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A P	
* RARE TECHNIQUE	
AIR CUSHION	AIR SCOOTER
 EVADE & OBSERVE	EVADE & OBSERVE
Soften the blows an ally takes and get them back on their feet faster. Mark 1-fatigue to clear 2-fatigue, one condition, or any one status from an ally within reach who was struck by an attack this exchange.	Summon a ball or ring of air under yourself. While riding it, you are Favored. You can sacrifice your air scooter to avoid marking fatigue or conditions when you are struck by an attack.
	manning larger of contaitons men you are shown by an alcont
AIR SWIPE	BREATH OF WIND*
 DEFEND & MANEUVER	ADVANCE & ATTACK
Prepare to cast an arc of pressurized air to knock away incoming attacks and throw enemies off-balance. If any enemy	Exhale mightily via pursed lips. Mark 1-fatigue to knock down a single target and inflict Stunned on them unless they mark 4-
 attacks you, you may mark 1-laugue to cast the arc and block of divert the strike. If no enemy has attacked you by the end of	fatigue.
 the exchange, you may cast the arc to inflict 2-fatigue on up to three enemies.	
BREATHLESS GALE*	CANNONBALL
ADVANCE & ATTACK	ADVANCE & ATTACK
Pour forth a terrifying gale that makes it impossible for others in the area to breathe. Mark 2-fatigue. Everyone in the area	Rush forward with the might of the wind behind you and crash into a foe. Mark 1-fatigue to target a foe you aren't currently
 becomes impaired event for your if they are already impaired by breathleanness, they become Stypped	engaged with and rush at them. You become engaged with them (disengaging with other current foes) and inflict a condition on them.
	on ment.
 CUSHION THE FORCEFUL FIST*	CLEAR THE WAY
	DEFEND & MANEUVER
EVADE & OBSERVE	DEFEND & MANEUVER
 Put a cushion of twisting air around your body that keeps physical strikes at bay. Mark 2-fatigue to become Favored; you are immune to hard, physical, forceful attacks and blows (a hurled rock, a direct and forceful blast of flame, a jet of water) until	Use a blast of wind to clear a path past foes and obstacles. Mark 1-fatigue and choose your destination; you blast a path clear to that place, with no foes or vulnerable obstacles in the way. Foes may mark 3-fatigue to avoid being moved by this
 immune to hard, physical, torcetrul attacks and blows (a nuned rock, a direct and torcetul blast of name, a jet of water) until the end of the next exchange.	blast. You become Favored if you use this path next exchange.
 DIRECTED FUNNEL	EXPLOSION OF AIR*
ADVANCE & ATTACK	ADVANCE & ATTACK
	Bring air into a tight, compact form and then let it loose, blasting wind outward with great force. Mark a condition. All combatants engaged with you or in the area become Impaired and must mark 1-fatigue. If they are already Impaired, they
toss an appropriate small object into the funnel inflict 2-fatigue on a target within reach for each ally who does.	become Stunned. A group foe struck by this effect instead must mark 4-fatigue.
FLATTEN*	GALE SLICE
EVADE & OBSERVE	ADVANCE & ATTACK
 Send a crushing gale upon a foe beneath you. Mark 2-fatigue and choose a target physically below you; the gale wind	Cast forth a thin, cutting edge of wind that can pierce wood or stone. Mark 1-fatigue; your target must avoid the blow,
smashes them down to the earth, inflicting Stunned and 2-fatigue. You may mark an additional 1-fatigue this exchange—and	marking 3-fatigue, or take the hit, marking a condition and allowing physical objects on them-armor, a weapon or item in
 at the beginning of each future exchange—to keep them pinned by the air, inflicting Trapped upon them until they pay the	their hands-to be cut. If they have no physical objects to help absorb the blow when they take the hit, they mark a second
cost to escape.	condition. If they avoid the blow, then treat it as if you had used Smash against the environment behind and around them.
GLIDING TAKEOFF	GUST ESCAPE*
EVADE & OBSERVE	ADVANCE & ATTACK
	Release a sudden twisting wind to throw yourself out of the way of an incoming attack. Mark 1-fatigue. You cast yourself
Take to the air with your glider to escape the scrum around you. Mark 1-fatigue, become Favored, and disengage with any combatants around you, and then re-engage with a combatant of your choice within reach.	backward and away from an incoming attack; cancel that attack and all its effects. You may use this technique anytime in the Advance & Attack approach; if you have already used all your available techniques in this exchange, you can become
comparante anoune you, and then re-engage with a comparant of your choice within reach.	the Advance & Attack approach; if you have already used all your available techniques in this exchange, you can become Impaired until the end of the next exchange to use this technique as well. You cannot use this technique if you are Impaired.
	REFLECT PROJECTILES'
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EVADE & OBSERVE	REFLECT PROJECTILES* DEFEND & MANEUVER Ready vourself for return incoming projectiles (arrows, rocks thrown with earthbending, knives, iddes, etc.) at an attacker.
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	Attune yourself to the ebb and flow of winds around you so you become aware instantaneously. Mark 1-fatigue and become Favored. Next exchange, you may you use and in addition to your other techniques for that exchange, as you sens	use Retaliate regardless of which approach	Hone your awareness to be ready for any of your fees' movements and attacks, even if your senses are impaired or they attempt to strike from a blindspot. If you are impaired due to your senses being disrupted, you lose your impaired status. For the next exchange, at incaduants engaged with you must choose and reveal ther approach before you do, and must choose and reveal any techniques they plan to use before you use any techniques in the same approach.
	SHOCKWAVE*		SMALL VORTEX
	EVADE & OBSERVE		EVADE & OBSERVE
	Leap into the air and hurtle back to the ground, sending a massive burst of preserveryone in the area, including allies, is thrown away, disengaging and becomin	surized air all around you. Mark 2-falgue; g Stunned unless they mark 4-falgue.	Spin a single enemy off the ground on a small vortex. Mark 3-fatigue; your target becomes Impaired and Stunned.
	SMOOTH STRIDE		
	SMOUTHSTRIDE		SQUALL PUSH
	EVADE & OBSERVE		DEFEND & MANEUVER
	Prepare to move quickly while culting the air around you, limiting wind resistance Meark 1-fatigue and become Prepared and Favored. As long as you remain Prepare terrifically quickly and suffer 1-fatigue fewer on any incoming attacks. If you man	ared or Favored in this combat, you move	Spin up a wild storm of winds that casts foes away from you. Mark 1-fatigue. Your foes are cast away from you unless they mark 1-fatigue to plant their feet; if they do, they become Impaired.
L			
	STUNNING STANCE		SUCTION
	EVADE & OBSERVE		EVADE & OBSERVE
	After being struck, keep your stance and momentum and return a blast of wind condition, fatigue, or balance shift upon you with a blow this exchange. Mark 1-	It your attacker. Target a foe who inflicted a attigue and inflict Stunned on them.	Snatch a small object off the ground or from a foe's hand with a sucking wind. The object snaps to your hand unless someone marks 2-fatigue to hold it or block its movement.
	THUNDERING GUST		TWISTING WIND
	ADVANCE & ATTACK		DEFEND & MANEUVER
	ADVANCE & ATTACK		DEFEND & MANEUVER
	Jab at the air around you to send it hurtling forward at incredible speed, catchin, aside. Mark 2-fatigue and inflict 3-fatigue on any foes in the path of your gust. T or be flung backward and away, either into a wall and becoming Stunned or far sunroundings.	hose foes must mark an additional 2-fatigue	Effortlessly flow around blows like the wind itself. For each foe engaged with you who chose an advance and attack approach, clear 1-fatigue and hold 1-momentum. If you advance and attack next exchange, you may spend your momentum instead of fatigue.
	WIND BUN		WIND TOSS*
	DEFEND & MANEUVER		ADVANCE & ATTACK
	Race at high speeds, dodging attacks and seeking escape. Mark 1-fatigue to sit from foes: you don't engage any new foes. If no one re-engages with you or blo you escape the scene.	p to a particular point of escape, disengaging cks your retreat by the end of the exchange,	Throw a large object at a foe with a gust of wind. Choose an object to hurl, and the GM will tell you to mark 1, 2, or 3-fatigue as appropriate for the size (smaller than a person, person-sized, bigger than a person). Your target must either stand strong and take the hit, marking one, two, or three outdinors respectively; or they must move away to avoid the attack, disengaging and marking 1, 2, or 3-fatigue respectively.
		WINGSUIT SWERVE	
		EVADE & OBSERVE	
		Use your wingsuit to rapidly change direction mid-air, throwing exchange, each foe must mark an additional 1-fatigue to target	y your foes off. Mark 2-fatigue and become Favored. Next t you with any techniques.

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* RARE TECHNIQUE	
BURNING RIVER* (LAVA)	DETECT THE HEAVY STEP*(SEISMIC SENSE)
 ADVANCE & ATTACK	DEFEND & MANEUVER
Thrust your hands into the earth and force lava to burst forth from below. Mark 3-fatigue and choose where the lava bursts forth and how it flows in the area. Anybody in the lava's path suffers 2-fatigue and becomes Impaired. Until the end of the	Use seismic sense to detect the instant an enemy is about to move against you. Become Prepared, and at any time during this exchange, you may lose your Prepared status and mark 1-fatigue to interrupt an enemy as they use a technique; they
nour and how it how in the area. Anyoody in the lave a pair some a change and becomes impaired. Only the end of the end o	must mark an additional 3-fatigue or you disrupt their attempt to act, canceling the technique.
DUST STEPPING	EARTH ARMOR
DEFEND & MANEUVER	DEFEND & MANEUVER
Step up into the an on time plana or dust and storie. Advance to a higher position and become ravored and rrepared. Any	Gather earth, crystal, or other available material around you to create armor. Hold 3. Spend one hold to negate one condition or 2-fatigue inflicted upon you. While you have hold, you are Favored. You must spend hold—at least one—
	whenever an incoming attack would inflict fatigue or conditions.
	EARTH LAUNCH
ADVANCE & ATTACK	DEFEND & MANEUVER
	Throw yourself into the air with a massive burst of force. Mark 1.fatigue and become Environ. You diseasage with all fees
Wrap your arm or fist in rock and strike! Mark 1-fatigue; inflict one condition or 2-fatigue. You can also knock your foe out of reach and disengage; they must mark an additional fatigue to resist.	Throw yourself into the air with a massive burst of force. Mark 1-fatigue and become Favored. You disengage with all foes who can't reach you high in the air for the rest of this exchange, but you come right back down into their midst at the end of
 	this exchange.
	EAT DIRT
ADVANCE & ATTACK	EVADE & OBSERVE
	Even the smallest pebble can cause a gator-phant to stumble. Cause a foe to lose their footing. Your target is Impaired and
Sink a foe into the earth itself. Mark 2-fatigue to trap an enemy standing on the ground in the earth; they become Trapped.	unable to choose defend and maneuver in the next exchange.
GROUND SHIFT	IRONSHARD CLOUD*(METAL)
EVADE & OBSERVE	ADVANCE & ATTACK
EVADE & OBSERVE	ADVANCE & ATTACK
 EVADE & OBSERVE	ADVANCE & ATTACK
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-	
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up
 Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1- tatgue. All affected foes become Impaired for an exchange, or Stunned If they are already Impaired.	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition.
Twist the ground lite/f to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1- falgue. All affected foes become impaired for an exchange, or Stunned if they are already impaired.	Throw a cloud of metal shards as if they were knives. Mark 1-faligue to inflict 2-faligue or a condition, your choice, upon up to three largets in reach of each other. If you use this technique against a group, inflict 3-faligue and a condition.
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Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-         faigue. All affected foes become impaired for an exchange, or Stunned if they are already impaired.         LAWA STAR*(LAVA)         DEFEND & MANEUVER         Create a floating, spinning star of lava that can cut through nearly ampthing. Mark 1-failgue and become Favored as long as the star is active. Every time you use the star as part of an attack, you can also cut through or destroy part of the sceney is a figure at the end of each exchange to keep the star active.         METAL BINDINGS*(METAL)         EVALUATE         Catch an energy's limbs in metal you control. They become Impaired and cannot remove the status unless they are able to metalabend or the fight ends. While they are impaired and you are engaged with them, you are Favored.         PACK EARTH	Throw a cloud of metal shards as if they were knives. Mark 1-faligue to inflict 2-faligue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-faligue and a condition.         UNE SKATING*(METAL)
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-fatgue. All affected foes become Impaired for an exchange, or Stunned if they are already Impaired.         LAVA STAR*(LAVA)       DEFEND & MANEUVER         Create a floating, spinning star of lava that can cut through nearly anything. Mark 1-fatigue and become Favored as long as the star is apart of an attack, you can also cut through or destroy part of the sceney as five build be small basic technique, at no additional cost. You may mark 1-fatigue at the end of each exchange to keep the star active.         METAL BINDINGS*(METAL)       EVADE & OBSERVE         Catch an energy's limbs in metal you control. They become Impaired and cannot remove the status unless they are able to metalbend or the fight ends. While they are impaired and you are engaged with them, you are Favored.         PACK EARTH       DEFEND & MANEUVER	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition.         UNE SKATING*(METAL)         DEFEND & MANELVER         Use metal wires (like those common in the air above Republic City) or the edges of metal surfaces to skate rapidly around your environment. Mark 1-fatigue. Become Favored, and shift to a new location, disengaging with anyone you are currently engaged with anyone you are currently engaged with anyone you are currently does at the new location. Other Metalbenders engaged with you can mark 2-fatigue to skote the start surfaces.         METEOR FALL*         ADVANCE & ATTACK         From a high position, drop down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe.         PROBING METAL (METAL)         EVADE & OBSERVE
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-         faigue. All affected foes become impaired for an exchange, or Stunned if they are already impaired.         LAVA.STAR*(LAVA)         DEFEND & MANEUVER         Create a ficating, spinning star of lava that can cut through nearly anything. Mark 1-faigue and become Favored as long as the star is active. Every time you use the star as part of an attack, you can also cut through or destroy part of the scenery as five the star active.         METAL BINDINGS*(METAL)         EVADE & OBSERVE         Catch an enemy's limbs in metal you control. They become Impaired and cannot remove the status unless they are able to metabend or the fight ends. While they are impaired and you are engaged with them, you are Favored.         PACK EARTH         DEFEND & MANEUVER	Throw a cloud of metal shards as if they were knives. Mark 1-faligue to inflict 2-faligue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-faligue and a condition.         UNE SKATING*(METAL)
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-fatgue. All affected foes become Impaired for an exchange, or Stunned if they are already Impaired.         LAVA STAR*(LAVA)       DEFEND & MANEUVER         Create a floating, spinning star of lava that can cut through nearly anything. Mark 1-fatigue and become Favored as long as the star a schew. Every time you use the star as part of an attack, you can also cut through or destroy part of the scherey is basic to chinque, at no additional cost. You may mark 1-fatigue and become Favored as long as the star a cive.         METAL BINDINGS*(METAL)       EVALUATE Cost of the star and you are engaged with them, you are Favored.         Catch an enemy's limbs in metal you control. They become Impaired and cannot remove the status unless they are able to metalabend or the fight ends. While they are Impaired and you are engaged with them, you are Favored.         PACK EARTH       DEFEND & MANEUVER         Lift stone and dirt into the air and pack it together as tightly as possible to create a super-hard ball. Mark 1-fatigue. You may	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up the skattmer (METAL)  DEFEND & MANEUVER Use metal wires (like those common in the air above Republic City) or the edges of metal surfaces to skate rapidly around your environment. Mark 1-fatigue, become Favored, and shift ba new location. Gisengaging with anyone you are currently to stop this motion: If they do, you still become Favored.  METEOR FALL* ADVANCE & ATTACK From a high position, drop down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are Favored with a high position, drap down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe.  PROBING METAL (METAL) EVADE & OBSERVE Event your metalbanding senses to detect vulnerabilities in a metalic larget, including mecha, webides, and stinchares Protected attack an inname target frague, target for the a biding mecha, webides, and stinchares Protected attack in inname target frague in the art suffer fatigue (the counter), then you can use Smash
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Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1- fatgue. All affected foes become Impaired for an exchange, or Stunned if they are already Impaired.         LAVA STAR*(LAVA)         DEFEND & MANEUVER         Create a floating, spinning star of lava that can cut through nearly anything. Mark 1-fatigue and become Favored as long as the star is active. Every time you use the star as part of an attack, you can also cut through or destroy part of the scenery as the star is active.         METAL BINDINGS*(METAL)         EVADE & OBSERVE         Catch an energy's linbs in metal you control. They become Impaired and cannot remove the status unless they are able to metablend or the fight ends. While they are Impaired and you are engaged with them, you are Favored.         PACK EARTH         DEFEND & MANEUVER         Lift store and dirt into the ar and pack it together as tightly as possible to create a super-hard ball. Mark 1-fatigue. You may use Sitike next exchange with this ball no matter what approach you choose.	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. Your choice, upon up the skattmer (METAL)  DEFEND & MANEUVER Use metal wires (like those common in the air above Republic City) or the edges of metal surfaces to skate rapidly around your environment. Mark 1-fatigue, become Favored, and shift ba new location. Gisengaging with anyone you are currently to stop this motion: If they do, you still become Favored.  METEOR FALL* ADVANCE & ATTACK From a high position, drop down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are Favored with a high position, drap down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe.  PROBING METAL (METAL) EVADE & OBSERVE Event your metalbanding senses to detect vulnerabilities in a metalic larget, including mecha, webides, and stinchares Protected attack an inname target frague, target for the a biding mecha, webides, and stinchares Protected attack in inname target frague in the art suffer fatigue (the counter), then you can use Smash
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Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1- talgue. All affected foes become impaired for an exchange, or Stunned if they are already impaired.	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition. UNE SKATING-(METAL)  DEFEND & MANEUVER  Use metal wires (like those common in the air above Republic City) or the edges of metal surfaces to skate rapidly around your environment. Mark 1-fatigue, become Favored, and shift to a new location, disengaging with anyone you are currently engaged with anyone you are currently engaged with anyone you are currently be at the new location. Other Metalbenders engaged with you can mark 2-fatigue to stop this motion. If they do, you all become Favored.  METEOR FALL'  ADVANCE & ATTACK  From a high position, drop down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe. If you are Extend your metalebending senses to detect vulnerabilities in a metallic target, including mecha, vehicles, and structures. Arek 1-fatigue (like a building structure), then you can use Smash again it without paying any fatigue costs.  RAPID TUNNELING DEFEND & MANEUVER Dive into the earth. You become Empowered immediately, and can use no other techniques in this exchange, but you can use Smash again it without paying an ewa paptrack as normal. Lose Empowered atter the exchange in which you emerge.
Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1- taigue. All affected foes become impaired for an exchange, or Stunned if they are already impaired.         LAVA STAR*(LAVA)         DEFEND & MANEUVER         Create a floating, spinning star of tava that can out through nearly anything. Mark 1-fatigue and become Favored as long as if you had used the Smarh basic lechnique, at no additional cost. You may mark 1-fatigue at the end of each exchange to see the star a sche. Every time you use the star as part of an attack, you can aleb cut through or destroy part of the schenge to see the star a sche.         METAL BINDINGS*(METAL)         EVAD & OBSERVE         Calch an enemy's limbs in metal you control. They become Impaired and cannot remove the attalus unless they are able to metalband or the fight ends. While they are impaired and you are engaged with them, you are Favored.         PACK EARTH         DEFEND & MANEUVER         Lift store and dirt into the air and pack it together as tightly as possible to oreate a super-hard bali. Mark 1-fatigue. You may use Strike next exchange with this bal no matter what approach you choose.         QUICKSAND       EVADE & OBSERVE         Turn the earth in an area to quicksand; all foes in the attra become limpaired. If they don't free themselves by the end of the sexchange effer becoming Trapped, they become boomed.         RBCK COLUMN       Impact and they con't free themselves by the end of the sexchange effer becoming Trapped, they become boomed.	Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition.          UNE SKATING-(METAL)         DEFEND & MANEUVER         Use metal wires (like those common in the air above Republic City) or the edges of metal surfaces to skate rapidly around your environment. Mark 1-fatigue. Become Favored, and shift to a new location, disengaging with anyone you are currently engaged with anyone you are currently around your environment. Mark 1-fatigue. Become Favored, and shift to a new location, disengaging with anyone you are currently engaged with any fore at the new location. Other Metal burdees engaged with you can mark 2-fatigue to totation. Cher Metal burdees engaged with you can mark 2-fatigue to totation. Cher Metal burdees engaged with you can mark 2-fatigue to totation. Cher Metal burdees engaged with you can mark 2-fatigue to totation. Cher Metal burdees engaged with anyone you are currently engaded with any fore at the new location. Cher Metal burdees engaged with you can mark 2-fatigue to inflict three conditions on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe.         PROBING METAL (METAL)       Extend your metalbending senses to detect vulnerabilities in a metallic target, including mecha, vehicles, and structures. Mark 1-fatigue EX your and the structure in the achaditional 2-fatigue. The you can use Smash against it without paying any fatigue costs.         RAPID TUNNELING       Extend your metalbending senses to detect vulnerabilities in a metalic target, including mecha, wehicles, and structures. T
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Pin a foe with a column of earth. Inflic are already Trapped, inflict Doomed.	Impaired on a single combatant. If they are already Impaired, inflict Trapped. If they	Toss a barrage of rock cuffs that catch a foe's wrists and ankles to bind them against a wall. Mark 1-fatigue to inflict Impaired upon a single foe. Mark 3-fatigue to inflict Impaired upon a group of foes, or to inflict Impaired and Trapped upon a single foe. Mark 5-fatigue to inflict Impaired and Trapped upon a group of foes.	
ROCK SHOES*		SLICE STONE	
DEFEND & MANEUVER		DEFEND & MANEUVER	
DEFEND & MANEUVER		DEFEND & MANEOVER	
Dash onto a vertical wall or the ceiling Seize a Position without allowing any remain Favored.	and cling to it with shoes made of stone. Mark 1-fallgue to become Favored and use foe to block this technique. As long as you remain on a vertical wall or the ceiling you	Cut a large stone or stone structure in two with a swipe of your hand. Mark 1-fatigue and clear the obstacle: become to lift the cut churk of stone with your eartheending in the next exchange. If there are foes in reach, you may cut the stone so it fails atop them, inflicting 2-fatigue as they dive cut of the way.	
SQUASH ELEMENTS		STONE SHIELD*	
DEFEND & MANEUVER		DEFEND & MANEUVER	
Mark 1-fatigue and choose an element	to squash another element-absorbing water in dirt, smothering a fire, or blocking wind. I (water, fire, or air) to squash. Anyone in your vicinity during the next exchange must echnique of that bending style that they use.	Raise a defensive shield of stone that protects you or someone else. Mark 1-fatigue to raise the shield Anyone protected by the Stone Shield gains impaired—it's tough to move inside. This shield blocks the first attack directed toward it each exchange. The Stone Shield cannot move and is not detroyed by an attack—I termain in give null you decide it comes down. You can elect to use the raw material in the wall for an earthbending technique, reducing its cost by 1-fatigue and removing the Stone Shield.	
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SUBTLE MISDIRECTION		SUMMON THE STORM*	
DEFEND & MANEUVER		DEFEND & MANEUVER	
 Subtly earthbend the ground under a the advance and attack approach this	foe to direct their next attack elsewhere. Mark 2-fatigue and target someone who took exchange; you select the target for the first attack they make this exchange.	Call up small gravel, dust, and sand all around you to fill the air with swiring grit. Mark 1-faigue; all others in the area become Impaired from the swiring dust, and you become Empowerd for as long as the doud surrounds you. The dust storm stays in place for approximately 4 exchanges if nothing interferes and if you don't restart it with this technique again.	
TERRA TILT*		THICK MUD	
DEFEND & MANEUVER		EVADE & OBSERVE	
Seize the ground itself with your bend the rising side. Mark 3-fatigue. Anyonn become Impaired and Stunned as the either mark 2-fatigue and become Imp	ing and tilt it massively into the air, spilling foes to the ground and launching anyone on standing on the earth you tilt must either mark 2-fatigue and keep their feet, or yoil down the tilted earth. Anyone standing eacely on the fastest rising edge must avaide to stay where they are, or is launched into the air. Allies who know and are ready ecome Favored; otherwise, anyone launched into the air is lung around the scene and	Transform the earth and stone around you into sticky, sucking mud. Any foes engaged with and acting against you in this exchange become stuck and impained, you may use Strike against each stuck foe in the next exchange, regardless of your chosen approach and in addition to your normal techniques.	
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THROW ROCK GLOVE*		TREMOR STRIKE	
EVADE & OBSERVE		ADVANCE & ATTACK	
Throw a glove made of rock at a foe a fatigue for an Earthbender). If the foe in a single exchange.	nd pin them to a surface. Inflict Impaired on a foe, unless they mark 2-fatigue (or 1- was already Impaired, they're now Trapped. You may use this technique multiple times	Strike the ground with force to send a wave of stone and earth rippling out. Mark 24atigue. Any individual foes engaged with you suffer 24atigue and are knocked to the ground, becoming Impaired. Groups of foes engaged with you suffer 34atigue and become Impaired.	
VERSATILE STRIKE(METAL)		VIBRATION STORM* (SEISMIC SENSE)	
ADVANCE & ATTACK		EVADE & OBSERVE	
Use a piece of meteor ore to launch a fatigue on your foe. Next exchange, y	strike that shifts between liquefied and solid aspects. Mark 1-fatigue and inflict 2- our foe cannot choose to evade & observe.	Send countless minor vibrations into the earth and stone around you, giving you a clear picture of the entire area through your seismic sense. Mark 2-fatigue and become Favored and Prepared so long as all your opponents are touching the ground.	

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	* RARE TECHNIQUE	
	A SINGLE SPARK	ARCING BLAST*(COMBUSTION)
	EVADE & OBSERVE	ADVANCE & ATTACK
	Unleash your emotions into the flames around you. Mark 1-fatigue to hold 1 for each condition you have marked. Spend your hold 1-for-1 in the next exchange to pay the costs of techniques as if it was fatigue. to inflict Doomed on a foe you	Curve a sparking, spitting beam of focused energy around cover and protection to reach your target. Mark 1-fatigue, and
	your hold 1-for-1 in the next exchange to pay the costs of techniques as if it was fatigue, to inflict Doomed on a foe you target with firebending, or to use Seize a Position—no matter what approach you used—in addition to your other techniques.	your target must mark 3-fatigue and lose Favored and Prepared if they have either or both of those statuses.
	ARC LIGHTNING*(LIGHTNING)	BREATH OF FIRE
	EVADE & OBSERVE	ADVANCE & ATTACK
	Channel lightning through your body against a closely engaged foe. Mark 1-fatigue to inflict a condition on an engaged foe who used an advance and attack technique against you this exchange; if they already have two conditions marked, they are	Breathe fire in a massive gout. Mark 1-fatigue to set alight as much or as little of your surroundings as you choose and try to set aflame any foes within reach. Those foes must either retreat and disengage with you, becoming Impaired, or suffer 2-
	also Stunned.	fatigue and become Doomed as they catch fire.
	CLOUD OF FLAME DARTS	DISRUPTIVE SPARK(LIGHTNING)
	DEFEND & MANEUVER	EVADE & OBSERVE
	Cast a swarm of small flame darts into your surroundings, lighting a dozen smaller fires all around you and poleotially	
	catching foes aflame. Mark 2-fatigue to start a fire in any nearby flammable materials of your choice that you target with a	Emit a small crackling burst of electricity that disrupts a nearby foe or an electrical device. Mark 1-fatigue and choose a target. If you target a foe, they become Impaired and chooses one fewer technique in the next exchange, to a minimum of
	Cast a swarm of small fame daris into your surroundings, lighting a dozen smaller fires all around you and potentially catching foes affame. Mark 2-falgue to start a fire in any nearby flammable materials of your choice that you target with a flame dart. If you try to start a fire on someone else—for example, in an opponent's clothing—they must mark 1-faligue and become impared to quickly put our the flames, or become Doored as they catch fire.	zero. If you target a role, they become impaired and chooses one rewer technique in the next exchange, to a minimum of zero. If you target an electrical device, it is immediately shut down as if Stunned for one exchange.
	become impaned to quickly put out the names, or become boomed as they calch me.	
	EXPLOSIVE BLAST*(COMBUSTION)	FAN THE FLAME
	ADVANCE & ATTACK	EVADE & OBSERVE
	Fire a sparking, spitting beam of focused energy that explodes when it reaches its target. Your target must either dive for cover or take the blow. If they dive for cover, they mark 2-fatigue and become Impaired; if they are already Impaired, they	Focus on growing the flames around you; if there are no raging flames around you, then any smaller fires become raging. If
	cover or take the blow. If they dive for cover, they mark 2-fatigue and become impaired; if they are already impaired, they cannot dive for cover. If they take the blow, they mark 4-fatigue.	there are raging flames around you, become Empowered for the next two exchanges.
	FINGER FLAME JET	FIREBALL BARRAGE
	DEFEND & MANEUVER	ADVANCE & ATTACK
	Emit an incredibly hot, small jet of flame from your fingertip and use it to burn through armor, metal, or a barrier. Destroy one	Pummel a foe with a barrage of small fire blasts. Mark 1-fatigue. Inflict 1-fatigue on your target, +1-fatigue additional for each
	Emit an incredibly hot, small jet of flame from your fingertip and use it to burn through armor, metal, or a barrier. Destroy one vulnerable metal item in reach, if it is held or worn by a foe, thery may mark 2-fatigue to twick out of reach and avoid the effect. If you target a larger metal object (a mecha suit, a whiche, etc.), the target must mark 3-fatigue instead.	attack anyone has made against them this exchange, +1-fatigue additional for each negative status they currently have.
	enere. If you anget a ranger includ opport to mean out, a remore, one, and anget most many oranget energies.	
	FIRE BLADE	FIRE BOMB*
	ADVANCE & ATTACK	ADVANCE & ATTACK
	Swipe your surroundings with a blade of flame. Mark 1-fatigue to slice through a piece of your surroundings and destabilize	Pour out a massive amount of fire at point blank range. Fill your fatigue track, inflict on your target twice as much fatigue as
	your foe's footing, inflicting 2-fatigue and Impaired on them.	you just marked, and become Impaired.
	FIRE PINWHEEL*	FIRE STREAM
	ADVANCE & ATTACK	DEFEND & MANEUVER
	Throw a spinning disc of oure fiame. Mark 1-fatioue: your jamet must either mark 2 nontlitions or mark 1-fatioue and doube	Pour fire upon a taroet, Mark 1-falloue to inflict Impaired on them. Mark 3-falteue to inflert Provined and Invasived. Mark 5
	Throw a spinning disc of pure flame. Mark 1-fatigue; your target must either mark 2 conditions, or mark 1-fatigue and dodge the disc and allow it to set everything around them aflame (possibly inflicting negative statuses).	Pour fire upon a target. Mark 1-fatigue to inflict Impaired on them. Mark 3-fatigue to inflict Doomed and Impaired. Mark 5- fatigue to inflict Trapped, Doomed, and Impaired.
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	the disc and allow it to set everything around them aftame (possibly inflicting negative statuses).  FIRE WHIP  DEFEND & MANEUVER Lash out from a distance. Mark 1-fatigue to inflict 2-fatigue or a con- dition (target's choice), and enemies must mark 1- fatigue to get dose enough to attack you this exchange.  FLAME KINVES  ADVANCE & ATTACK  Mark up to 3-fatigue. Hold an equal number of flames. Lose 1-flame at the end of each exchange after this one. When you inflict fatigue or conditions on a foe, inflict an additional 1-fatigue for each remain- ing flame.	fatigue to inflict Trapped, Doomed, and Impaired.         FLAME CHARGE         DEFEND & MANEUVER         Hurtle at your foe with enormous speed and force. Choose a foe you are not currently engaged with; you become engaged with them, they become Impaired, and you become Favored.         FLAME SHELD         DEFEND & MANEUVER         Call up a shield of flame around yourself to livert incoming attacks. Mark up to 2-fatigue; the shield blocks a number of attacks. If you are not attacked at all this exchange, you become Favored.
	the disc and allow it to set everything around them aftame (possibly inflicting negative statuses).  FIRE WHIP  DEFEND & MANEUVER  Lash out from a distance. Mark 1-fatigue to inflict 2-fatigue or a con- dition (target's choice), and enemies must mark 1- fatigue to get dose enough to attack you this exchange.  FLAME KINVES  ADVANCE & ATTACK  Mark up to 3-fatigue. Hold an equal number of fiames. Lose 1-fiame at the end of each exchange after this one. When you minict fatigue or conditions on a foe, inflict an additional 1-fatigue for each remain- ing flame.  ET STEPPING	fatigue to inflict Trapped, Doomed, and Impaired.         FLAME CHARGE         DEFEND & MANEUVER         Hurtle at your foe with enormous speed and force. Choose a fee you are not currently engaged with; you become engaged with them, they become Impaired, and you become Favored.         FLAME SHIELD         DEFEND & MANEUVER         Call up a shield of flame around yourself to divert incoming attacks. Mark up to 2-fatigue; the shield blocks a number of attacks this ex-change equal to 1 + the fatigue you marked. If possible, you must use the flame shield to block incoming attacks. If you are not attacked at all this exchange, you become Favored.         UGHTNING BLAST*(UGHTNING)
	the disc and allow it to set everything around them aftame (possibly inflicting negative statuses).  FIRE WHIP  DEFEND & MANEUVER Lash out from a distance. Mark 1-fatigue to inflict 2-fatigue or a con- dition (target's choice), and enemies must mark 1- fatigue to get dose enough to attack you this exchange.  FLAME KINVES  ADVANCE & ATTACK  Mark up to 3-fatigue. Hold an equal number of flames. Lose 1-flame at the end of each exchange after this one. When you inflict fatigue or conditions on a foe, inflict an additional 1-fatigue for each remain- ing flame.	fatigue to inflict Trapped, Doomed, and Impaired.         FLAME CHARGE         DEFEND & MANEUVER         Hurtle at your foe with enormous speed and force. Choose a foe you are not currently engaged with; you become engaged with them, they become Impaired, and you become Favored.         FLAME SHELD         DEFEND & MANEUVER         Call up a shield of flame around yourself to livert incoming attacks. Mark up to 2-fatigue; the shield blocks a number of attacks. If you are not attacked at all this exchange, you become Favored.

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	Advance to a higher position and become Favored and Prepared for the next exchange. Any foe engaged with you c 24atigue to block this technique.							A		-						
	Advance to a higher position and become Favored and Prepared for the next exchange. Any foe engaged with you can mark 24a8gue to block this technique.						ixt exchange	Any foe engaged with you can	mark	Hurl a bolt of lightning at a target. Ma	ark up to 3-fatigue. For	each fatigue y	ou mark, your target	t must mark 2-fatigu	Je.	
	Advance to a higher position and become Favored and Prepared for the next exchange. Any foe engaged with you can mark 2-fallque to block this technique.															
										-						
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										PRESSURIZED FIRE BLAST*						
	HEAT METAL	-								PRESSURIZED FIRE BLAST*						
	DEFEND & M	MANEUVER	1							ADVANCE & ATTACK						
										Build up a tongue of fire under press	ure before releasing it i	n a torrent of f	ame. Mark 1-fatique	e and take 1-force.	Then	
	Place your ha	ands upon a	metal surfa	ce or object a	ind pour hea	at into it. Any	one in contac	t with the hot metal must either h	blo	choose to release the blast or continu	ue building pressure. If	you release th	e blast, choose you	ir target, spend all f	orce, and	
	their position instead mark				1-fatigue to a	abandon tha	position. If t	ney are already Impaired, they m	nust	inflict X-fatigue per force spent, when the next exchange. In any exchange						
	Instead mark	2-latigue to	noid their p	JSIUOII.						exchange.	In which you do not co	ianue building	pressure, you lose	1-lorce at the end t	Di ule	
		~~~~~~~		~~~~~							~~~~~~					
	PYRE WALL*									RAISE THE TEMPERTURE						
	DEFEND & M									DEFEND & MANEUVER						
	DEFEND & I	MANEUVER								DEFEND & MANEUVER						
										Put out heat into the area to make it	ourstania alu hat and un	a a mfartabla fa	food Mark 1 falia	in to make any fee		
	Create a tall	wall of flame	e to keep en	emies away fr	rom you and	your allies.	Mark 1-fatigu	e and raise the wall, disengaging	9	for the high heat Impaired and to make it	ke vourself Favored. At	the end of ear	ch exchange, vou m	av mark 1-fatique t	o make the	
	romain oncas	urseir and ai	lies as the wall in	all erupts. Fo	es may mar flicte two cor	K 2-fatigue t aditione. You	muet mark 3	he correct side of the wall and fatigue at the end of each excha-	2000	heat persist, making yourself Favored	d and making anyone u	nprepared for	it Impaired. Other F	irebenders in the a	rea may	
	to maintain th	he wall.	ig the wait it	integratery in			must mark 2	langue at the end of each excha	ange	remain in the uncomfortable heat, ma	arking 1-fatigue to becc	me Favored a	t the end of the exch	hange, as long as ti	he heat	
										persists.						
	~~~~~~~~	~~~~~~						~~~~~~			~~~~~~					
	RECOILING J	ET								REDIRECT HEAT*						
	EVADE & OE	BSERVE								DEFEND & MANEUVER						
										Pull heat from one area and redirect it, either into another similar-sized patch of heat-absorbing material, or into the air,						
	Threese	alf annon from	n donaor ud	h o ouddoo io	t of flore A	tools 1 fations	horemo E	vored, and remove all of Trappe		dispersing it completely. Mark 1-fatig	ue to snuff a fire or rem	ove the heat f	om another surface	e: if you target a Fire	ebender.	
	Impaired and	d Doomed a	is appropriat	e to the fiction	n or name. N	naik i-iaugu	s, become ra	ivoreu, and remove all or mappe	u,	then they cannot use any firebending	in this exchange unles	is they mark a	n additional 2-fatigu	e. Then, choose wh	nere you	
										redirect the heat; if you disperse it int	to the air, it is simply go	ne, but if you :	send it into another	surface, anyone in	contact with	
										that surface suffers 2-fatigue.						
				~~~~~				~~~~~~								
	SPIRAL FLAR	RE KICK*								WALL OF FIREY BREATH						
	ADVANCE &	ATTACK								DEFEND & MANEUVER						
										-						
	Spin skyward	d on jets of f	lame as you	lash out with	your legs. N	Aark 1-fatigu	e to target tw	o individual foes or one group wi	th	Breathe a gout of flame that keeps fo	es back as you maneu	ver away from	them Mark one co	ndition and move to	a new	
	this attack. In conditions. th	ndividual foe	s must each	mark 2-fatigu	le or one co	ndition, their	choice; the g	roup must mark 4-fatigue or two		position. Foes must keep their distan	ice and become diseng	aged, or push	through the flame a	ind suffer 4-fatigue.	1101	
	contaitions, th	IGHI CHUICE.														
								~~~~~								
								WALL RUN								
								DEFEND & MANEUVER								
								Run along a vertical surface, us	ing flame jets from your hands to keep fro	m falling. Mark 1-fatigue and move to a	a new					
								location, disengaging with foes a	at your origin and engaging with any foes	at your destination. Any foe engaged w	rith you can					
								mark 3-fatigue to block this tech	nique.							

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			A. Go			
			* RARE TECHNIQUE			
ATTEND TO COMMANDS				COORDINATION		
EVADE & OBSERVE				EVADE & OBSERVE		
A leading voice in the group takes a	moment to organize it effectively. The group cle	ars Impaired becomes Inspired and		The group sets itself up to launch a c	concerted, skilled attack upon its targets next exchange. The group becomes Prepared	
inflicts an additional 1-fatigue on all a	attacks made next exchange.			and Favored and may clear 2-fatigue	e or a condition (in addition to the normal 1-fatigue for evade and observe).	
DRAW FOE				ENGULF		
 EVADE & OBSERVE				DEFEND & MANEUVER		
The group misleads foes into overex	tending themselves. The group targets an enga t foe must mark 1-fatigue, becomes Impaired, a	aged foe who chose the advance and		The whole group shifts forward en m	asse, engulfing their target and engaging them. An engulfed target becomes Impaired s exchange. The group automatically uses Strike against each Impaired foe within reach.	
attack approach this exchange. That	tioe must mark 1-laugue, becomes impaired, a	nu is moved out of reach of allies.		and cannot escape or disengage this	s exchange. The group automatically uses ounce against each impaired foe within reach.	
 FOCUSED FIRE				OVERWHELM		
ADVANCE & ATTACK				ADVANCE & ATTACK		
	simultaneously, in synchronized fashion, agair group was Prepared for this attack, inflict an a			Strike at every combatant in reach. A	If foes engaged with the group must mark 2-fatigue or one condition, their choice.	
PROTECT OBJECTIVE				SCATTER AND REGROUP		
DEFEND & MANEUVER				EVADE & OBSERVE		
The group surrounds a person, place group marks 2-fatigue and becomes	e, or object with their backs to it, to protect it fro Prepared. All foes near or engaged with the pr now engaged with the group. No foe can react	m attack, disruption, or seizure. The		The group splits apart and reforms n	earby. The group clears one condition. Any foe engaged with the group is no longer	
pushed back from the target and are scattered or loses Prepared.	now engaged with the group. No foe can react	the protected target until the group is		engaged with the group, and the gro are Impaired.	up can advance and engage with foes as it chooses, any foes the group engages with	
acatered or loads inteplated.						
SHIELD WALL				SPREAD OUT		
DEFEND & MANEUVER				DEFEND & MANEUVER		
The group together forms a barricad	e. The group becomes Favored, and ignores th	e first 2-fatigue and one condition it		The group spreads itself out to cover fatigue, one condition, or one balance	more ground and avoid large-scale attacks. The group cannot suffer more than 1- e shift from any individual attack—the attacker chooses which if necessary. The group	
would mark this exchange. Next excl	hange, all movement or maneuvering past the	shield wall is automatically blocked.		can also engage with any foes in a n	huch wider reach, and pays no cost to keep an engaged foe from escaping.	
SURROUND				SWARM		
ADVANCE & ATTACK				ADVANCE & ATTACK		
The group closes around a single for fatigue. Every attack made by a surry	e. Every additional attack made on that foe duri ounded foe forces them to suffer 1-fatigue.	ng this exchange inflicts an additional 1-		The group throws itself upon a foe w	ith no heed to its own safety. Mark 1-fatigue to inflict 2-fatigue on a single target. This mes. Each time it is chosen after the first, it inflicts an additional 1-fatigue.	
	consective weak to suiter r-rangue.			termique may ee crosen multiple til		
		TEST DEFENSES				
		EVADE & OBSERVE				
		_				
		The group slowly probes the defense	s of a foe, one or two members attac	king individually to determine the foe's	abilities	
		The group slowly probes the derenses The group becomes Prepared, Favore immediately use Strike on the group in	ed, Inspired, and learns the balance	principle of its target; the chosen foe n	nay	
		mineualely use Strike on the group i	n turn.			

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	*RARE TECHNIQUE	
	BETTER, FASTER, STRONGER	BLINDED BY SCIENCE
	DEFEND & MANEUVER	ADVANCE & ATTACK
	You such your excitational to its Table to many feel and shares up. Mod. 4 felius to use Spins a Dealitics, but as fee and	Use your gadgets and gizmos in a way that confuses and dazzles even the most tech-savvy foe. Mark up to 3-fatigue as you
	You push your equipment to its limits to move fast and charge up. Mark 1-fatigue to use Seize a Position, but no foe can block you. You may mark an additional 1-fatigue to gain Empowered for as long as you maintain the new position, or to	Use your gaugets and gaines in a way that contestes and dazate even the most tech-savey tide, man up to 3-ratigue as you throw out your devices. If you mark 1-fatigue, inflict 1-fatigue and Impaired on your foe. If you mark 2-fatigue, inflict Trapped or Stunned on your foe, as well. If you mark 3-fatigue, inflict hort Trapped and Stunned in addition to the 1-fatigue effects.
	move to an unsafe, unstable area and make it safe.	or Stunned on your foe, as well. If you mark 3-fatigue, inflict both Trapped and Stunned in addition to the 1-fatigue effects.
	BRAWLING BLAST*	CACTUS JUICE*
	ADVANCE & ATTACK	EVADE & OBSERVE
		Throw a cactus juice satchel into an opponent's face. Mark 1-fatigue to throw the satchel at any single foe within reach. They become Impaired, and they choose to suffer one additional effect: they become suggestible, and the first time their balance
	Unleash an explosive or forceful device up-close to a foe. Mark 2-fatigue and inflict 3-fatigue and Stunned on your foe.	shifts each exchange, it shifts twice in that direction; they become Stunned until the end of the next exchange; they become
		Doomed as they struggle to keep hold of themselves, only removing Doomed when they have time to clear their head (and clean off the cactus juice).
	COLLECT MATERIAL	
		DIAGNOSE SPECS*
	EVADE & OBSERVE	EVADE & OBSERVE
		Observe a mechanical device or weapon and quickly figure out its weaknesses. Choose a mechanical device currently
	Scrounge up bits and bobs from the area around you that you can use to your advantage. Take 3-gears and become Prepared. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.	wielded by a foe you are engaged with. Become Favored and Prepared to deal with that device and that foe. If the device is
	· · · · · · · · · · · · · · · · · · ·	a mecha or a vehicle, inflict an additional 2-fatigue the next time you or an ally you can guide inflicts harm on it.
	ELECTROMAGNET BOMB	ELECTROMAGNET SHIELD
	ADVANCE & ATTACK	EVADE & OBSERVE
	Use available materials to construct, plant, and detonate a device that emits an electromagnetic pulse. Mark 2-fatigue. Any	Activate an electromagnetic field around yourself to repel metallic objects. Mark 1-fatigue. Anyone holding a metallic object
	unshielded advanced technology in the area, including mecha systems, airship systems, radio systems, or electrical	must either immediately move away and disengage with you, or mark 2-fatigue to remain engaged with you. Anyone wearing metallic material around their bodies must immediately move away and disengage with you or mark 3-fatigue to remain
	systems, is immediately disrupted and deactivated until a technologist spends time repairing it.	engaged with you.
	ENTANGLER	FIRE BOMB
	ADVANCE & ATTACK	
	ADVANCE & ATTACK	
	ADVANCE & ATTACK  Entrangle a foe with a weapon or device. Mark 1-faligue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatioue. their choice. The flames continue to burn, inflicting Doomed upon anyone who remains: they
	Enlangle a foe with a weapon or device. Mark 1-fatigue to wrap the enlangling object around your foe; they are Trapped.	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast
	Enlangle a foe with a weapon or device. Mark 1-fatigue to wrap the enlangling object around your foe; they are Trapped.	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatioue. their choice. The flames continue to burn, inflicting Doomed upon anyone who remains: they
	Enlangle a foe with a weapon or device. Mark 1-fatigue to wrap the enlangling object around your foe; they are Trapped.	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatioue. their choice. The flames continue to burn, inflicting Doomed upon anyone who remains: they
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatioue. their choice. The flames continue to burn, inflicting Doomed upon anyone who remains: they
	Entangle a fee with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the fiame.
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they lose Doomed when they move away from the flame.
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges. FLASH CRYSTALS*	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the flame.  FORM OVER FUNCTION ADVANCE & ATTACK
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they blase Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire-
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges. FLASH CRYSTALS*	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they blase Doomed when they move away from the fiame.  FORM OVER FUNCTION  ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand powered dill, a wood-chopping machine, a tea-harvesting machine, a fre- suppressant hose, etc.—bo strike a foe. Mark 1-fatigue to strike any foe within reach of the tooi; inflict 1 condition and 1- fatigue on them. Then, ettler voy become impared until the end of the net exchange as you struged to keen the tool from
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS' EVADE & OBSERVE Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2-	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The flames continue to burn, inflicting Docmed upon anyone who remains; they lose Doomed when they move away from the flame.  FORM OVER FUNCTION  ADVANCE & ATTACK  Use a non-weapon tool—a farming hore, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fre- suppressant hose, etc.—to strike a toe. Mark 1-fatigue to strike any foe within reach of the tooi; inflict 1 condition and 1-
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS' EVADE & OBSERVE Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2-	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they blase Doomed when they move away from the fiame.  FORM OVER FUNCTION  ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand powered dill, a wood-chopping machine, a tea-harvesting machine, a fre- suppressant hose, etc.—bo strike a foe. Mark 1-fatigue to strike any foe within reach of the tooi; inflict 1 condition and 1- fatigue on them. Then, ettler voy become impared until the end of the net exchange as you struged to keen the tool from
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS' EVADE & OBSERVE Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2-	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they blase Doomed when they move away from the fiame.  FORM OVER FUNCTION  ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand powered dill, a wood-chopping machine, a tea-harvesting machine, a fre- suppressant hose, etc.—bo strike a foe. Mark 1-fatigue to strike any foe within reach of the tooi; inflict 1 condition and 1- fatigue on them. Then, ettler voy become impared until the end of the net exchange as you struged to keen the tool from
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS' EVADE & OBSERVE Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2-	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they blase Doomed when they move away from the fiame.  FORM OVER FUNCTION  ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand powered dill, a wood-chopping machine, a tea-harvesting machine, a fre- suppressant hose, etc.—bo strike a foe. Mark 1-fatigue to strike any foe within reach of the tooi; inflict 1 condition and 1- fatigue on them. Then, ettler voy become impared until the end of the net exchange as you struged to keen the tool from
	Entangle a 6e with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stunned you need only mark 1-fatigue.	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they lose Doomed when they move away from the flame.  FORM OVER FUNCTION  ADVANCE & ATTACK  Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire- suppressant hose, etc.—to strike a foe. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1- fatigue on them. Then, either you become impaired until the end of the next exchange as you struggle to keep the tool from breaksing, or the tool breaks and cannot be used again until repaired.
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Slunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, ther choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they bloe Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire- fatigue on them. Then, either you come impaired and the end of the next scharge as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.  GRAPPLE LINE
	Eritangle a fie with a weapon or device. Mark 1 fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stunned: you need only mark 1-fatigue.  FULL-POWER ATTACK*  ADVANCE & ATTACK	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they base Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire- suppressant hose, etc.—bo strike a fee. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1 - fatigue on them. Then, ettier you become impared on util the end of the next exchange as you struggle to keep the tool from treaking, or the tool breaks and cannot be used again until repaired.  GRAPPLE LINE DEFEND & MANEUVER
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	Entangle a fee with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRVSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*  Discharge your batterine, release the high-function colds, and other owice unleasts the full charge of your equipment flacemon  provide a strateck of the scale shield for two releases the full charge of your equipment flacemon  provide a strate of the scale strate of the scale	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they base Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire- suppressant hose, etc.—bo strike a fee. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1 - fatigue on them. Then, ettier you become impared on util the end of the next exchange as you struggle to keep the tool from treaking, or the tool breaks and cannot be used again until repaired.  GRAPPLE LINE DEFEND & MANEUVER
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	Entangle a fee with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRVSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*  Discharge your batterine, release the high-function colds, and other owice unleasts the full charge of your equipment flacemon  provide a strateck of the scale shield for two releases the full charge of your equipment flacemon  provide a strate of the scale strate of the scale	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered dril, a wood-chooping machine, a tea-harvesting machine, a fire- suppressant hose, etc.—bo strike a fee. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1 - fatigue on them. Then, etilter you become Impaired until the end of the net exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.  GRAPPLE LINE DEFEND & MANEUVER Toss out a grapple line and zip around the battlefield to a new advantageous position. Mark 1-fatigue to become Favored and disengage with all current flees, reengaging with a foe of your choice as you take up your new position. If you spend any
	Entangle a fee with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRVSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*  Discharge your batterine, release the high-function colds, and other owice unleasts the full charge of your equipment flacemon  provide a strateck of the scale shield for two releases the full charge of your equipment flacemon  provide a strate of the scale strate of the scale	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered dril, a wood-chooping machine, a tea-harvesting machine, a fire- suppressant hose, etc.—bo strike a fee. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1 - fatigue on them. Then, etilter you become Impaired until the end of the net exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.  GRAPPLE LINE DEFEND & MANEUVER Toss out a grapple line and zip around the battlefield to a new advantageous position. Mark 1-fatigue to become Favored and disengage with all current flees, reengaging with a foe of your choice as you take up your new position. If you spend any
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	Eritangle a fie with a weapon or device. Mark 1 fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stunned; you need only mark 1-fatigue.  FULL-POWER ATTACK*  Diacharge your batteries, release the high-tension cots, and other wise unleasth the full charge of your equipment Become  paper and mingh-tension cots, and other wise unleasth the full charge of your equipment Become  paper and an intervise unlead and gains you currently hold 1-for-1 to inflint 1 additional fatigue. If you spend 3 or more gears in this way, inflic 2 additional fatigue. You cannot earn gears for the rest of this scene—your equipment is to damaged. depided. or otherwise used up.	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tra-harvesting machine, a fire- suppressant nose, etc.—bo strike a foe. Mark 1-fatigue to strike any foe within reach of the tool: inflict 1 condition and 1 - fatigue on them. Then, either you become Impaired until the end of the net exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.  GRAPPLELINE DEFEND & MANEUVER Toos out a grapple line and zip around the battlifield to a new advantageous position. Mark 1-fatigue to become Favored any gears on this lechinque, inflict Impaired on any flees with whom you engage.
	Eritangle a fee with a weapon or device. Mark 1 fatigue to wrap the eritangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystale at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stunned; you need only mark 1-fatigue.  FULL-POWER ATTACK*  ADVANCE & ATTACK  Discharge your halteries, release the high-tension colls, and other wise unleash the full charge of your equipment [Become gaugement is too damaged, depidetd, or otherwise used up.  GRAPPLE TOSS	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffer 1 condition of 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they blace Doomed when they move away from the fiame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hose, a hand-powered dill, a wood-chopping machine, a fise-harvesting machine, a fire- fugue on them. Then, either you become impared out mit the end of the next exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repared.  GRAPPLE LINE DEFEND & MANEUVER Toss out a grapple line and zip around the battlefield to a new advantageous position. Mark 1-fatigue to become Favored and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. If you spend any gears on this technique, inflict impared on any foes with whom you engage.
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break fee automatically after they are Trapped for two full exchanges.  FAASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Blunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*  ADVANCE & ATTACK  Discharge your batteries, release the high-tension cote, and other wise unleast the full charge of your equipment Become Impared and inflict 2-fatigue on a targeted foe. Spend all gears you currently hold 1-for-1 to inflict 1 additional fatigue. If you equipment is too damaged, depieted, or otherwise used up.  GRAPPLE TOSS  ADVANCE & ATTACK	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they bloe Doomed when they move away from the fiame.         FORM OVER FUNCTION       Advance a ATTACK         ADVANCE & ATTACK       Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire-suppressant hose, etc.—b stike a foe. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1 - fatigue on them. Then, etither you become impared or unit the end of the net exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.         GRAPPLE LINE       CRAPPLE LINE         DeFEND & MANEUVER       Impart on any the battlefield to a new advantageous position. Mark 1-fatigue to become Favored and and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. If you spend any gaars on this technique, inflict impaired on any foes with whom you engage.         HAZARDOUS FIELD       DEFEND & MANEUVER
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Slunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*  Discharge your halteries, release the high-tension colls, and other wise unlease the full charge of your seujement Become Impaired and inflict 2-fatigue on a targeted foe. Spond all garas you currently hold 1-for-1 to inflict 1 additional fatigue. If you sequipment is too damaged, depleted, or otherwise used up.  GRAPPLE TOSS  ADVANCE & ATTACK  Grab a fee with a grapping gun and throw them assay from you. Target a fee you are engaged with and mark 1-fatigue. You Sorta a constitute of them to disenage with you. They may mark 3-fatigue to resigt the motion. Regardless of	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the flame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered dril, a wood-chooping machine, a tea-harvesting machine, a fre- trague on them. Then, either you become lengated upon any for the tool inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon any for the tool inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early for whith reach of the tool: inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early for whith reach of the tool: inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early for whith reach of the tool: inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early of the text.  GRAPPLE LINE DEFEND & MANEUVER Instead a grapple line and zip around the battlifeld to a new advantageous position. Mark 1-fatigue to become Favored and disengage with all current files, reengaging with a for of your choice as you late up your new position. If you spend any gears on this technique, inflict Impaired on any foes with whom you engage.  HAZANDOUS FIELD DEFEND & MANEUVER Use available components to guiddly set up a hazardous field—a polsconcus cloud, an electrical barrier, a line of burning
	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break fee automatically after they are Trapped for two full exchanges.  FAASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Blunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*  ADVANCE & ATTACK  Discharge your batteries, release the high-tension cote, and other wise unleast the full charge of your equipment Become Impared and inflict 2-fatigue on a targeted foe. Spend all gears you currently hold 1-for-1 to inflict 1 additional fatigue. If you equipment is too damaged, depieted, or otherwise used up.  GRAPPLE TOSS  ADVANCE & ATTACK	Toss a pack of fiammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The fiames continue to burn, inflicting Doomed upon anyone who remains; they bloe Doomed when they move away from the fiame.         FORM OVER FUNCTION       Advance a ATTACK         ADVANCE & ATTACK       Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire-suppressant hose, etc.—b stike a foe. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1 - fatigue on them. Then, etither you become impared or unit the end of the net exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.         GRAPPLE LINE       CRAPPLE LINE         DeFEND & MANEUVER       Impart on any the battlefield to a new advantageous position. Mark 1-fatigue to become Favored and and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. If you spend any gaars on this technique, inflict impaired on any foes with whom you engage.         HAZARDOUS FIELD       DEFEND & MANEUVER
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	Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS*  EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Slunned, you need only mark 1-fatigue.  FULL-POWER ATTACK*  Discharge your halteries, release the high-tension colls, and other wise unlease the full charge of your seujement Become Impaired and inflict 2-fatigue on a targeted foe. Spond all garas you currently hold 1-for-1 to inflict 1 additional fatigue. If you sequipment is too damaged, depleted, or otherwise used up.  GRAPPLE TOSS  ADVANCE & ATTACK  Grab a fee with a grapping gun and throw them assay from you. Target a fee you are engaged with and mark 1-fatigue. You Sorta a constitute of them to disenage with you. They may mark 3-fatigue to resigt the motion. Regardless of	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition of 2-fatigue, their choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the flame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered dril, a wood-chooping machine, a tea-harvesting machine, a fre- trague on them. Then, either you become lengated upon any for the tool inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon any for the tool inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early for whith reach of the tool: inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early for whith reach of the tool: inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early for whith reach of the tool: inflict 1 condition and 1 - fatigue on them. Then, either you become lengated upon the early of the text.  GRAPPLE LINE DEFEND & MANEUVER Instead a grapple line and zip around the battlifeld to a new advantageous position. Mark 1-fatigue to become Favored and disengage with all current files, reengaging with a for of your choice as you late up your new position. If you spend any gears on this technique, inflict Impaired on any foes with whom you engage.  HAZANDOUS FIELD DEFEND & MANEUVER Use available components to guiddly set up a hazardous field—a polsconcus cloud, an electrical barrier, a line of burning
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	Entangle a fee with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS' EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- latigue or become Slummed; you need only mark 1-fatigue.  FULL-POWER ATTACK'  ADVANCE & ATTACK  Discharge your batteries, release the high-fension colls, and other-wise unleash the full charge of your equipment Become Binghaired and Infield 2-fatigue on a tangeted too. Spend all gears you currently hold 1-for: 1 to infiel 1 additional fatigue. If you equipment is too damaged, depleted, or otherwise used up.  CGAPPLE TOSS  ADVANCE & ATTACK  Grab a fore with a grapping gun and throw them away from you. Target a foe you are engaged with and mark 1-fatigue. You for a grapping line near a fore to launch yourself directly at them at high spends. Target a foe you are not currently engaged with and mark 1-fatigue. You cannot early guns for the rest of this score—your  FIND-SPEC GRAPPLE STRIKE  DEFEND & MANELUVER  Fina a grapping line near a for to launch yourself directly at them at high spends. Target a foe you are engaged with and mark 1-fatigue. You for the state is the distance and engage with you. They may mark 3-fatigue to result this motion. Regardless of whether they resist or not, they also become linearies.  HIGH-SPEED GRAPPLE STRIKE  DEFEND & MANELUVER  Fina a grapping line near a fore to launch yourself directly at them at high spends. Target a foe you are not currently engaged with admark 1-fatigue. You for the mark 1-fatigue. You	Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, ther choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they bee Doomed when they move away from the flame.  FORM OVER FUNCTION ADVANCE & ATTACK Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire- suppressant hose, etc.—b otkine a fee. Mark 1-fatigue to strike any foe within reach of the tool; triffict 1 condition and 1 - fatigue on them. Then, ettler you become linepared curl the end of the mate exchange as you struggle to keep the tool from treaking, or the tool breaks and cannot be used again until repared.  GRAPPLE LINE DEFEND & MANEUVER Toss out a grapple line and zip around the battlefield to a new advantageous position. Mark 1 fatigue to become Favored and disengage with all current forse, energaging with a foe of your choice as you take up your new position. If you spend any gears on this technique, inflict Impaired on any foes with whom you engage.  INFACABODUS FIELD DEFEND & MANEUVER Use available components to quickly set up a hazardous field—a poisonous cloud, an electrical barrier, a time of turning or the of orcease it, fatigue immediately. The field tasts until someone takes it down, or until shortly after the end of combat.  INFACE & ATTACK Lunch a disruptive attack on a target within reach in an attempt to control or slow them. Mark 1-fatigue to target a person or object. If you target a person, they must shift their balance away from center, if they are a technology user or covered in metal, they become Shunned; if you target an object, it is temporarily slowed or shut down.
	Eritangle a fee with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.  FLASH CRYSTALS* EVADE & OBSERVE  Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2- fatigue or become Stumed; you need only mark 1-fatigue.  FUL-POWER ATTACK* ADVANCE & ATTACK  Discharge your hatdrings, relaxed the high-fension colls, and other wice unlease the full change of your equipment Become spend 3 or more goars in this way, third 2 additional fatigue. You cannot earn gears for the rest of this scene—your graphment is too damaged, depleted, or otherwise used up.  GRAPPLE TOSS  ADVANCE & ATTACK  Grab a fee with a grapping gun and throw them away from you. Target a fee you are engaged with and mark 1-fatigue. You toss them away forn you, forcing them to disengage with you. They may mark 3-fatigue to resist this motion. Regardless of whether they resist or not, they also become imparied.  HIGH-SPEED GRAPPLE STRIKE  DEFEND & MANELVER  Fre a grapping line near a for too lanch, yourael directly at them at high speeds. Target a low you are not currently engaged block this movement by marks 0-fatigue. If you regardless of whether they resist or not, they also become imparied.	Toss a pack of fammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they book Doomed when they move away from the flame.         FORM OVER FUNCTION       ADVANCE & ATTACK         Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-choopping machine, a tea-harvesting machine, a fire-tappresant hose, etc.—b strike a foe. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1 - fatigue on them. Then, ettier toy boccome imparied curl if the end of the net exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.         GRAPPLE LINE       DeFEND & MANEUVER         Des out a grappie line and zip around the battliefield to a new advantageous position. Mark 1-fatigue to become Favored and disengage with all current focs, reengaging with a foe of your choice as you take up your new position. If you spend any gates on this technique, inflict Impared on any foes with whom you engage.         HAZARDOUS FIELD       DEFEND & MANEUVER         Use available components to quickly set up a hazardous field—a polscnous cloud, an electrical barrier, a fine of burning on the date or cross. Mark 1-fatigue inmediately. The field leasts until someone takes it. down, or unit shortly after the or of cross.         JOLT       DAVANCE & ATTACK         Lus available components to quickly set up a hazardous field—a polscnous cloud, an electrical barrier, a fine of burning who crosses. If the ary reason must mark 2-fatigue immediately. The field leasts until someone takes it. down, or unit shortly

Create a new device on the fly. You gain Favored, hold 1-gear, and name one basic te	chnique from any approach. As long	Overload a vulnerable device or electrical weapon to unleash an explosion. The device detonates and destroys itself at the
 as you hold this device, you can use that technique as if it was part of your current ap	roach by spending 1-gear. Otherwise,	end of the next exchange. Anyone within range when it detonates suffers fatigue based on its size: 3-fatigue for a handheld
 spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques u	sing technology training.	device, 5-fatigue for a heavy portable device, 7-fatigue for a stationary device.
 		***************************************
 PINPOINT FLAWS		PLANT TRAP
 EVADE & OBSERVE		EVADE & OBSERVE
 tala 196 - Anna Andrea Santa Anna Anna Anna Anna Anna Anna Anna		
 Identify weak points in your environment. Name a status you wish to inflict on a foe ne you need to break in your environment to inflict that status. Next exchange, you may u	se Smash in addition to any other	Place a snare or triggered explosive into your environment. Mark 1-fatigue; the next enemy who enters the trapped area
 techniques you use, no matter what approach you choose.		must mark a condition and shift their balance away from center.
REBUILD		REMOTE BOMB
DEFEND & MANEUVER		EVADE & OBSERVE
Using your technological know-how, you improve your situation by quickly tuning, repaired	iring, and adjusting your available	Plant a small explosive you can trigger remotely on a nearby surface. Mark 1-fatigue. You may activate the explosive at the start of any ensuing exchange, after approaches have been chosen but before anyone makes the stance move. When you
Using your technological know-how, you improve your situation by quickly tuning, repa equipment. Mark 1-fatigue, clear a condition, and gain 3-gears. Spend gears 1-for-1 in	stead of fatigue on technology	detonate the explosive, everyone in the area suffers 3-fatigue and a condition. (Unless you have moved away, you are
techniques or basic techniques using technology training.		assumed to be in the area.)
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SALVAGE*		SLIME BOMB
EVADE & OBSERVE		DEFEND & MANEUVER
 Take apart a broken device or shattered piece of the environment to acquire the resou	rces you need. Roll a single six-sided	Throw a satchel of sticky slime at a foe. Mark 1-fatigue to throw the satchel at a foe within reach. They become Impaired for
die. Take 2-gears if you roll a 1-2; 3-gears if you roll a 3-4; 4-gears if you roll a 5; and for-1 instead of fatigue on technology techniques or basic techniques using technolog	regears in you roll a 6. Spend gears 1-	as long as they remain in this spot; if they were already Impaired, they become Trapped. If they pay the cost to escape being Trapped, they still remain Impaired until they move away.
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 SMOKE BOMB		SONIC GRENADE*
 DEFEND & MANEUVER		EVADE & OBSERVE
DEFEND & MANEOVER		EVADE & OBSERVE
Throw a smoke bomb to cover your escape from the combat. Mark 1-fatigue to immer	iately Impair every other combatant in	Toss a device that produces incredibly built noise. Everyone encaped with you becomes Impaired by the noise unless they
Throw a smoke bomb to cover your escape from the combat. Mark 1-fatigue to immer the area. You escape at the end of this exchange. Any foe who is engaged with you an	iately Impair every other combatant in d not Impaired may mark 1-fatigue to	Toss a device that produces incredibly loud noise. Everyone engaged with you becomes impaired by the noise unless they have protected their ears in some way (you are assumed to have ear protection when you use this technique). If they are
Throw a smoke bomb to cover your escape from the combat. Mark 1-fatigue to immer the area. You escape at the end of this exchange. Any foe who is engaged with you at block your escape.	iately Impair every other combatant in d not Impaired may mark 1-fatigue to	Toss a device that produces incredibly loud noise. Everyone engaged with you becomes impaired by the noise unless they have protected their ears in some way (you are assumed to have ear protection when you use this technique). If they are already impaired, they become Stumed. You may only use this technique once per combat.
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the area. You escape at the end of this exchange. Any foe who is engaged with you are block your escape.  STINK BOMB  EVADE & OBSERVE  Toss a stink bomb at an area. All combatants engaged in that area without some kind	d nót Impaired máy mark 1-fatgue to	already impaired, they become Sturned. You may only use this technique once per combat.
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the area. You escape at the end of this exchange. Any foe who is engaged with you are block your escape.  STINK BOMB  EVADE & OBSERVE  Toss a stink bomb at an area. All combatants engaged in that area without some kind	d nót Impaired máy mark 1-fatgue to	already impaired, they become Sturned. You may only use this technique once per combat.
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the area. You escape at the end of this exchange. Any foe who is engaged with you are block your escape.  STINK BOMB EVADE & OBSERVE Toss a slink bomb at an area. All combatants engaged in that area without some kind faitgue, and disengage with each other as they start hacking and coughing.	d nót Impaired máy mark 1-fatgue to	already impaired, they become Sturned. You may only use this technique once per combat.
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	* RARE TECHNIQUE	
,	ATTACK WEAKNESS	CHARGE
	ADVANCE & ATTACK	ADVANCE & ATTACK
5	Strike an enemy at a weak point where they ve already been injured. Mark 1-fatigue to target an engaged, Impaired enemy	Advance straight at an enemy to strike them full force. Mark 1-fatigue to close the distance and engage with an enemy you
	in reach; they suffer fatigue equal to however many conditions they already have marked.	aren't currently engaged with, inflicting one condition or 2-fatigue (their choice). Become Favored for the next exchange.
L		
_		
	DOUBLING DOWN	DUCK AND TWIST
	EVADE & OBSERVE	EVADE & OBSERVE
F	Redouble your efforts and invest yourself fully into the fight. Shift your balance twice away from center, then clear twice your	Rely on your fast movement to help keep you out of the worst of harm's way. Mark 1-fatigue to clear one condition and
ľ	highest principle in fatigue. You may only use this technique once per combat.	become Favored.
L		
1	FORCEFUL BLOW	FURIOUS ASSAULT*
	ADVANCE & ATTACK	ADVANCE & ATTACK
	Swing at an energy with all your might, sending them hying, wark 1-laugue and militit 2-laugue of one condition on your	Make an unbalanced, impassioned strike. Become Impaired due to your overwhelming passion, shift your balance away from center, and inflict conditions equal to your Passion on an enemy; NPCs instead inflict conditions equal to their current
t	target (your choice). Then push them to a new position of your choice unless they mark 2-fatigue.	balance. You may only remove Impaired when your balance is at your center.
	MONOLOGUE	MOUNT/DISMOUNT
8	EVADE & OBSERVE	DEFEND & MANEUVER
5	Rant a bit about your own awesomeness in the middle of a fight. Clear 1-fatigue and become Inspired.	Move from inside a vehicle or atop a steed to standing on your own feet quickly and efficiently, or vice versa. You immediately move to a new position—away from your vehicle or steed if you dismount, or atop or inside your vehicle or
		steed if you mount—engaging new enemies as appropriate, and you become Favored and Prepared.
L		
	POUNCE*	PROTECT
	ADVANCE & ATTACK	DEFEND & MANEUVER
F	Press the advantage against an enemy who is off-balance. Mark	Protect an ally within reach. Mark 1-fatigue to intercept and stop an attack made against them in this exchange; if no attack
	1-fatigue to inflict Impaired on a foe, or inflict Stunned on an Impaired foe, or inflict 5-fatigue on a Stunned foe.	is made against them in this exchange, you both become Inspired.
	RAPID ASSESSMENT	RUN THEM DOWN
		RUN THEM DOWN ADVANCE & ATTACK
E	EVADE & OBSERVE  Ouickly take in your situation far faster than normal. Ask one question about the situation at hand. Become Prepared to act	ADVANCE & ATTACK
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E	EVADE & OBSERVE  Ouickly take in your situation far faster than normal. Ask one question about the situation at hand. Become Prepared to act on the answer, and you may call out your plan to an ally to make them Prepared as well.	ADVANCE & ATTACK While driving a vehicle, aim straight for a non-vehicle target and gun your engine. Your target must block or dodge your vehicle, choosing two out of three: mark 3-fatigue, mark a condition, become Impaired.
2 0 0	EVADE & OBSERVE	ADVANCE & ATTACK While driving a vehicle, aim straight for a non-vehicle target and gun your engine. Your target must block or dodge your vehicle, choosing two out of three: mark 3-fatigue, mark a condition, become Impaired. SEEK VULNERABILITIES
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Focus and absorb a blow, readying yourself to act immediately after balance shifts on you this exchange, choose one additional techniq move).	For each attack that inflicts fatigue, conditions, or e next exchange (even if you roll a miss on the stance	Swerve and maneuver into cover. The first attack on you this exchange strikes your cover, damaging or destroying it, but leaving you unharmed.
	TAUNT	
	EVADE & OBSERVE	
	Insult and taunt an engaged foe into making a mistake. Io their highest balance principle rating, or give in to the attacks. If your foe gives in to your insults, you become	Your foe must either try to ignore your insults and mark fatigue equal m, agreeing now to advance and attack and target you with any Prepared.

* RARE TECHNIQUE		
CHAINSAW (MECHA)	DEFENSIVE DRIVING (VEHICLE)	
 ADVANCE & ATTACK	DEFEND & MANEUVER	
Destroy or destabilize something in the environment—inflicting or overcoming fictionally appropriate positive or negative statuses—and becoming Favored.	You maintain your position, regain 1-control, and ignore the first 2-heat or damage dealt directly by attacks to your vehicle	
 statuses—and becoming ravoled.	for the exchange.	
ELECTRICITY CANNON (MECHA)	ELECTRIC RETALIATE (MECHA)	
ADVANCE & ATTACK	DEFEND & MANEUVER	
Fire a bolt of electricity from your electricity cannon at a target. Mark up to 2-energy. For each energy you mark, your target	Electrically charge the metal skin and appendages of the mecha. Any foe who comes in contact with the mecha at any point	
must mark 3-fatigue.	during the exchange marks 2-fatigue automatically.	
FLAMETHROWER (MECHA)	FLY (MECHA)	
 ADVANCE & ATTACK	DEFEND & MANEUVER	
Rain fire upon a target. Mark 2-energy to inflict Impaired and Doomed upon them. Mark 4-energy to inflict Trapped, Doomed,	Fly to a new location, including hovering in the air. Engage/disengage with your foes, overcome negative statuses or	
 and Impaired.	dangers, establish an advantageous position, or escape the scene. Any foe engaged with you can mark 3-fatigue to block this technique.	
GUN IT (VEHICLE)	HANG BACK (VEHICLE)	
ADVANCE & ATTACK	EVADE & OBSERVE	
	-	
You push your vehicle to the limit. Lose 2-control. Then, mark up to 3-heat; your vehicle moves up positions equal to the	Drop back one position. Clear an additional 2-heat or regain up to 2-control, your choice.	
amount of heat you mark.		
HEAVY GRAPPLE LINES (MECHA)	HIGH-POWER ELECTROMAGNET (MECHA)	
DEFEND & MANEUVER	EVADE & OBSERVE	
Toss out a pair of high-powered grapple lines and throw yourself around the battlefield to a new advantageous position. Mark 1-energy to become Favored and disengage with all current foes, reengaging with a foe of your choice as you take up	Use an electromagnet to snare a metal object or target. Choose a metal object to target; it is immediately drawn to your electromagnet. If the object is behind, held, or worn by a character, they may mark 3-tatgue to resist this effect. If the object	
Toss out a pair of high-powered grapple lines and throw yourself around the baltifield to a new advantageous goallion. Mark 1-energy to become Favered and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. Mark an additional 1-energy to inflict 1-fatigue and impaired on any foes with whom you engage.	Use an electromagnet to snare a metal object or target. Closes a metal object to target. It is immediately drawn to your descromagnet. If the object is bahind, held, or norm by a character, they may mark 3-batigue to resist this effect. If the object is worn by a character, they also immediately become Trapped by your electromagnet.	
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Your new position. Mark an additional 1-energy to inflict 1-fatigue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach; they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTILE CLAW (MECHA)	
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your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach, they are prime digating and cannot shift positions or engage foes other than you until they break the atteam or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Shifts a fina in mark with an exclusively non-energy in picture for the model of each exchange to continue the stream.  Shifts a fina in mark with an exclusively non-energy in picture for them to mark & fatigue mark two conditions or a shift their	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTLIE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pincer daw on a metal line at a fee. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if	
Vour new position. Mark an additional 1-energy to inflict 1-fatigue and Impaired on any foes with whom you engage.   HYDROBLAST (MECHA)  ADVANCE & ATTACK   File a high-powered diream of water from the hose and tank on the mecha Mark 1-energy to inflict two conditions on a foe stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.   PISTON PUNCH (MECHA)  ADVANCE & ATTACK   Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.	Is worn by a character, they also immediately become Trapped by your electromagnet.	
Your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach, they are primed against something and cannot shift positions or engage foes other than you unit they break the development of you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)	Is worn by a character, they also immediately become Trapped by your electromagnet.	
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Your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach; they are primed against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  FISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-faligue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-faligue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  ADVANCE & ATTACK	Is worn by a character, they also immediately become Trapped by your electromagnet.	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach, they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in neach with an explosively powerful piston, forcing them to mark 4-faligue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-faligue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  ADVANCE & ATTACK  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-faligue and Impained on your foe. You may mark an additional 1-energy to pin your (be in place and prevent them from using any defend	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTILE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pinoer claw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if you mark 1-energy, they become Trapped.           SCRAPE (VEHICLE)           ADVANCE & ATTACK           You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach, they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in neach with an explosively powerful piston, forcing them to mark 4-faligue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-faligue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  ADVANCE & ATTACK  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-faligue and Impained on your foe. You may mark an additional 1-energy to pin your (be in place and prevent them from using any defend	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTILE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pinoer claw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if you mark 1-energy, they become Trapped.           SCRAPE (VEHICLE)           ADVANCE & ATTACK           You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach; they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their blakene twice away from center, they choice. Mark 1-energy to instead choose to strike with both first, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.  Refease a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-fatigue and Impaired on your fice. You may mark an additional 1-energy to pin your fice in place and prevent them from using any defend and maneuver techniques, unless they mark 2-fatigues to the themselves.	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Nakt 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTILE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pincer daw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if you mark 1-energy, they become Trapped.           SCRAPE (VEHICLE)           ADVANCE & ATTACK           You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach, they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in neach with an explosively powerful piston, forcing them to mark 4-faligue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-faligue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  ADVANCE & ATTACK  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-faligue and Impained on your foe. You may mark an additional 1-energy to pin your (be in place and prevent them from using any defend	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTILE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pinoer claw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if you mark 1-energy, they become Trapped.           SCRAPE (VEHICLE)           ADVANCE & ATTACK           You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach; they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their blakene twice away from center, they choice. Mark 1-energy to instead choose to strike with both first, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.  Refease a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-fatigue and Impaired on your fice. You may mark an additional 1-energy to pin your fice in place and prevent them from using any defend and maneuver techniques, unless they mark 2-fatigues to the themselves.	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Nakt 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTILE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pincer daw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if you mark 1-energy, they become Trapped.           SCRAPE (VEHICLE)           ADVANCE & ATTACK           You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  File a high-powered distant of water from the hose and tank on the mecha Mark 1-energy to inflict the conditions on a foe within reach, they are phoned against something and canned shift positions or angage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-fatigue and impaired on your foe. You may mark an additional 1-energy to pin your foe in place and prevent them from using any defend and maneuver techniques, unless they mark 2-fatigue to free themselves.	Is worn by a character, they also immediately become Trapped by your electromagnet.	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  File a high-powered distant of water from the hose and tank on the mecha Mark 1-energy to inflict the conditions on a foe within reach, they are phoned against something and canned shift positions or angage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-fatigue and impaired on your foe. You may mark an additional 1-energy to pin your foe in place and prevent them from using any defend and maneuver techniques, unless they mark 2-fatigue to free themselves.	Is worn by a character, they also immediately become Trapped by your electromagnet.	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA) ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach, they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-faligue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fiels, forcing them to mark 4-faligue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  ADVANCE & ATTACK  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-faligue and and maneuver techniques, unless they mark 2-faligue to free themselves.  SHOCK BOLAS (MECHA)  DEFEND & MANEUVER  Throw a disc bola with three tethers and an electric generator at a foe. They must mark 3-fatigue to dodge or the bola	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTLIE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pincer claw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or If you mark 1-energy, they become Trapped.           SCRAPE (VEHICLE)           DAVANCE & ATTACK           You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.           WATCH DRIVING (VEHICLE)           EVADE & OBSERVE           Regain 1-control and become Favored. Next exchange, the enemy vehicle must reveal its approach before you reveal yous.	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA)  ADVANCE & ATTACK  File a high-powered stream of water from the hose and tank on the mecha Mark 1-energy to inflict the conditions on a foe within reach, twee prinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fast, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  ADVANCE & ATTACK  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-fatigue and Impaired on your foe. You may mark an additional 1-energy to pin your foe in place and prevent them from using any defend and maneuver techniques, unless they mark 2-fatigue to free themselves.	Is worn by a character, they also immediately become Trapped by your electromagnet.          DVERTAKE (VEHICLE)         DEFEND & MANEUVER         Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.         PROJECTILE CLAW (MECHA)         ADVANCE & ATTACK         Fire a pincer daw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if you mark. 1-energy, they become Trapped.         SCRAPE (VEHICLE)         ADVANCE & ATTACK         You purposefully sorape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.         WATCH DRIVING (VEHICLE)         EVADE & OBSERVE	
your new position. Mark an additional 1-energy to inflict 1-faligue and Impaired on any foes with whom you engage.  HYDROBLAST (MECHA) ADVANCE & ATTACK  Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach, they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  PISTON PUNCH (MECHA)  ADVANCE & ATTACK  Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-faligue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fiels, forcing them to mark 4-faligue, or strike multiple times, inflicting two conditions.  RETRACTABLE STRIKE (MECHA)  ADVANCE & ATTACK  Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-faligue and and maneuver techniques, unless they mark 2-faligue to free themselves.  SHOCK BOLAS (MECHA)  DEFEND & MANEUVER  Throw a disc bola with three tethers and an electric generator at a foe. They must mark 3-fatigue to dodge or the bola	Is worn by a character, they also immediately become Trapped by your electromagnet.           OVERTAKE (VEHICLE)           DEFEND & MANEUVER           Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.           PROJECTLIE CLAW (MECHA)           ADVANCE & ATTACK           Fire a pincer claw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or If you mark 1-energy, they become Trapped.           SCRAPE (VEHICLE)           DAVANCE & ATTACK           You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.           WATCH DRIVING (VEHICLE)           EVADE & OBSERVE           Regain 1-control and become Favored. Next exchange, the enemy vehicle must reveal its approach before you reveal yous.	

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		* RARE TECHNIQUE		
	ARMS OF THE OCEAN'S REACH*		BLOOD TWISTING*(BLOOD)	
	DEFEND & MANEUVER		ADVANCE & ATTACK	
	Pull water along your arms to create t	wo long tendrils with which to maneuver, attack, and engage. Mark 1-fatigue and		
	become Prepared. While you are Prep disengage with you in any way. If you	ared, your reach is extended by your water tendrils. It costs foes an extra 1-fatigue to use Water Whip, Octopus Form, Crushing Grip of Seas, or any other advanced	Use bloodbending to move and twist a foe's body in painful ways. You must be Empowered to use this technique. Inflict a condition on your foe. If they are already Impaired. Trapped, or Doomed, inflict an additional condition. If this is your first	
	technique that uses water tendrils whi	le vou are Prepared from this technique, vou may lose Prepared to ignore the fatigue	condition on your foe. If they are already Impaired, Trapped, or Doomed, inflict an additional condition. If this is your first, second, or third time ever using this technique, mark a condition.	
	cost of that technique and inflict an ex	tra 1-fatigue if it inflicts any harm on a target.		
	BREATH OF ICE		CREEPING ICE	
	DEFEND & MANEUVER		EVADE & OBSERVE	
	DEFEND & MANEOVER		EVADE & OBSERVE	
	Become ready to breathe shivering co exchange becomes Impaired until the	Id upon any foe who gets close to you. Any foe engaged with you at any point in this	Carefully and stealthily extend a sheet of ice out beneath foes of your choice; they become Impaired as long as they remain on the ice, and you become Prepared to engage with them.	
	L			
	CRUSHING GRIP OF SEAS*		DOUSE FLAME	
	ADVANCE & ATTACK		DEFEND & MANEUVER	
	Throw a tendril of water that wraps an	bund a foe's limb and holds it in place. Mark 1-fatigue and inflict Impaired on a foe;	Cast a wave of water about, putting out all flames and soaking your foes. Mark 1-fatigue. Everyone around you except	
	mark an additional 2-fatigue to inflict 1	rapped on that foe with a second tendril. If the foe is already Impaired, you only need	Waterbenders becomes Impaired. All Firebenders affected by this technique cannot remove Impaired until they first spend 2-	
	to pay 2-fatigue for Trapped.		fatigue to heat themselves up and dry out their soaked clothing.	
	FIST OF THE SEAS*		FLOW AS WATER	
	ADVANCE & ATTACK		DEFEND & MANEUVER	
	Use a significant body of water nearby	r to send a towering wave into foes. You cannot use this technique without a significant an, or full river. Mark 3-fatigue to inflict a condition, 2-fatigue, and Stunned on every foe	Use a jet of weier to prevel you amonthly around obstacles. Mark 4 feliage and more to a new location. If you appears with	
	body of water nearby, like a lake, oce within reach of the water.	an, or full river. Mark 3-fatigue to inflict a condition, 2-fatigue, and Stunned on every foe	Use a jet of water to propel you smoothly around obstacles. Mark 1-fatigue and move to a new location. If you engage with or disengage from a foe, they are Impaired.	
	within reach of the water.			
	FREEZE BLOOD*(BLOOD)		ICE CLAWS	
	ADVANCE & ATTACK		EVADE & OBSERVE	
	ADVANCE & ATTACK		EVADE & OBSERVE	
	Use bloodbending to seize a target ar	d hold them in place. You must be Empowered to use this technique Mark 1-fatigue; borned your choice. If this is your first second, or third time ever usion this	Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become Prepared. As long as you are	
	Use bloodbending to seize a target ar	d hold them in place. You must be Empowered to use this technique. Mark 1-fatigue; boomed, your choice. If this is your first, second, or third time ever using this		
	Use bloodbending to seize a target an your target becomes Trapped and/or I	d hold them in place. You must be Empowered to use this technique. Mark 1-fatigue; boomed, your choice. If this is your first, second, or third time ever using this	Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become Prepared. As long as you are Prepared, any time you attack an enemy in hand-to-hand range, inflict an additional 2-fatigue. If you lose the claws, you lose	
	Use bloodbending to seize a target an your target becomes Trapped and/or I	d hold them in place. You must be Empowered to use this technique. Mark 1-fatigue; Docomed, your choice. If this is your first, second, or third time ever using this	Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become Prepared. As long as you are Prepared, any time you attack an enemy in hand-to-hand range, inflict an additional 2-fatigue. If you lose the claws, you lose	
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	Use blootbending to seize a target ar your target becomes Trapped and/or I technique, mark a condition. ICE GAUNTLET DEFEND & MANEUVER Cover your hand with a sheathe of ice	Doomed, your choice. If this is your first, second, or third time ever using this	Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become Prepared. As long as you are Prepared, any time you attack an enemy in hand-to-hand range, inflict an additional 2-fatigue. If you lose the claws, you lose Prepared.  ICE GRAB  ADVANCE & ATTACK  Grab a foe's hand or foot in ice and fing them. Mark 1-fatigue to send a bail of water at an opponent, freeze it around a limb, and then throw them away from you. They may either become Impaired and mark a condition to resist the movement, or allow themselves to be cast away. If you try to throw them into a wall or other people, your target suffers 1-fatigue upon striking the wall or the other people.	
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	Use blootbending to seize a target ar your target becomes Trapped and/or I technique, mark a condition. ICE GAUNTLET DEFEND & MANEUVER Cover your hand with a sheathe of ice	Doomed, your choice. If this is your first, second, or third time ever using this	Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become Prepared. As long as you are Prepared, any time you attack an enemy in hand-to-hand range, inflict an additional 2-fatigue. If you lose the claws, you lose Prepared.  ICE GRAB  ADVANCE & ATTACK  Grab a foe's hand or foot in ice and fing them. Mark 1-fatigue to send a bail of water at an opponent, freeze it around a limb, and then throw them away from you. They may either become Impaired and mark a condition to resist the movement, or allow themselves to be cast away. If you try to throw them into a wall or other people, your target suffers 1-fatigue upon striking the wall or the other people.	
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	Use bloodbending to seize a target an your target becomes Trapped and/or t technique, mark a condition. ICE GAUNTLET DEFEND & MANEUVER Cover your hand with a sheathe of loc Cover your hand with a sheathe of loc ICE PRISON* ADVANCE & ATTACK	Doomed, your choice. If this is your first, second, or third time ever using this	Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become Prepared. As long as you are Prepared, any time you attack an enemy in hand-to-hand range, inflict an additional 2-fatigue. If you lose the daws, you lose Prepared.  ICE GRAB  ADVANCE & ATTACK  Grab a foe's hand or foot in ice and fing them. Mark 1-fatigue to send a bail of water at an opponent, freeze it around a limb, and then throw them away from you. They may either become Impaired and mark a condition to resist the movement, or allow themselves to be cast away from you. They may either become Impaired and mark a condition to resist the movement, or allow themselves to be cast away from you. They may either become Impaired and other as condition to resist the movement, or allow themselves to be cast away from you. They may either become Impaired and mark a condition to resist the movement, or allow themselves to be cast away. If you try to throw them into a wall or other people, your target suffers 1-fatigue upon striking the wall or the other people.  ICE SLIDE DEFEND & MANEUVER	
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Apply water to reinvigorate and close wounds on a willing target. Mark 1-fatigue to heal an ally in reach who is evading and observing. Clear an appropriate status from them, and clear 3-fatigue or two conditions.			Pull long streams of water out of a substantial nearby source (nothing smaller than a knee-high pond) to surround yourself with one, two, or three flowing rings of water. Mark 2, 3, or 4-fatigue to call up one, two, or three rings. If you call up cone fing, or up become Frequency 1 you call up to remove, you also become Prequent () you call up three rings, or ula box one me Empowered as long as you have at least one ingr emaining. You may use rings one-for-one to strengthen other waterbanding techniques, reducing the fatigue cost to use those techniques by 1 per ring spent, or inflicting an additional 2- fatigue per ring spent on a waterbending attack.					
RISING GEYSER*				SLIP OVER ICE				
 DEFEND & MANEUVER								
DEFEND & MANEUVER				EVADE & OBSERVE				
 Rise up on a pillar of water drawn from a significant water source. Mark 2-faligue to become Favored and Empowered for as long as you remain atop the pillar. You remain atop the pillar until either the pillar is destroyed, or you choose to use the water for another technique. If you choose to use the water for another technique, reduce any faligue costs of that technique by 1.			Push a high-powered stream of water non a significant source, wark ladge to him a do down of a log whim react on the water course; they are bighted assisted complete and course this provide the provide the provided the provid					
 SPIKE DRILL DIVE*				STREAM THE WATER				
 ADVANCE & ATTACK				ADVANCE & ATTACK				
 Leap into the air, then hurtle back down lega first, spinning like a conscrew and surrounding your lower body with an icy spike. Mark 3-fatigue. Every foe near the ground where you land marks 2-fatigue and is thrown backward. If there is anything beneath the surface you land on (a lower floor, a cave, etc.), you immediately move into that space, disengaging and engaging with loes as appropriate.				Use ice and water to slip around your environment with ease while putting foes off-balance. Clear 1-fatigue (in addition to clearing 1-fatigue via evade and observe) and reposition foes within reach, deciding who is engaged with whom unless they are willing to mark 1-fatigue and become impaired to remain where they are.				
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SUDDEN PHASE CHANGE				SURF THE WAVE*				
 EVADE & OBSERVE				DEFEND & MANEUVER				
Repicity and suddenly shift a pool or small area of water between solid, liquid, and vapor. If you shift to solid, mark 1-faligue as you turn a pool of water to ice. Anyone in the water must mark 1-faligue to leap away quickly or become Trapped, anyone who passes over the water signa of becomes impraied until the yet past. If you athlin to joud, you become Favred as you give yourself a supply of water to bend with. If you shift to vapor, mark 1-faligue to inflict impaired on everyone in the fog who depends on sight, including yourself.				Create a giant wave of water from a substantial nearby source (nothing smaller than a knee-high pond) to wash away foes and move you to a new location. Mark 24aligue, become Favored, and move to a new location. All enemies currently engaged with you or in the park of the wave mark 1-fatigue and become Impaired. If they wish to remain engaged with you, they must mark an additional 1-fatigue.				
 WATER CLOAK*				WATER JAB				
 DEFEND & MANEUVER				ADVANCE & ATTACK				
 Surround yourself with water, mark faligue and hold 3. Spend your hold 1-for-1 to reduce the 1-faligue or conditions inflicted by an incoming attack by 1: to become Favored for the next exchange, as long as you use waterbending techniques; or to throw water in the environment, affecting it and possibly inflicting a status. Mark 1-faligue at the end of each exchange to maintain the hold to the next exchange.				Surround your fist in water and use the force of the stream to enhance your water-boxing punch. Mark 1-fatigue to inflict 3- fatigue on your target. Your foe can choose to become impaired to reduce the amount of fatigue they suffer by 2.				
WATER KNIFE				WATER SPHERE SHIELD*				
 ADVANCE & ATTACK				DEFEND & MANEUVER				
 ADVANCE & ATTACK				DEFEND & MANEUVER				
Create a fast, cutting swoop of water that can cut through vulnerable materials. Mark 1-fatigue and choose your target. If you target a combatant, inflict a condition and Impaired upon them. If you target something in the area, become Prepared and otherwise treat it as if you had used the technique Smash.				Surround yourself with a sphere of water to deflect attacks and return fire. Mark between 1 and 3-fatigue, your choice, and hold 1 for each fatigue you mark. Spend your hold to block the next 2-fatigue, 1 condition, or negative status you would suffer. As long as you have hold, you are Empowered.				
		WATER WHIP						
		DEFEND & MANEUVER						
		Lash out with a tendril of water. Mark 1-fatigue to inflict a condition or 2-fatigue, your choice.						

		◎ 武精			
		* RARE TECHNIQUE			
 BOOM!*			BOOMERANG BLOW		
ADVANCE & ATTACK			ADVANCE & ATTACK		
Throw a small prepared explosive into the midst of your for eventhis: midst. Everyone in range (including alles in the and become Stunned, their choice.	es. Mark 2-falique or clear Prepared to toss the explosive into your area) must either mark 3-faligue to dive away, or mark a condition		Throw your boontering to hit a target just right and return the weak target, and the specific patient start is the specific patient of the specific patient is the specific patient of the specific patient is the specific patient time to rest and decover after the tight. If you use this techniq condition on them as well. If you allow your boomerang to fail to the technique without marking 1-fatigue.	ue against an opponent who is already Impaired, inflict a	
 CHI-BLOCKING JABS*			CHART A COURSE*		
 ADVANCE & ATTACK			EVADE & OBSERVE		
Pippoint weapon or hand strikes to block a fee's chi. Mark 1-fatigue to block a fee's chi with your strikes, inflicting a condition and rendering a timb useless (and blocking bending with that timb). An enemy with one fewer useful timb chooses 1 fewer technique to use each exchange. Limbs become usable again when combat ends or three exchanges pass.			Plan a char and perfect path of action. Secretly choose your appro- exchange (noting them in advance). If you use those techniques in techniques cost no fatigue and cannot be canceled or blocked. Any note.	the next exchange, reveal your planning; those	
 COUNTERSTRIKE			DIRE STRIKE		
 DEFEND & MANEUVER			ADVANCE & ATTACK		
Using impeccable timing, read your foe's movement and it I-fatigue against an engaged foe who chose advance and have any negative statuses.	ash out with blinding speed. Execute a Strike as if you had marked attack as their approach. You cannot use this technique if you		Put all your force and strength behind a two-handed swing of a size condition, and impaired on your target. If they are wielding a melec from their grasp.	able melee weapon. Mark 2-fatigue and inflict 4-fatigue, a weapon, you may mark an additional 1-fatigue to knock t	
 DISARM			DOUBLE-LEG KICK-OUT		
DEFEND & MANEUVER			ADVANCE & ATTACK		
Target a foe's melee weapon with your strikes, knocking th lose the weapon and become Impaired.	rem from your foe's grasp. Your foe must either mark 2-fatigue or		Leap and land both your feet on your foe, kicking off them with you each secretly wager up to 3-faligue. Reveal your wagers simultane wagered. If you wagered as much or more faligue than your foe, th impaired.	ously, each of you marking as much fatigue as you	
 DRAW CLOSE			DUAL WEAPON STANCE		
ADVANCE & ATTACK			EVADE & OBSERVE		
Dash and dodga in close to an opponent of your choice, p and become Favored. If they advance and attack next exc (they may choose to use fewer than their full amount).	utting them at a range that favors you over them. Mark 1-fatigue hange, they have to mark 1-fatigue for each technique they use		Adopt a stance and form appropriate for using two weapons, one is if you have one weapon in each hand, become Favored at the end you inflict faligue or constitutions on a single opponent twice, with two are in this stance, inflict an additional 2-faligue.	of this exchange and at the end of each ensuing aired, or you are otherwise knocked from your stance. If	
FEINT					
			FLAMING ARROWS		
 EVADE & OBSERVE			EVADE & OBSERVE		
 Trick your foes into overextending themselves against you. If you were targeted by any attacks this exchange, you may mark 1-fatigue to immediately inflict a condition on each of your attackers.			Prepare a handful of flaming arrows. Mark 1-faligue to become Prepared and hold 3-arrows. Spend 1-arrow on any kind of bow attack to inflict Doomed on your target as you catch them alight.		
 FLOWING STANCE*			GRAPPLE SHOT		
EVADE & OBSERVE			DEFEND & MANEUVER		
You take up a stance to enable you to string many motions are Prepared from this technique, you may use one addition approach each exchange, as long as you advance & attac	s together fluidly. Mark 2-fatigue and become Prepared. While you onal weapons-training advanced technique of your chosen k or defend & maneuver.		Fire an arrow with a tether at the end to swing through the area area with foes, overcome a negative status or danger, or establish an are or disengage with suffers 1-fatigue automatically; foes you disenga	und you. Move to a new position and engage/disengage wartageous position as appropriate. Any foe you engage ge with can mark 1-fatigue to try to keep up with you.	
HIDDEN WEAPON STRIKE*			НООК FOE		
ADVANCE & ATTACK			ADVANCE & ATTACK		
Reveal a hidden weapon from within your apparel and stri Stunned on your foe. You may only use this technique age	ke with it all in one motion. Mark 1-fatigue and inflict 3-fatigue and inist any given foe once per combat.		Use your weapon to catch and hook an opponent's limb, pulling the Stunned and falls to the ground unless they mark 3-fatigue to keep	im off their feet. Mark 2-fatigue; your opponent becomes their feet.	
HURL WEAPON			IMPROVISE WEAPON		
ADVANCE & ATTACK			EVADE & OBSERVE		
Hurl a weapon unintended for throwing at a foe. You lose your weapon and become Impaired for the next exchange or until you retrieve it. Inflict 2-fatigue and a condition on your target.			Quickly arm yourself with a weapon improvised from materials around you. Mark 1-fatigue and become Favored. When you inflict harm with this weapon, the weapon breaks and you inflict an additional 2-fatigue.		
 you retrieve it. Inflict 2-fatigue and a condition on your targ	let.				
 you retrieve it. Inflict 2-faligue and a condition on your targ					
 you retrieve it. Inflict 2-fatigue and a condition on your targ			NET CAST		
 you retrieve it. Inflict 2-faligue and a condition on your targ					

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	Prepare to match, mirror, and capitalize on an opponent's attack. Mark 1-fatigue and become Prepared. While you are Prepared from this technique, you may lose Prepared to mirror an opponent's attack, blocking it and then pulling them off- balance: if you do, you completely cancel the effects of an attack they make and inflict Impaired on them.				Throw a net across an opponent to tangle them up and slow them down. Mark 1-fatigue. If your target is impaired or has over half (round-up) of their fatigue already marked, they become Trapped. Otherwise, they become Impaired and must mark 2-fatigue.			
	PARRY				PIN A FLY TO A TREE*			
	DEFEND & MANEUVER				ADVANCE & ATTACK			
		• • •						
	Stop a foe's attack before it connects. Choose a foe who used advance and attack this exchange; during advance and attack, mark fatigue—1-for-1—to cancel an attack they use against you after they pay the costs.				Fire arrows with perfect accuracy to pin a foe in place. Mark 1-fatigue to inflict Impaired on a target, or 3-fatigue to inflict Impaired and Trapped.			
	PINPOINT THRUST				ROCK-SMASHING SHOT*			
	ADVANCE & ATTACK				ADVANCE & ATTACK			
	ADVANCE & ATTACK				ADVANCE & ATTACK			
	Using a thrusting or stabbing weapon, go straight for the target with precision and accuracy. Mark 1-fatigue and inflict 2- fatigue and impaired on your foe. You may mark an additional 1-fatigue to move yourself to a new position within reach immediately; any foes engaged with you may mark 1-fatigue to block this movement.				Fire special arrows that can pierce store and concrete. Destroy or destabilize something in the environment, removing positive statuses or creating negative statuses as appropriate. If you choose to become/impaired for an exchange from exerting yourself greatly while firing, you may also inflict 2-fatigue or one condition (target's choice) on a foe hidden behind the object you're destroying.			
	SHEARING SLICE				SWITCH IT UP			
	ADVANCE & ATTACK				EVADE & OBSERVE			
	Swing a perfect, two-handed strike with a blade that cuts through another object or item. Choose your targeted item and the GM will tell you how much fatigue to mark—1-fatigue for a vulnerable item. 2-fatigue for a thick or sturdy item, and 3-fatigue for a strong or equivalent item (like another strong, unflawed blade). Mark that amount of fatigue and you slice that item in two.				Switch up your style, footwork, weapon, or bearing, causing your foe to second guess your next move. Mark 1-fatigue to become Prepared and force an engaged foe to reveal their choice of approach before you choose yours during the next exchange.			
	TAKE THE HIGH GROUND				THE WAY OF JASMINE*			
	DEFEND & MANEUVER				ADVANCE & ATTACK			
	Move to an advantageous position above your foe. Mark 1-fatigue, become Favored, and ignore all fatigue, conditions, and negative statuses inflicted on you by attacks they make against you this exchange.				Use wide sweeping blows to control your fee's movements and options in the fight. Mark 1-fatigue to use the Pressure basic technique, but choosing 2 approaches instead of 1. You cannot use Pressure on its own in the same exchange that you use the Way of Jasmine.			
	TURN THE TABLES*				TWIN WEAPON SWEEP			
	I UNIX THE TABLES				I WIN WEAPON SAVEEP			
	ADVANCE & ATTACK				DEFEND & MANEUVER			
	Make careful strikes to undermine your foe's advantageous position. Mark 1-fatigue to knock your foe from their position to a new, disadvantageous location, inflicting 1-fatigue. If your foe was Favored or Prepared at the start of the exchange, you do not mark fatigue, you inflict and additional 1-fatigue, and they lose all appropriate positive statuses. These costs and consequences cannot be canceled or avoided by another technique.				Wielding two weapons at once, sweep them together, whirling and blocking at the same time that you unleash a flurry of blows. Mark 1-fatigue and hold 3-flurry. Spend flurry 1-for-t to reduce fatigue inflicted upon you, or to avoid an inflicted condition. If you have any flurry left at the end of this exchange, you may spend each flurry to inflict 2-fatigue on a foe engaged with you.			
			VENOMOUS DARTS					
			ADVANCE & ATTACK					
	Throw a few dants coated with paralytic venom at a foe. Mark 1-faligue, or you are out of darts and cannot use this technique for the rest of combat. Inflict 1-faligue and impaired on your foe. If they are already impaired, inflict Sturmed. If they are already Sturmed, inflict Doomed.				is technique ey are			