Time Manipulation

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Combat Precognition | V | C | 20 | -- | -- | Self | E | * Once per combat, when an opponent declares their action, but before they perform it, you can spend an energy to preempt them | * None |
| Danger Sense | T | N | 20 | -- | -- | Self | 0 | * Cannot be surprised * Cannot be flanked * Can substitute Power for either stat in search checks | * None |
| Decay | Amt | A | 20 | -- | 0 | 1 tgt | 5 | * 1d8 + Power Penetrating Decay Damage * This power can be blocked only if you have a device or armor * If you block with a device, that device is Disabled (Wit), or Shattered (Wit) if it is already Disabled * If you block with armor, it takes Dissolve(1d4) (Wit) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Step / x3 / +1B / 10P * Dmg Step / x3 / -2A / 10P * Save DL +2 / x3 / +1B / 10P |
| Fast Action | U | N | 10 | -- | -- | Self | 0 | * Perform mundane tasks 5x more quickly | * Speed x2 / x5 / +0B / 10P |
| Freeze Time | Amz | A | 20 | -- | 0 | 1 tgt | 8 | * Immersed (Power, Wit) * While immersed, your victim is effectively Desolid and cannot interact with the outside world | * Aging – Every round someone is frozen in time, they take 1d3 Penetrating Decay Damage / x1 / +1B / 20P |
| Haste | B | T | 30 | -- | -- | Self | 1 | * Initiative +3 * Haste(2) | * Burn -1 / x3 / -- / 10P * Haste +1 / x3 / +1B / 10P * Time Siphon – When Haste procs, you get 1d4 Burn Reduction / x1 / +0B / 20P |
| Rewind | U | R | 20 | -- | -- | Self/Ally | 0/6 | * Luck(1) * Can be used for allies at a cost of 6 burn | * Burn -1 / x3 / -- / 10P * Luck +1 / x3 / -- / 20P |
| Shifty | V | C | 10 | -- | -- | Self | E | * Spend an energy to take a free 1 hex move at any time | * Improved – Move becomes ½ move / x1 / -- / 10P |
| Slow | Ap | T | 20 | -- | -- | 2 rad | 3 | * Slow(2) (Power, Wit) * Snare (2d4) (Power, Wit) | * Burn -1 / x3 / +0B / 10P * Haste Siphon – If anyone loses their initiative due to your slow, you get Haste(2) next round / x1 / +0B / 20P * Radius +1 / x2 / +1B / 10P * Save DL +2 / x3 / +1B / 10P * Slow +1 / x2 / +1B / 20P * Slow Siphon – If anyone loses their initiative due to your slow, you gain 1d4 Heal and Burn Reduction / x1 / +0B / 20P |
| Swift | T | N | 10 | -- | -- | Self | 0 | * You get Move(3) to all movement modes | * Move +3 / x3 / -- / 10P |
| Tactical Teleport | M | M | 20 | 15 | 0 | Self | 1 | * Teleport 15 * Only takes a ½ action to teleport the full move, but still can be used once/round * Can be used to disengage, and escape entangles, grapples, etc. | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P * Step Through Time – If you burn an energy, this is a free action, but you can still only teleport once a round / x1 / +0B / 20P |