

Powers & Skills Guide Version 1.0

This Powers & Skills Guide is a table that illustrates what Skills may be used to make a given Power action easier. Find the power listed on the left and look in the right column to see what skills, if any, may be used to make actions with that power one level easier. Please note that not all powers have a corresponding skill and that not all Narrators would agree with my interpretation of the skills and their uses. Please note also that some skills only modify some power actions, and most are marked as such. For instances in which the skill's trump suit does not coincide with the power's trump suit, use the power's trump suit as trump for cardplay.

To Make These Actions Easier:	Use this skill:
Ability Boost	N/A
Absorption	N/A
Adaptation	N/A
Additional Limb(s)	Any appropriate skill for armed or unarmed attacks.
Additional Sensor(s)	Observation
Affliction	Biochemistry, Medicine
Air Control	Energy Control
Alchemy	Chemistry
Animal Control	Animal Handling, Mental Control
Animal Form	Biology, Animal Handling (Animal Control stunt only)
Animation	N/A
Astral Projection	Mental Control, Observation (Sensory actions only)
Blending	Disguise
Blinding	Energy Control
Body Armor	N/A
Body Transformation	N/A
Chi	N/A
Claws	Natural Weapons
Cold Control	Energy Control
Computer Link	Computers
Corrosion	N/A
Cosmic Awareness	Observation
Cosmic Energy Control	Energy Control
Danger Sense	Observation
Darkforce Control	Energy Control
Detection	Observation
Digging	Geology

Dimensional Travel	Dimensional Geography
Disintegration	Energy Control
Duplication	N/A
Earth Control	Energy Control, Geology
Earthquake	Geology
Electrical Control	Energy Control
Elongation	N/A
Emotion Control	Mental Control
Empathy	Mental Control (Broadcast Only), Observation
Energy Blast	Energy Control
Energy Conversion	Energy Control
Energy Reflection	Energy Control
Energy Sheath	Aerial Combat (only while flying)
Enhanced Senses	Observation
Ensnarement	N/A
ESP	Observation
Fire Control	Energy Control
Flight	Aerial Combat
Force Field	Energy Control
Gestalt	N/A
Gravity Control	Energy Control
Horn(s)	Natural Weapons
Hyperlinguistics	Linguistics
Hypnosis	Mental Control
Illusion	Mental Control, Observation
Image Summoning	Art (drawing images to summon only), Writing (writing text to summon only)
Imitation	N/A
Immortality	Biochemistry, Medicine
Invisibility	N/A
Invulnerability	N/A
Kinetic Control	Energy Control
Leaping	N/A
Life Drain	Biochemistry, Medicine
Life Support	N/A
Light Control	Energy Control
Lightning Speed	N/A
Luck Control	Mental Control
Magic	Mental Control, Observation,
Magnetic Control	Energy Control
Mind Control	Mental Control
Nullification	Super-Physiology
Object Duplication	N/A

Paralysis	N/A
Phasing	N/A
Pheromones	Mental Control
Plant Control	Mental Control
Plasticity	N/A
Poison	Biochemistry, Chemistry
Postcognition	History, Observation
Power Amplification	Super-Physiology
Power Duplication	Super-Physiology
Power Theft	Super-Physiology
Precognition	Observation
Prehensile Hair	N/A
Protected Senses	N/A
Psi-Screen	Mental Control
Psychic Blast	Mental Control
Quills	Natural Weapons
Radar Sense	Observation
Radiation Control	Energy Control
Reality Warping	Mental Control
Regeneration	Biochemistry, Medicine
Resistance	N/A
Shadow Control	Energy Control
Shapeshifting	N/A
Size Alteration	N/A
Sonar	Observation
Sonic Control	Energy Control
Space Flight	Aerial Combat
Stun Blast	Energy Control
Teeth	Natural Weapons
Telekinesis	Energy Control
Telepathy	Mental Control, Observation (Sensory actions only)
Teleportation	N/A
Time Control	Energy Control
Time Travel	History, Time Machinery
Transmutation	N/A
Wall-Crawling	Climbing
Water Control	Energy Control
Waterbreathing	Underwater Combat
Weather Control	Energy Control
Web-Slinging	Aerial Combat (only while swinging)
Wings	Aerial Combat, Natural Weapons (Feather Blast and Wing Slash only)