

### Master Plan

The character's allies can gain a tactical benefit if there is time to prepare for an encounter.

### Minions

Minor, mostly nameless lackeys of marginal usefulness.

## POWERS REFERENCE

### Agility Drain

Standard action, Ranged, Alteration

Time dilation

Inflict damage to the target's Agility.

### Danger Sense

Free action, Self-only

Probability prediction

Permits the character to sense danger and avoid being surprised.

### Duplication

Quick action, Self-only

Temporal "glitch"; 56 duplicates

Permits a character to make identical copies of themselves.

### Extra Actions

Quick action, Self-only

May take an additional action at the end of a round.

### Force Field

Quick action, Self-only

Provides protection against most forms of tangible (not mental) damage.

### Haste

Standard action, Self-only

×3,200 multiplier

Allows the character to perform everyday tasks at a rate much faster than usual.

### Intangibility

Quick action, Self-only

"Out of phase" with the timestream

Allows a character to move through solid matter as though through water, leaving no trace of their passage.

### Regeneration

Standard action, Self-only

Accelerates the healing process and allows the character to recover from injury more quickly.

### Strike

Standard action, Hand-to-hand, Normal

Compressed-time punch

An attack which inflicts Endurance damage.

### Super Running

Move action, Self-only

+3 is added to the character's Agility for the purpose of determining maximum running speed.