**Super Speed**

**Highlights:**

* Alpha movement speed
* Good chance of two actions/round
* Powerful melee attacks
* Self-heal

**Super Stats:**

* Agility
* Speed

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Blazing Speed\* | Mov | M | -- | -- | -- | Self | 1r | * +18” running * +6” jump distance (in the direction of your movement) if you can get up to speed * Can run over surfaces such as water or quicksand, or up walls as long as he keeps moving | 10 |
| Blur | Def | N | -- | -- | -- | Self | 2r | * +2 defenses | 10 |
| Drag | Att | R | Area | 0” | -- | Any | 6u | * Character attacks during full move * Attacks all characters adjacent to the movement path * Affected characters are dragged 2d6 hexes in the direction of the move (STR, AGI 18) as knockback | 10 |
| Fast Action | Utl | N | -- | -- | -- | Self | 4s | * Perform mundane tasks 5x as quickly | 6 |
| Flying Fists | Att | A | Touch | -- | -2 | 3 targets | 5u | * STR + 1d6 damage * Can attack same target three times | 10 |
| Haste\* | Buf | N | -- | -- | -- | Self | 4r | * +3 initiative * Haste(3) | 10 |
| Metabolic Boost | Hea | R | -- | -- | -- | Self | 10u | * 2d4 Heal | 10 |
| Velocity Attack | Att | R | Touch | -- | -2 | 1 target | 6u | * STR + 3d6 damage * Attacker takes ½ damage * Can attack at the end of a full move | 10 |
| Vibrating Attack | Att+ | N | -- | -- | -- | -- | 2u | * Melee attacks get Pierce(3) | 10 |

**Additional Information**

**Blazing Speed**

* You get a large buff to your running speed.
* If you can get a running start, you also get a bonus to your jump distance equal to 1/3 of your movement speed.
* As long as you are moving, you can run on any surface, including up walls.

**Blur**

* You vibrate your body causing your image to blur, giving you a +2 to all of your defenses.

**Drag**

* You take a full move and attack everyone adjacent to your movement path.
* All targets make a save and if they fail, are dragged 2d6 hexes in the same direction as your movement.
* If your targets hit an obstacle, they take knockback damage as normal.

**Fast Action**

* Mundane physical tasks can be completed 5 times faster.
* *Increase Speed* – Speed multiplier increased by 5 (10)

**Flying Fists**

* You take a penalty to hit, but get three attacks against any adjacent targets.
* You can attack a single target multiple times with Flying Fists, but the target’s defenses will not degrade with each attack.

**Haste**

* You get an initiative bonus and if you roll a 10 or higher on the initiative die (not counting bonuses), you get a second action that round.

**Metabolic Boost**

* This tiring power speeds your natural healing processes, allowing you to recover 2d4 hit points.

**Velocity Attack**

* You run full speed and ram an opponent, doing STR+3d6 damage.
* You take ½ the damage rolled yourself.

**Vibrating Fists**

* You vibrate your hands in such a way that all of your melee attacks get Pierce(3).