

POWER PROFILE: MAGNETIC POWERS



Magnetism is one of the fundamental forces of the universe and magnetic powers give you the ability to bend and shape metals to your will along with influencing the electromagnetic spectrum.

MAGNETIC DESCRIPTORS

The following are important descriptors for magnetic powers.

- **Magnetic:** A magnetic field is an energy field that exerts influence over ferromagnetic materials and other energy fields within the electromagnetic spectrum. Given that real-world magnetism is invisible to the light spectrum seen by the human eye, magnetic powers may be Subtle, detectable only by magnetic senses. On the other hand, some comic book characters with magnetic powers display visible energy effects when using them, perhaps similar to an aurora (the interaction of cosmic radiation and the Earth's magnetic field that creates shimmering lights) so magnetic powers are not required to be Subtle.

Magnetic fields have two opposite poles: Those of like charge repel each other while poles of opposite charge attract each other. Magnetic powers involving both attraction and repulsion (typically Move Object effects) are assumed to have the ability to switch between charges as needed to either attract or repel, unless specifically Limited to one or the other.

- **Ferrous:** Magnetism affects only ferrous or ferromagnetic metals, those with a sufficient quantity of iron, nickel, or cobalt, including iron and steel alloys, but notably excluding aluminium (frequently used in

construction and the casings of certain metal items). A solid cubic foot of ferrous metal has a mass rank of 4 (between 400 and 800 lbs.), although larger hollow objects may weigh the same or less. Some common ferromagnetic objects include:

- *Manhole cover:* mass rank 1 (about 100 lbs.)
- *Lamp post:* a 10 foot iron or steel lamp post is mass rank 1 (between 100 and 200 lbs.), doubling height adds +1 rank.
- *Girder:* about 22 lbs. per foot of length, so a 10 foot I-beam is mass rank 3 (between 200 and 400 lbs.)
- *Mid-size car:* mass rank 6 (between 3,200 and 6,000 lbs.) +1 rank for a pickup or SUV.
- *Shipping container:* mass rank 7 (between 6,000 and 12,000 lbs.)
- *Suspension bridge:* mass rank 20 (between 12,000 and 25,000 tons).

• **Countering:** Since similar magnetic charges repel, magnetic powers can easily be used to counter other magnetic effects. Magnetism is also linked to electrical fields and can potentially counter electrical effects, and vice versa. Strong magnetic fields are known to interfere with radio frequency transmissions, so magnetic powers may counter some powers with a radio descriptor, particularly Communication and Senses effects.

Magnetic fields are linked to ambient temperature: more efficient in super-cooled (and therefore super-conductive) environments, but less effective under high temperatures. So heat- and fire-based effects may counter magnetism.