Skill List Card — N3 Soldier (efogg)

N3 Soldier

- Race: Human
- Headband: Black
- Faction: Systems Alliance
- Hit Points: 3
- Player: efogg
- Level: 3
- IG Name: -
- 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.

Systems Alliance TANGO ZULU/06 April 2013   Not Transferable

Skill List Card — N3 Vanguard (sukrit)

N3 Vanguard

- Race: Human
- Headband: Black
- Faction: Systems Alliance
- Hit Points: 1
- Player: sukrit
- Level: 3
- IG Name: -
- 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.***

Systems Alliance TANGO ZULU/06 April 2013   Not Transferable

Skill List Card — Follower of Amonkira (munch)

Follower of Amonkira

- Race: Drell
- Headband: Black
- Faction: Illuminated Primacy
- Hit Points: 1
- Player: munch
- Level: 3
- IG Name: -
- 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 Vigilons).
- 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.***

Systems Alliance TANGO ZULU/06 April 2013   Not Transferable

Skill List Card — N3 Vanguard (alcor)

N3 Vanguard

- Race: Human
- Headband: Black
- Faction: Systems Alliance
- Hit Points: 1
- Player: alcor
- Level: 3
- IG Name: -
- 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.***

Systems Alliance TANGO ZULU/06 April 2013   Not Transferable

Skill List Card — N3 Sentinel (anchen)

N3 Sentinel

- Race: Human
- Headband: Black
- Faction: Systems Alliance
- Hit Points: 2
- Player: anchen
- Level: 3
- IG Name: -
- Category: Sentinel
- 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.
- 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.
- Overload: You may throw *one* **Overload spell packet**. ***TECH. RECHARGE.***
- Freeze: You may throw *one* **Freeze spell packet**. ***TECH. RECHARGE.***
- Throw: You may throw *one* **Throw spell packet**. ***BIOTIC. RECHARGE.***
- Shockwave: You may throw *one* **Shockwave spell packet**. ***BIOTIC. RECHARGE.***

Systems Alliance TANGO ZULU/06 April 2013   Not Transferable

Skill List Card — N3 Engineer (ekrueger)

N3 Engineer

- Race: Human
- Headband: Black
- Faction: Systems Alliance
- Hit Points: 1
- Player: ekrueger
- Level: 3
- IG Name: -
- Category: Engineer
- 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).
- 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.***
- Overload: You may throw *one* **Overload spell packet**. ***TECH. RECHARGE.***
- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Tech Explosion: For one use of an offensive tech power (Overload, Incinerate, Grenade, or Freeze), you may throw a ***flurry of three packets*** instead of *one* packet. ***TECH. RECHARGE.***
- 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 (sweattea)

N3 Soldier

- Race:	Human	- Headband:	Black
- Faction:	Systems Alliance	- Hit Points:	3
- Player:	sweattea	- Level:	3
- IG Name:	-	- 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.

Systems Alliance TANGO ZULU/06 April 2013   Not Transferable

Skill List Card   N3 Adept (adamy)

N3 Adept

- Race:	Human	- Headband:	Black
- Faction:	Systems Alliance	- Hit Points:	1
- Player:	adamy	- Level:	3
- IG Name:	-	- Category:	Adept

- 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 Vigilons).
- 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.***
- Throw:You may throw *one* **Throw spell packet**. ***BIOTIC. RECHARGE.***
- Shockwave:You may throw *one* **Shockwave spell packet**. ***BIOTIC. RECHARGE.***

Systems Alliance TANGO ZULU/06 April 2013   Not Transferable