

Super Hero Power – Electricity

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Electricity powers are a staple of super-hero comics, whether it's Lightning Lad from the Legion of Super-Heroes, Spidey's enemy Electro, or Superman's enemy Zzaxx. Electricity-powered heroes can be quick, be able to shoot lighting from their fingers and even have a fine enough control over electricity to exert their wills over machines and computers.

Warning! It should be noted here that in real life, getting electrocuted is no laughing matter. In the comics, a big shock might leave you frazzled and possibly smoking, but in real life, a big shock can leave you paralyzed, badly burned, brain-damaged or dead. Don't play with real electricity.

Electricity Basic Ability Improvements

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

Dodge +1

Movement +1

Electricity Rules

Using Conductors - Electricity can travel through specific substances that are known to be good conductors: water, copper and other metals. Electrical damage that targets one subject can also be targeted against any other subjects that are connected to the first by any conductive media. Perhaps two enemies are both standing on the same metal fire escape, or in the same puddle of water! Electrical damage felt by the first subject is also applied to the second, and so on. The power does diminish, however: the number of dice that affects any subsequent subject is 1 less for each other subject already affected. Also, the effect is lessened by 1 die for each space between any subject and the original target. For example, if there are two spaces between the original target and the second subject, then the damage for that second subject is 3 dice less than it was for the original - 2 dice less for the distance, and 1 die less because it affected the original target first.

Exotic Damage - Electricity is considered an 'exotic' damage type. As such, when someone is defending against electricity using their Toughness, they only get 2 dice, even if their Toughness is higher than that. This is because our normal skin and bones does not offer much protection against a shock. There are specific powers that DO allow someone to use their full Toughness against Electricity, or even to make someone or something immune to Electricity altogether. Exotic damage does not affect how Dodge can be used against it.

Electricity Powers

Tier 1 (chose one of these)

- **Electro-Magnetic Field**
With a Thought Action, you can create a field around you that interferes with Electric and Magnetic powers. You may use your Toughness as a defense against those powers. Also, your Toughness is considered an Electricity power.
- **Electrical Knowledge**
Gain +3 dice to any Perception roll to understand how electricity is being used.
- **Primary Ability Upgrade: Dodge**
Add +1 to your Dodge Ability. This power can be selected up to 4 times.
- **Reduced Twitch Action Time**
Reduces the time it takes you to perform a Twitch Actions by 1 Time Unit. You may select this power twice.
- **Shocking Touch**
Add +1 Die to Hand-to-Hand combat rolls. Add an additional +1 die if the target is wearing more than 1 lb. (2.5 kg) of copper or other metal. The damage / energy type for these attacks is Electricity (Exotic).
- **Tactical Speed Increase 1**
Add 1 to your Movement Speed. You may select this power up to 2 times. Your effective Movement score can never be higher than 20.

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

- **Read Electricity**
You may roll your Perception to understand any data that is being conveyed through the flow of electricity through a circuit. For example, you could 'listen in' on a phone call by standing near a telephone line. (Note: cell-phones don't use traditional lines.)
- **Recharge Gadget**
As a Prep Action and a touch, you can recharge an electricity-based gadget or machine and grant it one more use. Roll Influence Vs the effective Tier of the gadget x5. Up to two Additional Successes on this roll can be used as an Advantage by the user of the Gadget. After the gadget or machine's recharge has been used, it must be repaired before it can be used again.
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This can be taken up to 5 times, but no one Ability can be improved more than 3 times.
- **Shocking Arc**
Pre-req: *Shocking Touch*. Roll Aim + Shocking Touch to use Shocking Touch at range. Normal range in spaces = number of dice rolled in attack.
- **Static Cling**
You may move along walls and ceilings at $\frac{1}{2}$ your Movement score using your Electricity Powers. Also add +1 die to any Strength roll to attempting to hold on to something.

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

- **Absorb Electricity**
Pre-Req: *Electro-Magnetic Field*, *Lightning Body* or *Electricity Immunity*. Every 10 points rolled on your Toughness roll against incoming Electrical damage is absorbed and becomes 1 additional die for the next use of your Electricity powers. You can gain and store a maximum number of dice equal to your Self-Control.
- **Control Circuit 1**
Roll Influence to stop or start the flow of electricity through a circuit (of a machine or gadget) that you can touch. The difficulty of the roll is equal to the complexity of the circuit (the Tier of the effect the circuit creates x5) plus any defenses the device containing the circuit may have.
- **Electric Recovery**
Pre-req: *Electro-Magnetic Field*. If you attach yourself to a supply of electricity, you may use your Toughness ability when rolling a Recovery.
- **Electricity Aura**
Pre-req: *Shocking Touch*. You are surrounded by a glowing nimbus of electrical power. You may deal your *Shocking Touch* damage to anything that comes into contact with you. You emit one level of light in your space and the spaces around you (that can counter Darkness powers.)
- **Arc Chain**
Pre-req: *Shocking Arc*. Using *Shocking Arc*, you can choose an additional target within a number of spaces = to your Aim from your first target. Both targets take full damage. You may select this power up to 5 times, each giving you one more potential target.

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

- **Arc Jumping**
Pre-req: *Shocking Arc*. You seem to teleport, but are actually moving along the arc of your electricity. With a Targeted Action using *Shocking Arc*, you may move instantly to any space between you and your target. If something blocks your attack, you end your movement one space back from where it was blocked.
- **Call Down Lightning**
So long as you can see open sky, you can roll your Influence to call down a lightning bolt to strike a target within range of your Aim. If the total of your roll is 25 or better, the strength of the lightning bolt is equal to the highest number rolled on any individual die. Make a second roll with that many dice + your Aim as the attack. You may not add any other dice to this second roll (including Hero Points, Drama Tokens or Power Upgrades) although the first roll may be augmented as much as you like. This is a Full Action. The damage / energy type is electricity.
- **Control Circuit 2**
Pre-req: *Control Circuit 1*. Roll Influence to control the flow of electricity through a circuit you can touch to take control of a machine or gadget. The difficulty of the roll is equal to the complexity of the circuit (the effective Tier



of the effect the circuit creates x5) plus any defenses the device containing the circuit may have.

- **Primary Ability Upgrade: Influence**

Add +1 to your Influence Ability. This power can be selected up to 4 times.

- **Static Charge-Up**

As you move, you build up a static-electric charge. After a Move Action or as part of a Full Action, gain and store +1 die if your Movement score is at least 3, +2 dice if your Movement score is at least 6 or +3 dice if your Movement score is at least 9. These extra dice can be used in your next Action with an Electricity power. You can gain and store a maximum number of dice equal to your Self-Control.

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

- **Control Nervous System 1: Establish Link**

As a Targeted Action, you can roll Influence to insinuate yourself into the nervous system (or A.I.) of your target. With the link established, you can use Perception to sense any abnormalities about the target's nervous system: that is, you know what 'normal' is, and can compare what you sense with that. You can maintain as many links as you have Influence. The range for this is spaces equal to your Perception score.

- **E.M.P.**

Pre-req: *Electricity Aura*. Roll Influence to emit an Electro-Magnetic Pulse that damages and disables un-protected electrical gadgets or machines. Radius in spaces equal to your Influence.

- **Electricity Power Upgrade 1**

Gain +1 dice to all Electricity Powers. You may select this power up to 4 times.

- **Fast Hands**

You can make Targeted Attacks that are 1 Time Unit faster than normal. This power can be selected up to 2 times, each reducing the time required by 1 Time Unit.

- **Lightning Form**

Pre-req: *Shocking Touch*. With a Thought action, you can transform into a being of living electricity. Anything you come into contact with takes damage as if hit by your Shocking Touch. Additionally, you are immune to electrical damage and biological effects. Gain +2 to your Movement score while in this form. Any Electro-Magnetic Pulse or Field you can't control causes you harm, however.

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

- **Control Nervous System 2: Stall Action**

Pre-req: *Control Nervous System 1: Establish Link*. As a Thought Action, you may force a target with whom you have an established link to stall an action. Gain +1 dice to this Influence Vs. Toughness roll. If successful, the target's action takes 1 more Time Unit. Additional successes add an equal number of additional Time Units to the action.

- **Directed E.M.P.**



Pre-req: *E.M.P.* Gain +1 dice to your E.M.P. power. Also, you may direct your E.M.P. to affect only the targets you choose within a radius = to your Influence.

- **Lightning Chain**

Pre-req: *Call Down Lightning*. Using *Call Down Lightning*, you can choose an additional target within a number of spaces = to your Aim from your first target. Both targets take full damage. You may select this power up to 5 times, each giving you one more potential target.

- **Tactical Speed Increase 3**

Add 3 to your Movement Speed. You may select this power up to 2 times. Your effective Movement score can never be higher than 20. If you have a lesser version of *Tactical Speed Increase*, you may replace it with another power.

- **Overload Machine or Gadget**

Pre-req: *Control Circuit 2*. Cause an electrically powered or controlled gadget or machine to overload and shock nearby targets, burning a charge if the machine has one, or doing a point of Structure damage to the machine if it does not. The attack roll is your Influence Vs the target's Toughness. The range is equal in spaces to the effective Tier of the machine or gadget.

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

- **Control Nervous System 3: Force a Twitch**

Pre-req: *Control Nervous System 1: Establish Link*. As a Thought Action, you may force a target with whom you have an established link to make an immediate Twitch action. Gain +1 dice to your Influence vs Toughness roll. The target's Twitch action may abort any other action the target might be attempting.

- **Lightning Recovery**

Pre-Req: *Absorb Electricity*. Each 10 points of electricity damage you absorb with *Absorb Electricity* can be used to remove 1 Stun from you instantly.

- **Ride Current**

Pre Req: *Lightning Form*. As a Move Action, you can jump into and zoom along electrical lines popping out anywhere there is an open connection. That is, you cannot jump in or pop out anywhere the wires are covered in non-conductive material; only where the wires end and connect to other things. This power also gives you +2 dice to Initiative rolls for getting to the scene.

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

- **Control Nervous System 4: Control Senses**

Pre-req: *Control Nervous System 1: Establish Link*. As a Thought action, you can cause someone with whom you have an established link to sense their surroundings differently than they should. If your intent is to cause them to sense something incorrectly (or not at all), roll your Stealth. If your intent is to make the target act or react in some way, roll Influence. The target rolls Toughness as a defense.

- **Electricity Immunity**

You are completely immune to electrical damage. You don't need to roll any defense unless you are rolling Toughness to *Absorb Electricity*. If you already have Electricity Resistant when you gain this power, you may replace that power with another one at the same level.

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

- **Control Nervous System 5: Impair Target**
Pre-req: *Control Nervous System 1: Establish Link*. As a Thought Action, you can temporarily reduce a target's Ability score for their next action. Gain +2 dice on your Influence Vs. Toughness roll. If successful, you give the target a Dis-advantage linked to one of their Abilities: -2 for one action, or -1 for three actions that use that Ability.
- **Reduce Full Action Time**
Reduce the time it takes you to perform a Full Action by 1 Time Unit. You may select this power up to 5 times.

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

- **Electricity Power Upgrade 2**
Gain +2 dice to all Electricity Powers.
- **Control Nervous System 6: Full Shut Down**
Pre-req: *Control Nervous System 5: Impair Target*. With a Thought action, you may cause a biological target with whom you have an established link to take no actions at all for 10 Time Units. Gain +2 dice for an Influence Vs. Toughness roll. Each Additional Success on this roll adds 5 Time Units to the amount of time the target is inactive.