

ATTACK



3

ATTACK



3

ATTACK



0

ATTACK



0

DEFEND





-5

DEFEND





-5

MOVE



2

MOVE



2

MOVE





2

INTERACT



*

INTERACT



*

INTERACT



*

 **ACIDIFY**

  18

 **ATROPHY**

  9

Willpower

 **CAUTERIZE**

  10

 **CULL**

  9

 **FRENZY**

  8

 **FORTIFY**

  8

 **LACERATE**

  11

Strength

 **PAIN**

  10


Strength



 **REVITALIZE**

  9

 **TRANSFUSE**

  3


 **WOUND**



  20

Strength

 **ATTACK**

  3

 **ANALYZE**

  1

 **CONVEY**

  2

 **DISCOURSE**

  14

Charisma

 **ESTIMATE**

  12

 **EXPLOIT**

  5

 **FORESEE**

  2

 **OBSERVE**

  2

 **PREDICT**

  3


 **PROBE**

  3

 **STRATEGIZE**

  6

Charisma

 **TRANSCEND**

  20

 **DEFEND**

  -5

EXPLODE



18

FLY



10

HOLD



8

Strength

IRRADIATE



12

Strength

JUMP



6

MAGNETIZE



10

PUSH



12

Dexterity+

REPULSE



9

SHOCK



12

Fortitude

TELEKINESIS



3

THROW



10

Dexterity+

ATTACK



0

 **CLOAK**

  20

Perception

 **DARKEN**

  4

 **DISGUISE**

  8

Perception

 **ECHO**

  3

 **ILLUMINATE**

  4

 **LULL**

  8

Willpower

 **MIMIC**

  2

 **MIRAGE**

  8

Perception

 **RESONATE**

  4


Intelligence



 **SHIMMER**

  1

 **SILENCE**

  6

 **MOVE**

  2

 **ABSORB**

  10

Fortitude

 **ATTUNE**

  10

 **BREATHE**

  -10

 **DAMPEN**

  4

 **DETECT**

  4

 **DISPEL**

  12

Intelligence

 **REDIRECT**

  16

Intelligence⁺

 **RESIST**

  6

 **SIPHON**

  12

Intelligence

 **SPIKE**


  12

Intelligence



 **TRANSFER**

  2

 **INTERACT**

  *

 **ANIMATE**

  12

 **BIND**

  20

Willpower+

 **CATATONIA**

  16

Willpower

 **DAZE**

  6

Willpower

 **DEMORALIZE**

  3

Willpower

 **DOMINATE**

  16

Willpower

 **ENLIGHTEN**

  18

 **FABRICATE**

  15

Willpower+

 **PREY**

  9

 **RAISE**

  8

 **STIMULATE**

  8

 **ATTACK**

  3

BARRICADE



 6

DESTROY



 20

ERODE



 5
Dexterity

HARDEN



 7

IGNITE



 12
Dexterity

RESHAPE



 10
Dexterity

SHELTER



 3

STIFLE



 6

TEMPER



 12

TREMOR



 8
Dexterity

WEAKEN



 8

ATTACK



 0

AIM



2





FLASHSIGHT



3





LEAD




1







PUNCTURE



2





QUICK DRAW



2





SIGHT



1





SNIPE



5





SPRAY



0





STRAFE



4





UNLOAD



5





HEAL



5





RESUSCITATE





5







BREAK



4



4



DISARM





4




4




FLURRY



8



8



FLYING KICK





8




8




GOUGE





5




5




GRAPPLE



4



4



HEAVE



6



6



LASH



10



10



LASSO



5



5



PARRY



1



1



PINPOINT





8




8




PRIME




-5




-5




RIPOSTE




2




SMASH




8



STUN



12



TAKEDOWN



5



CLIMB



4



ESCAPE



5




LUNGE




9




ROLL



5



STRIP



8



DEACTIVATE



0



ASSASSINATE



9



DEFEND



-5