 3 | Ammo 3 | Damage d4

Sidearm: You may carry this weapon as part of your casual loadout.

Upgrades

Laser Pistol [frame]

This weapon has unlimited ammo.

Machine Pistol [frame]

This weapon gains **Full-Auto** (*This weapon always deals at least 2 damage when you [attack] with it, even if you miss or roll less damage on the dice*).

Telekinetic Strike

Range 3 | Spell | Damage special

Mage Hand: This attack is a [spell]. You gain 1 strain when you use this weapon. You may brawl with targets up to range 3, and you may use PHYSIQUE or DISCIPLINE for the roll. You may choose an additional 10-19 option regardless of your roll. You add the following option to the 10-19 result for brawl:

- You deal damage to the target equal to half your DISCIPLINE.

Upgrades

Nova [philosophy]

You can unleash a quick telekinetic burst centered on yourself. You may gain 1 strain to cast this [spell] as an auxiliary [attack] action. All other characters in the same zone as you must make a REFLEX save or take damage equal to half your DISCIPLINE.

Reflect [philosophy]

When an enemy within range 3 rolls a 9- to shoot at you, you may gain 1 strain to reflect the shot back at them. The reflected shot automatically hits as if it rolled a 10.

Armors

Universal Armor Upgrades

These can be applied to any hardsuit that meets the requirements.

Reinforced I

Requires one other armor upgrade

Increase your shields by 2 and your armor by 2.

Reinforced II

Requires Reinforced I and at least two other armor upgrades

Increase your shields by 2 and your armor by 2.

Assault Hardsuit

Shields 10 | Armor 6

Juggernaut Servos: You gain 1 fortified when you dash or sprint.

Upgrades

Blast Shielding

You take half damage from explosions and burn.

Sturdy Frame

You have advantage on PHYSIQUE saving throws.

Channeler Hardsuit

Shields 8 | Armor 4

Psi Amp: You gain an extra use of each of your [limited] spells.

Upgrades

Mind Shield

You have advantage on DISCIPLINE saving throws.

Spellbook: Add the following option to the rally action:

- You may recharge one [limited] spell you have already cast.

Stealth Hardsuit

Shields 8 | Armor 4

Active Camouflage: You may spend 1 power as an auxiliary action to become invisible until the end of the encounter. The invisibility breaks if you [attack] or take damage.

Upgrades

Flash Servos

You may dash, hide, or reposition as an auxiliary action.

Microjets

You have advantage on REFLEX saving throws.

Technical Hardsuit

Shields 10 | Armor 6

Utility Belt: You gain an extra use of each of your grenades or support items.

Upgrades

Motion Tracker

You have advantage on WITS saving throws.

Spare Pouch

At the end of each encounter, you may replenish one grenade or support item for free.

Tactical Packages - Gear

Antigrav Grenade

You carry one Antigrav Grenade. When the grenade detonates all characters in the zone must make a PHYSIQUE save or be lifted into the air until the start of your next turn. A target who fails their save cannot benefit from cover and gains 1 misfire, 1 off-guard, and 1 immobilized. If the target makes their save, they can still benefit from cover, but they gain 1 misfire and 1 hobbled.

Upgrades

Extended Duration

When your Antigrav Grenade detonates, roll 1d4. At the start of each of your turns, decrement the die. When it reaches zero, the effect ends.

Slam Dunk

When your Antigrav Grenade's duration ends, all characters who were lifted by it must make another PHYSIQUE save or take 1d6 damage and gain 1 stunned. They take half damage and gain no stunned on a successful save.

Warp Field

When your Antigrav Grenade detonates, all characters in the zone gain 1 vulnerable in addition to its other effects.

Bubble Shield

You can carry one Bubble Shield Generator as a support item. You may deploy it in your zone as an auxiliary action. Characters may move into and out of the zone, but all incoming and outgoing weapons fire and ordinance is blocked. The shield can take 10 damage before it dissipates. It also dissipates at the end of the encounter.

Upgrades

Empowering Shield

When you deploy a Bubble Shield, you and all allies in the zone gain 1 empowered.

Fortifying Shield

When you deploy a Bubble Shield, you and all allies in the zone gain 1 fortified.

Impervious Shield

Your Bubble Shield can now take infinite damage. It only dissipates at the end of the encounter.

Frag Grenade

You carry one Frag Grenade. When the grenade detonates all characters in the zone must pass a REFLEX save or take 1d8 damage. They take half damage on a successful save.

Upgrades

High Explosive

Increase your Frag Grenade's damage die to d10.

Inferno Grenade

When your Frag Grenade detonates, all characters who fail their saving throw gain 2 burn. All characters who succeeded on their saving throw gain 1 burn.

Sticky Grenade

When you roll a 20+ on an action roll to throw your Frag Grenade, you may stick it to a character in the target zone. If the stuck character moves, the grenade moves with it. When the grenade detonates, the damage the stuck character takes is **shield piercing** (*damage from this weapon ignores shields*).

Grappleshot

You carry one grappleshot as a support item. You can use it as an auxiliary action to climb or pull yourself to a point within range 1 without having to roll.

Upgrades

Extended Cable

Your Grappleshot now has range 3.

Hook Shot

You may use your Grappleshot as a move action to target a character or object within range 1 (*range 3 with Extended Cable*). Roll REFLEX.

20+: As 10-19, but you gain 1 dodge and the target gains 1 off-guard.

10-19: You pull the target into your zone or you pull yourself adjacent to the target.

9-: You hit something in the zone other than the target. You pull it into your zone or you pull yourself adjacent to the new target.

Thwip!

You may use your Grappleshot an unlimited number of times per encounter.

Jump Jet

You carry one Jump Jet as a support item. You may use your Jump Jet as a move action to fly to any point within range 3. This acts as the dash action, except you may move up to the Jump Jet's range and you roll WITS instead of PHYSIQUE.

Upgrades

Afterburners

You may extend your Jump Jet's range to 8. If you do, you gain 1 burn when you use it.

Explosive Departure

You may spend 1 power when you use your Jump Jet. If you do, all characters in the zone you just left gain 1 burn.

Flying Ace

When you use your Jump Jet, you gain 1 dodge.

Medkit

You carry one medkit as a support item. As a main action, you may choose an incapacitated or dying character in your zone. Roll WITS.

20+: You revive the target with full shields.

10-19: You revive the target with half shields.

9-: The target is still incapacitated. If the target is dying, they stabilize.

Upgrades

Phoenix Kit

You can use a medkit to revive a character who has died within the last minute. Roll WITS with disadvantage.

20+: You revive the target with full shields. The target does not gain trauma from their death.

10-19: You revive the target with half shields. The target still gains trauma and stress from death as usual.

9-: You revive the target, but they are not able to fight. They are incapacitated, but stable. They gain trauma and stress from their death as usual.

Quick Fix

You can use a medkit as an auxiliary action.

Stimpack

When you revive a character with a medkit, they gain 1 accurate, 1 empowered, and 1 fortified. You may use a medkit to grant these bonuses to an ally who has not been defeated without having to roll.

Proximity Mine

You carry one Proximity Mine as a support item. You may deploy it in your zone as an auxiliary action. The next enemy that enters or leaves that zone must make a REFLEX save or take 1d8 damage. They take half damage on a successful save. An enemy may use a main action to make a WITS roll to disarm the mine. On a 10+, the mine is disarmed. On a 9-, the mine detonates and they do not get a saving throw.

Upgrades

Grav Snare

When you deploy a mine, you may choose to deploy a Grav Snare instead. If you do, the mine deals no damage. Instead, when the mine detonates, the character that triggered it must make a REFLEX save or gain 2 immobilized and 2 misfire. They gain 1 misfire on a successful save.

High Explosive

Increase the damage die of your Proximity Mines to d10.

Mine Launcher

You may use the Throw Grenade action to deploy a mine up to range 3.

Resupply Drone

You carry one Resupply Drone as a support item. You may deploy it as an auxiliary action. The drone hovers and may move to any adjacent zone whenever you take a move action. It has 5 armor. The drone spawns with three resupply charges. You or any ally in the same zone as the drone may use an auxiliary action to gain one choice from the rally action or spend 1 power to replenish a piece of gear. Once all three resupply charges have been used or the encounter ends, the drone despawns.

Upgrades

Distortion Field

If you or an ally end your turn in the same zone as your Resupply Drone, that character gains 1 dodge.

High Capacity

Your Resupply Drones spawn with 6 supplies.

Shield Projector

Your Resupply Drone spawns with 10 shields. As an auxiliary action, you may transfer any number of shields from your drone to a character in the same zone. This can take the target above their maximum shields.

Stun Grenade

You carry one Stun Grenade. When the grenade detonates all targets in the zone must make a PHYSIQUE save. Those that fail gain 1 stunned. Those who succeed gain 1 off-guard and 1 misfire.

Upgrades

EMP Grenade [payload]

When your stun grenade detonates, it also deals 1d8 armor piercing energy damage to all characters in the zone. They take half damage on a successful saving throw, and this damage cannot damage armor or defeat organic enemies.

Enervating Grenade

When your stun grenade detonates, all characters in the zone gain 1 weakened in addition to its other effects.

Gas Grenade [payload]

When your stun grenade detonates, it also disperses toxic gas that deals 1d6 shield piercing damage to all characters in the zone. They take half damage on a successful save. This damage has no effect on objects and cannot defeat synthetic enemies.

Suppressor Grenade

When your stun grenade detonates, all characters with [recharge] abilities in the zone who fail their saving throw have their abilities go on cooldown. They increase their recharge values by 1 for the rest of the encounter.

Turret Drone

You carry a stationary Turret Drone as a support item. You can deploy the drone in your zone as an auxiliary action. The turret spawns with 1 overwatch, and gains 1 overwatch at the start of each of your turns. The turret has 5 armor. The turret gun has range 8, 6 ammo, and deals d4 damage. As a main action, you may [attack] with the turret using your WITS instead of REFLEX.

Upgrades

High Caliber

Increase your turret's damage die to d6.

Hover Drone

Your Turret Drone now hovers and can move to any adjacent zone when you take a move action.

Reinforced Armor

Your Turret Drone spawns with 15 armor.

Tactical Packages - Training

Athlete

Run and Gun

Once per encounter, you may push yourself to take an extra move action without adding stress.

Upgrades

Conditioning

You may use Run and Gun an unlimited number of times per encounter. It costs 1 stress to use after the first.

Evasion

Whenever you would take half damage or reduced effect from a successful PHYSIQUE or REFLEX saving throw, you ignore the damage or effect entirely instead.

Momentum

Whenever you dash or sprint, you gain 1 empowered.

Berserker

Reckless Attack

As an auxiliary action, you can gain 1 empowered and 1 vulnerable.

Upgrades

Feeding Frenzy

When you defeat a non-grunt enemy, you may load 1 ammo into one of your weapons.

Inspire Terror

When you defeat a non-grunt enemy, another enemy within range 3 gains 1 misfire and 1 off-guard.

Rip and Tear

Whenever you defeat a non-grunt enemy, you clear 1 stress.

Blademaster

Parry

[Attacks] that target you from characters in your zone have disadvantage.

Upgrades

Feint

As an auxiliary action, choose an enemy in your zone. They must succeed on a WITS saving throw or gain 1 off-guard.

Flow Like Water

Whenever you brawl or fight, you gain 1 dodge.

Swift Kick

When you roll a 10+ with a fight [attack] you may brawl as an auxiliary action.

Commando

Sneak Attack

When you roll at 10+ on a hide action, you gain 1 empowered.

Upgrades

Distraction

While you are hidden, you may target a zone within range 3 as a main action. Roll WITS.

20+: Choose both from below.

10-19: Choose one:

- All enemies in the zone gain 1 misfire.
- All enemies in the zone gain 1 off-guard.

9-: Choose one from the above, but you are no longer hidden.

Elusive Shadow

When you lose hidden for any reason, you gain 1 dodge.

Silent Killer

If you defeat a target you [attack] while you are hidden, your position is not revealed.

Engineer

Expanded Harness

Choose one grenade or support item. You gain an additional use of that item.

Upgrades

Custom Modifications

You and your allies may choose to start each mission with 1 fewer power. Each character who does chooses one of the following options for one of their weapons:

- Expanded Mag: +1 ammo
- Calibrated Sight: You gain 1 accurate at the start of each encounter.
- Holo-Sight: +1 range

Grenade Chef

You can use an auxiliary action to ‘cook’ a grenade. If you do, the next grenade you throw this turn detonates at the end of this turn.

Tech Whiz

Once per encounter, you can push yourself to take an extra auxiliary action without gaining stress.

Gunner

Suppressive Fire

If you have a **Full-Auto** weapon, you may spend 1 ammo to suppress a character within your weapon’s range as a main action. The target gains 1 hobbled and 1 misfire, and you gain 1 overwatch.

Upgrades

Brrrrrt!

You may spend 1 ammo to push an [attack] roll with a **Full-Auto** weapon instead of adding stress.

Grazing Fire

When you use Suppressive Fire, the target takes your **Full-Auto** damage.

Killzone

You can gain 1 overwatch as an auxiliary action.

Officer

Tactical Advice

As an auxiliary action, choose one ally within range 3. They gain 1 accurate.

Upgrades

Burden of Command

Once per encounter, when an ally you can see pushes themselves, you may gain 1 stress. If you do, they do not gain any stress from pushing themselves.

Oscar Mike

You may use an auxiliary action to choose an ally you can see who has not acted yet this round. That ally takes the next turn.

Pep Talk

You can use an auxiliary action to remove 1 stack of a negative condition from an ally you can see.

Operator

Overload

You can spend 1 power to try to hack a character's shields or weapon using an advanced ECM suite. Choose a character within range 3 as a main [attack] action. Roll WITS.

20+: Gain both options from the list below.

10-19: Choose one:

- The target's weapon runs out of ammo.
- The target takes 1d6 energy damage. The target gains 1 vulnerable.

9-: You choose one effect from the 10-19 result, but you suffer the same result.

Upgrades

Detonate

You can try to detonate a grenade or other explosive carried by a hostile character as a main [attack] action. Roll WITS.

20+: The grenade detonates immediately. All characters in the zone fail their saving throws.

10-19: The grenade detonates immediately. All characters receive a saving throw as usual.

9-: The grenade detonates at the end of the next turn.

Hijack

Spend 1 power as a [limited] main [attack] action and choose a synthetic character or construct within range 8. Roll WITS.

20+: As below, but the target has disadvantage on saves to remove the effect.

10-19: You hijack the target's systems, and it becomes an ally. It can act again during this round as your ally, even if it has already acted. At the end of each of its turns, it makes a WITS save to remove this effect.

9-: The target gains 1 stunned.

Sabotage

Choose a hazard within range 3 as a main [attack] action. The hazard detonates, inflicting its effects on all characters in the zone. They have disadvantage on any saving throws against the effect of the hazard.

Sharpshooter

Deadeye

As an auxiliary action, you can gain 1 accurate and 1 immobilized.

Upgrades

Called Shot

Before you [attack], you may consume 1 accurate to gain 1 empowered, or consume 1 off-guard on the target to give the target 1 vulnerable.

Trick Shot

Stunts you perform with guns have advantage.

Vital Shot

When you roll a 20+ on a shoot action, the target gains 1 stunned.

Wizard

Spellbook

You may use your [limited] spells one additional time per encounter.

Upgrades

Counterspell

You may consume 1 overwatch and gain 1 strain when an enemy within range 3 casts a [spell]. If you do, roll DISCIPLINE.

20+: You cancel the spell. The enemy who cast it gains 1 weakened.

10-19: You cancel the spell.

9-: The enemy has disadvantage on any rolls to cast the spell, and you and your allies have advantage on any saving throws against the spell.

Overchannel

You may gain strain instead of stress when you push yourself to cast a [spell].

Signature Spell

Choose a [limited] spell you know. You may increase its strain cost by 1 and cast it as if it were not [limited].

Tactical Packages - Magic

Biokinetics

Regeneration

Gain 2 strain to cast this [spell] as a main action. Choose a dying or incapacitated ally within range 8. Roll DISCIPLINE.

20+: You revive the target with full armor.

10-19: You revive the target with half armor.

9-: The target is still incapacitated. If the target is dying, they stabilize.

Upgrades

Biorhythm

You may gain 1 strain to cast this [spell] as an auxiliary action. Choose yourself or an ally within range 1. The target gains 2 accurate, 2 dodge, or 1 accurate and 1 dodge.

Necromancy

You may cast Regeneration on characters who have died within the past minute. If you roll a 20+ on your DISCIPLINE roll, they do not gain trauma or strain from death.

Phoenix Force

The first time you would be defeated in each encounter, gain 3 strain, and you are not defeated. Roll DISCIPLINE.

20+: You regain full shields and armor.

10-19: You regain half shields and armor.

9-: You regain no shields or armor.

Gravity Manipulation

Vortex

Gain 2 strain to cast this [spell] as a [limited] main [attack] action. Choose a zone within range 8. Each character in the zone must make a PHYSIQUE save or be lifted into the air. A target who fails their save cannot benefit from cover and gains 1 misfire, 1 off-guard, and 1 immobilized. If the target makes their save, they can still benefit from cover, but they gain 1 misfire and 1 hobbled. At the start of each of your turns, you may spend an auxiliary action to maintain the spell. Otherwise, the spell ends.

Upgrades

Levitation

Gain 1 strain to cast this [spell] as a move action. You fly to any point within range 2.

Slam

Gain 1 strain to cast this [spell] as a main [attack] action. Choose a character within range 3. The target gains 1 hobbled, and then they must succeed on a PHYSIQUE saving throw or be moved to a point of your choice within range 2 of its original position. If you slam them into an obstacle, the target takes 1d6 damage. If you try to slam them into another character, that character may make a REFLEX saving throw to avoid it. On a failure, they both take 1d6 damage.

Event Horizon

Gain 2 strain to cast this [limited spell] as a main [attack] action. Choose a zone within range 8. It becomes difficult terrain. All characters who start their turn in or move through the zone must succeed on a DISCIPLINE saving throw or take damage equal to half your DISCIPLINE.

Pyrokinesis

Incinerate

Gain 2 strain to cast this [limited spell] as a main [attack] action. Choose a zone within range 8. All characters in the zone must succeed on a REFLEX saving throw or gain burn equal to your DISCIPLINE. They gain burn equal to half your DISCIPLINE on a successful save.

Upgrades

Inner Fire

When you push yourself to cast a [spell], you may gain burn instead of stress.

Melting Point

Gain 1 strain to cast this [spell] as a main [attack] action. Choose a character or vehicle within range 3. Roll DISCIPLINE.

20+: The target loses all stacks of fortified. It takes 4 damage for each stack lost.

10-19: The target loses all stacks of fortified. It takes 2 damage for each stack lost.

9-: The target loses all stacks of fortified.

Spreading Flames

Gain 1 strain to cast this [limited spell] as a main [attack] action. Consume all burn on yourself or another character within range 8. All other characters in the same zone as the target must succeed on a REFLEX saving throw or gain burn equal to the stacks consumed. They gain half that much burn on a successful save.

Spacetime Manipulation

Blink

Gain 1 strain to cast this [limited spell] as a move action. Choose a point within range 3. Roll DISCIPLINE.

20+: You teleport to the target point and gain 1 empowered.

10-19: You teleport to the target point.

9-: You teleport to the target point, but your position is **compromised**.

Upgrades

Aether Harvest

When you cast Blink, you also gain the benefit of one rally option.

Borrow Time

Gain 2 strain to cast this [spell] as a [limited] auxiliary action. You take another turn after this one. At the end of that turn, you gain 1 stunned.

Reality Shatter

Gain 2 strain to cast this [spell] as a [limited] main [attack] action. Choose a zone within range 8. All characters in the target zone must succeed on a DISCIPLINE saving throw or be teleported to a point of your choice within range 8. Allies in the zone may choose to fail the save.

Technomancy

Energy Drain

Gain 1 strain to cast this [limited spell] as a main [attack] action. Choose a target within range 3. Roll DISCIPLINE.

20+: The target takes 2d6 damage. You gain shields equal to the shields the target lost.

10-19: The target takes 1d6 damage. You gain shields equal to the shields the target lost.

9-: The target takes 1 damage. You gain shields equal to the shields the target lost.

Upgrades

Decoy

Gain 1 strain to cast this [spell] as an auxiliary action. You create a holographic copy of yourself or an ally within range 1. The image moves with the target. Whenever an enemy tries to [attack] the target, they must succeed on a WITS saving throw or they attack the decoy instead. The decoy is destroyed if it takes any damage.

Enchanted Armor

Gain 1 strain to cast this [spell] as an auxiliary action. You or an ally within range 1 gains 2 fortified.

Silver Bullets

When you reload your weapon, you may gain 1 strain to enchant the ammunition in the magazine. Increase your weapon's damage die by one step, and any enemies you hit with this weapon lose all stacks of fortified before you deal damage. This effect lasts until you reload your weapon again or the end of the encounter.

Telepathy

Mind Blast

Gain 1 strain to cast this [spell] as a main [attack] action. Choose an organic character within range 3. Roll DISCIPLINE.

20+: Choose two from the list below.

10-19: Choose one:

- The target makes an immediate [attack] against another target of your choice.
- The target makes an immediate move action of your choice.
- The target gains 1 immobilized.

9-: Choose an effect from the list above, but the target also gets to choose an effect from the list above to apply to you.

Upgrades

Doubt

Gain 1 strain to cast this [spell] as an auxiliary action. All enemies within range 1 gain 1 misfire.

Mind Control

Gain 2 strain to cast this [spell] as a [limited] main [attack] action. Choose an organic character within range 3. Roll DISCIPLINE.

20+: As below, but the target has disadvantage on saves to remove the effect.

10-19: You control the target's mind, and it becomes an ally. It can act again during this round as your ally, even if it has already acted. At the end of each of its turns, it makes a DISCIPLINE save to remove this effect.

9-: The target gains 1 stunned.

Mind Merge

Gain 1 strain to cast this [spell] as a [limited 1] auxiliary action. Choose an ally within range 3. You and that ally become linked. Until the end of the encounter whenever one of you gains a positive condition, the other gains the same condition. If one of you is defeated before the end of the encounter, the other gains 1 stunned and this effect ends.