SHAKER

Art credit goes to: Olivier Pron

This is a fan-created document, based largely on speculation. This guide aims to help inspire the generation of shaker powers for WeaverDice and related tabletop games. All credit for Parahumans works, including WeaverDice, goes to Wildbow.

Shakers are capes with powers that enable them to apply effects over areas. While the effects themselves vary from cape to cape, the ability to affect a large area is the hallmark of a shaker. From the perspective of the Entities, shakers may act as a confound among distributed powers, testing the interactions of known effects with other powers. A shaker power may cross over heavily with another classification, such as blaster, master, or stranger, in order to provide a distinct vector for another type of power.

Shakers occur when a person triggers from facing danger from their environment. This threat is often non-human in nature, and may be a more ambient threat. Dangerous weather, falling debris, and hostile surroundings can all cause shaker triggers.

A Note on Labelling and Classification:

The following are canon notes on the PRT's responses to shakers of various "threat levels". This is not intended to guide gens of PCs or NPCs, but rather to allow GMs to properly label shakers within a PHO/"Know Where You Live" context.

Threat Level	Recommended Measures
2+	- The team is notified of a Shaker classification. - Where possible, the fight's location should be changed with some regularity, to slow the enemy's ability to control the battlefield. - The Shaker should be considered a high priority threat, and should be baited out and taken out of action.
5+	- All individuals should remain as mobile as possible, operating alone or in pairs. - The area should be evacuated, personnel are warned not to rely too much on cover, environmental advantages, or situational advantages. - Confrontations should be drawn out, leaving an area when identified.
9+	Evacuation takes utmost priority.

Shaker Types and Gen Process:

This section includes both effects and various types of vectors for the implementation of a shaker power. As such, the categories below may or may not be mutually exclusive, depending on which two or more are compared. When consulting this guide to gen, the process should first pull themes present in the trigger, and then consult the perspective of the person triggering as well as the threats they face in order to determine which subcategories apply.

The categories are explained more in depth further down in this section. Although there will be exceptions, most shaker triggers will require a choice of an Epicenter (A) option. This is usually prompted by whether the individual perceives themselves or an outside object to be the "focus" of the trigger. The next choice involves what the person triggering perceives to be the target of the harm in their environment in Target (B). These may be bodily harm, a significant other, friend, or belonging, or an abstract quality of themselves. Some gens may stop here, as the genners decide that the themes present have been covered in sufficient quality and they are ready to add an element to the combination of the Epicenter and Target categories.

However, others may find it useful to move into Nature (C) and Interference (D). Nature deals with the familiarity of the person triggering with their surroundings. This may be a familiar situation turned hostile, an unfamiliar <u>and</u> hostile one, or a hostile situation that focuses on internal struggles and personal "balancing". Interference involves complicating factors regarding information. The person triggering may be missing important context for the situation they face, or may have it laid out clearly for them but are nonetheless unable to "solve" the situation. These categories exist to provide additional mechanics to a power if a clear concept does not arise from Epicenter and Target alone. Addendum (E) provides additional options for other complicating factors in the trigger. These categories may rarely be used, but can add a fun "twist" to the shell of a power in order to give it more interesting mechanics that align with the trigger.

List of shaker subcategories:
1. Category A- Epicenter
   a. Aura
   b. Anchor
2. Category B- Target
   a. Woe
   b. Adorn
   c. Barrier
3. Category C- Nature
   a. Warp
   b. Tempest
   c. Kinesis
4. Category D- Interference
   a. Sprawl
   b. Locus
5. Category E- Addendum
   a. Control
   b. Tide

Category A- Epicenter
Aura shakers arise from situations in which the person is clearly (or clearly perceives themselves) to be at the center of the threat. This often, but not always, involves the person being the "focus" of their environment, rather than it unfolding chaotically around them. Aura shakers have fields of power that follow the cape's movements, either by extending a set radius from their body, rotating at a fixed interval, or unfolding from their position using unique rules for relocating.
Examples:
- Sphere of freezing cold centered on the cape that tracks their location as they move
- Arcing line of accelerated decay that orbits the cape's body slowly
- Rough cone of scorching light that extends away from the front of the cape's body

Anchor shakers occur when the environmental threat they face has an identifiable epicenter that actively or passively produces harm. In a way, the threat is "removed" by one step from the threat that the person faces. Anchor shakers shape or summon an object or discrete point that projects a shaker effect outwards. The degree of durability and mobility that this "anchor" has varies from cape to cape, and may not be able to be

interacted with by enemies or environmental objects, but its destruction always results in the effect ceasing or becoming weaker or more limited in some capacity. Anchor shakers may also create a multitude of smaller objects or fields within an area of effect. Examples:

- An obelisk of stone-like material that projects spikes outwards in waves at intervals.
- Empowering an object with a touch into a "battery" that summons an intense localized lightning storm in its vicinity.
- Deep pits of boiling tar created randomly within a designated area.

Category B-Target

Woe shakers manifest in situations in which the physical danger or potential harm in the environment is especially poignant. This does not require that the person themselves becomes injured, but just that the situation around them presents clear bodily harm to them in an immediate capacity. Woe shakers produce effects that are directly harmful to others. This often, but does not always, lean on an elemental effect. The effect may "hone in" on enemies within range. There may be other complications presented by the effect a woe shaker produces, but the emphasis is on damage and injury. Examples:

- Bristling tracts of bladed "grass" that swerve towards enemies that enter them.
- A field of pure fire that sweeps over everything in its radius persistently.
- A bubble of ricocheting chunks of rubble that shatter into smaller shards on impact.

Adorn shakers arise from situations in which the danger or threat presented to them is more abstract than physical. It may be a danger to their reputation or to something precious other than their safety. Adorn shakers tend to overlap heavily with another classification, such as stranger, master, or trump. These shakers produce effects that are non-physical in nature, or only interact with physical objects in limited ways. They may project effects that are beneficial to their allies, abstractly detrimental to enemies, or limit the environment in obtuse or covert ways. Examples:

- An aura that grants designated allies bonus mental fortitude and resistance to pain.
- Squalls of ethereal rain that render surfaces struck by it blurry and indistinct, scaling with range from viewers.
- Constant aura that produces ringing headaches in all within it.

Barrier shakers are created by situations where the person has a distinct desire to protect another person, a cherished belonging, or themselves, often from a more specific aspect of the environment rather than as a whole. The danger to this focus is often of a more physical variety, rather than abstract (which would often fall under Adorn). Barrier shakers focus on creating defensive emplacements. Forcefields and other "hard light" constructions often fall under this umbrella.
Examples:
- Hard light columns that isolate their interior entirely from the outside.
- Large "forge" that periodically spits out levitating metal shields.
- Hovering portals that intercept and "swallow" incoming projectiles.

Category C- Nature
Warp shakers arise in situations where the environmental threat that they face was previously familiar and safe or otherwise ("normally") benign and understandable. This may have been due to a sudden change in the environment, or a revelation about its nature that presents an immediate threat. Warp shakers manipulate the environment as it exists, without adding or removing fundamental qualities of their surroundings. This is distinct from Kinesis shakers, who manipulate their surroundings with vectors of force and movement. Warp shakers change the shape, size, and scale of objects and areas in more prominent ways, and depend on bending the environment to their whims to excel in combat.
Examples:
- Aura that renders flat edges on all objects razor sharp.
- Generator that produces a "ripple" wave effect through its immediate surroundings.
- Massive field that increases the size of all inorganic objects by double.

Tempest shakers arise when the threat faced is unfamiliar or inherently foreign to the person. This can overlap with Sprawl shakers, who deal with missing information and chaos/confusion, but Tempest shakers may simply be new to the threat they face rather than lacking understanding of it due to missing context or hidden information. Tempest shakers create or remove material and energy from their environment as part of their effects. This may involve interaction with extant material, but does not focus on altering it. Shakers may be a crossover of Tempest and Warp, but this is rare and will typically favor one effect with the other as a side effect.
Examples:
- Massive walls of ceramic that burst from nearby surfaces.
- Creating portals that forcefully expel magma from their entrance.
- Rolling waves of indistinct flesh that shimmy into crevices and orifices.

Kinesis shakers arise from situations where the person is able to act mostly unimpeded, but is walled in or hindered by issues with complicating context, or experiences internal turmoil that prevents them from escaping or rectifying the situation. The threat they face is not necessarily more abstract, but rather slightly removed or personally impactful rather than immediately dangerous or restraining. Kinesis shakers function by way of exerting force or movement on objects in their vicinity. The most common expression is some form of telekinesis of some variety. Kinesis shakers are often limited to manipulation of inorganic objects, although this can sometimes be a vector for manipulation of people in specific circumstances. Manipulation of gravity often falls under Control or Kinesis.
Examples:
- Ability to fling objects, with weight tolerance inversely related to level of control in aiming the fling.
- Aura that imparts additional momentum to objects struck within it.
- Drifting bubbles of enhanced gravity that fling objects away from them as they pop.

Category D- Interference
Sprawl shakers arise when the threat that is faced involves missing factors or information that limit the person's ability to adequately respond to the situation. The nature of the situation may be obtuse by necessity, or the person themselves may simply be missing information they should have. Sprawl shakers tend to feature effects that are massive in scale, but lack in one or more other capacities. They may have powers that are slow to achieve maximum potential, are ephemeral, are generally low in impact, or require specific circumstances to function at peak performance.
Examples:
- Mile-wide field of explosive bubbles, but the bubbles require direct contact and create little damage outside of what impacts them.
- Choking plant growth that expands very slowly but has no upper limit on zone of control.
- Waves of fast-moving, ground-level needles that shoot outwards every several minutes but only last for several seconds once fired.

Locus shakers, as the inverse of Sprawl shakers, arise from situations in which the threat presented is fairly straightforward and "solvable", aside from a specific barrier in their path. Locus shaker triggers can overlap with other triggers, such as striker or blaster, due to the emphasis on a clear, discrete issue, but must have a wider scope or environmental bent to qualify as a shaker power. Locus shakers produce effects that are

small in scale, but make up for it with devastating effects and bonuses to their use. Some Locus shakers will have the ability to move or otherwise manipulate the area of their effect with greater control than other shakers. Whereas a Sprawl shaker may suffer in growth speed, timing, or overall power, a Locus shaker excels at one or more of these areas.

Examples:
- Small cape-centric field that violently explodes anything that enters its diameter.
- Rolling ball of chitin tethered to the cape that stabs out at nearby surfaces and grows rapidly as it travels.
- "Heat wave" sphere that withers all organics within it, but moves slowly and can only travel a few dozen yards from the controlling cape.

Category E- Addendum

Control shakers are created from situations in which helplessness or a lack of control features heavily. This may be helplessness of the social variety, physical variety, or a mix of both. Control shakers generate effects that directly debilitate enemies. The style of restraint will depend heavily on the trigger event (physical for physical helplessness, mental/sensory for social or less physical restraint). While this does often overlap with offensive Adorn shakers, default to a Control shaker when in doubt, as the latter is more common. Manipulation of gravity oftens falls under either Control or Kinesis.

Examples:
- Clusters of barbed insectoid legs that grasp at nearby enemies.
- Pulsing waves of dense mercury "quicksand".
- Largely transparent, toxic mist that induces nausea in those who inhale it.

Tide shakers manifest when the danger they face alters over the course of their encounter with it. The threat may be consistent in location, nature, or some other aspect, while other factors shift and change shape over time. The overall time frame is relatively short, as threats over the course of weeks, months, or years will likely produce a tinker instead. Tide shakers may naturally lean towards trump-esque manifestations, which is natural and acceptable. However, given the strict requirements of their triggers, they tend to be rarer than other shaker categories. Tide shakers feature powers that themselves shift and alter their nature over the course of their use. Similar to the Trump One classification, these may be fixed in one variable and rotate on another. Generally the order and style of rotation is fixed, allowing the cape (and astute enemies) to predict and adapt to the changes as they occur. However, the cape may be able to activate them manually (with a "cooldown", destruction of their existing effect, or other drawback implemented as well).

Examples:

- Spreading tide of freezing water that ignites briefly as it expands.
- Motes of light that offer tactile sensation to the cape and can be activated to produce blinding glare and heat.
- Constant rapid tree growth in the area that produces toxic spores once a set number of trees reach maturity in intervals.

Combining Classifications:

Shakers are a "vector" classification. The label informs how a power is *applied*, but not necessarily what it *does.* As such, shakers can cross over heavily with other PRT classifications. The specific threat faced in a shaker trigger often informs what this other classification(s) will be.

Mover: Mover and Shaker are a common combination among capes, as a widespread environmental danger is likely to produce a desire to flee the area (or at least remove oneself from the immediate threat). This combination is especially likely if the threat is contained to a specific location. For example, a person trying to escape a building that is collapsing around them. Mover-Shakers tend to have a movement enabling ability (flight, teleportation, leaping) that creates an effect either as they leave a location, travel, or arrive at a new location. Alternatively, they may have a shaker effect that can be used to propel themselves and others, such as warp gates, pillars of material, or gravity alteration.

Brute: Brute-Shakers may arise from scenarios in which an individual is injured by a feature of their environment which continues to present further threat. The type of threat will inform both the damage they acquire (which will in turn inform the subcategory of brute) as well as the type of shaker they trigger as. Generally, a Brute-Shaker will tie both aspects together intimately. Examples include forming armor out of pieces of their effect or environment, or producing an energetic forcefield that radiates immense heat passively.

Breaker: The intersection of breaker and shaker arises when the threat faced is abstract or removed enough to create dissonance within the parahuman. This combination is well-regarded, with the Nature and Morpheus categories of breakers already incorporating elements of shakers. In line with the general rule of breakers, Breaker-Shakers will have access to their effects while in their breaker state (and will possibly cause the effect to cease as they exit it), although these will generally be more powerful or effective as a result.

Master: As with Stranger-Shakers, Master-Shakers result from betrayal, rejection, and ostracization on a wide scale or as a result of institutional factors.Shakers may be blended with the combination of a Master-Stranger, imparting a wide vector of control to an effect that both guides and obscures others. Controller-type masters will be able to set "rules" or specific types of control for living beings in an area around them or their type of shaker projection. Actions, emotions, and perceptions may all be subject to modification or limitation. Summoning-type masters will instead be able to control minions that are either weak but numerous, or blended deeply with the environment. They may be able to place "hives" that produce swarms of weak minions that are regenerated at a steady rate.

Tinker: "Bad situations" and environments that present constant threat are a commonality between shakers and tinkers. Tinkers with separate shaker powers are rare, as the time frame differential between them will usually sort a parahuman into one power or the other. However, tinkers that are able to replicate shaker effects are quite common. Hoses and Engines are common pieces of tinker tech that apply shaker-like effects to their environment. Additionally, the broad Architect category, and to a lesser extent Immolated subcategory, generally produce tech that replicates shaker effects in some capacity as part of their core methodology. The timeframe of the trigger should inform whether the resulting parahuman is a tinker or shaker, but ambiguity in the situation should inform the variety of tech a resulting tinker can access.

Blaster: Blasters and shakers commonly overlap, as evidenced by the now-defunct Nuker classification. The combination arises when an approaching threat is complicated by environmental factors. Being hunted through dense, choking foliage as a hunter with a gun stalks you, or watching an oncoming car rush towards you while you struggle through wet cement would both result in a Blaster-Shaker. Among blasters, the Ruin subcategory, as well as Impact and Barrage to a lesser degree, incorporate shaker effects on a blaster "stick". These are all ranged attacks that either expand to hit larger areas, or attacks that leave lasting marks on the environment around the point of impact. Grenades, concussives, rays that impart an environmental effect, and "walls" of projectiles all rely on shaker elements.

Thinker: Thinker aspects are common in many triggers, as mental strain and anguish are inherent to trauma. Thinker-Shakers are no exception. Situations in which missing information, inhibitions, or limited time ramps up anxiety and stress will lead more heavily to these combinations. Zone thinkers trigger as a result of being "smothered" by contextual factors. These parahumans will either have thinker senses that extend

outwards or cover a designated area, or will have their senses enhanced through some aspect of their shaker projections (e.g. 360 degree vision from their projected spikes). The latter option should be used if thinker aspects are present in the trigger, but are not the primary focus. Additionally, effects similar to the latter can be added by many perks and bonuses, making their inclusion in the initial gen process often redundant.

Striker: Striker-Shakers arise when the environmental threat faced presents clear obstacles and leans towards "in your face" danger. Rumble and Swathe strikers exemplify this combination. The former leads to sudden danger and obstacles arising in the environment, while the latter expresses itself as a situation slides downhill over the course of an encounter, becoming increasingly harder to solve or prevent. Striker-Shakers have effects that they apply at very close range, either leaning towards projecting smaller, closer shaker effects (as in the case of some Locus shakers), or applying a larger area of effect through contact with a target or object. The dangerous nature of many striker triggers will tend to impart more deleterious effects than utility based ones, especially when the inherent threat of a shaker trigger is involved.

Changer: True Changer-Shakers are fairly uncommon due to the difficulty of outside threats prompting an explicit threat to self-identity. The primary ways in which this combination can manifest occur with the Extend changer skin and Ripple changer transform. The former combination occurs in situations in which the individual has an identity explicitly tied to a job or role, or features gluttony predominantly. The latter is a result of identity being tied to a place. Extend changers will have long, shaker-like reach or blend their forms with sections of the environment. Ripple changers alter the environment as they change, often with an emphasis on utility-based changes to their surroundings.

Trump: This combination is partially accounted for by both the Trump Six and Tide Shaker subclassifications, albeit in different capacities. Trump-Shakers trigger from situations where powers are in place (whether they are aware of them or not), but in a way that does not directly target the person. Being trapped in a burning building from a pyrokinetic's reckless power use, or being subjected to mass emotion control in the midst of a larger crowd and attacking your family would both likely give rise to a Trump-Shaker. The powers of these parahumans will tend to shift on fixed schedules, or offer multiple modes that can be accessed as needed. They may be able to alter or nullify other powers in an area instead, focusing on changing the "rules" of the battlefield rather than counteracting a specific foe.

Stranger: Strangers and shakers can overlap heavily, due to the nature of threat of unwanted attention often being wide-scale and contextual. Aggression, threats, and other stigma from a larger group of people can result in a Shaker-Stranger. Often these will tend towards the more abstract shaker varieties, such as Adorn or Aura shakers. These parahumans will use shaker vectors to apply stranger effects. These can be illusions, effects that obscure senses, or disperse the parahuman over the scale of the shaker effect in a way that allows them to effectively infiltrate locations or evade detection.

Secondary Shakers:

Parahumans with another power as a primary or with multiple powers, the shaker power being one, are considered Secondary Shakers. Secondary Shakers are simpler, with a lot of the extraneous stuff stripped away. New powers generated from milestones tend to be secondary ones.

The effective 'type' is vastly simplified to one of the following, mapping roughly to the above types. Only one or two themes may be drawn from a trigger where the shaker power is secondary, leading to reduced options to label the power. Due to the highly personalized nature of shaker powers, these types may be used as rough guidelines to build from rather than strict templates. Multiple secondary categories may be selected and combined to form a clearer picture of the resulting power (e.g. Radiance x Punish), although each can be used independently.

Sample secondary shaker effects:

Radiance (Aura)- Choose damage or restraint (ignore if combining with another subtype specifying effect). Projects a 15' radius (30' diameter) field centered on the cape. Damaging/restraint effects apply lesser wounds (if damage) and effects, have DC 3/4 checks for enemies (for damage/restraint). Creation of aura is partial action, dismissal is a free action. Foes make Endure checks (for damage) or Strongarm checks (for restraint) the first time they enter the field in combat, or if they end their turn within it.

Beacon (Anchor)- Choose damage or restraint. Summons a solid object acting as an effect generator at a point within 30' of the cape as a committed action (can be dismissed as a free action). The object projects a 30' diameter aura of effect and is otherwise immobile. Damaging/restraint effects apply lesser wounds (if damage) and

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effects, have DC 3/4 checks for enemies (for damage/restraint). Object has two wounds, and has resistance to lesser bashes (roll 1d2 for success of attack). Foes make Endure checks the first time they enter the field in combat, or if they end their turn within it.

Punish (Woe)- Choose shock, burn, pierce, or cut. Damaging elemental or physical effect deals lesser wounds + effect, or moderate wounds and effects if saving roll is failed by 2 or more. Area of effect is 20' radius, set in the environment as a committed action, and remains as long as the cape is within 60' of its closest edge. Foes make DC6 Endure checks the first time they enter the field in combat, or if they end their turn within it. Dismissal is a free action. Inanimate objects within the field receive the damage at the end of the cape's turn.

Bestow (Adorn)- Beneficial effect for allies gives a one pip bonus to one stat, plus a temporary skill pip in one skill related to that stat. Area of effect is 20' radius, set in the environment as a committed action, and remains as long as the cape is within 60' of its closest edge. Skill and stat pips last as long as allies remain within the area. Enemies designated at the time of creation cannot gain benefits from the field. Dismissal is a free action.

Shackle (Control)- Restraining effect 20' in diameter set into the environment as a committed action, and remains as long as the cape is within 60' of its closest edge. Enemies must make a DC 5 Dodge check to avoid being restrained. This check can be repeated as a Strongarm check on their turn as a partial action to free themselves. This check is made the first time an enemy enters the field in combat, or if they end their turn within it.

Invigorate (Warp)- Twists the shape of an object between the approximate sizes 5' x 5' and 20' x 20' within 60' of the cape as a partial action. This twisted object can be made to attack anything within 5' of it if smaller than 10' x 10', or within 10' of it if larger, on the cape's turn as a committed action, dealing a moderate bash and using the "Sent Flying" wound effect. This attack is made using the cape's Wits stat for rolls. If the object is destroyed in a way that causes it to lose 50% or more of its mass (wound count depends on object), the cape loses control of its parts.

Conjure (Tempest)- Choose shock or burn. Summons a portal 5' by 5' as a committed action within 60' of the cape. This portal cannot be destroyed, and deals the same effect as its output if touched. At the end of the cape's turn, the portal expands its area of influence by 5' (i.e. first turn has 5'x5' area, second turn has 10'x10' area, etc.). This area of influence deals a moderate shock or burn wound + effect to any enemy who enters the area for the first time in combat, or ends their turn within it. This can be prevented by the enemy with a DC5 Endure check. The maximum area of influence is 50' by 50'. Inanimate objects in the area of influence receive a lesser wound of the appropriate type at the end of the cape's turn. The portal and its area can be dismissed as a free action. The cape does not need to remain near the portal for it to exist.

Bulwark (Barrier)- Summons a 2-dimensional levitating barrier 10' by 10' anywhere within 60' of the cape as a committed action. This barrier prevents attacks from the direction it faces, chosen upon creation. It prevents all movement through it, has two wounds, has resistance to all lesser wounds (roll 1d2 for success of the attack), and ignores wound effects. This barrier can hold up to 300 lbs. before dispersing, and lasts until destroyed or dismissed. The barrier does not impede movement of the cape, and can be dismissed as a free action.

Pulse (Kinesis)- The cape may emit a wave of kinetic energy as a committed action. All characters within 15' must make a DC5 Strongarm (Brawn) check to avoid being thrown backwards 5' and knocked prone. If there is not enough room for a character to be thrown, they instead receive an effectless lesser bash and are knocked prone instead. All objects less than 300lbs. and not tightly secured are thrown 5' as well. Flying objects sent flying into another character and not dodged or blocked deal their damage and effects as if thrown, or apply a lesser bash if not normally throwable. The DC for flung objects is 5.

Drape (Sprawl)- Choose pierce, cut, or bash. As a full round action, the cape projects a field 100' in diameter outwards, centered on their location. This field remains where it was created until dismissed. At the end of the cape's turn, all enemies within the area of effect must make a DC1 Dodge check to avoid receiving a lesser wound + effect.The DC of this check increases by 1 at the end of each of the cape's turns, up to a maximum of 6. Inanimate objects are unaffected. This field can be dismissed as a partial action.

Hone (Locus)- Choose a damage type. The cape projects a field 10' in diameter up to 20' away from themselves as a committed action. This field can be moved up to 20' in a turn as a committed action, anywhere within 60' of the cape. Enemies in the path of the field must make a contested check (Dodge vs. cape's Wits) to avoid being caught. Caught enemies receive a moderate wound + effect and a lesser effect of the same type. The cape is immune to their own field, and can dismiss it as a free action.

Veer (Tide)- Choose a damage type. As a committed action, the cape can produce a 20' by 20' pool of material within 60' of themselves. This pool is considered to be hazardous terrain, and requires double the usual movement to traverse. As a committed action, the cape may activate the pool, causing it to erupt in a flurry of material matching the chosen damage type. Foes within the pool must succeed on a DC5 Dodge or Withstand check to avoid taking a moderate wound + effect. The cape must remain within 100' feet of the pool to activate it, although it can remain as long as desired, and can be dismissed as a free action.

Shaker Bonuses:

Does the cape feel weak? Is something missing? Roll to see what fits:

#	Result	Details
1	**Fool**	Shaker gets +2 skill points, then +1 Wits or +1 Athletics.
2	**Magician**	Gain 3 skill points or 5 skill points in one of the following skills: Awareness, Investigation, Evasion, Reflexes, or Acrobatics. If taking the three skill points, then gain the ability to add an additional die when rolling the chosen skill while inside of your own power radius.
3	**Priestess**	The passenger and the shaker are in sync, operating on similar wavelengths. With this augment and with each milestone they achieve, the shaker can

		expand their options; they either gain a new variant on the manner in which they can project their field, often similar to the first (see secondary shaker powers, above), or they gain a variant on what they project (from fire to sparks or snow to ice shards). Over time, they build a repertoire of options. Further, from here on out, if they would roll to determine what they improve or what suffers, (ie. improving power, range, scope, versatility, etc) they can pick instead of rolling. When rolling on this table, they can choose to roll twice and pick one option, though they do not pick the sub-option, or they can choose to pick the sub-option they prefer).
4	**Empress**	The parahuman can channel the energies they would normally display to show off. They might manifest veins that crackle with electricity, make their eyes glow, or have their hemokinetic blood power form a sigil on their chest. Gain +1 Social so long as they've manifested their power in the last minute, and are always considered to have their choice (made once) of the Emblem, Icon, or Unique costume features. Alternately, they gain the costume feature noted above and the option of using an abbreviated manifestation to restrain or disable foes.This is a 15' range focused effect, using Wits vs. the enemy's Ath check, and after use, the shaker can't use their power for 1d3 rounds. Another interpretation might stagger & push foes back 5' per point by which they failed the contested roll, if restraint doesn't fit the shaker's element.
5	**Emperor**	The parahuman can channel their power into their costume, provided it is made of an appropriate material (requires Material

minor quality). While they're so equipped, one of the following applies (picked as this augment is rolled, leaning toward the most appropriate):

- They gain the Armor costume benefit. When their last available armor slot (including worn armor) is broken, they detonate, pushing all foes within ten feet away by 5' and leaving a patch of [environmental effect, see shaker's element] behind in the area. On erupting, they get +2 to blocks until the start of their next turn. Once detonated, this augment is lost until the parahuman rests for an hour.

- They gain the Combat costume benefit, and their non-weapon melee hits now either inflict a lesser wound in addition to attack damage or they inflict the shaker's effect on top of the standard attack damage and effect.

- They gain the Flowing costume benefit. After dodging an attack in this way, they get +1 to hit on their next attack (bonus lost if they get hit in the interim). After hitting a foe, the Flowing bonus grows to 1-3 against that foe for the next round.

- They choose a damage type (bash, slash, pierce, burn, rend, shock). They reduce damage from that damage type by one step, and gain their choice of either becoming immune to fall damage or having the 'heavy' quality when it would benefit them (reducing distance thrown/pushed).

6	**Pope**	The shaker can choose an appropriate weapon trait or lesser elemental effect and have it apply to all melee weapon attacks thereafter. They gain an additional trait per milestone they have accumulated/pick up thereafter, but can only have three in total before they must start stacking one (ie. repeatedly taking added damage to scale up damage done). Traits can be chosen from different weapon types. As a second option, the shaker's attacks are so intense they can't be ignored, in part because of the shaker's personal augmentations flowing through the item. Missed attacks deliver a lesser wound effect (but no wound).
7	**Lovers**	Gain ability to temporarily extend shaker effects outside their normal bounds. If an individual or object normally affected by the power is located within 5' of the edge of a shaker effect as the cape creates moves, or activates their effect, they may elect to include that individual or object as if they were inside the effect, effectively extending the effect outwards in one direction by an additional 5' by 5'. The DCs for any checks made by these added individuals are reduced by 1.
8	**Chariot**	The shaker's power facilitates movement more easily. The cape's movement per round as a partial action is increased by 15' if they are within their own power effect. Alternatively, effects that would reduce the cape's movement while in their effect do not reduce it, and the cape has +2 Athletics for the purposes of clearing larger obstacles.
9		The parahuman can defensively manifest

| | Strength | their shaker power or an aspect of it while within the effect. This can have a short-range version, activated on melee attacks, wherein the parahuman reflexively manipulates their power in an effort to deflect an incoming attack. This requires a Wits check, and on a success, hits foes within 5' with a lesser wound or weak shaker effect while reducing the incoming damage by a step. Hit foes are pushed back unless they're large/heavy. Cannot be done again for 1d3 rounds.

Alternatively, the defensive manifestations are focused on long-range. Anticipating incoming shots, the parahuman blocks or beats the bullets or projectiles down. This requires a Wits check (to beat enemy attack roll) and a higher attack roll. If successful, the incoming attack is negated (if moderate or lesser) or made moderate in severity. If only the Wits roll succeeded, the parahuman gets +1 to their defensive roll all the same. Can be done against one attack per round, with no other limitations or penalties for use. |
|---|---|---|
| 10 | Hermit | The parahuman generates additional, "packaged" versions of their shaker effect on or near their person as they use their power. Each package requires something to maintain. They get one at the outset of using their power and one per two rounds, but they take a -1 penalty to a stat (chosen in advance) while keeping the package at the ready. The package might draw on their physical strength (Brawn), fall to the ground if they move too abruptly (Athletics), require concentration to maintain (Wits), etc. These packages tend to cap at 2-3. Packaged effects can be activated as part of another action (movement, attack, etc.) for free, and allow the parahuman to place a smaller |

		(typically between 25-75% of normal) version of their normal shaker power into the environment, provided the new area of effect has some overlap with an existing area. Alternately, pick two: • The parahuman gets a round's full rest per 2 turns spent inside their effect, re-enabling some abilities and options without needing to slow down. • Other augment-and-bonus special attack options that have a timer have that timer reduced by 1 round (including the bullet point listed just above). • The duration of wanted effects from own powers (including negative effects on enemies) is extended. • The duration or effect of unwanted effects and penalties from own powers (exhaustion, vulnerability) is reduced.
11	**Wheel**	Enhanced awareness of the element that the parahuman generates with their effect. In addition to being able to sense [heat, electromagnetics, strong air currents, cold, concentrations of water, large solid objects, metal, wood, specific emotions] and potentially map out areas, the parahuman can ground themselves and negate the effects of confusion. If the key element is very common, then the parahuman likely cannot detect small concentrations (ie. held items) or faster-moving (ie. a running person) concentrations. If uncommon, they might be able to easily track individuals they've struck with their power, unless the duration of side effects have ended and the target took time to clean themselves

		off. The second option is that the parahuman can make their eyes glow, becomes immune to blinding effects, and gains the ability to see in the dark (with darkness no longer affording enemies a bonus to sneak).
12	Justice	Every 5th round of constant effect maintenance is enhanced in size, damage, and effect, becoming harder to defend against (-1 to defense rolls), advancing the damage done (lesser -> moderate -> one moderate and one lesser -> two moderate -> critical) and extending the effect, where possible. Count resets after 15 minutes of rest, after which point the blaster must start over. Foes must be hostile, legitimate threats present nearby, if not in the effect. Alternately, the parahuman gains another possible execution to their shaker power, one that makes them more effective at melee. They either manifest energies at their hand on one turn and can strike a foe with those energies on a subsequent turn (transmitting the power's effect), or they manifest it around a melee weapon, imbuing it, delivering the weapon damage but damaging the weapon on impact (weapon loses one quality, is destroyed when it has none). An attack augmented in this way delivers an added moderate wound and the elemental effects of the shaker's power. They can hold the effect on hand or weapon as long as they wish, but lose it on delivering a melee hit. Shakers which already had melee or striker options may instead gain increased facility with those options (such as not damaging or destroying weapons), or

		increase range or accuracy when attacking this way.
13	**Hanged**	The shaker gains an element through which they can express their powers. If they already had an element, it's related to it (Fire might become smoke, or magma, or sparks, or red hot metal, or steam). They can toggle between the two elements, with a 1d3 round transition period to swap where they don't get the benefits of either, or get only the benefits that make sense for both. If they didn't already have an element, they can allow energies to bubble forth from existing structures or affected materials, or something in this vein, changing the way they function for a limited time before returning to normal, with elemental augmentation to existing effects. May last a set number of rounds (ie. 3), and persist a round longer for every round they continue to dish out damage or hold back other powers or attacks. New elements draw inspiration from the trigger.
14	**Death**	Effects damage or bypass armor. The first successful application or use of an effect each turn removes one costume benefit from the target hit before determining if armor, protection, flowing or any other costume qualities apply. Alternately, gain a lockdown effect to their power. Against the unpowered, gain +2 to hit, restrain, or block. If the target is already prone (for restrain) or has one wound remaining after an attack (hit), they automatically become restrained or lose remaining health and roll again for death or unconsciousness, taking the lower result. Against the powered, grants a flat

		+1 to affect or block if the target was successfully affected or blocked the last turn, non-stacking. This effect renews every 1d6 rounds if successful.
15	Temp'ce	Guts rolls to stay in the fight are no longer penalized for additional wounds (a 1 still fails if it would fail without this effect in play) while inside the shaker effect. In addition, the shaker has a 25% chance to ignore any penalty to ability scores that would reduce an ability score to 2, a 50% chance to ignore effects that would reduce an ability score to 1, and a 100% chance to ignore effects that would reduce an ability score to 0.
16	Devil	The shaker can push their power past the limits the manton limit would normally allow. In the wake of their power's use, their body shakes with pain and they're left gritting their teeth, flesh seared or damaged with veins of power slowly receding. They gain one of the options below, but use of said option means they suffer a lesser wound and there are lingering signs they used their power until six hours pass or they get medical care. If they already have a lesser wound, it advances to moderate, and if they're full up on moderate wounds, they suffer a critical wound instead (effectively regeneration in reverse). The wound comes with no effect. The options are (choice made once, locked in): ● Rolling explosion. Unleash raw energies. All foes within 15' of the cape must pass a defensive roll or suffer a moderate wound, a lesser wound, and the effects of the shaker's element or effect, while being pushed away to the edge of the effect. Foes that pass their defensive rolls suffer a lesser

		wound instead.
		- Tap into other options at a cost of harming oneself. Use shaker's choice (choice made mid-combat, can choose different options each time) of the secondary shaker effect options. The effect is 5' wider on all sides than usual. - Tap into other energies at a cost of harming oneself. Use a different (but somewhat related) shaker element. Three options are usually given at the time of this option being taken. Further, the environmental effect is exaggerated in area and intensity (typically raising DC by 1 and area by 5' on all sides). - Go breaker. Gain some tertiary benefits relating to the element, damage taken is taken in the form of ability damage (lesser = 1 point of damage, moderate = 2), and gain some minor breaker powers, like floating or added attack or movement capabilities. Damage is postponed until the breaker effect ends, and is delivered once per round the parahuman maintained the breaker effect. Said damage cannot kill the parahuman, but can knock them out.
17	**Tower**	Shaker effects damages the mundane environment within or around it, negating cover and directly exposing people normally outside of its effects to it. If the effect would normally remove or destroy cover, it instead does so violently when created, moved, or activated, and staggers all using the environment for

		mobility, cover, or vantage points.
18	**Star**	The character gets a minor secondary power in another classification, one of the subtler disciplines: Stranger, Changer, Tinker, or Thinker. The power typically touches on the shaker's element or effect. Use of this secondary power requires warming up, and has a 50% chance of failure (oft with headaches or another status effect, while being disabled for 15 minutes to an hour, depending on the ambient conflict) if they aren't in combat and haven't used their effect already. Other options for drawbacks include locking out the effect for 1d4 rounds or causing a wound to the user on a rolled 1 (rolls are presumed involved in this case).
19	**Moon**	The character gets a minor secondary power in another classification, one of the wider-reaching disciplines: Blaster, Brute, Mover, or Master. The power typically touches on the shaker's element or effect. Use of this secondary power requires warming up, and has a 50% chance of failure (oft with headaches or another status effect, while being disabled for 15 minutes to an hour, depending on the ambient conflict) if they aren't in combat and haven't used their effect already. Other options for drawbacks include locking out the effect for 1d4 rounds or causing a wound to the user on a rolled 1 (rolls are presumed involved in this case).
20	**Sun**	The character gets a minor secondary power in another classification, one of the more intense disciplines: Striker, Breaker, or Trump. The power typically touches on the shaker's element or effect.

		Use of this secondary power requires warming up, and has a 50% chance of failure (oft with headaches or another status effect, while being disabled for 15 minutes to an hour, depending on the ambient conflict) if they aren't in combat and haven't used their effect already. Other options for drawbacks include locking out the effect for 1d4 rounds or causing a wound to the user on a rolled 1 (rolls are presumed involved in this case).
21	Judge	The shaker sheds some of their human limits. Pick two: ● They gain some degree of nourishment from whatever their element is. Pyrokinetics might gain food from heat sources. An emotion shaker might draw nourishment from human misery. So long as the food source is available, the shaker spends a little less on an ongoing basis, and is considered to be having top-notch meals all the time, for morale tiebreakers. ● Manton limits regarding the shaker's element or effect are improved, or are extended to include related elements, well beyond the usual. Fire immunity might now become more about 'energy' and encompass electrical damage. Can be immunity or resistance, depending on how common the element is. ● The shard has a higher active role in the shaker's mind; negative mental effects that would be

		instilled have a 50% chance of failing. Further, Parahumans attempting to dig into the parahuman's mind or emotions or using other senses to track the parahuman may suffer a backlash, often themed around the element. Severity of backlash depends on intimacy and directness of the read. Ambient clairvoyance that includes the parahuman in the area might lead to a cape feeling colder by the second. Reading the cape's emotions or memories might deliver a lesser wound in addition to chilling the prying cape. Physical effects are purely psychosomatic/hallucination and fade after rest. Being affected in this way informs nearby individuals that something is really weird with the prying cape.
		● The shard will try to keep the shaker alive. When the shaker is on the brink of death and fails their Guts check, they collapse and enter a hibernation state. They do not die unless they are finished off. One week recharge.
		● The shaker's lowest stat gains a stat point.
		● The shaker's highest stat gains a stat point. Determine randomly in case of tie. Cannot be taken with the other stat point.
22	**World**	Choose another option (if multiple options were rolled) or roll two power perks and pick one.