

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.

Fascinating

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

Linguist

The character can learn new languages with minimal effort.

Master Plan

The character's allies can gain a tactical benefit if there is time to prepare for an encounter.

Wealthy

The character can solve problems with money.

Absorption

Constant, Self-only

Kinetic Control

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, Normal

Kinetic Impartation

An attack which inflicts Endurance damage.

Detect Assassin's Mark

Standard action, Self-only

The character can attempt to perceive, locate, and analyze a substance, material, or energy.

Force Field

Quick action, Self-only

Kinetic Control

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

Teleportation

Move action, Self-only

Teleport: 130 m (470 km)

Permits a character to use a move action to travel from one point to another without traversing the intervening space.