

Name _____

Concept _____

Hidden Origin _____

Physical Origin _____

Traits _____

Specializations

Self

Current of Capacity

Dissociated

Near

Current of Capacity

Dissociated

Far

Current of Capacity

Dissociated

Fight

Current of Capacity

Injured

Fight + Self

Heal
Remove the Injured state from a Metabolism.

Strong Style

Unarmed Attack Bonus

Deal **Threat**, or inflict **Off Balance** or **Grappled**.

Schizosomata Style

Empower Bonus

Transform your body, increasing its **Capacity**.

Fight + Near

Interact
Use, draw, stow, or swap an object.

Smooth Style

Melee Attack Bonus

Use a weapon to deal **Threat** or inflict **Off Balance**.

Electromagnetism Style

Refract Bonus

Redirect or alter an amount of electromagnetic **Power** within **Range**.

Fight + Far

Aim
Prepare an attack and treat full cover as partial.

Sharp Style

Ranged Attack Bonus

Deal **Threat** or inflict **Suppressed** with a ranged weapon.

Evocation Style

Evoke Bonus

Deal **Threat** with an explosive blast of energy.

Flight

Current of Capacity

Injured

Flight + Self

Rest
Refill a Metabolism fully or reduce a state by 1.

Tough Style

Unarmed Defense Bonus

Low Risk. Reduce Threat or states caused by an unarmed attack by **Defense**.

Abjuration Style

Ward Bonus

Create a barrier of **Length**. It blocks everything until its **Durability** is destroyed.

Flight + Near

Move
Low Risk. Use any Metabolism pair to move.

Mobile Style

Mele Defense Bonus

Low Risk. Reduce Threat or states caused by a melee attack by **Defense**.

Gravitonertia Style

Telekinesis Bonus

Move an object smaller than **Mass** and within **Range** using your mind.

Flight + Far

Elude
Prepare a defense reaction, get cover, or hide.

Quick Style

Ranged Defense Bonus

Low Risk. Reduce Threat or states caused by a ranged attack by **Defense**.

Pneumaplegia Style

Distort Bonus

Create an **Area** that reduces Metabolism regeneration by **Drain**.

Focus

Current of Capacity

Injured

Focus + Self

Prime
Prepare a cascade event and 2x its Goal limits.

Confident Style

Willpower Bonus

Low Risk. Resist temptation, coercion, manipulation, or giving up.

Sublimation Style

Sublime Bonus

Enter a **Breach** in space to become intangible and invisible or exit your body.

Focus + Near

Improvise
Get or give advantage or disadvantage.

Bright Style

Intuition Bonus

Low Risk. Fully understand the social, physical, or conceptual context.

Chromodynamism Style

Transmute Bonus

Change the materials of an object smaller than **Transmute Size**.

Focus + Far

Manipulate
Cause Afraid, Calmed, Distracted, or Taunted.

Alert Style

Perception Bonus

Low Risk. Notice concealed, obscure, or small details.

Telethesia Style

Telepathy Bonus

Let all **Participants** communicate mentally, or **Influence** a target.