Navigation Abilities

Rank 1

Wayfinder

- You have an innate sense of direction.
- You will usually find a landmark or destination you have had described to you.
- You may always find your way to locations you are familiar with.

Space Within Space [5]

- Call VWORP.
- You may not move, but remain hidden until you choose to reappear or are subject to a YOU LOT or MASS call.

Use the Land [3]

- You may gain an additional use of MISSED from the cover you are currently in.

Rank 2

Out-Manouevre

- You may choose to start an encounter that you saw coming (i.e. was not a surprise or an ambush) from a different position without alerting the enemy.
- Travel to this location with two fingers in the air as if you are subject to VWORP.
- You did not teleport here in character, but found your way sneakily to a new vantage point.

Stay On Target [2]

- Call PING to TAUNT.

Gravity Stabilisers [3]

- Call PING to STRIKEDOWN.

Rank 3

Redistribution

Your energy generation method is improved by being missed by shots:

- **Siphoner** - once per cover pool you may generate energy when you call MISSED as if you had been hit.
- **Channeller** - you gain an additional energy if you call MISSED while chanting. You may only gain one additional energy per chant in this way.
- **Generator** - you may call MISSED once for free while recouping regardless of being in cover.
- **Accumulator** - when you run out of energy you have a pool of 3 MISSED per encounter regardless of being in cover.
- **Assimilator** - you may ASSIMILATE cover to produce 2 Energy but use up the pool of MISSED.

Redirection [3]

- You may call PING against a call an **ally** makes against you.
- You then may make that call as a YOU call against another target.

Between Blinks [5]

- Call VWORP.
- You may relocate but must reappear in 10s.
- You are aware of what happens while you are vanished.

Rank 4

Beam Me Up

- Once per encounter, if you are out of sight of all enemies you may call VWORP and exit the encounter.
- You may then choose to exit the Mission or return after the Encounter has finished.

Now You See Me [2]

- If you are broken out of VWORP involuntarily, you may call YOU: ZAP in response.

Now You Don't [2]

- When you incapacitate a target you may call VWORP to vanish as if you had spent Energy on Space Within Space immediately.

Rank 5

Lay of the Land

- You always gain an additional call of MISSED in your pool from being in cover.
- This stacks with other increases to the MISSED pool.

Quantum Teleportation [5]

- Call PING to a YOU call.
- Immediately make that YOU call against someone else.
- You must make the call, you cannot absorb it.

Distributed Path [8]

- You may suffer a Severe Injury to call YOU: GAIN VA-WOOM 10s once every 15s for the rest of the encounter.