

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.