

zone, which may resist, plus 1 zone per additional fate point. You may attack, defend, create an advantage, etc.

★ DRAIN ENERGY

Costs 1 aspect

You can drain one energy type — heat, nuclear power, metabolic energy, electricity, etc — from a target, which you must specify when you take the extra.

Invoke: To render inactive a device or object powered by that energy; attack (usually unarmed, may be ranged) to drain energy.

Compel: To be overcome by an energy surge; be affected by shielding affecting the energy; become weak when deprived of the energy source.

★ ENERGY RESISTANT

Costs 1 stunt

Gain a +2 bonus to resist an energy type — heat, radiation, blasters, etc — which you must specify when you take the extra.

★ ENTHRALL

Costs 1 aspect

Your appearance, movement, voice, etc, captivates and holds the attention of a particular type of target. You must

specify the action you take and the target type it affects when you take the extra.

Invoke: To make it easier for you to persuade, influence, or intimidate a target; or distract or hold its attention.

Compel: To attract unwanted attention to yourself; distract someone at a critical moment.

★ EXPERT CLIMBER

Costs 1 stunt

Gain a +2 bonus to overcome and create advantage actions when climbing.

★ EXTEND LIMB

Costs 1 stunt

Your limbs are extensible, either by organic “stretching” or telescoping technological structures. Your Unarmed Combat or Melee Combat attacks have a range of 1.

★ FLIGHT

Costs 3 stunts

You can fly. Use Athletics to make movement actions in the air, ignoring ground-based opposition from subjects which can’t fly. You may perform the same actions as Drive, but using Athletics; you’re effectively your own vehicle. Gain an additional free zone of movement, and move and attack a target up to 2 zones away.

★ FORCE FIELD

Costs 1-6 stunts

You’re protected by a force field, providing a defend bonus against physical attacks and absorbing 1 or more consequences as shown in Table 7-1: Force Field Protection.

★ GLIDE

Costs 1 stunt

You can make movement actions using Athletics through the air between points, as long as your destination is lower than your starting point. The minimum horizontal distance glided is the vertical distance descended.

★ HALLUCINATE

Costs 1 stunt

You can make a target hallucinate, giving you a +2 bonus on Provoke attacks and create advantage rolls.

Table 7-1: Force Field Protection

Stunts	Field Protection
1	+1 defend bonus
2	+2 defend bonus
3	+3 defend bonus
4	+3 defend bonus, absorbs 1 mild consequence
5	+3 defend bonus, absorbs 1 mild and 1 moderate consequence
6	+3 defend bonus, absorbs 1 mild, 1 moderate, and 1 severe consequence



★ HEALTH BONUS

Costs 2 stunts

Gain a +2 bonus to rolls to resist disease, poison, etc. You may also take one additional mild consequence.

★ HOWL

Costs 1 stunt

Use Provoke against every creature in your zone, plus 1 zone per fate point expended. This is an area effect (page XX). It doesn't affect your allies, but does affect neutral bystanders.

★ HYPERAGILITY

Costs 1 aspect, 1 stunt

Gain a +2 bonus on any Athletics rolls requiring physical agility.

Invoke: To outperform unenhanced human abilities.

Compel: To stand out in a crowd by appearing almost supernaturally graceful.

★ HYPERINTELLIGENCE

Costs 1 aspect, 3 stunts

Gain a +2 bonus on any Knowledge, Science, or Technical roll where reasoning power is the determining factor.

Invoke: To gain an insight an order of magnitude greater than normal human capability.

Compel: To have trouble understanding or relating to unenhanced minds.

★ HYPERSENSE

Costs 1 aspect, 1 stunt

One of your senses — hearing, sight, smell, taste, touch — is enhanced far beyond normal human capabilities, selected when you take the ability. This isn't simply good eyesight, etc: you can see in the infrared, have telescopic / microscopic vision, hear sonar, etc. You gain a +2 Investigate or Notice bonus when using that sense.

Invoke: To perceive something not normally possible by virtue of your enhanced sense; gain a bonus where your hypersense gives you an advantage.

Compel: Your sensory input is overloaded, or your hypersense puts you at a disadvantage.