

Rating Scale

Threat level:	Meaning:
1	The talent in question poses relatively little threat. In an encounter in which this talent played a role, a normal civilian could reasonably expect to survive. A single trained operative should be able to handle the situation without specialized tactics. Abilities are not assumed to be a threat requiring special handling.
2	Use of this ability poses a threat to civilians. A trained, equipped, or lucky civilian may be able to deal with the threat, but not without risk or injury. Standard countermeasures may be employed but are not considered critical. A group of trained operatives can handle the situation with relatively low risk.
3	Civilians cannot reasonably expect to deal with the threat. Standard countermeasures should be employed in order to maintain reasonable safety. Civilians may be evacuated, but this is not considered a priority. A team of operatives should be able to handle the threat, but complications may arise and there is a non-negligible risk to operatives.
4	Civilians should be evacuated from the area, but this is not considered critical. Standard countermeasures must be employed and specific intelligence may be warranted. While a single team of operatives may be able to handle the threat, details of the ability in question and the context may present complications. There is a considerable risk of injury or death if standard procedures are not followed or unexpected complications arise.
5	Advanced countermeasures should be employed. Civilians must be evacuated from the immediate area, and larger scale evacuation may be considered. In order to maintain reasonable safety, the involvement of allied transhuman talent should be considered. Trained operatives can engage without assistance, but should treat situation with caution and attempt to engage defensively.
6	Advanced countermeasures must be employed. Operatives should postpone engagement until specific intelligence is acquired or assistance is available. The involvement of at least one transhuman is likely to be necessary. The use of heavy weaponry may be considered. Acquisition of specific intelligence is strongly recommended but not considered critical. All operatives should assume that complications may arise which prevent traditional or standard tactics from operating.
7	Evacuation of the threatened area is a priority. Operatives should engage defensively and focus on evacuation. Multiple transhuman talents are likely to be required to engage the threat. Acquisition of specific intelligence is considered a priority; all assets should delay engagement until intelligence is acquired if at all possible. Assume that complications will arise which prevent traditional or standard tactics from operating.
8	Extreme countermeasures should be employed. Evacuation of the threatened area is a top priority. Operatives should avoid engaging if at all possible. Transhumans should engage only under controlled circumstances, in groups of at least three and with support from at least two teams of operatives. Use of heavy weapons is encouraged, and use of weapons and tactics involving collateral damage should be considered.
9	Extreme countermeasures must be employed. Evacuation of the threatened area is a top priority. Engagement should be avoided if possible. Transhumans and operatives should focus on evacuation and containment. Collateral damage is likely to inevitable. Use of weapons and tactics involving moderate to severe collateral damage is authorized.
10+	The focus at this level is on minimizing the damage inflicted, not preventing it. All operatives

	should avoid engagement. Civilians in affected area should be evacuated if possible but may be considered collateral damage if necessary. In the event of a serious conflict all operatives should attempt to contain the threat until numerous or highly ranked support arrives.
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Classifications and Countermeasures

Prioritization:

Priority 1: Seer, Master, Sector, Maker (active)

Priority 2: Shadow, Wall, Veto, Mover

Priority 3: Cannon, Shifter, Blade, Maker (inactive), Tank

Procedures:

Blade

Blade-class powers exert an effect at close proximity. This may require the blade to touch a target, or it may resemble a cannon-class power with a very short range. These effects are not always directly harmful, but are in some way deleterious.

Tactics: Blade-class threats can inflict serious harm, but require close proximity to their targets. As a consequence, all efforts should be made to remain at a distance from the threat. Limiting the threat's mobility is a high priority. Containment measures are a priority. Efforts should be made to move the fight to an open area. Observation of the threat to ensure that distance is maintained should be considered.

Standard countermeasures: All operatives are advised of blade classification. Efforts should be made to engage from range and maintain a minimum safe distance. Containment measures should be attempted.

Advanced countermeasures: Maintaining safe distance is a priority. Containment is a high priority. Observation of the threat is a priority. Direct confrontation is considered undesirable, and distraction tactics are preferred. Operatives are advised to alternate fire, preventing the threat from focusing on any one team. Transhumans are advised that sustained exposure to the threat may be debilitating or lethal, and are advised to maintain a safe distance.

Extreme countermeasures: All operatives should evacuate the immediate vicinity of the threat. Containment is a maximum priority. Distraction tactics and guerilla attacks are highly advised. Transhumans are advised that instantaneous exposure to the threat may be debilitating or lethal.

Cannon

Cannon-class powers are focused on long-range offense. Transhumans with these abilities tend to excel at inflicting damage at long range. This may be through either direct attacks or the use of grenades or similar projectiles. Effects of attacks are not necessarily lethal or directly harmful, but cause some deleterious effect.

Tactics: Cannons should be treated as artillery units. Efforts should be made to close with the target, and controlling mobility is a priority. Against low-ranking cannons cover is considered a priority; at higher levels, it is assumed that cover will not provide adequate protection against attacks, and evasion is considered more important.

Standard countermeasures: Operatives are notified of cannon status and advised to seek cover when possible. Suppression is desirable but not necessary. Frequent updates regarding likely direction and range of fire are encouraged.

Advanced countermeasures: Resources are to be deployed to distract and suppress the cannon. Direct confrontation is considered undesirable, and distraction tactics are preferred. Operatives are advised to alternate fire, preventing the cannon from targeting any individual team. Transhumans are advised that sustained fire from the cannon is likely to cause harm, and evasion is prioritized. Evacuation of the target's threatened area is prioritized.

Extreme countermeasures: Evacuation of threatened area is highly prioritized. Operatives are advised that cover will not provide protection. Transhumans are advised that even momentary fire from the cannon is likely to cause harm or death, and evasion is a maximum priority. Distraction and containment are prioritized. The use of large scale weapons may be authorized.

Maker

Maker-class powers focus on the production, alteration, or enhancement of physical objects. This may involve the creation of new materials, or it may involve radical adjustment or augmentation of existing items. Where possible, the specialty of the maker and any additional classifications which it enables should be appended to the classification number (e.g., Maker 4 (explosives): Cannon 3, Sector 3).

Tactics: Removing the threat's equipment is a high priority. Isolation from teammates is a high priority. Maker-class threats are capable of producing new weapons and protections, often in relatively little time. Thus, the rapid removal of the threat may be prioritized.

Standard countermeasures: All operatives are advised of the maker classification. Distraction and containment of the threat is a priority. If the threat is disarmed, it is assumed to be a relatively low priority.

Advanced countermeasures: All operatives are advised of the maker classification and specialties. Isolation and disarmament is a priority. Distraction is a high priority. Containment is advised but may not be possible. Efforts should be made to keep the maker under observation. If observation suggests that the maker may be producing or modifying a device, prevention becomes a high priority.

Extreme countermeasures: All operatives should assume that the maker possesses abilities and devices which are unknown and present an extreme threat. Isolation and distraction is a maximum priority. Makers should be contacted and all efforts should be made to gain intelligence regarding the threat. Large-scale weapons may be authorized.

Master

Master-class powers focus on controlling other entities. This may take the form of seizing control of existing entities, or it may involve animating or creating entirely artificial beings. In either case, control may be exerted at various levels, ranging from mild influence to complete domination.

Tactics: Isolation from controlled entities should be considered a maximum priority. Master threats typically become increasingly dangerous as additional controlled entities are created or suborned; thus, rapid removal from the fight is a high priority. Transhumans which may be susceptible to control should not be deployed if at all possible. If the threat is capable of controlling humans, password protocols should be implemented and all operatives should be in constant communication.

Standard countermeasures: All operatives are advised of master classification. Isolation and rapid removal of the threat is prioritized. Password and observation protocols should be implemented if the threat can control humans (see Shadow heading for details).

Advanced countermeasures: All operatives are advised of master classification and details. Long-range tactics are advised. If controlled entities are nonhuman, lethal munitions are authorized and advised. Isolation and rapid removal is a high priority. Any operative who ceases communication, even temporarily, or who fails a password check should be detained and removed from the area. Failure to comply with this directive should be met with any necessary measure, up to and including lethal force.

Extreme countermeasures: All operatives which may be susceptible to control must be evacuated. All parties which have come into contact with the threat, including civilians, should be detained for observation. Use of large-scale weapons may be authorized.

Mover

Mover-class powers are focused on mobility. Those with this classification have the ability to move themselves or others at high speeds or through atypical means. This may include the use of flight, teleportation, enhanced speed, exceptionally capable vehicles, or other means of transportation. Where possible, the nature of the movement should be appended to the classification and rank, e.g., Mover 3 (flight).

Tactics: Limiting mobility is a high priority. Depending upon secondary powers and additional classifications, the objective may be to maintain a safe distance or to maintain close-range pressure upon the threat. If the mover has the ability to affect others, isolation from teammates is a priority.

Standard countermeasures: Operatives are advised of the mover's classification and general capabilities. Efforts should be made to isolate and limit mobility of the mover. Depending upon the means of movement, containment measures may be advised (e.g., nets, enclosures).

Advanced countermeasures: Attacks should be targeted at less mobile objectives (e.g., specific areas, less mobile teammates) in order to limit the utility of the mover's powers. Isolation may be prioritized. Any effective containment measures are advised.

Extreme countermeasures: Assume that containment is impossible. Large-scale evacuation may be considered. Nearby targets are warned that the threat may be incoming. Targeting stationary objectives may be the only way to reliably limit the threat's movement.

Sector

Sector-class powers focus on area denial and battlefield control. Powers in this category subject large areas to ongoing effects. Effects may not be directly harmful but in some way impair or threaten those in the area of effect.

Tactics: Most sector threats increase in effect over time. Thus, eliminating the threat quickly to limit the degree of control the sector exerts over the battlefield is a high priority. Operatives should attempt to engage at range and avoid entering the threat's area of influence. Operatives should avoid clustering. Isolation from teammates is a priority. Multiple sector-class powers interacting in a single area is a serious threat and all efforts should be made to prevent this from occurring.

Standard countermeasures: All operatives are advised of the sector classification and the specific effects which are produced. Mobility is a priority and efforts should be made to move the battlefield regularly to delay and limit the sector's control over the arena.

Advanced countermeasures: Evacuation of the threatened area is a priority. Mobility is a high priority. Cover, environmental conditions, and situational advantages should not be assumed to be reliable. All operatives must be deployed singly or in small groups. Heavy weapons are authorized.

Extreme countermeasures: Evacuation of the area is a top priority. Long-range attacks are essential and large-scale weapons may be authorized. Collateral damage should be assumed to be inevitable.

Seer

Seer-class powers focus on gaining, analyzing, and using information. This may take the form of enhanced senses, clairvoyance, telepathy, or functional precognition. Abilities often include the ability to process and act on information at a preternatural level or speed.

Tactics: Seer-class threats are dangerous primarily as a result of the information which they can provide to more offensively-capable teammates. As such, rapid isolation of the seer is a maximum priority. All operatives should assume that ambushes, deceptions, and surprise attacks will not be effective against the threat.

Standard countermeasures: All operatives notified of seer classification. Isolation is a high priority. Efforts should be made to limit the information available to the threat. This may include sensory disruption or encrypted communications.

Advanced countermeasures: Isolation is a top priority. Efforts to limit the seer's access to information are a high priority. In the case of seers who function via enhanced senses, this may take the form of flashbang grenades, removal of light sources, or other means of sensory deprivation and/or overload. In the case of seers who function via telepathy, it may be necessary to limit communications to and between operatives. It should be assumed that password protocols are not functional.

Extreme countermeasures: Isolation and containment are maximum priorities. All efforts should be made to limit the ability of the threat to communicate. All operatives should avoid any communication with the seer. All parties which have come into contact with the threat must be detained for observation. Any action which may limit the ability of the seer to gain information should be considered, although it should be assumed that the seer can work around such efforts. It should be assumed that password protocols and encrypted communications are compromised, and that facilities are not secure.

Shadow

Shadow-class powers are suited primarily to infiltration, stealth, or subterfuge. Common abilities in this classification include an ability to avoid detection, limit senses or perceptions, or bypass common security measures.

Tactics: Password and observation protocols should be implemented.

Password protocol: Any communication between operatives, or between operatives and command, should be preceded with a password. Passwords must not be reused. If possible, no single operative should know any more about another operative's passwords than is strictly necessary. This may require all communications between operatives to be mediated by command. Any failure to provide a valid password should be considered an indication that the operative in question is compromised. In the event that an operative is considered compromised, that operative should immediately be removed from the field and placed under observation.

Observation protocol: The threat must be under constant observation by at least two sources if at all possible. Additionally, each operative must be under observation by at least one source at all times. Any operative who goes dark is considered compromised and must verify identity with password system. All operatives must be in constant communication with each other unless team has been placed under a no-communication order. Regardless, all operatives must be in constant communication with command. Any lapse in communication is cause to consider an operative compromised.

Standard countermeasures: All operatives are advised of shadow classification. Password and observation protocols are implemented. The threat should be kept under observation. Containment is prioritized. Areas should be secured to prevent infiltration.

Advanced countermeasures: High-level password and observation protocols are implemented. Operatives do not communicate directly; all communications are routed through command, using password protocols. Containment is assumed to be impossible. Nonlethal traps should be placed in low-traffic areas. All evacuated civilians must be detained and placed under observation. Indiscriminate fire may be authorized.

Extreme countermeasures: Nonlethal traps should be placed in all areas. Lethal traps may be placed in low-traffic areas. Operatives should not be informed of trap locations. Operatives should fire nonlethal weapons indiscriminately. Indiscriminate fire with lethal weapons may be authorized. Large-scale weapons may be authorized. Any operative who is considered compromised, even momentarily, should be immediately detained and placed under observation. Failure to comply should be treated with any measures necessary, up to and including lethal force. Password system should be assumed to be compromised. No facility should be presumed to be secure.

Shifter

Shifter-class powers focus on altering the body of the transhuman in question. This may involve fully changing their physical conformation (e.g., lycanthropes), or may involve partial or nonvisible alterations. These powers may sometimes extend to altering other individuals, but such abilities are typically listed as master-class. The specific alterations performed may qualify the individual for other classifications; if so, these numbers should be appended (e.g., Shifter 5: Tank 3, Blade 2).

Tactics: Intelligence regarding the limits and details of the threat is a priority, as different shifters have radically different abilities. Identifying the range of alternate forms the threat can assume is of critical importance. If the threat can assume alternate human forms, implementation of password and observation protocols should be implemented (see Shadow heading for details). If possible, the threat should be engaged from surprise, and neutralized before the shifter can assume a combat-capable form.

Standard countermeasures: All operatives are advised of shifter classification. Password and observation protocols may be implemented. All operatives are advised to maintain distance if possible. Containment and limiting mobility are prioritized. Threat should be assumed to be armed and dangerous under all circumstances. In a mixed group, the threat is considered a low priority.

Advanced countermeasures: All operatives are advised that the threat may present unanticipated abilities without warning. Attacks targeting the physiology of the target (e.g., drugs, gas agents, electricity) should be assumed to be of minimal or nonexistent utility. Focused fire is advised. If possible numerous forms of attack should be used, in order to prevent the target from adapting.

Extreme countermeasures: All operatives are advised that the threat will present unanticipated abilities without warning. Containment is highly prioritized, but standard measures are assumed to be nonfunctional. The implementation of standard countermeasures should be considered for all classifications. Heavy weapons are authorized and recommended. Large-scale weapons may be considered.

Tank

Tank-class powers enable the threat to withstand more damage than would be expected. This may be through the use of protections which enable the threat to avoid injury (e.g., armor, kinetic barriers) or through accelerated healing or regeneration (e.g., lycanthropes).

Tactics: Tanks are relatively low-threat and are not highly prioritized. Containment is considered more valuable than direct attacks, and should be prioritized where possible. Where secondary abilities and other classifications make the tank a greater threat, focused fire and containment should be considered a priority.

Standard countermeasures: All operatives are advised of the tank classification. Containment measures are advised. Where containment is impossible, evacuation of the area should be considered. All operatives are advised that the tank may recover from incapacitating damage very quickly; immediate confinement is advised where possible.

Advanced countermeasures: All operatives are advised that sporadic fire is not likely to be effective. Coordinated, focused fire is advised. Lethal munitions and heavy weapons are authorized. Evacuation of the area is a priority. Efforts should be made to restrict violence to open areas where possible in order to limit collateral damage. Containment measures should be considered but are assumed to be of limited effectiveness.

Extreme countermeasures: Evacuation of the area is considered a top priority. Concentrated fire from multiple sources, including multiple transhuman abilities, is advised. Mobility is a priority. The use of large-scale weapons is authorized.

Veto

Veto-class powers interact with other powers. This may involve limiting the functionality of other transhumans, preventing others from accessing or effectively using their abilities, or increasing the effectiveness of other transhuman powers. Veto-class powers do not interact measurably with ordinary humans.

Tactics: Veto-class threats vary widely in their role on a battlefield. Depending upon the specific power in question, they may increase the effectiveness of teammates or decrease that of enemies. In either case, they are considered a power multiplier, and isolation from teammates is considered a priority. Where possible, transhuman operatives should not engage.

Standard countermeasures: All operatives are advised of veto classification. Transhuman operatives are discouraged from engaging. Isolation from teammates is advised. Containment and limiting mobility are prioritized.

Advanced countermeasures: All operatives are advised of veto classification and details. Transhumans are strongly discouraged from engaging. Isolation is prioritized. All operatives are advised that the threat may present unanticipated abilities without warning.

Extreme countermeasures: All transhumans must be evacuated from the area. Isolation from teammates is a high priority. All operatives are advised that the threat will present unanticipated abilities without warning. Preventing interaction with other transhumans is considered a maximum priority.

Wall

Wall-class powers focus on preventing damage to themselves or others. This may involve protection from physical harm, as with a kinetic barrier, or preventing other powers from having a harmful effect, such as by limiting the effectiveness of mental influences. Wall-class powers have a considerable overlap with other classifications; where the only application of a power falls under the wall classification, other classifications should not be used.

Tactics: Sporadic fire is unlikely to be effective. While wall-class powers can vary widely, it should be assumed that the threat can limit the effectiveness of a wide variety of tactics. The wall may be able to provide protection to allies; if so, isolation and rapid removal of the threat is a priority. Containment is generally more effective than direct attacks.

Standard countermeasures: All operatives are advised of the wall classification. Isolation and containment are prioritized. The threat is not considered a high priority.

Advanced countermeasures: All operatives are advised of the wall classification and details. Isolation and containment are highly prioritized. Lethal munitions may be authorized. Heavy weaponry may be authorized. All operatives are advised that sporadic fire is unlikely to be effective; coordinated, concentrated fire is advised. Efforts should be made to move violence to open areas in order to limit collateral damage.

Extreme countermeasures: Isolation and containment are highly prioritized. Lethal munitions and heavy weaponry are authorized and recommended. Large-scale weapons may be authorized. All operatives are advised that sporadic fire will not be effective and that concentrated fire will likely be of limited utility against any and all threats. Coordinated fire with heavy weaponry is recommended. Collateral damage is assumed to be inevitable.

Interactions and Synergy

Powers may interact to produce a result which is considerably more dangerous than either individual power, or which otherwise requires special consideration. While the variety of transhumans known to exist is such that cataloguing every possible interaction is impossible, some broad classifications are observed in conjunction often enough to merit countermeasures of their own.

Blade/Cannon

Blade- and cannon-class powers are both primarily offensive, but differ in focus. Blade-class powers are functional at limited ranges, while cannon-class powers are not limited in this way. As such, standard countermeasures are contradictory and cannot be used without modification.

Tactics: Threat is treated primarily as a cannon-class threat unless the blade classification is considerably higher. Efforts should be made to engage in range, using distraction tactics and dispersed forces as usual against a cannon-class threat. Evacuation should be prioritized, and large-scale weapons should be considered.

Threat is considered Priority 2.

Blade/Mover

Blade-class powers can cause considerable damage at close proximity, while mover-class powers focus on heightening mobility. As such, this combination of abilities can enable a threat to cause a large amount of destruction very quickly. The primary concerns with blade-class threats are containment and limiting mobility, both of which are typically impossible for threats exhibiting mover-class powers. Thus, threats exhibiting this combination of powers are not amenable to standard countermeasures.

Tactics: All efforts should be made to engage at range, and if possible the threat should be neutralized before it can react. Distraction is considered a high priority, and all efforts should be made to prevent the threat from focusing on a single target. Evacuation should be considered, but collateral damage is likely inevitable. Any countermeasure which may negate mobility should be considered.

Threat is considered Priority 1.

Master/Wall

Master-class powers act to create or control other entities, and are dangerous primarily due to the actions of these secondary entities. Wall-class powers often enable these created or controlled entities to ignore attacks in one way or another, making them considerably more dangerous. This also makes the standard approach of eliminating secondary entities as rapidly as possible less viable.

Tactics: Rapid elimination of the threat should be considered a priority. Secondary entities should not be targeted unless absolutely necessary. Identification and exploitation of any vulnerability in the wall-power coverage should be considered a priority.

Threat is considered Priority 1.

Shadow/Blade or Cannon

Shadow-class powers generally make a threat difficult or impossible to track or localize precisely. This, in turn, makes the usual countermeasures for a blade- or cannon-class threat difficult or impossible to implement, as it is effectively impossible to precisely control distance from a threat when its location is unknown.

Tactics: Efforts to maintain constant awareness of the threat's location and likely targets should be considered a maximum priority. Large-scale evacuation should be considered even at relatively low threat classifications. Large-scale weapons and indiscriminate fire should be considered if localizing the threat is impossible.

Threat is considered Priority 1.

Tank/Priority 1 Classification

Priority 1 classifications (Master, Sector, Seer, active Makers, and some combined or unusual classifications) are considered to be of the highest priority when implementing countermeasures, as they can increase the danger posed by other threats or otherwise rapidly alter the nature of the combat if given the opportunity. A tank-class threat, however, is by some means resistant to damage, and generally assumed to be impossible to neutralize rapidly. This makes the standard rapid removal tactics deployed against most Priority 1 targets ineffective.

Tactics: Threat should be assumed to be effectively impossible to neutralize rapidly, and efforts should focus primarily on containment and evacuation. Weak points other than the tank-class threat should be targeted if possible (e.g., lines of communication for a Seer, materials for a Maker, etc.) Identification and exploitation of any weaknesses in the tank power should be considered a priority.

Threat is considered Priority 2.