

**Deny the Gods** Faction (Athar)  
Utility 2

*Disbelief is stronger than the sword.*

**Encounter ■ Faction**

**Immediate Interrupt**

**Target:** Personal

**Effect:** You may make an immediate save against any effect of divine origin or caused by an immortal.

**Go(o)dwill** Faction (Godsmen)  
Utility 2

*Your pleasant demeanour makes you well-liked around the planes.*

**Encounter ■ Faction**

**Free Action**

**Target:** Personal

**Effect:** You may reroll a Diplomacy skill check and keep the higher result.

**Relative Madness** Faction (Bleaker)  
Utility 2

*Your close relationship to the madness of the universe makes you immune against the madness of magic*

**Encounter ■ Faction**

**Immediate Interrupt**

**Target:** Personal

**Effect:** If you are hit by a psychic effect, you can make an immediate save +4 to avoid the effect.

**Swordspay** Faction (Doomguard)  
Utility 2

*Your dedication to entropy makes you a master of the sword.*

**Encounter ■ Faction**

**Free Action** **Weapon**

**Target:** Personal

**Effect:** You may reroll a missed attack with a light blade or heavy blade. Take the higher of the two rolls.

**Friendly Whispers of Death** Faction (Dustmen)  
Utility 2

*Your soothing words keep undead from attacking you.*

**Encounter ■ Faction, Zone**

**Minor Action**

**Target:** Close Burst 3

**Effect:** The undead within range cannot attack you as long you have attacked none of the undead creatures in this encounter.

**Sustain Minor**

**Self Reliance** Faction (Takers)  
Utility 2

*You have learned that you can only rely on yourself when it comes to important things.*

**Encounter ■ Faction, Stance**

**Free Action** **Weapon**

**Target:** Personal

**Effect:** Pick a single untrained skill. You make the next 2 skill rolls during this encounter as if you were trained in the skill.

**Cosmic Understanding** Faction (Guvners)  
Utility 2

*Long-time study of the universe has given you deeper insight into all forms of communication.*

**Encounter ■ Faction**

**Free Action**

**Target:** Personal

**Effect:** You can understand one language of your choice for the rest of the encounter.

**Independent Minded** Faction (Indeps)  
Utility 2

*Your stubbornness makes you resistant to attacks against your will.*

**Encounter ■ Faction**

**Immediate Interrupt**

**Target:** Personal

**Effect:** When successfully attacked by a power targeting will, you can cause the attacker to reroll the attack.

**Natural Authority** Faction (Harmonium)  
Utility 2

*Fierce believe in your ideals allows you to convince others to see your point of view.*

**Daily ■ Faction**

**Free Action**

**Target:** Personal

**Effect:** Activate at the beginning of an encounter. In a skill challenge that allows Diplomacy as a skill, you can sacrifice one of your successes to remove a failure.

**Inquisitive Mind** Faction (Red Death)  
Utility 2

*You bark at the suspect causing him to shiver in fear. Such is the reputation of the Mercykillers!*

**Encounter ■ Faction**

**Free Action**

**Target:** Personal

**Effect:** You may take 20 for a single Insight roll.

**Undercover** Faction (Anarchists)  
Utility 2

*You are a master at pretending to be a member of another faction.*

**At-Will ■ Faction**

**Free Action**

**Target:** Personal

**Effect:** You may reroll a missed Bluff check when trying to pretend that you belong to another faction.

**Self-Centered Perception** Faction (Signers)  
Utility 2

*Since you believe that the world is shaped by your will, you are hard to fool with illusions.*

**Encounter ■ Faction**

**Immediate Interrupt**

**Target:** Personal

**Effect:** You get an immediate saving throw against Illusion effects.

**Hightened Senses** Faction (Sensates)  
Utility 2

*Your senses are highly attuned to your surroundings.*

**Encounter ■ Faction**

**Free Action**                      **Weapon**

**Target:** Personal

**Effect:** You may reroll a Perception check but must keep the second result.

**Tought is Motion** Faction (Ciphers)  
Utility 2

*Only those who act without thinking will achieve perfection.*

**Daily ■ Faction**

**Free Action**

**Target:** Personal

**Effect:** You gain +5 to your initiative check.

**Babble** Faction (Chaosmen)  
Utility 2

*Your weird speech confuses your enemies.*

**Encounter ■ Faction, Zone**

**Standard Action**

**Target:** Close Burst 2

**Effect:** All enemies within range suffer -1 on all attack rolls.

**Sustain Minor**