**Time Manipulation**

**Highlights**

* Stuff

**Super Stats**

* Intelligence

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Decay | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * 2d6 penetrating damage (aging) | 10 |
| Freeze Time | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * Stun(INT, INU 18) * Entangle 0/0/0 & 4d8 | 10 |
| Haste\* | Buf | N | Direct | 20” | -- | 1 target | 4r | * +2 initiative * Haste(2) | 10 |
| Rewind\* | Utl | X | -- | -- | -- | Self | 0u/6u | * You get three re-rolls each game session as though you had purchased Luck(3) * You can use the luck for your allies as a reaction, but this costs 6 energy | 10 |
| Slow | Att | A | Direct | 20” | 0 | 1 target | 6u | * Slow (INT, INU 18) | 10 |
| Tactical Teleport\* | Mov | M | Ind | 15” | -- | Self | 4u | * Teleport self up to 15” * Can only be used once each round * Can make full move in half action | 10 |
| Time Distortion Field\* | Aur | R | Aura | 0 | -- | 3” rad | 4r | * Enemies are Slowed and Snared 2d4 (INT, INU 18) * No save is allowed as long as targets are in the aura | 10 |
| Time Manipulation | Utl | N | -- | -- | -- | Self | 4s | * Perform mundane tasks 5x as quickly | 6 |

**Additional Information**

**Placeholder**

* Type something here