

### Connected

The character can make a Diplomacy roll to get a favour from an old friend -- or an old enemy. Requires a moderately difficult (DV 12) Diplomacy (Presence) roll.

### Elusive

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

### Famous

The character may get attention, and perhaps favors, from strangers.

### Pro From Dover (Criminal Law)

The character is the absolute best in their field, whatever that is. When answering a question or performing research related to their specialty, they gain a +3 bonus.



### Blast

Standard action, Ranged, Area, Normal

An attack which inflicts Endurance damage.

### Damaging Aura

Free action, Hand-to-hand, Normal

Allows a character to use a free action to attack anyone who touches them or attacks them with a hand-to-hand attack.

### Dazzle

Standard action, Ranged, Area, Alteration

Render the target unable to see.

### Flight

Move action, Self-only

Fly: 40 m (240 m / 140 km/h)

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

### Force Field

Quick action, Self-only

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

### Personal Immunity

Constant, Self-only

The character is immune to any undesirable effects of their own powers.