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| Elemental Resilience



| | Armour (4 PD/4 ED) (12 Active Points); Conditional Power Only Versus Fire/Heat and Ice/Cold Damage (-1/4), 1 Continuing Charge lasting 1 Hour (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) | 12 | 7 | 1

| Stonyskin Salve

| | Armour (4 PD/4 ED), Conditional Power Only on living skin (+0) (12 Active Points); 1 Continuing Charge lasting 1 Minute (-1), Costs Endurance (Only Costs END to Activate; -1/4) | 12 | 5 | 1