Even where the most peaceful and reasoned heroes are concerned, sometimes conflicts come down to force, and kinetic powers are all about different kinds of force and different ways to apply it. From telekinesis to projected force fields, or more exotic powers like control over friction, inertia, or raw kinetic energy, kinetic powers can set things in motion, or bring them to a very sudden stop.

THE MOVE OBJECT EFFECT

Kinetic powers are all about motion, the application of force at a distance, so the Move Object effect (*Hero's Handbook,* page 119) is key to many kinetic powers.

While Move Object can be thought of as Strength with the modifiers Ranged and No Damage (combining for a net +0 modifier), the effect does not necessarily have to be that of reaching out with intangible "limbs" to grasp or move things. It can also be thought of as imparting or removing momentum, inertia, or friction to objects, causing them to move, accelerate, decelerate, or stop, as seen in some of the examples in this profile. See **Kinetic Descriptors** for more on this.

- **Damaging:** The Damaging extra "restores" the Damage aspect of Move Object's Strength. In particular, it allows the effect to both move *and* damage things, since an either/or ability could be handled by Damage as an Alternate Effect. Damaging Move Object can, for example, grab a target, and then crush or break it while still holding on to it, just like an ordinary grab using Strength.

- **Noticeability:** Note that Move Object is noticeable by default, involving some manifestation from

glowing beams or "limbs" of energy to something like a glow around the character's head or hands and a corresponding glow around the affected object. The Subtle modifier is necessary for Move Object effects where only the result (the object moving) is visible, and not the effect itself.

- **Range Modifiers:** Since Move Object allows a character to manipulate objects remotely, the GM may wish to apply a circumstance modifier when performing traditionally close range tasks at a distance. Typically the modifier should be the greater of the character's range modifier or Perception modifier (to be able to accurately perceive the task).

  Example: A hero with Precise Move Object 8 is working to remotely disarm a bomb from what she hopes is a safe distance, 100 feet away. This is within her power's short range (8 x 25 or 200 feet), so no range modifier applies, but there is a –10 Perception penalty (–1 per 10 feet). Unless the hero has some Senses effect to overcome it (even a pair of binoculars), she'll take a –10 penalty on her Technology check to disarm the bomb. Good thing she's some distance away!

- **Area:** Area Move Object effects work on individual objects in the area equally—a Burst Area Move Object effect exerts the same force (Strength) against all objects and moves them all in the same fashion, such as away from the user or up into the air. Burst Area Move Object 4 can pick up and move every object within a 30-foot radius, provided the individual object has a mass rank of 4 or less. Objects with a higher