

Skill List Card Commando Adept (lknight)

Commando Adept

- Race: Asari
- Faction: Asari Republics
- Player: lknight
- IG Name: -
- Headband: Black
- Hit Points: 2
- Level: 3
- Category: Vanguard
- Assault Rifle Proficiency: You may use Assault Rifles (clip-loading/multishot Nerf Guns). You may carry a maximum of *four* clips. Unless you have other relevant abilities, those clips must be 6-shot clips.
- Medium Armor Proficiency: You may wear medium armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Throw: You may throw *one Throw spell packet. BIOTIC. RECHARGE.*
- Shockwave: You may throw *one Shockwave spell packet. BIOTIC. RECHARGE.*
- Squad Medic: You may spend a 3-count to apply one dose of medi-gel to another person to restore them to their maximum HP value.

Systems Alliance TANGO ZULU/06 April 2013 Not Transferable

Skill List Card N3 Vanguard (manayach)

N3 Vanguard

- Race: Human
- Faction: Systems Alliance
- Player: manayach
- IG Name: -
- Headband: Black
- Hit Points: 1
- Level: 3
- Category: Vanguard
- Shotgun Proficiency: You may use Shotguns (Patrol Guns).
- Light Armor Proficiency: You may wear light armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Light Pistol Proficiency: You may use Light Pistols (Nerf single-shots and revolvers).
- Assault Rifle Proficiency: You may use Assault Rifles (clip-loading/multishot Nerf Guns). You may carry a maximum of *four* clips. Unless you have other relevant abilities, those clips must be 6-shot clips.
- Barrier: You may call **Barrier** to set your current shield points to 3 regardless of your maximum shield points. Your shield points will reset back to their nominal maximum after the next time you take cover. *BIOTIC. RECHARGE.*
- Nova: You may expend all of your remaining SP to fire *one* "X+2 Damage" shot from a shotgun, where X is the number of SP you had remaining. You may not take cover for 15 seconds after using this ability. *BIOTIC. RECHARGE.*

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Skill List Card Follower of Amonkira (telmo)

Follower of Amonkira

- Race: Drell
- Faction: Illuminated Primacy
- Player: telmo
- IG Name: -
- Headband: Black
- Hit Points: 1
- Level: 3
- Category: Adept
- Sniper Rifle Proficiency: You may use sniper rifles (single shot Nerf Guns, called damage)
- Light Pistol Proficiency: You may use Light Pistols (Nerf single-shots and revolvers).
- Light Armor Proficiency: You may wear light armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Heavy Pistol Proficiency: You may use Heavy Pistols (Vortex Protons and Vigils).
- Tactical Cloak: You may enter Tactical Cloak. To do this, cross your non-gun-wielding hand over your chest and begin a 5-count. You are invulnerable for the duration of the 5-count or until you fire your weapon. At the end of the 5-count, or when you fire your weapon, Tactical Cloak ends. You may not take cover while under the effects of Tactical Cloak. *RECHARGE.*
- Marksman: You may fire 3 shots in immediate succession from a heavy pistol, calling "2 damage" with each shot. If you wait more than 2 seconds before beginning to reload after firing, or 2 seconds between chambering a round and firing, the rest of the 3-shot burst is wasted. *RECHARGE.*
- Throw: You may throw *one Throw spell packet. BIOTIC. RECHARGE.*

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Skill List Card Corporal (hbrandte)

Corporal

- Race: Turian
- Faction: Turian Hierarchy
- Player: hbrandte
- IG Name: -
- Headband: Black
- Hit Points: 1
- Level: 3
- Category: Infiltrator
- Light Armor Proficiency: You may wear light armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Sniper Rifle Proficiency: You may use sniper rifles (single shot Nerf Guns, called damage)
- Assault Rifle Proficiency: You may use Assault Rifles (clip-loading/multishot Nerf Guns). You may carry a maximum of *four* clips. Unless you have other relevant abilities, those clips must be 6-shot clips.
- Tactical Cloak: You may enter Tactical Cloak. To do this, cross your non-gun-wielding hand over your chest and begin a 5-count. You are invulnerable for the duration of the 5-count or until you fire your weapon. At the end of the 5-count, or when you fire your weapon, Tactical Cloak ends. You may not take cover while under the effects of Tactical Cloak. *RECHARGE.*
- Medium Armor Proficiency: You may wear medium armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Overload: You may throw *one Overload spell packet. TECH. RECHARGE.*
- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Deadeye: When firing a sniper rifle, you may increase the damage value of each shot by 1.

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Skill List Card Operator (cereslee)

Operator

- Race: Krogan
- Faction: Mercenary
- Player: cereslee
- IG Name: -
- Headband: Black
- Hit Points: 3
- Level: 3
- Category: Vanguard
- Medium Armor Proficiency: You may wear medium armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Assault Rifle Proficiency: You may use Assault Rifles (clip-loading/multishot Nerf Guns). You may carry a maximum of *four* clips. Unless you have other relevant abilities, those clips must be 6-shot clips.
- Shotgun Proficiency: You may use Shotguns (Patrol Guns).
- Heavy Armor Proficiency: You may wear heavy armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Throw: You may throw *one Throw spell packet. BIOTIC. RECHARGE.*

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Skill List Card Salvage Demolitionist (tboning)

Salvage Demolitionist

- Race: Krogan
- Faction: Mercenary
- Player: tboning
- IG Name: -
- Headband: Black
- Hit Points: 3
- Level: 3
- Category: Engineer
- Assault Rifle Proficiency: You may use Assault Rifles (clip-loading/multishot Nerf Guns). You may carry a maximum of *four* clips. Unless you have other relevant abilities, those clips must be 6-shot clips.
- Medium Armor Proficiency: You may wear medium armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Shotgun Proficiency: You may use Shotguns (Patrol Guns).
- Grenade: You may throw *one Grenade spell packet. TECH. RECHARGE.*
- Incinerate: You may throw *one Incinerate spell packet. TECH. RECHARGE.*
- Reroute Power: You may expend this power and up to two other tech abilities to recharge your shields. If you expend only one tech ability, your SP are reset to 2. If you expend two tech abilities, your SP are reset to 4. *TECH. RECHARGE.*
- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Breach: You may expend 3 Omni-gel to deactivate a ward.

Systems Alliance TANGO ZULU/06 April 2013 Not Transferable

Skill List Card

Senior Mechanic (dvorak42)

Senior Mechanic

- Race: Quarian
- Faction: Migrant Fleet Admiralty
- Player: dvorak42
- IG Name: -
- Light Pistol Proficiency: You may use Light Pistols (Nerf single-shots and revolvers).
- Light Armor Proficiency: You may wear light armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Shotgun Proficiency: You may use Shotguns (Patrol Guns).
- Ablative Omnigel Coating: If you have a Tool with the ability to repair armor, you may expend a use of Omni-gel to apply a coating to a suit of Light Armor that you are wearing. This takes 30 seconds. When complete, you gain as many AP as your tool allows you to repair using *one* use of Omni-gel. You may not go above 5 AP by using this power. **RECHARGE.**
- Overload: You may throw *one* **Overload spell packet. TECH. RECHARGE.**
- Reroute Power: You may expend this power and up to two other tech abilities to recharge your shields. If you expend only one tech ability, your SP are reset to 2. If you expend two tech abilities, your SP are reset to 4. **TECH. RECHARGE.**
- Freeze: You may throw *one* **Freeze spell packet. TECH. RECHARGE.**
- Grant Ammo Power: You may bestow a use of one of your offensive tech skills (Overload, Incinerate, Grenade, or Freeze) to one of your teammates with the incant "Bestow (SKILLNAME) Through Weapon". This expends your use of the skill. **TECH. RECHARGE.**
- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Breach: You may expend 3 Omni-gel to deactivate a ward.

Systems Alliance TANGO ZULU/06 April 2013

Not Transferable

Skill List Card

N3 Soldier (lilychen)

N3 Soldier

- Race: Human
- Faction: Systems Alliance
- Player: lilychen
- IG Name: -
- Headband: Black
- Hit Points: 3
- Level: 3
- Category: Soldier
- Heavy Pistol Proficiency: You may use Heavy Pistols (Vortex Protons and Vigilons).
- Assault Rifle Proficiency: You may use Assault Rifles (clip-loading/multishot Nerf Guns). You may carry a maximum of *four* clips. Unless you have other relevant abilities, those clips must be 6-shot clips.
- Medium Armor Proficiency: You may wear medium armor for your race. Asari, batarians, drell, and humans all use humanoid armor.
- Light Pistol Proficiency: You may use Light Pistols (Nerf single-shots and revolvers).
- Shotgun Proficiency: You may use Shotguns (Patrol Guns).
- Heavy Armor Proficiency: You may wear heavy armor for your race. Asari, batarians, drell, and humans all use humanoid armor.

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