

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