

Super Hero Power – Flight

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The Flyer is a set of Movement Powers for any character that gets around by flying through the air. The character might have wings, a jet-pack, powered armor, be able to change into a beam of energy or be a gravity defying extra-terrestrial.

Comic book examples are Hawkman, Iron Man, Storm, Gravity, The Human Torch, Superman. Note how differently each of these characters manifests their flight powers.

Flight Basic Ability Improvements

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

Influence: +1

Initiative: +1

Movement: +2

Flying Rules

Characters that can fly may simply move through the air (or space) - and in 3 dimensions - at their normal movement rate. This means that you can hover in place just as easily as you might stand still on solid ground. It also means that with just basic flight, you cannot fly very quickly.

Vertical Movement - Each space UP costs 1 Movement in addition to any horizontal movement. Gravity gives you up to 12 spaces DOWN for free.

Non-Tactical or ‘Travel Speed’ Movement - There are powers in this set that allow you to move faster and / or improve your initiative rating. However, there is a real limit to how effective you will be if you are moving much faster than your allies or opponents. The arbitrary limit to effective ‘action’ speed is 20 spaces / Move Action. Any speed above that is considered ‘Travel’ speed.

Travel speed is rarely used in an encounter. It is used instead to determine how quickly the character can get from one place to another while other characters are engaged in an encounter. For example, while the rest of the team fights, your character must get a wounded civilian to the nearest hospital, one mile away; how long does that take? Multiply your Movement score by 2.5 to get your speed in MPH, roughly.

Some encounters may take place completely in the air and at-speed. The best way to handle this is to set all other speeds relative to the slowest element of the scene. For example, if you're trying to save a passenger jet full of people, set the relative speed of the scene to that of the jet. If the heroes can fly that speed (even as travel speed) they may move their 'tactical speed' - up to 20 spaces - relative to the plane. If they are racing the plane to the nearest airfield, then their non-tactical movement applies.

Your path and Obstacles - During an action scene Move action, you specify the complete route you intend to take at the beginning. If you are using a Full Action, you must also describe the action(s) you want to take at any place along your movement path.

In the event that something happens that changes what you want to do, or where you want to run, you may use a Twitch Action to abort your original course. If an obstacle appears in your path, and there is not enough time for a Twitch action to change course, you will collide with the object: treat as an attack with a difficulty = 5x the number of spaces moved, then apply half of that to you and half to the obstacle. If the obstruction is moved or broken from the damage, you can continue to move your full distance, otherwise, the obstacle stops you.

Effects of Very High Speeds - Your speed never creates any heat friction for you or anything you carry. You will create a **sonic boom** if your speed is higher than 300 spaces in a move action. You can achieve these (non-tactical) speeds by taking *Tactical Speed Increase 2, 3 and 4*. Treat Sonic Booms as 8 dice sonic attacks that affect everything out to 20 spaces.

Falling - Finally, the only downside to flight is that if you are knocked unconscious, you will fall. Falling Speed - Earth gravity causes things to fall at a rate of 1 space in the first TU, then 2 spaces for the second TU, then 3 spaces for each TU after that. Falling Damage is 1 die (force) for each space fallen, up to a maximum of 6 dice.

Flight Powers

Level 1 (chose one of these)

- **Aeronautic Knowledge**
Add +3 to Perception rolls regarding how things fly.
- **Atmospheric Knowledge**
Add +3 to Perception rolls regarding how the atmosphere works.
- **Basic Flight**
You can fly or hover. Move through the air up to your normal Movement rate.
- **Tactical Speed Increase 2**
Add 2 to your Movement Speed. You may select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x2.
- **The Glory of Flight 1**
Add +1 die to your Influence while flying. You may take this up to 3 times.

Level 2 (chose one of these or from a lower level)

- **Blast-back Attack**
As a Targeted Attack action, you may add +3 dice to your Strength in a melee attack against a target that shares a space with you, or to which you are adjacent. In addition to the other effects of the attack, you and your opponent are moved at least 6 spaces away from each other.
- **Escape to the Sky**
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.
- **Generate Wind**
Fill a number of spaces equal to your Movement with a directional wind that can affect objects of size -3 or smaller. You may take this up to 5 times, each time increasing the size of objects affected.
- **Primary Ability Upgrade: Influence**
Add +1 to your Influence Ability. This can be taken up to 4 times.

Level 3 (chose one of these or from a lower level)

- **Fly Others**
You may grant your *Flight* ability to a willing 'passengers' you can touch. You may select this Power up to 6 times, each time doubling the number of passengers.
- **Gentle Plummet**
You take no damage from falling even if unconscious.
- **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.
- **Speed Enhanced Melee**
On a Full Action (Move + Attack) you may add a number of dice to your attack equal to 1/2 the number of spaces you moved (to a maximum of 10 dice) as part of the action.
- **Wing Buffet**
Make an additional melee attack with your wings. Add +1 dice to your Strength. This is an additional attack you may make along with any other attack. This power can be selected up to 5 times to make up to 5 additional attacks.



Level 4 (chose one of these or from a lower level)

- **Ground Pound Landing**
Create a shockwave with force equal to your Strength + $\frac{1}{2}$ spaces moved (to a Maximum of 10 dice) in a full circle around you. The force is reduced by 1 die each space away from the center. If this shockwave roll exceeds the Strength x5 of anyone caught inside, they are moved away 1 space +1 more space for every Additional Success (exceeding the target by 10).
- **Tactical Speed Increase 3**
Add 3 to your Movement Speed. You may select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x3. (If you have Tactical Speed Increase 2, your travel distance speed would be your base Movement score x6. That is, Movement x2x3)
- **Underwater Flight**
Your Flight movement and other powers can be used underwater.

Level 5 (chose one of these or from a lower level)

- **The Glory of Flight 2**
Add +2 dice to your Influence while flying. You may take this up to 3 times.
- **Speedy Recovery**
Your Recovery / Rest Actions take one less Time Unit. You can take this up to 5 times.

Level 6 (chose one of these or from a lower level)

- **Space-Faring**
Your Movement and Powers can be used in the vacuum of space. Also, you can survive in space. Finally, you can travel to distant stars as non-tactical (Travel Distance) Movement.

Level 7 (chose one of these or from a lower level)

- **Eagle's Senses**
Gain +5 dice to any sight or hearing Perception roll when you flying at least 20 spaces above what you are watching or listening to.

Level 8 (chose one of these or from a lower level)

- **Tactical Speed Increase 4**
Add 4 to your Movement Speed. You may select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x4. (If you have Tactical Speed Increase 2 and 3, your travel distance speed would be your base Movement x24 = 2x3x4)

Level 9 (chose one of these or from a lower level)

- **Controlled Sonic Boom**

You can control the sonic boom created by your Movement to either negate the effect completely or channel it into a line. If you use this as an attack, it is the only attack you can make while travelling at non-tactical speeds.

Level 10 (chose one of these or from a lower level)

- **Flight of the Comet**

As a Full Action, make a melee attack (Strength or Aim) + $\frac{1}{2}$ your Movement (to a max of +10 dice) against any number of targets in every space along the path of your flight. You may not do this as consecutive actions.

- **Tactical Speed Increase 5**

Add 5 to your Movement Speed. You may select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x5. (If you have Tactical Speed Increase 2,3 and 4, your travel distance speed would be your base Movement x120; that is = Move x2x3x4x5)