

Quick Change

The character can clothes (or change into an Alternate Form) with a quick action.

POWERS REFERENCE

Bulletproof

Constant, Self-only

A Bulletproof character ignores most attacks from ordinary bullets and knives.

Damage Resistance

Constant, Self-only

Character with Damage Resistance is resistant to most forms of tangible (not mental) damage.

Environmental Immunity

Constant, Self-only

Permits the character to survive in environments and conditions that would impair or even kill normal people.

Flight

Move action, Self-only

Fly: 400 m (2,400 m / 1,400 km/h)

Allows a character to fly through the air or through a vacuum.

Hyperacuity

Free action, Self-only

Allows a character to sense details far too small, faint, or distant for ordinary human senses to detect.

Strike

Standard action, Hand-to-hand, Normal

An attack which inflicts Endurance damage.

Super Flight

Move action, Self-only

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

Super Lifting

Standard action, Self-only

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

X-ray Vision

Free action, Self-only

Allows a character to see through objects.