

### Blindfighting

The character does not incur a penalty when unable to see or hear their opponent.

### Elusive

The character can base their defense on Agility rather than Brawn in hand-to-hand combat.

### Lightning Strike

The character can use Agility for Hand-to-hand Combat attack rolls.

### Blast

Standard action, Ranged, Normal

An attack which inflicts Endurance damage.

### Force Field

Quick action, Self-only

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

### Strike

Standard action, Hand-to-hand, Area, Normal

An attack which inflicts Endurance damage.

### Super Jumping

Move action, Self-only

Jump: 32 m

+3 is added to the character's Brawn for the purpose of determining maximum long jump.