Extra Actions
Quick action, Self-only
May take an additional action at the end of a round.

Haste
Standard action, Self-only
×32 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.

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.