1st circle – TapEX: All spell slots and power points you possess from other tracks are replaced with a pool of points called Mana equal to the circle of each spell slot or the number of power points you possess. Mana is renewed at the end of each [Scene] like spells or powers, and can be used to cast spells or powers by spending 1 Mana per circle of the spell or power, instead of expending a spell slot or power points. In addition, you gain a +2 bonus to two knowledge skills of your choice. These choices are permanent.

2nd circle – Laying LinesEX: When an ally within [Close] range uses a spell or spell like ability, you gain Mana equal to 1/2 the circle of the ability, rounded up. In addition, you may transfer a number of Mana equal to up to the number of circles you possess in this track to any ally within [Close] range as a free action. This Mana may be used to cast any spell they know. If the creature receiving Mana is unable to cast spells, they gain the ability to cast up to three spells you know until they run out of Mana. Spells gained in this way may not be of a higher circle than the highest circle in any track that the ally possesses.

3rd circle – Aether’s VanguardSU: As an immediate action you may spend 1 Mana to gain [Resistance] to either magic damage or one energy type of your choice for one [Round]. When you gain Personal Shield you may spend 2 Mana as an immediate action, to gain [Greater resistance] to either magic damage or one energy type of your choice for one [Round].

4th circle – UnplugSU: Once per [Round] as part of a move action, you may learn all tracks a creature within [Medium] range possesses. In addition, once per [Round] as a move action costing 3 Mana, you may prevent a creature within [Medium] range from using activated abilities from up to two circles of your choice for two [Rounds]. A successful Fortitude save (DC 10 + ½ your level + your Key Offensive Modifier) negates this effect.

5th circle – RefreshSLA: With a ritual lasting for 5 minutes, you may spend 10 Mana to gain an additional use of any spell, spell like ability, or supernatural ability that has a limited number of uses per [Scene] or 15 Mana to gain an additional use of an ability that has a limited number of uses per [Quest]. Any one ability may benefit from Mana Manipulation once per [Scene] or per [Quest], whatever the recharge time of the ability chosen is.

6th circle – Personal ShieldEX: When you use Aether’s Vanguard, you gain the appropriate [Resistance] to all energy damage and magic damage.

7th circle – BlackoutSU: As a standard action, you may use Unplug and instead of it targeting one creature it changes to a 50 ft. radius burst centered anywhere within [Medium] range. In addition, when you use Unplug in this way, you may increase the number of times you may use an ability that has a limited number of uses per [Encounter] by 1. Any one ability may benefit from Mana Drain once per [Encounter].