

WEAPON FAMILIARITY

Ares 1st Tier Skill

This Skill substitutes for ANY first-level Weapon Proficiency (except Martial Arts). Weapon requirements such as minimum Stats must still be honored. Note that if the Item requires a second-level Weapon Skill (such as Edged Weapons II), Weapon Familiarity will NOT substitute for it. As long as the Avatar has this Skill, it will meet the stacking requirement of any level II Weapon Skill. However, if the Avatar changes Houses, all subsequent Skills of Weapons which were dependent on it will be decreased by one level with NO refund of AP spent.

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ENHANCED FOCUS ATTACK

Ares 2nd Tier Skill

(Y) An Avatar with this Skill will receive a bonus of +12 OR during Short Range (R) Attacks that HE initiates.

Mars. The Red Planet, the Planet of Death, the Planet of War. The Babylonians called it Nergal. 2.6

WILLPOWER

Ares 3rd Tier Skill

(Y) An Avatar with this Skill is able to enhance his defense against any given type of attack through the use of sheer force of will over his body. He receives a bonus of +15 to his Defensive Calculation against ANY type of attack, whether Skill, Power or Item based, including Mental attacks. This Skill has NO effect on DR when used in Offensive Calculations for Long Range Attacks.

The only way to end a war is to keep fighting. 2.6

WEAPON MASTERY

Ares 4th Tier Skill

This Skill adds ONE level to ANY Weapon Proficiency (except Martial Arts), up to the maximum level allowed in each specific Weapon Skill. If the Avatar has no specific Proficiency in a given Weapon Skill, then he is assumed to have a level II Proficiency (based on this Skill combined with Weapon Familiarity) with that type of Weapon.

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DANGER SENSE

Ares 5th Tier Skill

(Y+) An Avatar with this Skill can NEVER be the victim of any Surprise attack, either Long Range, Mental or those designated by (S). Instead, he will ALWAYS have the benefit of an Initiative draw in an actual Combat.

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Resistance to Illusion

Avalon 1st Tier Skill

(Y+) An Avatar with this Skill gains a +10 bonus to his MIND Stat for the disbelief of any Illusion or Projection in his sensory range.

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Recruit Living Familiar

Avalon 2nd Tier Skill

An Avatar with this Skill will be able to recruit any sort of living familiar of any size and shape the Avatar wishes (subject to common sense), which will follow the Avatar around and can enter a combat along with the Avatar (as an independent entity under the Avatar's control). The familiar will have the following Stats (Level in each calculation refers to the owning Avatar's Level): OR (5*Level), DR (10*Level), MIND 0, LIFE (20*Level), IN 0, and uses a standard A-10 Action Deck for all draws. When the familiar is recruited, the owning Avatar must specify the exact Attribute of its attack (choosing from R, any one Elemental Attribute, or K), and whether the attack is Long Range or Short Range (it cannot be both). Note that the familiar does not need to

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be replaced with the advent of a new Level; if the owning Avatar so chooses, he can simply have the familiar grow. If the familiar is killed, the Avatar who owns him may invoke this Skill again no less than 24 hours from the death of the familiar. The familiar can be resurrected using the same 4 minute rule which is applied to Avatars, but the familiar cannot be otherwise affected by "alternate death" Powers. The familiar can not perform any Action outside of the visual range of the Avatar. If the Avatar dies, the familiar may either run away alive (with no penalty or hindrance) or it can stand by him to defend his body, and may continue to fight to the death if necessary, under the direction of the dead Avatar's player. A familiar cannot be called during Combat.

Enhanced Magic Item Form Creation 1

Avalon 3rd Tier Skill

An Avatar with this Skill is able to create an Item which has 12 IU of usability. The Avatar can only work on one Item at a time, and it takes 1 week of real time per IU (maximum of 12 weeks) to finish the Item. The created Item may be enchanted with 1 EM of effect per IU not used in any other attribute of the Item.

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Immunity to Illusion

Avalon 4th Tier Skill

(Y) An Avatar with this Skill will always successfully disbelieve any Illusion or Projection in his sensory range.

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Enhanced Magic Item Form Creation 2

Avalon 5th Tier Skill

An Avatar with this Skill is able to create an Item which has 24 IU of usability. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time for the first 2 IU plus 1 week per additional 2 IU (maximum of 13 weeks) to finish the Item. The created Item may be enchanted with 1 EM of effect per IU not used in any other attribute of the Item.

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<p>Enhanced Inspiration 1 Citadel 1st Tier Skill</p> <p>(Y) An Avatar with this Skill, by uttering an appropriate, inspirational message to any other Avatar within hearing range, will grant a bonus of +20 to the next single Calculation that the Avatar makes, whatever it might be. An Inspirational message is usable once per Avatar per day, and only once per hour (or Combat) to anyone. It is allowable for the same inspirational message to affect multiple Avatars at the same time (i.e. in a melee), subject to the usability restriction; if so used, then the bonus will take effect on each Avatar's very NEXT Calculation. If an Avatar is in such a group and has already been inspired that day, he simply gains no benefit from it while others do. Note that this bonus cannot be applied to its user, nor to any other Avatar who has ANY Inspiration Skill. In addition, if an Avatar is inspired a second time by a different Avatar (before the Calculation the first one was supposed to be applied to), that Avatar's Inspiration will take precedence (even if it is of lower value), and the previous Inspiration will be nullified.</p> <p style="text-align: right;">2.6</p>	<p>Enhanced Martial Arts 1 Citadel 2nd Tier Skill</p> <p>(Y+) An Avatar with this Skill gains a bonus of +15 OR and +20 DR for all Short Range (R) Combat (only), as long as he is not holding any Weapon (other than those specifically designated as a Martial Arts Weapon) or wearing any Armor (other than those specifically designated as Martial Arts Armor). This bonus is applied both when he is attacking and when he is attacked. The bonus is not to be used for any other Action.</p> <p style="text-align: right;">2.6</p>	<p>Enhanced Inspiration 2 Citadel 3rd Tier Skill</p> <p>(Y) An Avatar with this Skill, by uttering an appropriate, incredibly inspirational message to any other Avatar within hearing range, will grant a bonus of +50 to the next single Calculation that the Avatar makes, whatever it might be. An Inspirational message is usable once per Avatar per day, and only once per hour (or Combat) to anyone. It is allowable for the same inspirational message to affect multiple Avatars at the same time (i.e. in a melee), subject to the usability restriction; if so used, then the bonus will take effect on each Avatar's very NEXT Calculation. If an Avatar is in such a group and has already been inspired that day, he simply gains no benefit from it while others do. Note that this bonus cannot be applied to its user, nor to any other Avatar who has ANY Inspiration Skill. In addition, if an Avatar is inspired a second time by a different Avatar (before the Calculation the first one was supposed to be applied to), that Avatar's Inspiration will take precedence (even if it is of lower value), and the previous Inspiration will be nullified.</p> <p style="text-align: right;">2.6</p>
<p>Enhanced Martial Arts 2 Citadel 4th Tier Skill</p> <p>(Y+) An Avatar with this Skill gains a bonus of +30 OR and +35 DR for all Short Range (R) Combat (only), as long as he is not holding any Weapon (other than those specifically designated as a Martial Arts Weapon) or wearing any Armor (other than those specifically designated as Martial Arts Armor). This bonus is applied both when he is attacking and when he is attacked. The bonus is not to be used for any other Action. This bonus is NOT cumulative with other Martial Arts Skills.</p> <p style="text-align: right;">2.6</p>	<p>Stun Citadel 5th Tier Skill</p> <p>(R,S) An Avatar with this Skill is able to render any single target within Short Range immobile (unable to communicate, perform any Action, participate in any "normal" maneuvers such as stopping a Flee Action or taking a free shot at a Charging Avatar, or defend against any Action) for the remainder of Combat (plus one additional minute after Combat) or a period of 10 minutes (outside of Combat), by using a secret, swift sensory deprivation technique. To do so, the Avatar must make the following Offensive Calculation: (2 AC Picks). Any non-zero result will indicate success. Note that if all Combatants in a Combat are Stunned, the Combat immediately ends, thereby releasing all Stunned Avatars one minute after it ends. A Stunned Avatar can be pickpocketed once as if he were a corpse (following the rules of the Combat grace period). Initiative always goes to the Stunner first, and to a card draw if he declines.</p> <p style="text-align: right;">2.6</p>	

Levity

Cleese 1st Tier Skill

(S,Y) An Avatar with this Skill is able to stop any and all Avatars within hearing range from taking any Action for 1 full minute (outside of combat) or 1 round of combat (when in combat). During the period of Levity, the Avatars will be laughing so hard that they will be frozen. However, if the Avatar who is using this Skill tries to get away when other Avatars do not want him to, they will come to their senses and the Levity will end abruptly. Therefore, it is not a catalyst for Fleeing combat. Also, if the affected Avatars are the target of any other adverse Action, the Levity will end. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

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Cutting Remark

Cleese 2nd Tier Skill

(Y) An Avatar with this Skill is able to so fluster another Avatar that the target's next Initiative calculation (and only the next one) is automatically 0 (as if he had drawn an Ace). Use of this Skill counts as an Action.

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Hilarity

Cleese 3rd Tier Skill

(S,Y) An Avatar with this Skill is able to stop any and all Avatars within hearing range from taking any Action for 5 full minutes (outside of combat) or 5 rounds of combat (when in combat). During the period of Hilarity, the Avatars will be laughing so hard that they will be frozen. However, if the Avatar who is using this Skill tries to get away when other Avatars do not want him to, they will come to their senses and the Hilarity will end abruptly. Therefore, it is not a catalyst for Fleeing combat. Also, if the affected Avatars are the target of any other adverse Action, the Hilarity will end. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

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Unpredictability

Cleese 4th Tier Skill

(Y) An Avatar with this Skill will act so totally zany in Combat that he puts his opponents at a severe disadvantage. By invoking this Skill, all of the Avatar's current and future Melee foes will receive a penalty of -50 OR for the remainder of the round of Combat. Use of this Skill counts as an Action. It may not be used outside of Combat.

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Insanity

Cleese 5th Tier Skill

(S,Y) An Avatar with this Skill is able to invoke so much hysteria amongst other Avatars within hearing range that they will be completely frozen and unable to perform any Action at all for a period of 10 full minutes (if it is used during Combat, the Combat immediately ends and the 10 minute timer is started at the END of the cleanup phase). During this time, the Avatar may perform any Action he wants without fear, unless he performs an Action which would adversely affect any of the Insane Avatars (i.e. Fleeing is fine, attacking them is not). Also, if the affected Avatars are the target of any other adverse Action, the Insanity will end. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

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Research

Delphi 1st Tier Skill

An Avatar with this Skill is able to dissect and explain just about any mystery or mysterious Item which he focuses on. To use this Skill, he must announce his attention to Research something which another Avatar or a Gamemaster has presented, and makes very clear what he is trying to determine. He then removes his House Button for 1 hour. At the end of that hour, the Avatar or gamemaster will enlighten him with an answer to his question. Note that the nature of the research may not yield any usable results, but the Avatar or Gamemaster who is being targeted is under no obligation to reveal this until the research is completed. It is up to the discretion of the Avatar or Gamemaster who is answering the research exactly how to phrase the response, but it MUST be based in SOME factual reality, either from in-character or out-of-character knowledge. The Avatar who is using this Skill may stop it at any time and replace his House Button, thereby aborting the Research (if he wishes to research the same question, he must begin his 1 hour over again). Note that if Research is used outside of an event, the length of the research is considered to be 2 days per subject researched. 2.6

Accelerated Learning

Delphi 2nd Tier Skill

An Avatar with this Skill will pay 2 AP less than the normal cost for any other Skill purchase he makes when he reaches a new Level. Note that this Skill does not apply to Powers, and is not retroactive. 2.6

Mind Blank

Delphi 3rd Tier Skill

(M) An Avatar with this Skill is able to completely clear his mind of all accessible knowledge which otherwise might be coerced out of him by Avatars with Mental Abilities. This Skill requires one round (inside of Combat) or a full minute (outside of Combat) to invoke and release; therefore it cannot be used as a Reaction. During the time it is being invoked or released, the Skill is NOT considered to be in effect, but he cannot perform any other Actions. Once the Mind Blank is in place, the Avatar can hide any secrets or knowledge he'd like from prying Mental Actions, although he is vulnerable to other orders from successful Mental Actions (such as orders to attack someone else, etc.). He may not initiate ANY other Mental Actions while he is Mind Blanked (even if ordered to), and nothing short of his own decision (without any outside influence) stop the Mind Blank. He is free to use any other type of Action during the Mind Blank, as long as it is not Mental. 2.6

Mental Clarity

Delphi 4th Tier Skill

(M,Y+) An Avatar with this Skill is able to focus his mind in much the same way a warrior focuses his body. The Avatar gains a +20 MIND during all Mental Actions that he is involved with, whether he initiates one or is the target of one. Use of this Skill does NOT count as an Action. 2.6

Instruction

Delphi 5th Tier Skill

An Avatar with this Skill is able to teach any of the non-House Skills which he possesses to any other Avatar, free of AP spending by the student. The time for this training is one week for each AP the Skill would normally cost. The Avatar may only have one student at a time, and a student may only have one teacher at a time. This Skill cannot be used to teach a special Nexus Lord Skill, nor to teach any Skill which the student would be ineligible for (i. e. Edged Weapons II cannot be taught unless the student has fulfilled the normal stacking requirement for it). 2.6

Disguise 1

Fleming 1st Tier Skill

An Avatar with this Skill is allowed to wear an Avatar Button depicting any House. Note that this is not considered to be an illusion. This skill also allows an Avatar to REPRESENT himself as a member of the House (according to the button he is wearing) and be recognized as such UNLESS he uses something from his CC to contradict the disguise (see special rules below). The representation may include Council meetings where a proxy would normally serve a function instead of the Councilor (note that this normally does not include voting even for a real House member), and other official role played functions. Note that this Skill does NOT allow the Avatar to change his perceived gender.

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Enhanced Investigation

Fleming 2nd Tier Skill

(S) An Avatar with this Skill is allowed to see the entire CC of any other Avatar in the Nexus without invoking a game mechanic need to see the card. This Skill may be used once per hour, and may not be used during Combat.

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Disguise 2

Fleming 3rd Tier Skill

An Avatar with this Skill can own an alternate CC depicting a name and House designation other than his own. All other actual Stats will remain the same. Note that this is not considered to be an illusion. This Skill allows the Fleming to ACTUALLY BE the person he is impersonating. When he receives his alternate CC, the House Skills listed WILL BE AVAILABLE AND REAL, and usable. This will simulate the time the Fleming took to actually learn the principles of the House. To use his own House Skills (i.e. Investigation), he must do so from his own CC. It takes ten minutes of OOC time for a Fleming to change from his real CC to his Disguise CC or back again. A Fleming

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may voluntarily change the House of his actual Disguise CC ONLY during a Level change, and will be reset to Tier 1 of the new House he is impersonating just as if he had actually changed Houses. See special rules below to understand how a Fleming maintains his alternate persona and under what circumstances he will be FORCED to change his Disguise CC. Note that this Skill DOES allow the Avatar to change his perceived gender. HOWEVER, the Lilith gender-based Skills can STILL discern the Avatar's real gender.

Sleuthing

Fleming 4th Tier Skill

(S) An Avatar with this Skill is allowed to see three Item Cards (drawn at random) of any other Avatar in the Nexus without invoking a game mechanic need to see the cards. This Skill may be used only once every two hours, and may not be used during Combat.

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Disguise 3

Fleming 5th Tier Skill

An Avatar with this Skill can actually impersonate any other Avatar in the Nexus (he may ONLY impersonate a Nexus Lord IF he is also a Nexus Lord), complete with an authentic CC (including the proper gender, although the Lilith gender-based Skills can still discern the Avatar's real gender). It takes 2 hours of real time to prepare for the impersonation (although an Avatar CAN come to an event with the assumption that he spent his two hours preparing beforehand), during which time the Avatar cannot perform any other game Action (his House button is removed). This is not considered to be an illusion. The Avatar gains ALL of the benefits of his target, including all Powers, Skills and Stats; through the House and his own abilities, he has

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learned how to simulate just about everything the target does in some form or another, at the same level! Note that he is NOT able to use his own CC during the time he is impersonating another Avatar, and must turn in the fake CC before assuming his own personality (including the assumption of his alternate, ongoing Disguise II persona), which will take the normal 10 minutes of OOC time. Although the Disguise is almost perfect, it is STILL subject to the House Skill rule and the cover will be blown on an Ace draw (although this has NOTHING to do with his ongoing Disguise II persona). Further, a given Avatar can only be impersonated once every 48 hours of real time (an impersonation is considered ended when the Fleming uses any other CC).

<p>heroism 1</p> <p>Galahad 1st Tier Skill</p> <p>(Y) When an Avatar with this Skill Takes a Blow for another Avatar during a combat, he is allowed to take a regular Action during his turn as if he were not, in addition to the protection of the target.</p> <p style="text-align: right;">2.6</p>	<p>Confidence</p> <p>Galahad 2nd Tier Skill</p> <p>(Y) An Avatar with this Skill gains a bonus of +10 OR after any (P) attack is directed at him (whether or not it is effective), to be used during his NEXT attack which uses OR, as long as it is in the same Combat (if this never happens, the Confidence expires at the end of the Combat. The effects of this Skill are cumulative, so multiple attacks will continue to boost his OR until it is used or it expires.</p> <p style="text-align: right;">2.6</p>	<p>heroism 2</p> <p>Galahad 3rd Tier Skill</p> <p>(Y) When an Avatar with this Skill Takes a Blow for another Avatar during a combat, he is allowed to take a regular Action during his turn as if he were not, in addition to the protection of the target. Also, he will receive a +15 DR bonus which can applied to any Defensive calculation for the remainder of the Round (but not to Long Range Offensive DR).</p> <p style="text-align: right;">2.6</p>
<p>Enhanced Precision</p> <p>Galahad 4th Tier Skill</p> <p>(Y) An Avatar with this Skill gains a +15 bonus to any Offensive Calculation when using any (R) or (N) attack (whether Short Range or Long Range) against a single target.</p> <p style="text-align: right;">2.6</p>	<p>Morale</p> <p>Galahad 5th Tier Skill</p> <p>(Y) An Avatar with this Skill will, for the remainder of Combat, convey a bonus of +20 OR and +20 DR to all Combatants on the side of the Avatar who is inspiring Morale (excluding himself). Note that this bonus is NOT cumulative, so if two Avatars with this Skill are on the same side, only one need use it. Note that the Avatar who is using this Skill has the final say on exactly who is "on his side".</p> <p style="text-align: right;">2.6</p>	

Liquid Immunity

Godot 1st Tier Skill

(Y+) An Avatar with this Skill will experience no ill effect after coming into contact with or imbibing any potion, drink or other liquid that would cause a negative reaction.

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Bravado

Godot 2nd Tier Skill

(Y) An Avatar with this Skill is so completely oblivious to the fact that he is getting hurt that it actually makes him stronger. Whenever he has lost one half (rounded down) of his LIFE points during combat, he gains a bonus of +10 OR for the remainder of the Combat. The effects of this Skill are cumulative until the end of the Combat.

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Appeasement

Godot 3rd Tier Skill

(S,Y) An Avatar with this Skill is able to calm any number of Avatars down by offering to buy them all a drink and show them a good time. This Skill will affect all Avatars within audible range at the time it is used, and will prevent any and all attacks or other adverse Actions from being directed at the Avatar who is using this Skill for a period of 1 hour. Note that the appeasement is completely suspended for all targets if the Avatar attacks or directs an adverse Action towards any one of them. Usable only once per hour. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

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Recovery

Godot 4th Tier Skill

An Avatar with this Skill is so used to recovering from wild parties when he wakes up in the morning that he is able to recover from the limbo which is conveyed by death much faster. Instead of the usual 1 hour that an Avatar must wait before he gets his CC back after being killed, an Avatar with this Skill will only wait ten minutes. All other restrictions apply during that time, though.

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Distraction

Godot 5th Tier Skill

(S,Y) An Avatar with this Skill is able to completely distract any number of Avatars by acting so outrageously that they forget they ever wanted to fight. This Skill will affect all Avatars within visual range at the time it is used, and will prevent each Avatar from partaking in any combat or other adverse Actions for a period of 1 hour. Note that the distraction is completely suspended for a target if any Avatar attacks or directs an adverse Action towards him (which necessarily would have to come from either the Avatar who is distracting OR an Avatar who was not affected by the distraction. If used during a combat, Distraction will immediately END the combat, and begin the grace period; even if an outsider arrives and attempts to enrage combatants again, anyone who wishes to leave the immediate area may do so during the grace period. Usable only once per Combat. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

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<p><i>Mental Balance</i></p> <p>Helvetia 1st Tier Skill</p> <p>(M,Y+) An Avatar with this Skill receives a bonus of +5 MIND whenever he is the target of a Mental Action. This Skill cannot be used when the Avatar is the one initiating the Action.</p> <p style="text-align: right;">2.6</p>	<p><i>Restore Sense</i></p> <p>Helvetia 2nd Tier Skill</p> <p>(M) An Avatar with this Skill is able to nullify the effects of any successful non-Attack (i.e. Psionic Blast is an Attack) Mental Action (except Possession) performed on any single Avatar (other than the Avatar using this Skill), as long as his MIND Stat is greater than or equal to the target's. This nullification happens immediately and releases the target from any commitment he had as a result of the Mental manipulation and renders that target immune from the identical Mental attack (whatever the source) for a period of one hour. Although this Skill can be used as often as necessary, it requires an Action, and may NOT be performed as a Surprise Action, so the attempt MAY force Combat (and its subsequent Initiative draw) from an interested third party. The Avatar performing the Restore Sense needs to be able to communicate with the intended target in some effective way.</p> <p style="text-align: right;">2.6</p>	<p><i>Compartmentalization</i></p> <p>Helvetia 3rd Tier Skill</p> <p>(M,Y+) An Avatar with this Skill receives a bonus of +20 MIND whenever he is the target of a Mental Action. This Skill cannot be used when the Avatar is the one initiating the Action.</p> <p style="text-align: right;">2.6</p>
<p><i>Uvice of Reason</i></p> <p>Helvetia 4th Tier Skill</p> <p>(Y) An Avatar with this Skill is able to completely suspend a Combat after any round. All Avatars involved in such a Combat are given the option to freely leave the Combat (as if they had successfully Fled), or to continue it in 5 minutes as a NEW Combat (which means that all Avatars involved are healed). Usable only once per day.</p> <p style="text-align: right;">2.6</p>	<p><i>Mental Immunity</i></p> <p>Helvetia 5th Tier Skill</p> <p>(M,Y+) An Avatar with this Skill is totally immune from the effects of any Mental Action directed at him.</p> <p style="text-align: right;">2.6</p>	

<p>Enhanced Escape Combat</p> <p>Lightfoot 1st Tier Skill</p> <p>(Y) An Avatar with this Skill receives a +15 bonus to his Flee calculation when attempting a Flee Action.</p> <p style="text-align: right;">2.6</p>	<p>Light Fingers</p> <p>Lightfoot 2nd Tier Skill</p> <p>(Y) An Avatar with this Skill receives a bonus of +10 to his Pickpocket calculation when attempting a Pickpocket Action.</p> <p style="text-align: right;">2.6</p>	<p>Hide in Shadows</p> <p>Lightfoot 3rd Tier Skill</p> <p>An Avatar with this Skill is able to remove his House Button at will, as long as he is not the direct or indirect target of any tangible game effect. This Skill may not be used as a Reaction under any circumstances (although it is not considered to be an Action), and area effects and other indirect effects which affect him will prevent its use as well. In Combat, he may use the Skill to instantly escape the Combat IF and ONLY IF he is not in a Melee, but NOT in the middle of an Action which is directly or indirectly targeting him. The use of this Skill is NOT considered a Flee Action, BUT once used, the Avatar must stay OOC for a period of 10 minutes; once that period is over, the Avatar may join back into the Combat he left during the NEXT round as if he were a newcomer. Note that this is the only effect in the game which will circumvent the 10 second rule regarding removal of a House button in public.</p> <p style="text-align: right;">2.6</p>
<p>Enhanced Escape Restraint</p> <p>Lightfoot 4th Tier Skill</p> <p>(R,K,Y+) An Avatar with this Skill is immune to the effects of any Item, Skill or Power which would normally render him immobile or imprisoned. Note that this Skill cannot be used to counter any Attribute other than (R) or (K). This Skill works normally against the "Stun" Skill.</p> <p style="text-align: right;">2.6</p>	<p>Procurement</p> <p>Lightfoot 5th Tier Skill</p> <p>An Avatar with this Skill is able to procure just about any Item or raw material which exists in the Nexus (but does NOT belong to someone else). In order to use this Skill, the Avatar would declare what he is looking for, and if the Item or raw material exists, a period of time (in weeks) will be assigned for the procurement. The Avatar has NO restrictions during this time, and if the full period of time is used, the Avatar will find his Item or raw material. Note that only one Item or raw material can be procured at a time, but the Avatar can STOP a procurement and begin another one (forfeiting whatever time went into the first one).</p> <p style="text-align: right;">2.6</p>	

Male Coercion

Lilith 1st Tier Skill

(S) An Avatar with this Skill is able to use a Mental Action on a male Avatar

(only) which, if successful, will allow the Avatar to coerce the target into doing one (strictly defined) service for a period of ten minutes. He may convey this concept through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). This service cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. Also, a target can only be forced to lose ONE Item per Coercion (whether by breaking it or giving it away, etc.). The command is given at the time of invocation of the Skill. The effects of the coercion will last for 10 minutes (outside of combat) or until the end of the combat. A target may NOT be re-coerced to perform the same type of action twice in one hour.

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Enhanced Acrobatics

Lilith 2nd Tier Skill

(R,Y+) An Avatar with this Skill gains a bonus of +15 DR vs. all (R) Targeted Attacks. This bonus does not apply to Offensive DR. This Skill cannot be used if he is wearing any armor or other Item which has ANY OR penalty.

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Male Intimidation

Lilith 3rd Tier Skill

(M,Y) An Avatar with this Skill has learned how to use a male Avatar's (only) weaknesses to his advantage. He gets a bonus of +20 MIND to ANY Mental Action which he initiates against a single male target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any male Avatar without restriction, if the Mental Action which it is used in conjunction with it fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other male target for whom it has not failed previously).

2.6

Enhanced Fluid Motion

Lilith 4th Tier Skill

(R,Y+) An Avatar with this Skill gains a bonus of +15 OR and +30 DR during all Short Range (R) Targeted Attacks. This bonus is applied whether he attacks or is attacked, but does not apply to Offensive DR for Long Range Attacks. This Skill cannot be used if he is wearing any armor or other Item which has ANY OR penalty.

2.6

Male Mastery

Lilith 5th Tier Skill

(M,P,Y) An Avatar with this Skill can so completely manipulate the male gender that he is completely immune to ANY directed hostile (P) or (M) Action which would be taken against him by any Male Avatar, unless he is unconscious (including the four minutes of impending death), has a MIND of 0, or is otherwise under the control of anyone else (male or female). This Skill does not work against area attacks and effects.

Laughter, Laughter, Laughing at my cries!

2.6

SUGGESTION

Lugosi 1st Tier Skill

(M,S,Y) An Avatar with this Skill is able to use a Mental Action on a single target

which, if successful, will allow the Avatar to suggest to the target that ONE particular game-related Action he has announced and is about to perform in the next ten minutes should not be executed. He may convey this concept through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). If the suggestion works, the target may choose to perform a different Action or no Action at all. A double negation cannot be used to make a target take an action he has chosen NOT to do. In this case, read "different" as significantly changing the outcome (i.e. choosing a different target, not just using a knife instead of a sword to attack). This Skill may not affect Nexus Credits or Special Items in any way. The negation is given at the time of invocation of the Skill. Usable only once per round during combat, or once per minute outside of combat.

2.6

INTIMIDATION

Lugosi 2nd Tier Skill

(M,Y) An Avatar with this Skill has learned how to use his opponent's weaknesses to his advantage. He gets a bonus of +10 MIND to ANY Mental Action which he initiates against a single target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any Avatar without restriction, if the Mental Action which it is used in conjunction with it fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other target for whom it has not failed previously).

Nice planet you got here. Shame if something happened to it.

2.6

HYPNOSIS

Lugosi 3rd Tier Skill

(M,S) An Avatar with this Skill is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to Hypnotize the target into doing any and all services requested for a period of fifteen minutes. He may convey these concepts through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). These services cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to per-

form ANY House Skill. Also, a target can only be forced to lose ONE Item per Hypnosis (whether by breaking it or giving it away, etc.). The effects of the hypnosis will last for 15 minutes (outside of combat) or until the end of the combat. A target cannot be re-hypnotized until the initial Hypnosis has worn off, and no lesser form of Mental attack can dissuade the Hypnotized Avatar from NOT performing the requested services. The Avatar who has Hypnotized him cannot release him prematurely, but does not have to issue any further commands if he does not want to.

2.6

FEAR

Lugosi 4th Tier Skill

(M,Y) An Avatar with this Skill has learned how to use his opponent's worst nightmares to his advantage. He gets a bonus of +30 MIND to ANY Mental Action which he initiates against a single target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any Avatar without restriction, if the Mental Action which it is used in conjunction with fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other target for whom it has not failed previously). Note: A target is not immune to Fear just because he is immune to Intimidation; he must become immune to Fear independently.

Oderint dum metuant

2.6

ENHANCED HYPNOSIS

Lugosi 5th Tier Skill

(M,S) An Avatar with this Skill is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to Hypnotize the target into doing any and all services requested for a period of four hours (including combat time, with no restrictions on how many combats are entered or finished). These services cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. Also, a target can only be

forced to lose ONE Item per Hypnosis (whether by breaking it or giving it away, etc.) A target cannot be re-hypnotized until the initial Hypnosis has worn off, and no lesser form of Mental attack can dissuade the Hypnotized Avatar from NOT performing the requested services. The Avatar who has Hypnotized him cannot release him prematurely, but does not have to issue any further commands if he does not want to.

2.6

Enhanced Technology Item Form Creation 012

Octagon 1st Tier Skill

An Avatar with this Skill is able to create an Item which has 6 IU of usability and can be powered by any specific Technology energy source. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time per IU (maximum of 12 weeks) to finish the Item. Note that the Item will only work if it is powered by the proper Energy Source, available only to Technology Genre Avatars. Once the proper Energy Source is applied, the user of the Item may pump as much EM into each use of the Item as he is capable of producing; each EM point spent in this way will increase the primary usefulness of the Item (defined on its card) according to the chart of Energy Sources in Appendix E.

$$dB = 20 \log \frac{E_1 \sqrt{Z_2}}{E_2 \sqrt{Z_1}} \quad 2.6$$

Create Mechanical Servant 012

Octagon 2nd Tier Skill

An Avatar with this Skill will be able to create any sort of mechanical or robotic servant with a maximum size of a bread box, which will follow the Avatar around and can enter a combat along with the Avatar (as an independent entity under the Avatar's control). The servant can walk, roll, float or use any other form of mobility. The servant will have the following Stats: OR 20, DR 20, MIND 0, LIFE 20, IN 0, and uses a standard A-10 Action Deck for all draws. The servant has two attacks, one which is (R) based and can be used only in Short Range Combat, and one which is (N) based and can be used only in Long Range Combat. When the servant is created, the owning Avatar must specify ONE exact Attribute of its Long Range Attack PROVIDED the

Avatar has the associated Adaptation (if the Avatar does not have an Adaptation, the Servant cannot have a long range attack), although he does NOT get to spend EM on the attack. Building a new Servant takes 48 hours of real, non-combat time. The servant can NOT be resurrected or otherwise affected by "alternate death" Powers; once it is destroyed, it is considered unrecoverable. The servant can not perform any action outside of the visual range of the Avatar. If the Avatar dies, the Servant will become inert and unable to perform any Action. It may at that point be attacked and destroyed, or carried off by another Avatar to save it, if the Avatar is able to leave a Combat with it (if it is saved, then the owning Avatar can immediately reactivate it when he is alive). An Avatar may only create one Servant at a time using any Mechanical Servant Skill.

2.6

Enhanced Technology Item Form Creation 102

Octagon 3rd Tier Skill

An Avatar with this Skill is able to create an Item which has 12 IU of usability and can be powered by any specific Technology energy source. The Avatar can only work on one Item at a time, and it takes 1 week of real time per IU (maximum of 12 weeks) to finish the Item. Note that the Item will only work if it is powered by the proper Energy Source, available only to Technology Genre Avatars. Once the proper Energy Source is applied, the user of the Item may pump as much EM into each use of the Item as he is capable of producing; each EM point spent in this way will increase the primary usefulness of the Item (defined on its card) according to the chart of Energy Sources in Appendix E.

$$\sqrt[3]{(4B^2)} \text{ Thanks Linda!} \quad 2.6$$

Enhanced Technology Item Form Creation 112

Octagon 4th Tier Skill

An Avatar with this Skill is able to create an Item which has 24 IU of usability and can be powered by any specific Technology energy source. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time for the first 2 IU plus 1 week per additional 2 IU (maximum of 13 weeks) to finish the Item. Note that the Item will only work if it is powered by the proper Energy Source, available only to Technology Genre Avatars. Once the proper Energy Source is applied, the user of the Item may pump as much EM into each use of the Item as he is capable of producing; each EM point spent in this way will increase the primary usefulness of the Item (defined on its card) according to the chart of Energy Sources in Appendix E.

$$I_t = \sqrt{I_R^2 + (I_L - I_C)^2} \quad 2.6$$

Create Mechanical Servant 102

Octagon 5th Tier Skill

An Avatar with this Skill is able to enhance his Servant in two crucial ways: First, the Servant itself has new Stats - OR 60, DR 100, MIND 0, LIFE 100, IN 0. Second, the owning Avatar (only) is able to spend EM to boost the Servant's Long Range attack (only) with the appropriate Attribute multiplier (as if the Servant was a weapon). In addition, the Avatar may choose to remove the Servant's short range attack altogether and replace it with an EM storage unit which can hold up to 30 EM at a time for use with the long range weapon. The Avatar can recharge this storage unit at a rate of 1 EM per non-combat minute, regardless of the actual amount of EM he has. Note that this substitution renders the Servant useless at short range, unless it successfully charges to a long range position on the battlefield. Note that all other rules and restrictions from Create Mechanical Servant I are still in effect for this Skill.

2.6

ENHANCED ITEM CREATION 1

Renaissance 1st Tier Skill

An Avatar with this Skill is able to create an Item which has 12 IU of usability. The Avatar can only work on one Item at a time, and it takes 1 week of real time per IU (maximum of 12 weeks) to finish the Item.

2.6

CONCEAL ITEMS

Renaissance 2nd Tier Skill

(Y) When an Avatar with this Skill is successfully Pickpocketed, and the thief names a class of Item he is searching for, the Avatar may choose which Item the thief will get instead of having the thief randomly pick it from him. If the Item chosen is Unstealable, then the thief does not get it. Note that unless it is the only Item of its class that the victim has in his possession, he may not choose the same Item if the thief successfully Pickpockets him again within 24 hours.

2.6

ENHANCED ITEM CREATION 2

Renaissance 3rd Tier Skill

An Avatar with this Skill is able to create an Item which has 24 IU of usability. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time for the first 2 IU plus 1 week per additional 2 IU (maximum of 12 weeks) to finish the Item.

2.6

ENHANCED TWEAK ITEM

Renaissance 4th Tier Skill

An Avatar with this Skill is able to improve any Item's effect by up to 16 IU. Avatar can only work on one Item at a time, and it takes 1 week of real time plus 1 week per 4 points of effect (maximum of 5 weeks) to finish tweaking the Item. Note that this Skill will work on Items of any origin, including magic and technology based Items (however, it cannot be used to CHANGE the Energy Source requirement of a Technology based Item OR to change the Enchantment on a Magic based Item). Note that a given Item can only be tweaked ONCE in its lifetime, and that it cannot be used during the time it is being tweaked. An Avatar can only work on one Item at a time.

2.6

ENHANCED ITEM CREATION 3

Renaissance 5th Tier Skill

An Avatar with this Skill is able to create an Item which has 48 IU of usability. The Avatar can only work on one Item at a time, and it takes 3 weeks of real time for the first 6 IU plus 1 week per additional 3 IU (maximum of 17 weeks) to finish the Item.

2.6

Resistance to Coercion

Tocsin 1st Tier Skill

(M,Y+) An Avatar with this Skill will gain a bonus of +10 MIND against any type of coercive or suggestive or hypnotic Skill or Power (including Mesmerize, Possession and Enhanced Hypnosis). This Skill can not be combined with any other Mental Resistance Skill.

2.6

Coercion

Tocsin 2nd Tier Skill

(M,S) An Avatar with this Skill is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to coerce the target into doing one (strictly defined) service for a period of ten minutes. He may convey this concept through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). This service cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. Also, a target can only be forced to lose ONE Item per Coercion (whether by breaking it or giving it away, etc.). The command is given at the time of invocation of the Skill. The effects of the coercion will last for 10 minutes (outside of combat) or until the end of the combat. A target may NOT be re-coerced to perform the same type of action twice in one hour.

2.6

Confusion

Tocsin 3rd Tier Skill

(M,P,Y) An Avatar with this Skill is able to confuse any Avatar who is targeting him specifically with any Short Range (P) Action. He gains a bonus of +20 to his Defensive Calculation. Note that this Skill has no effect against any Item which has an Ability which is independent of the Avatar who is using it (i.e. it will have an effect against a sword because it is being wielded, but not against a machine. It also has no effect against any attacker with a current MIND Stat of 0.

2.6

Enhanced Resistance to Hypnosis

Tocsin 4th Tier Skill

(M,Y+) An Avatar with this Skill will gain a bonus of +40 MIND against ANY type of coercive, suggestive or hypnotic Skill or Power (including Mesmerize, Possession and Enhanced Hypnosis). This Skill can not be combined with any other Mental Resistance Skill.

I don't know if everybody is resilient or thickheaded

2.6

Incite Violence

Tocsin 5th Tier Skill

(S) An Avatar with this Skill is able to start a combat regardless of the intentions of the Combatants which he names. He must choose two definitive sides and name as many Avatars (who are within audible range) as he wants to fill those two sides (minimum of two). He does not have to partake in the Combat, but can name himself as a Combatant if he wishes. The Avatar may then disappear as if he had successfully Fled. The resulting combat must go at least one round, at which point it can be ended if all Combatants agree. Usable only once per day.

2.6

House Font list:

Type	Font Name	Text effect used (If any)
ARES	STENCIL	ALL CAPS
<i>Avalon</i>	<i>Blackadder JTC</i>	
Citadel	BlackChancery	
Cleese	Jokerman	
<i>Delphi</i>	<i>Monotype Corsiva</i>	
Fleming	Agency FB	
Galahad	LIBRA BT	Small Caps
Godot	Harlow	
<i>Helvetica</i>	<i>Magik</i>	
Lightfoot	Ransom	
Lith	Curly MT	
LUGOSI	ABADDON	
Octagon	OCR Type A	
RENAISSANCE	MACHINE BT	SMALL CAPS
Toctsin	Scythe	