



**Forum: Introductions**

**Topic: Shel's Intro**

**Subject: Re: Shel's Intro**

Posted by: Dragavan

Posted on: 2008/9/25 23:54:30

Quote:

ShelG wrote:

I'd pick teleportation and the ability to stop time as my superpowers, and then mundanely use them to eliminate my commute and spend more time writing fiction.

I would so choose these powers too. Flying and invisibility and super strength are cool and all, but what can beat control over time and space when it comes to getting enough time to do what I really want to do?

Glad you like playtesting and darker style games, because that is what I am going to need with Whispering Bluff. I hope you can make it down for one or more of these weeks.

Dragavan