

italics – effects/works with multiple attributes/skills
underline – prerequisite only

Atlantean Blood*
Combat Skill (non-combat Skill 4)
Instant Reload
Jack of All Trades (Int 3, untrained Skills)
Kip Up
Lucky
Magical Aptitude
Quick Draw
Skill Aptitude (+2 any Skill/discipline)
Skill Mastery (Specialized Skills)
Skilled Assistant (teamwork)

Body

Quick Healer* (3)
Tough* (+1)
(Defense, Passive)
(Stun)
(Health)

Tough Attack (3)

Dexterity

Agile* (+1)
Mobile Attack (3)

Finesse Attack (3)
Flurry (3)
Rapid Shot (3)
Total Defense (3)
Vigorous Defense (3)

Acrobatics

Archery

Accuracy
Blind Fight
Bold Attack (Cha 3)
Calculated Attack (Int 3)
Combat Aptitude (Int 3)
Dual Wield (Dex 3)
Focused Attack (Wil 3)
Long Shot
Rapid Shot (Dex 3)
Snapshot
Strong Attack (Str 3)
Tough Attack (Bod 3)

Drive

Evasive Action (4)
Reckless Driver (4)
Wheelman (4)

Firearms

Accuracy
Autofire (4, "A" weapons)
Blind Fight
Bold Attack (Cha 3)
Calculated Attack (Int 3)
Combat Aptitude (Int 3)
Drive-by Attack (4)
Dual Wield (Dex 3)
Flurry (Dex 3)
Focused Attack (Wil 3)
Long Shot
Rapid Shot (Dex 3)
Ricochet Shot (4)
Snapshot
Strafe
Strong Attack (Str 3)
Tough Attack (Bod 3)

Larceny

Pilot*

Evasive Action (4)
Reckless Driver (4)
Wheelman (4)

Ride

Stealth

Subtle Strike (4)

(Move)

(Initiative)

(Defense, Active)

Strength

Strong* (+1)

Strong Attack (3)

Strong Defense (3)

Athletics

Bold Attack (Cha 3)
Calculated Attack (Int 3)
Combat Aptitude (Int 3)
Dodge (4)
Dual Wield (Dex 3)
Finesse Attack (Dex 3)
Flurry (Dex 3)
Focused Attack (Wil 3)
Long Shot
Snapshot
Tough Attack (Bod 3)

Brawl / Martial Arts*

Accuracy
Blind Fight
Block (4)
Bold Attack (Cha 3)
Breaking Blow (4)
Calculated Attack (Int 3)
Combat Aptitude (Int 3)
Counterstrike (4)
Delayed Blow (4)
Finesse Attack (Dex 3)
Flurry (Dex 3)
Focused Attack (Wil 3)
Knockout Blow (4)
Lethal Blow (4)
Missile Deflection (4)
Paralyzing Blow (4)
Quick Strike
Staggering Blow (4)
Subtle Strike (Stealth 4)
Tough Attack (Bod 3)
Unarmed Parry (4)

Melee

Accuracy
Blind Fight
Blunt Strike (4)
Bold Attack (Cha 3)
Calculated Attack (Int 3)
Combat Aptitude (Int 3)
Dual Wield (Dex 3)
Finesse Attack (Dex 3)
Flurry (Dex 3)
Focused Attack (Wil 3)
Parry (4)
Quick Strike
Riposte (4)
Subtle Strike (Stealth 4)
Tough Attack (Bod 3)

(Move)

Charisma

Attractive (w/people)
Charismatic* (+1)

Bold Attack (3)
Bold Defense (3)
Natural Leader (3) (Ally)
Well-Connected (3) (Contacts)

Animal Handling

Animal Affinity (w/animals)

Con
 Provoke (4)
Diplomacy
 Inspire (4)
Intimidation
 Fearsome (4)
Performance
 Captivate (4)
Sorcery*
Streetwise

Intelligence

Intelligent* (+1)
Total Recall

Calculated Attack (3)
Calculated Defense (3)
Combat Aptitude (3)
Guardian (3)
Jack of All Trades (3, untrained)
Moneywise (3) (Wealth)
Skill Mastery (3)

Academics*
Art*
Bureaucracy
Craft*

 Quick Repair (4)
 Tinker (4)

Damage Control (4)
Jury-Rig (4)

Demolitions
Empathy
Gambling
Gunnery

Drive-by Attack (4)
 Long Shot

Investigation
Linguistics

 Atlantean Language (6)
 Atlantean Power Words
 Atlantean Commands

Medicine

 Lifesaver (4)

Science*

 Weird Science (4)
 Spark of Life

Survival

 Direction Sense
 Time Sense

Warfare

(*Perception*)

(Initiative)

Willpower

Iron Will* (+1)

*Psychic Ability**

(Telepathy)

Mind Control

(Telekinesis)

Telekinetic Shield

(Cloaking)

Enshroud

Focused Attack (3)

Focused Defense (3)

Headstrong (3)

Focus

*Psychic Ability**

(Telepathy)

Mind Control

(Telekinesis)

Telekinetic Shield

(Cloaking)

Enshroud

(Perception)

(Health)

Size

Giant*

(Defense)

(Health)

Move

Climb (when climbing)

Jump (when jumping)

Run (when running)

Swift (+2)

Swim (when swimming)

Perception

Alertness

Keen Sense* (particular sense)

*Psychic Ability**

(Extrasensory Perception)

Precognition

Initiative

Quick Reflexes

Quick Strike (Brawl/M.A., Melee)

Snapshot (Archery, Athletics, Firearms)

Defense

Block (Brawl/M.A. 4)
Combat Aptitude (Int 3)
Counterstrike (Brawl/M.A. 4)
Dodge (Athletics 4)
Evasive Action (Drive/Pilot 4)
Guardian (Int 3)
Missile Deflection (Brawl/M.A. 4)
Parry (Melee 4)
Telekinetic Shield (*Psychic Ability** (Telekinesis))
Riposte (Melee 4)
Total Defense (Dex 3)
Unarmed Parry (Brawl/M.A. 4)
Vigorous Defense (Dex 3)

(Passive)

Focused Defense (Wil 3)
Strong Attack (Str 3)

(Active)

Bold Defense (Cha 3)
Calculated Defense (Int 3)
Danger Sense (surprise/ambush)

Stun

Headstrong (Wil 3)
Iron Jaw

Health

Diehard
High Pain Tolerance
Robust

Ally

Natural Leader (Cha 3)

Artifact

Contacts

Well-Connected (Cha 3)

Fame

Followers

Mentor

Rank

Refuge

Status

Wealth

Moneywise (Int 3)