

## GIFT REFERENCE

Famous (DJ and musician)

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

## POWERS REFERENCE

### Absorption

Constant, Self-only

Electricity only

Whenever the character suffers Endurance damage from a normal attack, they gain a +3 bonus to their next attack roll or defense.

### Blast

Standard action, Ranged, Area, Selective, Normal

Lightning

An attack which inflicts Endurance damage.

### Darkness

Standard action, Ranged, Area, Environmental

vs. Radio frequencies only

Makes the affected area opaque to all sight.

### Electrical Immunity

Constant, Self-only

Provides complete immunity against the Endurance damage inflicted by a specific type of force or substance.

### Flight

Move action, Self-only

Electrostatic levitation; Fly: 4 m (24 m / 14 km/h)

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

### Force Field

Quick action, Self-only

Electrostatic sphere

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

### Power Drain

Standard action, Ranged, Area, Alteration

vs. Electronics only

An attack which inflicts damage to the target's Power Level attribute.

### Strike

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

EMP; vs. Electronics only

An attack which inflicts Endurance damage.