Tier

1	2	3	4		Abilities and Skills	Description	Logos required:

Recruit

		Abilities and Skills	Description	Logos required:
	Ability:	Lightning	Long range energy bolt	Power
	Ability:	Sprint	+ movement rate temporarily	(uses Adrenaline only)
	Training:	Hand to Hand Combat	+ damage, knockback chance	-
	Training:	Motor Assist Body Armor	+ movement per piece worn	-
	Training:	Firearms	+ damage, reload time, etc.	-
	Engineer:	Thermodynamics	skill required for certain Crafting recipes	-
	Engineer:	Photonics	skill required for certain Crafting recipes	-
	Engineer:	Chemistry	skill required for certain Crafting recipes	-
	Engineer:	Genetics	skill required for certain Crafting recipes	-

2

Soldier

	Ability:	Shrapnel	Area of Effect (AoE) dmg	Projectile, Area
	Ability:	Rage	+damage by squad members	Attack, Enhance
	Training:	Reflective Body Armor	reflects physical and sonic dmg	-
	Training:	Machine Guns	enables Machine Gun use	-

3

Commando

	Ability:	Force Blast	damage to single target	Target, Backward, Movement
	Ability:	Rushing Blow	closes distance and does physical dmg	(Self, I, Me), Projectile, Attack
	Ability:	Scourge	Area of Effect (AoE) damage	(Self, I, Me), Around, Damage
	Training:	Graviton Body Armor	resist stun and knockback	-
	Training:	Launchers	enables Launcher use (grenades, rockets)	-

4

Grenadier

	Ability:	(SA) Concussive Wave	Knockback and dmg all enemies nearby	Vortex, Movement, Backward, Around
	Ability:	Sacrifice	trade health for damage to enemies	(Self, I, Me), Damage, Heal, Friend
	Ability:	Scatterbombs	Area of Effect (AoE) dmg	Machine, Chaos, Damage, Area
	Ability:	Tectonic Strike	Shockwave in front of Grenadier	Movement, Ground, Area, Damage
	Training:	Propellant Guns	enables Propellant Gun use	-

4

Guardian

	Ability:	(SA) Shield Wave	shields squad members	Vortex, Damage, Defend, Around
	Ability:	Reflection	reflects damage done to a squad member	Return, Area, (Self, I, Me), Damage
	Ability:	Conversion	squad members heal when guardian is hit	Damage, Enhance, Heal, Friend
	Ability:	Vortex	draws aggression of nearby enemies	Near, Area, Enemy, Summon
	Training:	Staff	enables Staff use - melee and ranged	-

3

Ranger

	Ability:	Reinforcements	summon the aid of medics, fighters	Friend, Summon, Here
	Ability:	Polarity Field	turn enemy resistances into weaknesses	Defend, Transform, Negative
	Ability:	Carpet Bombing	Area of Effect (AoE) dmg	Communication, Area, Damage
	Training:	Stealth Body Armor	reduces ranger visibility to enemies	-
	Training:	Net Gun	enables Net Gun use - root target in place	-

4

Sniper

	Ability:	(SA) Crit Wave	+ critical damage for squad members	Vortex, Enhance, Attack, Friend
	Ability:	Shredder Ammo	adds a damage type to ammo	Add, Damage, Effect, Attack
	Ability:	Target Painting	reduce enemy cover and defenses	Increase, Target, Location, Clarity
	Ability:	Called Shot	+ dmg, dmg over time, - enemy att. rate	Control, Attack, Target, Destruction
	Training:	Torqueshell Guns	enables Propellant Gun use	-

4

Spy

	Ability:	(SA) Cloak Wave	squad stealth for 60 sec.	Vortex, Enhance, Hide, Around
	Ability:	Magnesium Flash	blinds enemies within range	Lightning, Attack, Target, Looking
	Ability:	Traitor	enemy target draws friendly fire	Enemy, Attack, Friend, Control
	Ability:	Polymorph	polymorph to scout enemy locations	(Self, I, Me) Transform Target Looking
	Training:	Blade	enables Blade weapon use	-

Tier				Abilities and Skills			Logos required:
1	2	3	4				

Specialist

Ability:	Decay	minor Damage over Time (DoT)	Damage, Time
Training:	Tools	Cipher, Healing Disk, Field Repair, etc	-
Training:	Hazmat Body Armor	+ resist EMP, Virulent, Fire, Ice	-
Training:	Leech Gun	enables Leech Gun use	-

3

Sapper

Ability:	Shield Extender	extend targets defense to squad members	-
Ability:	Hack	disrupt enemy target selection	Machine, Control, Chaos
Ability:	Crab Mines	mobile mines	Machine, Damage, Trap
Training:	Mech Body Armor	+ armor regeneration	-
Training:	Polarity Guns	enables Polarity Gun use	-

4

Demolitionist

Ability:	(SA) Explosive Wave	Area of Effect (AoE) dmg and Knockback	Vortex, Damage, Destruction, Death
Ability:	Explosive Nanites	+damage on single target	Enemy, Damage, Enhance, Many
Ability:	Reality Ripper	draws enemies together temporarily	Movement, Backward, Damage, Area
Ability:	Controlled Fission	time-delayed bomb	Damage, Enemy, Container, Trap
Ability:	Self Destruct	very-wide-area explosion around self	Teleport, Trap, (Self, I, Me), Damage

4

Engineer

Ability:	(SA) Base Wave	+ squad armor regeneration	Vortex, Repair, Defend, Friend
Ability:	Turret	temporary external robotic gun	Summon, Machine, Damage, Enemy
Ability:	Bot Construction	field bots with various functions	Create, Machine, Life, Here
Ability:	Trap	turret-like mine explodes when attacked	Trap, Damage, Summon, Machine
Ability:	Temporary Wormhole	temporary waypoint on battlefield	Friend, Teleport, Machine, Summon

3

Biotechnician

Ability:	Frighten	Cause Area of Effect (AoE) fear	Chaos, Mind, Feeling
Ability:	Lifeforce Funnel	AoE heal	Area, Give, Heal
Ability:	Bio Augmentation	temporary boost to a character's attribute	Enhance, Friend, Power
Training:	Bio Body Armor	+ Health regeneration rate	-
Training:	Injection Gun	enables Injection Gun use	

4

Medic

Ability:	(SA) Regeneration Wave	+ health and power regen for squad	Vortex, Enhance, Heal, Around
Ability:	Resuscitate	return squad member to life	Life, Heal, Target, Friend
Ability:	Insanity	force enemy to attack its allies	Mind, Chaos, Enemy, Target
Ability:	Leech	restore health, power when doing damage	Heal, (Self, I, Me), Damage, Enemy
Ability:	Immunity	immunity to one type of damage	(Self, I, Me), Defend, Damage, Effect

4

Exobiologist

Ability:	(SA) Reanimation Wave	reanimate enemy corpses	Vortex, Life, Negative, Spirit
Ability:	Hortimonculus	+ regen and + resistance to 1 dmg type	Summon, Life, Control, Friend
Ability:	Cadaver Immolation	detonate enemy corpse	Damage, Area, Around, Death
Ability:	Reanimation	turn a corpse into a temporary ally	Summon, Life, Negative, Spirit
Ability:	Create Clone	clone self temporarily	(Self, I, Me), Friend, Summon, Here

Legend

(SA) = Special Ability, which means, ???
Blue text: Training in a class-specific Armor Type
Maroon text: Training in a class-specific Weapon Type

Notes

All characters start at Tier 1, Recruit, and get all skill and ability training for Tier 1 automatically.
Class (career) choices must be made to advance character level 5 (Tier 2), level 15 (Tier 3), and level 30 (Tier 4)
To advance to the next Tier (and experience level !!), you must speak to the trainer of your chosen class, and accept the training.