**Kinetics**

**Highlights**

* Good physical armor
* Lots of knockback
* Lots of status effects
* Synergy with sets with high movement rates

**Super Stats**

* Speed

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Adhesion | Utl | -- | -- | -- | -- | Self | 1r | * Can cling to walls, ceilings, etc. * +10 STR to grabs and holds | 10 |
| Friction Frenzy\* | Att | A | Touch | -- | 0 | 1 target | 6u | * Target loses 1d6 energy * Target is winded (SPD 24) | 10 |
| Inertial Reduction | Att/Att+ | A | Bolt | 20” | 0 | 1 target | 4r or 2u | * As an attack, this power increases the knockback suffered by the target by 1d6 * As an adder, this power increases the knockback done by an attack power by 1d6 * Target can save to avoid the additional knockback (STR, AGI 24) | 10 |
| Kinetic Blast | Att | A | Bolt | 5/ | 0 | 1 target | 5u | * 3d6 physical damage * Knock(3) * +1d6 knockback (STR, AGI 24) | 10 |
| Kinetic Shield | Arm | N | -- | -- | -- | Self | 3r | * 8/0/0 armor * 1d6 knockback resist | 10 |
| Rebound | Att+ | -- | -- | -- | 0 | 1 target | 2u | * Can make melee attack after full move * +2d6 knockback (STR, AGI 24) * Take additional half move after attack in a random direction * Attacker takes knockback damage if he runs into object with random move | 10 |
| Skating | Mov | M | -- | -- | -- | Self | 1r | * +6” running movement | 10 |
| Slow | Att | A | Bolt | 5/ | 0 | 1 target | 5u | * Target is slowed (SPD 20) | 10 |
| Velocity | Mov+ | -- | -- | -- | -- | Self | 2r | * Movement rate x1.5 normal * +1 dodge | 10 |

**Additional Information**

**Adhesion**

* By manipulating the weak force, this character can make himself cling to any surface. The character can walk on walls and ceilings as normal. The character can resist any attempt to lift him, or pull him from a surface with a +10 bonus to his strength roll. This bonus also applies to any grabs and holds the character puts on an enemy.
* *Enhance Hold* – You gain a +5 to the hold strength (5)

**Friction Frenzy**

* The target of this attack has his local coefficient of friction increased by a huge factor. This makes it hard for him to move and use his powers.

**Inertial Reduction**

* This power can be used as an attack, in which case the target takes 1d6 additional knockback from any successful attack for as long as you pay the energy.
* This power can be used as an attack adder, in which case it causes your attacks to do +1d6 knockback.

**Kinetic Blast**

* You assault your target with a barrage of pure kinetic energy, buffeting him and throwing him back.

**Kinetic Shield**

* You absorb kinetic energy, taking less damage from attacks and reducing any knockback you suffer.

**Rebound**

* Rebound allows you to make a melee attack after a full move. If the attack hits, the target takes +2d6 knockback and you take an additional ½ move in a random direction. If you hit an obstacle, you take knockback damage.

**Skating**

* You alter the friction of your body, allowing you to “ice skate” on any surface.

**Slow**

* You dampen all kinetic energy the target generates, effectively making him move in slow motion.

**Velocity**

* Your movement is 1.5x normal and you are harder to hit.