

Super Hero Power – Force (Kinetics)

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Force powers range from telekinesis, like Superboy's or Marvel Girl's, to force fields, force walls, and all the solid force creations of characters like Green Lantern. Force can allow you to trap or bind your enemies or even to fly.

This power set is roughly divided into three types of powers: a simple Force Blast (Like Cyclops and Havok have) that can be improved and modified, a Force Field (like Sue Storm or any of the Green Lanterns), and Telekinesis - the ability to move objects solely with your mind.

Force Powers - Basic Ability Improvements

A Hero that has at least one level in this Power Set starts the game with these basic ability score improvements:

Aim: +1

Influence: +1

Self-Control: -1

Force Rules

Force powers - like almost all powers - are visible and audible. However, if you want to be stealthy about using them, you can try to make them blend in, or use them when viewers are distracted.

Force Fields are generally transparent, but still visible. You can choose to make your Force Fields opaque, or even transparent in one direction, allowing you to see out, but not allowing others to see in.

Advantages created with *Force: Create Advantages* have an effective Toughness of 2. As with any Advantage you create, you (or an ally) gains +2 dice to a single action, or a +1 for up to three actions. For example, a Force Advantage shaped like a shield could last for 3 actions and give you +1 Toughness, or give you +2 Toughness for a single use. Alternately, a sword made of force could grant you a similar attack bonus.

Depending on what you want the Advantage to do, you can use each Additional Success rolled when you created the Advantage to increase the power of the Advantage by +1 die, its Toughness by +1, or to increase the number of uses the Advantage has by 1.

Force Powers

Tier 1 (chose one of these)

- **Force: Create Advantage**
You can create a non-animated object made of solid force that you can use as an Advantage. ‘Advantages’ are ways you can prepare to make subsequent actions more useful. It is a Prep Action to create something in your hands, or a Targeted Action to create something in a specifically useful place out to a range = to your Aim. Roll Influence Vs. difficulty 25 to create the object. Advantages last until used or for 10 Time Units. You can have as many advantages as your Self-Control score, but only one can be used at a time.
- **Force Movement**
Your powers make you harder to move and harder to stop than a normal person. This power adds +3 dice to any roll in which you are defending against being moved or having your movement path changed against your will.
- **Force Field: Personal**
This is your personal force field. While it is on, you may roll your Influence instead of your Toughness against Physical / Force damage. It is a Thought Action to turn on your personal Force Field.
- **Telekineses**
You can move things with your mind! Use Influence instead of Strength for any roll to pick up, move or throw a physical object at range. Range to ‘touch’ or grab something = your Aim in spaces. It is a Targeted Action to grab a target, and then a Move Action to move it up to a number of spaces equal to your Influence. You can telekinetically throw the target as a Twitch or Targeted Action, depending on if you’re trying to hit something specific with it. Also, you can use Telekinesis as a sense of touch: roll Perception to ‘feel’ something out a number of spaces = to your Perception.
- **Primary Ability Upgrade: Aim**
Add +1 your Aim Ability. You may select this power up to 4 times.
- **Primary Ability Upgrade: Influence**
Add +1 your Influence Ability. You may select this power up to 4 times.

Tier 2 (chose one of these or from a lower tier)

- **Basic Flight**
Fly through the air at your normal Movement Rate.
- **Force Bolt**
As a Targeted action, you can project a bolt of force as an attack. Gain +2 dice to Aim for this action.
- **Force-Enhanced Strength (Touch TK)**
If your Influence is at least 3, Add +3 dice to any roll you can apply your physical Strength to, including hand-to-hand attacks, jumping and Super-Block.

- **Force Field: Wall**

Pre-req: *Force Field: Personal*. You can expand your *Force Field* out into a stationary, strong 'wall' that can be used as a wall, floor, or ceiling. Roll your Influence against a difficulty based on how big / strong you want your wall to be. At difficulty 5, you can create a +2 Toughness wall across 1 space. For every additional success, your wall covers one more space and has +1 Toughness. Creating the wall where you want it is a Targeted Action. Throwing a wall up hastily on one side of you is a Twitch Action. Once created, it loses 1 die of Toughness every 10 TU. It is a Thought Action to renew an existing Force Wall. Any damage that overcomes a Force Field Wall destroys it until it can be re-created. Your Wall can hold a weight as if it had a Strength equal to its Toughness.

- **Force Sense**

You can use your Force powers as a 360-degree motion sensor around you. As a Perception action, you can gently fill an area (range equal to your Perception score) with your Force powers and detect any movement within that area. You can also use this only on the ground as a kind of map for moving in darkness or as a very local 'Richter scale' to detect vibrations. You can even try to make a 3d 'snapshot' of a scene to attempt to remember the exact placement of objects and people.

Tier 3 (chose one of these or from a lower tier)

- **Escape to the Sky**

Pre-req: *Flight*. When using your *Flight* to Super Dodge directly upward, you may reduce the time required by 1 TU. You must move half of your Movement. You may take this power twice.

- **Force Bolt: Shockwave**

Pre-req: *Force Bolt*. With a Twitch action you can violently push everything away from you with a blast of your *Force Bolt* power. Roll your Influence and check against each obstacle or character in order of their distance from you until the shockwave reaches the end of its range, equal to your Influence score. You can choose to do this as a ring around you OR as a sphere which would also affect the ceiling, floor and other objects above and below you.

- **Force Field: Movable Wall**

Pre-req: *Force Field: Wall*. As part of your own Move Action, you can also move any *Force Field: Wall* you created. (Note: your Personal Force Field always moves with you, and protects no-one except you. A Force Field Wall, however, protects everyone behind it, but can't be moved - until now!) You can move your Force Field Wall up to your Movement rate with each Move Action.

- **Gentle Plummet**

You can float to the ground from a fall. You take no damage from falling even if unconscious.

Tier 4 (chose one of these or from a lower tier)

- **Force Field: Trap**
Pre-req: Force Field: Personal. With a Targeted action, you may use your *Force Field* powers to grab and hold a target as motionless as you like. Any attempt to break free must overcome your Influence roll, although small actions might be possible if the target overcomes your Perception roll. You can trap as many targets as your Perception score, however, each target trapped increases the time your subsequent actions take by +1 Time Unit.
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.
- **Telekinetic Crush / Explosion**
Pre-req: Telekinesis. You can use your *Telekinesis* to make a non-living object crush violently into itself, or to explode violently from within. If the attack is successful, you will have made the object non-functional AND non-reparable.

Tier 5 (chose one of these or from a lower tier)

- **Force: Active Advantage**
Pre-req: Force: Create Advantage. With a Thought action, Advantages made of solid force that you create with *Force: Create Advantage* are telekinetically animated to perform actions on their own. You can make giant fists that can pummel enemies or a swirling cloud of blades made of force. Anything you can imagine is possible. Each has a Strength and Movement of 2, but each additional success on the creation roll can improve one of those scores by +1. Once created, it requires a Thought action to give the Force creation a single, simple, physical action. The Force creation then performs that one action while you perform other actions. If it cannot perform the action, it stops animating altogether.
- **Force Power Upgrade 1**
Gain +1 die on any action in which you use your Force powers. For movement powers, this increases your Movement score by 1. For defensive powers, you may also select one additional energy type off this list: Cosmic, Magnetic, Fire/Cold, Light/Dark, Sonic, Electric, or Gas/Vapor. You may select this power up to 5 times.

Tier 6 (chose one of these or from a lower tier)

- **Force: Mystic Energy**
There is a magical element to you Force powers. Your Force powers can now affect Mystical creatures and be effected by Mystic energy.
- **Force: Programmed Advantages**
Pre-req: Force: Active Advantage. As per *Force: Active Advantages*, you can create mindless animated objects of pure Force that will do simple, physical tasks for you that you define when you create the object. Once created, you no longer need to control these creations directly - they will simply perform their programmed task as long as they can, but cannot make decisions for themselves. Their programming can be updated with a Thought Action if they are within the range of your (or anyone else's) Force powers.

Tier 7 (chose one of these or from a lower tier)

- **Force Field: Energy Redirection**
Pre-req: Force Field: Personal. Use your *Force Field* to redirect any attacks that your force field can protect you from. First roll to protect yourself. Then, as a Targeted action, any damage your force field protects you from can be aimed at another (Dice = Aim + redirected damage/5, add any remainder to the end.)
- **Multi-Targeting**
You can make direct the same attack (using the same device or power) against an extra target. You may select this power up to 5 times, each time gaining you an additional potential target.

Tier 8 (chose one of these or from a lower tier)

- **Force: Autonomous Advantages**
Pre-req: Force: Create Advantage. You use *Force: Create Advantages* to create objects of pure Force that will do more complicated tasks for you and react to the world around them. Once created, they will simply work for you as long as they can, following your general directions (and under player control). Their programming can be updated with a Thought Action if they are within the range of your Force Field powers. Because these creations have minds, they might also be 'reprogrammed' by someone with Mind or Force powers.

Tier 9 (chose one of these or from a lower tier)

- **Force Field: Psychic Energy**
Pre-req: Force Field: Personal. Your *Force Field* will now protect you against Psychic Energy attacks and prevent Psychic energy from passing though. Your Force Field creations can now affect beings and objects created of Psychic Energy.

Tier 10 (chose one of these or from a lower tier)

- **Force Power Upgrade 2**
Gain +2 dice on any action in which you use your Force powers. When using a Force-based movement power, this increases your Movement score by 2. For defensive powers, you may also select one additional energy type off this list: Cosmic, Magnetic, Fire/Cold, Light/Dark, Sonic, Electric, or Gas/Vapor.
- **Telekinesis: Molecular Deconstruction / Reconstruction**
Pre-req: *Telekinesis*. You can use your *Telekinesis* at a molecular level, taking apart and re-configuring molecules to create new physical objects from old. The only rule you cannot break is conservation of matter: the new object must have the same mass as the object used to create it. The total of your Influence roll is the amount of matter (in lbs) you can Deconstruct or Reconstruct with a Targeted Action.