FILCH
TAKES OPPONENT'S USED CARD

You have the power of theft. After you and your opponent have revealed Encounter cards, and after the outcome has been determined, you may steal you opponent's discarded Encounter card. Put the card into your hand for future use.

You may steal a card only when you are the main player in an encounter after your opponent discards his or her Encounter card to the discard pile.

– Original

LASER
MAKES OPPONENT PLAY BLIND

You have the power to blind. Your opponent does not choose his or her Encounter card. After you play an Encounter card face down, you select a card at random from your opponent's hand. If the card is an Encounter card, your opponent must play that card. Artifact cards drawn this way are set aside until an Encounter card is picked. After the encounter, these Artifacts cards go back into the opponent's hand.

You blind your opponent after you play an Encounter card face down.

– Original

MIND
SEES OTHER PLAYERS' CARDS

You have the power of knowledge. You may look at the entire hand of one of the two players involved it he encounter. If you are one of the main players, you may look at your opponent's hand. You may not tell other players what you see.

You may use knowledge before Encounter cards are placed face down in any encounter.

–Original

SORCERER
CAN SWITCH PLAYED CARDS

You have the power of magic. Before Encounter cards are revealed, you may switch the two Encounter cards so you play your opponent's card and your opponent plays your card.

If you opponent is the Oracle, you may switch the two cards when yours has been revealed but the Oracle's card is still down.

You may use magic only after you and your opponent both play an Encounter card, but before the cards are revealed.

– Original

ZOMBIE
NEVER GOES TO WARP

You have the power of immortality. Whenever you are about to lose any of your ships to the Warp, you instead place them on any of your colonies.

You may also free any number of an opponent's ships from the Warp as part of a deal (when two Negotiate cards are played). Your opponent places the freed ships on his or her own colonies as he she chooses.

You always use your power whenever you are about to lose ships to the Warp. You may use it in making a deal.

– Original

AMOEBA
UNLIMITED SHIP MOVEMENT

You have the power to ooze. After you and your opponent play Encounter cards face down, but before they're revealed, you may increase or decrease the number of your ships in the encounter. You may add as many ships as you want from any of your colonies, even beyond the normal limit of 4, or you may remove some or all of your ships from the Encounter to any of your colonies.

You may ooze after you and your opponent play Encounter cards, but before they are revealed. At least one Amoeba ship must be in the encounter at the start.

– Original

ANTIMATTER

LOWER TOTAL WINS

You have the power of negation. If you and your opponent both play Attack cards in an encounter, the lower total wins.

Further more, instead of your total being card plus your ships, it is the attack card minus ships (including allies). Your opponent's total is figured normally, except that allied ships are subtracted from his or her total.

You negate when both you and your opponent play Attack cards.

– Original

CHRONOS

CAN REPLAY ENCOUNTER

You have the power of time travel. After you and your opponent reveal Encounter cards, you may avoid the outcome. Return the card you just played to your hand and put your opponent's card aside face down. Now, replay the encounter, starting at the point where you selected cards to play. You both can use any card in you hands, and this time the outcome is final. Afterward, your opponent takes back the set-aside card.

If your opponent's first card played was his or her last Encounter card, then that card is played again instead of being set aside. You may time travel as a main player in an encounter, after both players reveal an Encounter card, and only once per encounter.

– Original

CLONE

KEEPS OWN ENCOUNTER CARD

You have the power to replicate. You do not have to discard any Encounter card that you play. You may instead keep the card. You discard Artifact cards normally.

You may replicate only after you reveal an Encounter card.

–Original

EMPATH

MAY CHANGE ATTACK TO NEGOTIATE

You have the power of harmony. Whenever you are a main player in an encounter, if you reveal a Negotiate card, it changes your opponent's card into a Negotiate card.

You create harmony only when you reveal a Negotiate card during an encounter.

– Original

HEALER

CAN SAVE OTHERS' SHIPS FROM WARP

You have the power to heal. When another player loses ships to the Warp, you can return to that player all the ships he or she just lost and earn one card from the deck for doing so. (Being healed does not prevent a player from receiving Compensation).

The player places healed ships on any of his or her existing colonies. You may heal several players at once, receiving one card for each player.

You may heal whenever another player loses ships to the Warp.

– Original

ORACLE

FORESEES OPPONENT'S CARD

You have the power to foresee. When you and your opponent must play cards in an encounter, your opponent plays a card face down but you do not. Once your opponent reveals his or her card, you then choose a card to play.

You foresee when you must play an Encounter card.

– Original

MACRON
EACH TOKEN IS WORTH 4

You have the power of mass. Each of your ships has a value of 4.

You may place only one ship on to the Mothership or your Carrier, but this single ship counts as 4 toward the total number. When collecting

Compensation or Defender Rewards, this single ship counts as one, just as any other player's.

You use your mass when totalling points in an encounter, as a main player or ally.

– Original

PARASITE
JOINS ALLIANCE AT WILL

You have the power to infest. Unless specifically prevented by an Artifact or another power, you may ally with one side in an encounter, whether invited or not. You may add 1 to 4 ships to the side you choose.

Consequences of allying remain the same.

You may infest before Encounter cards are played, when you are not a main player in the encounter.

– Original

MUTANT
MAINTAINS 7-CARD HAND

You have the power to regenerate. You may fill out your hand to a full seven cards, but drawing cards, at random, one at a time, from any other players or from the top of the deck. You may regenerate only once per Encounter.

You may only regenerate when you have fewer than seven cards in your hand, you are the main player, and before you play an Encounter card.

–Original

PACIFIST
WINS WITH NEGOTIATE

You have the power of peace. If you reveal a Negotiate card and your opponent reveals an Attack card, you win the encounter. If you both play Negotiate cards you try to make a deal, as usual. If you reveal an Attack card, treat the encounter normally.

You use your peace power when you reveal a Negotiate card and your opponent reveals an Attack card.

– Original

PHILANTHROPIST
GIVES AWAY CARDS

You have the power of giving. Before Encounter cards are played, you may give one of the cards in your hand to either the offensive or defensive player. This player must keep this card or play it.

You may give only when you are a main player or any ally in an encounter, before Encounter cards are played.

– Original

TRADER
TRADES HANDS WITH OPPONENT

You have the power of transference. You may exchange hands with your opponent. You and your opponent each keep the new hand.

You may transfer only when you are a main player, before either side plays an Encounter card. You may only trade once per encounter.

– Original

VIRUS
MULTIPLIES IN ATTACK

You have the power to multiply. When you determine the outcome of an encounter, you multiply the number of ships on your side (yours plus your allies) times the value of the Attack card you revealed, instead of adding the two.

You always multiply when you reveal an attack card.

– Original

VULCH
COLLECTS DISCARDED ARTIFACTS

You have the power to salvage. When any other player plays or discards an Artifact Card, you pick it up and take it into your hand.

When you play an Artifact card, you must discard it.

If you collect a new hand, you keep your Artifact cards after revealing them. Then you draw seven new cards.

You always salvage Artifact cards after they are played or discarded by other players.

– Original

INSECT
COPIES OPPONENT'S POWER

You have the power of meta-morphosis. Whenever you are the offensive or defensive player, you copy your opponent's power (offensive player has the chance to use it first, then defensive). You may use his power even if he has lost the use of it.

Restriction: Do not use in games with the Miser or Oracle.

–Eon

CALCULATOR
REDUCES HIGHER ATTACK CARD

You have the power to equalize. When you are one of the two players in an encounter, once cards are played down but before they are revealed, you may declare "equalize". If you do so and both cards are revealed as Attack cards, the value of the higher one is reduced by the value of the lower one. (Thus if a 15 and an 8 are played, the 15 becomes worth only 7, but the 8 is still worth 8.) The encounter is then concluded normally.

– Eon

MISER
GETS SECOND HAND

You have the power to hoard. At the beginning of the game you are dealt two 7-card hands. One you keep separate from your regular hand. You may play cards normally from this or your regular hand, as you choose, but the hoarded hand is not subject to loss of cards because of other powers, Artifacts, or compensation. You may not add cards you get to your hoard. When either your hoard or your regular hand is out of Encounter cards, you may get a new one according to the normal rules. If you lose your power, you may no longer play out of your hoard.

– Eon

WILL
NOT CONTROLLED BY DESTINY

You have the power of choice. You do not pick from the Orders pile. Instead, you may encounter any other player on any planet you wish (for example, you may encounter the Virus' ships on the Mind's planet).

Restriction: Do not use in a two-player game.

– Eon

SEEKER
ASKS "YES OR NO" QUESTION

You have the power of truth. Whenever you are involved in an encounter as a player or as an ally, you may ask one "yes or no" question of one of the two players in the encounter. He must answer it truthfully, "yes" or "no". You may ask him the question anytime before cards are played, and he must answer it then. If it involves his intentions, he must decide then and subsequently abide by that decision.

– Eon

SUBVERSIVE
LURES OPPONENT'S ALLIES

You have the power of subversion. As a main player in a encounter, after Encounter cards have been revealed, you may take the ships of one of your opponent's allies and move them to your side (to the mothership or in his/her carrier). The ally's ships are then treated just as if the player had allied with you. That is, the ships are added to your total, the ally is rewarded if your side wins, the ships go to the warp if your side loses, and so on.

– Mayfair

GRUDGE
PENALIZES FOR REFUSING TO ALLY

You have the power of revenge. Whenever you are one of the two players in an encounter, if you invite another player as an ally and he chooses not to come to your aid, if you win the encounter (or make a deal) he loses 4 ships to the warp. These lost ships cannot include ships he used to ally with the other side.

Restriction: Do not use in a two-player game.

–Eon

SPIFF
RECEIVES COLONY AS LOSER

You have the power to crash land. Whenever you are the offensive player in an encounter, both players play Attack Cards, and you lose by a total of 10 or more, you take one ship you would otherwise lose to the warp and place it on the winning defensive planet. Your power cannot be used to crash land on moons.

Restriction: Do Not Use With Filth

– Mayfair

FILTH
DRIVES OTHERS' TOKENS AWAY

You have the power to reek. When you land on a planet, all other ships on that planet must leave and go to other colonies. However, your allies in a winning offensive encounter are permitted to land on any other planet in the defensive system. No player can remain on a planet where you have ships, and a player who somehow has a colony there must immediately leave. When you agree to trade colonies in a deal, you and that other player must each vacate a planet for the other player to land on. Players who win an offensive attack against your ships on a planet do not immediately gain a colony, but must return their ships to their other colonies. Your losing ships go to the Warp normally and the planet is "fumigated". On subsequent challenges players can encounter the empty planet and move ships onto it if they win.

– Eon

DEUCE
PLAYS 2 CHALLENGE CARDS

You have the power two. Whenever you must play an encounter card, you play an extra one to the side. Once totals have been determined for both sides, you reveal the extra card. If both cards you revealed are Attacks, add the extra card to your total. If either is a Negotiate Card, you have played a Negotiate. Discard a Negotiate if played; if not, the higher Attack. Keep the other card. Whenever you have only one encounter card left in your hand and must play one, you proceed as if you were out of encounter cards.

– Eon

DICTATOR
CONTROLS ORDERS PILE

You have the power to command. Whenever any other player picks up from the Orders pile, upon your command the color that comes up changes to any other one you wish, so long as that player can make a legitimate encounter there. He must then make an encounter in the system of that color.

Restriction: Do not use in a two player game.

– Eon

SNIVELER
CATCHES UP WHEN BEHIND

You have the power to whine. As a main player whenever you have the most ships in the Warp, have the fewest colonies of any player, or lack a encounter card you need, you may whine about it. If you whine about your ships, either all other players must agree that you can take all your ships out, or (if possible) they each must place ships into the Warp until each matches your number there. If you whine about a colony, either all other players must agree to let you have one extra colony (you pick where) or they each lose one (their pick). If you whine about cards, you name what you need - "I don't have an Attack higher than a 15" (you can't lie). Either one player gives you such a card or all players discard all such cards in their hands. You may whine only once per encounter.

– Mayfair

FIDO
RETRIEVES DISCARDS

You have the power to fetch. When cards are being sent to the discard pile, you may retrieve one of them being sent and offer it to another player. If he does not accept the card, you may keep it. If he does accept the card, give it to him and take one ship from the warp or one card from the deck as a reward.

–Brandon Freels

SCAVENGER
TAKES CARDS FROM DISCARD PILE

You have the power of recovery. Whenever you are to take compensation cards from another player, or reward cards from the deck, you may, instead, take any or all of the cards from anywhere in the discard pile. If you do not take all the cards from the discard pile, take the remainder from the appropriate source. You may, if you wish, take some cards from the other player or from the deck before taking any from the discard pile. You may look through the discard pile at any time.

– Mayfair

ARISTOCRAT
PICKS HAND AND DRAWS FLARES

You have the power to privilege. This gives you two special abilities.
1) At the start of the game, instead of being dealt a hand, you look through the encounter deck, choosing any seven cards as your starting hand. You may not select the Aristocrat Flare or the Keeper Edict as part of your hand. After you have made your choices, shuffle the deck and deal regular hands to the other players.
2) Whenever you are a main player, discard a Flare from your hand, then draw the top card from the pile of unused Flares. Flares so discarded are removed from the game; they do not go onto the regular discard pile. If you have no Flares in your hand, ignore this ability.

– Eon

CRYSTAL
TELLS ALLIES NUMBER TO COMMIT

You have the power of arrangement. Whenever you are a player or an ally in an encounter, you may determine how many ships each other ally brings (up to 4). They may refuse to ally at all, but if they come in with one or more ships, you can alter how many each must commit to any number from one to four.

Restriction: Do not use in a two player game.

– Eon

ASSASSIN
REMOVES OTHERS' SHIPS

You have the power to execute. Whenever any other player's color comes up in the destiny pile, you must send one ship of that color from any base into the warp. You select which ship to execute. You assassinate a ship of the player whose color was turned up, even if that player does not end up being challenged because of the Will or some other effect. On a wild destiny card, you may assassinate any color ship of your choice regardless of whom the offensive player chooses to attack.

– Eon

LOSER
WINNER LOSES & LOSER WINS

You have the power of upset. Before cards are played in any encounter, you may declare an upset. At the appropriate time both players must play an Attack Card, if possible. If an upset is declared, the winning side loses and the losing side wins.

– Eon

TERRORIST
BOOBY TRAPS PLANETS

You have the power to booby trap. Before play begins, you may "plant bombs" - one for each player in the game. To do this, make a note of where each bomb is placed. Planets are numbered from each player's right hand side, for example: "Red planet #1, Blue planet #3" etc. The bombs may be distributed any way you wish among the different systems, or all on one system, even all on one planet. Now, whenever new ships enter a booby trapped planet the bomb immediately explodes, and all ships currently there and those just arriving go to the Warp. Each bomb explodes only once. If there is more than one bomb on a planet only one bomb explodes each time new ships land there. Whenever you have no unexploded bombs in play, you may booby trap another series of planets. If you lose your power, your bombs will still explode, but you may not mine additional planets until you have regained your power.

–Eon

WARRIOR
ADDS EXPERIENCE POINTS

You have the power of mastery. Each time you are one of the two players in an encounter, you accumulate one point if you win (or make a deal), or two points if you lose (or fail to deal). You keep a running total of your points throughout the game, starting at zero. Whenever you play an Attack card in an encounter, you add your present experience points to your total in the encounter.

– Eon

WRACK
TORTURES OPPONENT

You have the power to torture. As the offensive or defensive player, after alliances are formed, you may describe to your opponent a deal (see rules). If he refuses it you may torture him once for every ship you have in the encounter. On each torture you put any one of his ships into the warp, or one of his cards (drawn at random) into the discard pile. If at any time he accepts the deal, stop the torture and conclude the arrangement. If he never accepts, you have lost the encounter and he has won. Follow through with the outcome normally. If initially you elect not to torture, proceed with the encounter normally.

– Eon

BERSERKER
MAY CHALLENGE EVERYONE

You have the power to go berserk. As the offensive player, you may encounter any and all players on a planet in the defender's system. You decide which of the attacked players will represent his side. Players under attack may not ally, but their attacked ships count toward their side's totals.

In addition, any time you play a Negotiate Card, treat it as an Attack 15.

– Mayfair

BULLY
SELECTS LOSING SHIPS

You have the power to intimidate. If you win as a main player and both players played Attack Cards, you select which ships your opponent must lose. He loses the same number he had in the encounter, but you take them from anywhere. If you are the offensive player and leave defensive ships on the target planet, your ships coexist there with your opponent's. If you are the defensive player and do not select your opponent's ships from the mothership, those ships return to his other bases.

– Eon

CAVALRY
PLAYS CHALLENGE CARD AS ALLY

You have the power to reinforce. You have the power to reinforce. As an ally in a encounter, you may play a Encounter Card from your hand in addition to the Encounter card played by your side's main player. Play this card face down at the same time as the main players and reveal it along with theirs. Anything that affects the main player's card, such as Chronos, has the same effect on yours. If you play an Attack Card, add it to your side's total. If your ally's card is a Negotiate, your card has no effect. If you play a Negotiate Card and your side loses the encounter, you receive compensation after the main player has taken compensation, if applicable. In any case, your card is discarded after use.

– Mayfair

CHANGELING
CHANGES POWER WITH OPPONENT

You have the power to change form. When you are a main player in a encounter, you take over your opponent's Alien Power Card and give him yours. He now becomes the Changeling, and you take on his Alien Power. Do this as soon as the defensive player is determined. The encounter is now carried out. The Changeling power may be used only once per encounter.

–Eon

CONNOISSEUR
DRAWS DOUBLE CARDS

You have the power of refinement. Whenever you are entitled to draw from the Encounter Deck, including at the beginning of the game, you draw twice the number that you need. After examining the cards, discard half of them.

– Mayfair

DELEGATOR
ASSIGNS MAIN PLAYERS

You have the power to delegate. As a main player or ally in a encounter, once all allies have committed ships but before Encounter Cards are played, you may assign an offensive ally to be the offensive player, or a defensive ally to be the defensive player, or both. Displaced main players are now treated as allies. The delegates use their own Alien Powers, if appropriate, and play Encounter Cards from their own hands. Compensation is collected and given by delegates, and if the delegates make a deal, any displaced main players must return their ships to bases with other allies. If an offensive delegate wins or makes a deal, it is considered a successful encounter for the original offensive player. After the outcome of a encounter is determined, play returns to the original offensive player, or to the player on his left, as appropriate.

– Eon

DIPLOMAT
CAN NEGOTIATE 3-WAY DEALS

You have the power to negotiate. Whenever a Negotiate card is played in a encounter and you are not one of the two main players, you may call out 'negotiate'. The revealed cards are discarded, and the two main players and you have two minutes to reach a 3-way deal. The normal rules apply for making a deal, including that no player can gain more than one base and that you each lose three ships to the Warp if you fail.

– Eon, modified by Rob Burns and Patrick Riley

DISEASE
SPREADS TO OTHER PLANETS

You have the power of contagion. Whenever the destiny flip reveals a color corresponding to a system other than your own in which you have a planet base and that base has four or more of your ships on it, you may take one or more of these ships from that base and move them to any other planet in that system. You may gain only one base per encounter in this manner.

– Eon

GAMBLER
BLUFFS ABOUT CARD

You have the power to bluff. After your opponent reveals his Encounter card, you keep yours face down and declare what it is (lying if you like). If your opponent accepts your declaration, conclude the encounter as if your declaration were your actual card. When discarding, you may bury the card in the discard pile to avoid revealing it. If your opponent calls your bluff, however, reveal your card. If you lied, you lose to the warp the number of ships you had in the encounter. If you told the truth about your card, your opponent loses to the warp the number of ships he had in the encounter. The player losing the bluff chooses which ships to lose. After taking the penalty ships from other bases on the losing side of the bluff, resolve the encounter normally.

– Eon

GHOST
USES SHIPS FROM WARP

You have the power to steal life. As a main player in a encounter, you may place up to four of your ships from the warp onto the mothership to ally with you. Alternately, you may use as allies one to four ships from the warp of any player not on the opposite side of the encounter. These ships retain any special characteristics of the owning player. If you win the encounter, these ships receive the normal benefits of being an ally and join living ships. If you lose, if you must deal, or if your allies are forced off the mothership, the dead ships return to the warp.

–Mayfair

GORGON
FREEZES OTHER'S TOKENS

You have the power to petrify. Any other players' ships that share bases with you cannot be removed from those bases for any reason except to go to the warp. Any other players' ships in your system may not be removed for any reason except to go to the warp.

– Mayfair

GRIEF
GETS CARDS IN SYMPATHY

You have the power over loss. You have the power over loss. For each ship you lose to the warp, you may draw one card from the deck.

– Mayfair

INDUSTRIALIST
ADDS LOSING ATTACK CARDS

You have the power to build. When you play an Attack card but lose the encounter, you do not discard it but place it in front of you. Form a pile of losing Attack cards. On any subsequent encounter in which you are a main player, choose whether to add or subtract the stack to your total, announcing which after cards are played but before they are revealed. When you play an Attack card and win a encounter, discard the stack along with the Attack card you played for that encounter. The stack is not part of your hand; it is never modified by card effects such as Virus or Calculator; and other players cannot take these cards until they go to the discard pile. The stack is not involved when you play a Negotiate card. If you lose your power, your stack does not count but remains just as it is to be used again when you regain your power.

– Mayfair

JUDGE
ASSIGNS WIN/LOSS TERMS

You have the power of fiat. When you are a main player, before cards are played, you may assign extra gains to the winner or the loser of the encounter (but not both). The gains you dictate are limited by the rules of deals. For example, you may order: "The winner will get all cards in the loser's hand and a colony on a planet where the loser has a colony." Your fiat is in addition to the normal outcome of the encounter and takes effect after all normal encounter results have concluded. If either player plays a Negotiate card or if anything disrupts the normal flow of the encounter (like Diplomat), your fiat has no effect.

– Eon

MACHINE
CAN CONTINUE TURN

You have the power of continuity. Your turn is not limited to two encounters. As long as you have encounter cards, you may continue as offensive player, even if you lost the previous encounter.

– Eon

MAGNET
ATTRACTS OR REPELS ALLIES

You have the power of magnetism. As a main player or an ally in a encounter, you may force any one player to ally with one side you specify or prevent him from allying altogether. If you make him ally, he decides how many ships to bring. You use your power after normal commitments of allies' ships.

–Eon

MARTIAN
CAN PROVE THAT ALIENS DON'T EXIST

You have the power of reality. When you are one of the main aliens in an encounter, your opponent may not use his alien power.

– Cosmic Encounter Online

MESMER
CAN CHANGE OWN ARTIFACTS

You have the power of mass hypnosis. When playing an artifact, you may change it to any artifact you name. It has the effect of the new artifact. If you are zapped, you return the artifact to your hand; you may still play it for what it is.

– Mayfair

MIRROR
TRANSPOSES DIGITS ON ATTACK CARDS

You have the power of dyslexia. After you and your opponent in a encounter select cards, you may call out "reverse." This reverses the digits of both Attack cards. Treat single-digit cards as if they have a 0 in front, such as 08. (Reversing the digits would make an Attack 15 into 51, a 20 into an 02, an (0)8 into an 80, and so forth.) Resolve the encounter using these reverse values.

– Mayfair

MITE
DEMANDS COLONY OR LOSS OF CARDS

You have the power to cut down to size. When you are the offensive alien, you demand that the defensive alien give you a colony. If it does not, you cut the defensive alien's console down to size leaving it with three pods. The encounter continues normally. The defense's pods are lost to the discard pile. When the defense has three pods or less your power does not activate. If the defensive alien gives you a colony, the ships you brought in the mothership land on the intended planet. The defense does not lose any ships. *– Cosmic Encounter Online*

PENTAFORM
HAS 5 LIFE STAGES

You have the power to evolve. During set-up, draw five extra Alien Power cards, read them, and arrange them in a stack indicating the order in which they will be used. Use the first as long as you have no colonies, the second when you have one colony, the third when you have two, and so forth. If you lose a colony during the game, you again use the power you had previously. If you lose the use of your Alien Power, you also lose the active extra power. (You can only use the Super Flare for the Pentaform, not for the extra powers.) *– Mayfair*

PHANTOM
HAS GHOST SHIPS

You have the power to dematerialize. At the beginning of the game, place five ships on your star, and place three ships on each planet instead of four. As a main player in an encounter, you may add the ghost ships to your total. Whether you win or lose the encounter, the ghost ships are unaffected and remain on the star. At the beginning of any player's turn, before destiny is revealed, you may move any number of ghost tokens to your planets, however, they lose their status as ghost tokens. Tokens may be released from the warp to the star, whereupon they become ghost tokens. Other players cannot destroy or interact with ghost tokens. *–Mayfair*

QUEUE
SELECTS ORDER OF PLAY

You have the power to order. At the end of each player's turn, you choose which player will next take a turn. You must give each player a turn in each "round" of play. (For example, with four players, you may choose any of them to go first, then you choose any of the remaining three to go next, then one of the remaining two, and finally the last one plays.) You may then choose any of the four to play next, starting a new round. If you lose your power, play passes clockwise as normal. You may also order the commitment of allies and decide timing conflicts however you want. When using your power, you may also accept bribes according to the rules for deals except that you cannot gain a colony.

– Mayfair

REINCARNATOR
USES POWER NOT IN GAME

You have the power of reincarnation. When you fail to make a deal or lose a challenge as a main player or ally, you must reincarnate. Just before the next challenge begins, draw a new Alien Power card at random from those not in use. If you draw a power that affects set-up or a power that is illegal to use with one already in the game, discard and draw again. You become the new alien and use its power until you are forced to reincarnate again, drawing a new power. You keep the Reincarnator along with the new card you draw. If you face a player who can copy your power, he copies only your current incarnation and must reincarnate himself if he mimics your power and loses the challenge. *– Mayfair*

SAPIENT
ADDS WISDOM POINTS

You have the power of wisdom. When you are an ally in an encounter, if your side wins you gain one wisdom point. If your side loses you gain a wisdom point for each of your ships committed. Starting at zero, a running total of your points will be kept throughout the game. Wisdom points are accumulated by you at the end of the encounter. Previously accumulated wisdom points are added your side of the main alien's total when you are an ally.

– Cosmic Encounter Online

SCHIZOID
CHANGES GOAL OF GAME

You have the power to alter reality. At the start of the game, before cards are dealt, write down how many colonies (at least 3) are needed to win. Then add one other game condition which 1) is possible for all players to meet, 2) is clear to all as it happens, 3) does not require remembering past events (e.g. "Winner(s) must have 3 colonies and fail to make a deal.", and 4) relates directly to the game. On each challenge, the offensive player may ask you a "yes" or "no" question about the win. You must answer truthfully, aloud. When your conditions are met, you declare the winner. (If you lose your power, normal win conditions prevail.)

– Mayfair

TRIPLER
LOW CARDS TRIPLE, HIGH CARDS 1/3

You have the power of thrice. When you play an Attack card 10 or below, it is worth three times its value. When you play an Attack card of more than 10, it is worth one-third its value (rounding up).

– Cosmic Encounter Online

VACUUM
TAKES OTHER SHIPS TO WARP

You have the power of catharsis. Whenever you lose ships to the warp, you take along an equal number of other ships. You specify which players must lose them, and how many the players must lose. They may decide which ships go to the warp. ships lost to the Vacuum this way are in addition to any ships lost in an encounter.

– Eon

VISIONARY
DICTATES CHALLENGE CARDS

You have the power of perception. As a main player, you may specify which Encounter card your opponent must play. If the opponent has that card, he must play it. If he doesn't have the card, he can play whatever he wants.

– Eon

SILENCER
STOPS COMMUNICATION BY ONE PLAYER

You have the power to isolate. Once during each challenge you may silence any one player as he attempts to communicate by calling out "silence." He now may not speak, gesture, or communicate in any way until the end of the challenge. He may play ships and cards normally if their meaning is clear, but he cannot explain them. He may not invite allies or make deals. Mandatory powers must still be used. Optional powers are allowed if the player can simply perform the action without speaking or communicating otherwise and without requiring any other player to take action.

– Eon

VOID
ERADICATES OPPONENT'S SHIPS

You have the power to eradicate. When you are a main player, any of your opponent's and his allies' ships that are lost as a result of the challenge are permanently removed from the game instead of going to the warp. If a player loses more than 15 of his original ships through eradication and can no longer win, he discards his hand and is out of the game.

– Eon

WARPISH
ADDS SHIPS IN WARP TO TOTAL

You have the power of necromancy. When you are a main player, all ships in the warp add to your total in an encounter. They do not count toward compensation, however.

– Eon

WITCH
CASTS SPELLS

You have the power to curse. When you lose ships as a main player, you may cast a spell against all your opponents in the challenge. This spell lasts for the next two challenges. (For example, you can make all their Attack Cards worth 4 for two challenges.) Each spell can affect only one of the following game operations: Alien Powers, ship selection, ship placement, mothership placement, Attack Cards, Negotiate Cards, alliances, compensation, Artifacts, Flares, and deals. Each type may be used only once (in any order) until you cast spells that affect all operations. Then you may work through the list again. If you lose your power (except to a Cosmic Zap), any curses remain in effect until they expire normally.

– Eon

WRAITH
KEEPS SHIPS OFF BOARD

You have the power of invisibility. At the start of the game, place one ship on each of the planets in your home planetary system. Place the remaining ships in a hidden reserve off the board, where you can access them. As offensive player, place one ship in the mothership and commit zero to three more by secretly setting them aside from your reserve. After announcing your intention to ally, secretly set aside ships you are committing to the challenge. When you gain a base, do it with only one ship, returning the others to your reserve. As defensive player, secretly set aside zero to three ships that will help defend your planet. In any event, reveal the ships you committed when cards are revealed. In addition, whenever you must lose a ship except as a result of a challenge, you may lose a ship from your reserve, even if the effect says another player selects the ship to lose. If you lose the use of your power, you assign all living ships to bases as evenly as possible, making them invisible again only when you regain your power.

–Mayfair

AURA
MAKES OTHERS REVEAL HANDS

You have the power of honesty. On any challenge, you can force both main players, except yourself, to expose their hands before soliciting allies. After allies commit themselves, the main players pick up their hands and the challenge proceeds normally. You never reveal your hand. Artifacts and Flares may be played directly from face up hands.

– Mayfair

DOPPELGANGER
USES OPPONENT'S CHALLENGE CARDS

You have the power to haunt. In the beginning of the game, you do not receive a 7 card hand nor receive one during the game. Whenever you are main player and must play a Encounter card, you may ask any one player for his highest Attack card and a Negotiate card. If he only has one that's all he gives. Instead, you may draw from the deck until you get a Encounter card, discarding all others. After the Encounter is over, if given 2 cards, return the second card to the original owner. If you somehow receive cards during the game by other means, discard all Encounter cards, but you may keep all others for later use.

– Eon, modified by Gerald Katz

SKEPTIC
DOUBLES RISK OF CHALLENGES

You have the power to doubt. As a main player or ally in a challenge, before cards are played you may tell the main player opposing your side: "I doubt that you will win." If he agrees and is offensive player, he ends his turn and all ships in the mothership return to bases. If he agrees and is defensive player, all offensive ships in the mothership establish a base on the planet as if they had won (but defending ships already there remain) and defending allies return to bases. If he disagrees or "double doubts" you, cards are played. If one side loses or a deal is not made, the number of ships normally lost by either of you is doubled.

– Eon

EXTREMIST

N = 30, ATTACK = N

You have the power of excess. Whenever you play a Negotiate card, treat it as an Attack 30. Whenever you play an Attack card, treat is as a Negotiate card.

You always multiply when you reveal an encounter card.

– Cosmic Encounter for Xbox 360

SWARM

TOKEN VALUE IS SQUARED

You have the power of synergy. In attack or defense, one token is worth 1, two tokens are worth 4, three tokens are worth 9, and four tokens are worth 16. If more tokens are allowed for some reason, their value is square of their number.

– Steve Jackson

BUTLER

GETS TIPPED FOR TASKS

You have the power to wait upon. You flip the destiny pile, hand out cards, position the mothership, and perform all other manually demeaning chores for the offensive player after he signals the start of his encounter. Unless he gives you a tip (consisting of him either giving one random card from his hand, or him moving one of his own ships to the warp and letting you move one of your ships from the warp to a planet), you may perform one of the following as you wish: position the mothership on any planet (or moon) in the defensive player's system where a legal encounter may be made and where he doesn't already have a base, or select the offensive player's ships from anywhere you wish (you may take only as many as he specifies). If the offensive player does tip you, you must obey his wishes with regard to your chores for the rest of the encounter.

– Eon, modified by Alex Nisnevich

You have the power ---.

– Eon

You have the power ---.

– Eon

You have the power ---.

– Eon