

GIFT REFERENCE

Fascinating

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

Linguist

The character can learn new languages with minimal effort.

POWERS REFERENCE

Alteration Resistance

Constant, Self-only

A character with Alteration Resistance is resistant against alteration attacks.

Danger Sense

Free action, Self-only

Permits the character to sense danger and avoid being surprised.

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: 130 m (780 m / 470 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.

Healing

Standard action, Hand-to-hand, Alteration

Restores lost Endurance.

Mental Resistance

Constant, Self-only

Resistant to mental attacks and unnatural coercion.

Personal Immunity

Constant, Self-only

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

Sense Auras

Standard action, Ranged, Mental

The character can see the invisible emanations around people and things.

Super Endurance

Constant, Self-only

+3 is added to the character's Endurance.

Telekinesis

Standard action, Ranged, Special

Permits a character to grapple a character or object without touching it.

Telepathy

Standard action, Ranged, Mental

Permits a character to communicate directly with the mind of another person.

Teleportation

Move action, Self-only

Teleport: 13 km (47,000 km)

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

Ultra-power

Varies, Ranged, Area, Selective

Permits the character to use any power, one at a time, as long as it belongs to a tightly unifying theme.

COSMIC ENVOY POWERS REFERENCE

Blast

Standard action, Ranged, Area, Selective, Normal
An attack which inflicts Endurance damage.

Clairvoyance

Standard action, Ranged, Area, Selective
Perceive things at a distance.

Density Control

Quick action, Ranged, Area, Selective
Mass 2,800 kg, Brawn +2, Damage Resistance
Permits a character to become more massive, making them stronger and tougher than normal.

Area Healing

Standard action, Ranged, Area, Selective, Alteration
Restores lost Endurance.

Intangibility

Quick action, Ranged, Area, Selective
Electromagnetic radiation
Allows a character to move through solid matter as though through water, leaving no trace of their passage.

Space Travel

Move action, Ranged, Area, Selective
The character can travel into space, visiting distant worlds and returning in a reasonably prompt fashion.

Super Flight

Move action, Ranged, Area, Selective
+3 is added to the character's Agility for the purpose of determining maximum flight speed.

Super Teleportation

Move action, Ranged, Area, Selective
+3 is added to the character's Power Level for the purpose of determining teleportation distance.