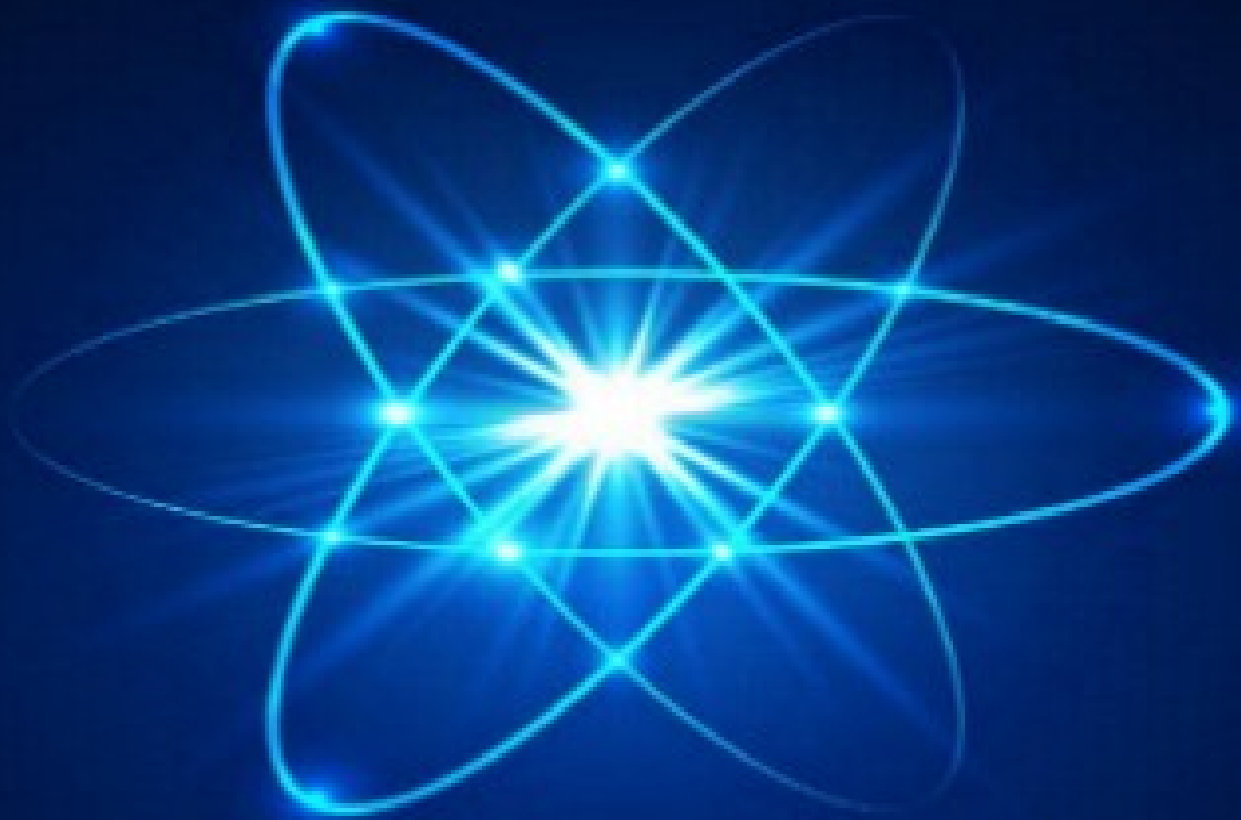


# Beyond Heroes

Companion Rules BH45



## Cosmic Forces

The Role Playing Game for all Genres

# The Beyond Heroes Roleplaying Game Book XXXXV: Cosmic Forces of the Universe

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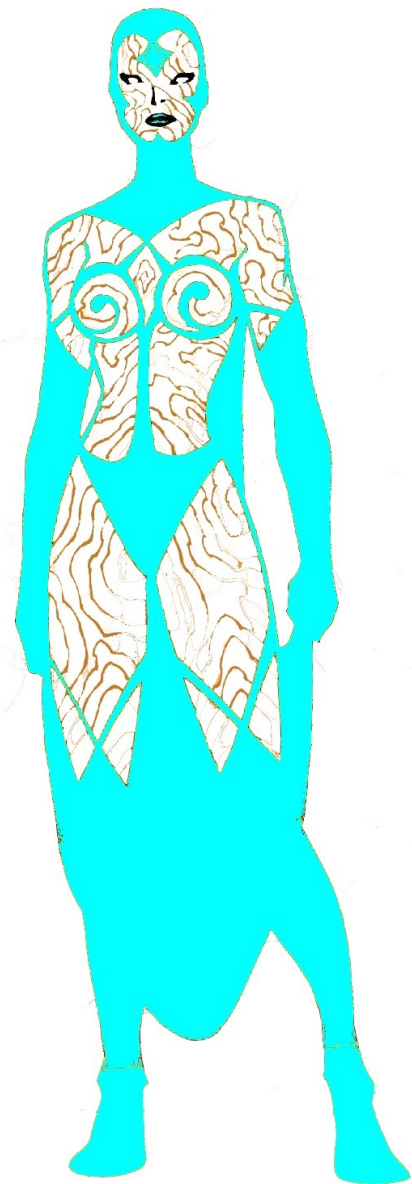
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## Foreword

The Seventeen known Forces of the Universe are the dominant primordial cosmic energies that all universes in the void spring from. Born from the unknown and pulled together by an unseen hand, these energies gathers around two poles: one positive and one negative.

As the primordial cosmic energies, the Forces of the Universe are the materials of a Multiverse on which the so called "Hands" shape them into Multiverses. These energies govern the material universe, imbuing it with concepts like feelings, magic, motions, knowledge and wisdom and so on. The positive aspect of those forces, are in essence connective as they unite people through memory and history, making everything matter. The negative aspect however shatters that connection as they invites people to change history, making only one moment important.

## The Aelife Force



Aelife, also known as The Life Entity, is a living sentient entity that was formed at the beginning of the universe and is the embodiment of life. It is not known whether the Entity was brought into the universe either by accident or by design. This Entity's existence came on the planet Earth which became the source of all life. After arriving on the barren world, it sealed itself beneath the magma of the world in order to hide where its entry into the universe began to affect the cosmos around it. The being's

existence bestowed life across space and gave birth to living beings itself. This meant that it retained a link to all life and any harm to it would fall upon the living. Through its influence, it led to the development of the First Ones as well as numerous organisms.

The Aelife Force is a specific energy that flows through all things and binds the universe together. Anything living can tap into or shape the Force to unlock greater potential. Many who are aware of and follow the Aelife also view themselves as guardians of truth, knowledge, and justice, and actively promote such ideals.

It is also known as the 'Tranquil Force', the 'good side', or the 'light side'. It is part of the Harmonious Forces and is a cosmic force that allows life to flourish and connects every living being down to their very souls. Those touched by the Aelife, whether it be through an object or through the energy itself, retain a connection to all life

She can be considered the consciousness of the Universe, and is the supposed origin of empowering the living with super powers, especially those which defy physics. Where the Entropic Force is corruptive, Aelife energy is cleansing, being derived from life force and capable of purging toxins, drugs, and other malignant substances, as well as curing diseases, mental instability, and criminal inhibitions.

## The Chi Force



Chi or Qi is the bio-electric energy that surrounds all life-forms. Some people have been able to train themselves to enhance their minds and bodies. It can also be used to heal themselves and others. Many martial artists have some level of skill in Chi manipulation and can use it to accomplish fantastic and extraordinary feats. Such feats include being able to halt or reverse one's aging by decades, heal one's entire body from a single living piece of flesh, shudder the landscape, or overcome foes stronger than oneself. Some use spiritual tactics, like Magicians. Some use beliefs and invocations, like Buddhists or Hindus. Controlling one's chi is a learned skill and can be obtained through intense training in the martial arts or other spiritual practices.

## The Chrono Force



The Chronoverse is the limitless void of all matter and energy that is located in the space between matter and energy in the universe. The field acts as the underlying essence of all matter and energy in the cosmos and is the source of power for all Chronal-powered beings. The existence of this field acts according to Quantum Theory and it does and does not exist, meaning it does not exist until a quantum being wills it to do so. The Chrono Force is the underlying essence of all matter and energy. Whenever energy is absorbed, it is normally returned to the flow of the Chronoverse.

The concepts of time and space become irrelevant when entering the force, and whoever tries to explore it may become trapped "for eternity"; it is even possible to travel through time without altering the future.

## The Cosmic Force



The Cosmic Force, also known as the Primordial Force consists of the remnants of the primordial energies of the Big Bang that still permeate the universe. The Cosmic Force can be used to produce a wide range of effects, including augmentation of physical attributes (strength, durability, speed), molecular restructuring, creation of force fields, teleportation and numerous other abilities. It is primarily wielded by the various god-like cosmic entities. Some possible powers include size-alteration, the molecular restructuring and transmutation of matter, the teleportation of objects—even entire galaxies—across space and time, the creation of force fields, the creation of interdimensional portals, telepathy, telekinesis, cosmic awareness on a universal scale, the ability to phase through objects, accelerate the evolution of life forms (even on a planet wide scale), see the past by peeling back the layers of time, time travel, trans-dimensional travel, the manipulation, absorption and discharge of any form of energy or radiation, and,

granting limited cosmic powers to others. The Cosmic Force can also be expelled violently as concussive force, and sometimes, among other things, used with precision as a means to restructure molecules according to the user's mental design.

## The D'arque Force



The D'arqueness is an ancient living power dating back to beyond human history and reaching back to the beginning of the universe as well as the creation of mankind. The D'arqueness is one of the primal forces of the universe alongside Aelif the Life entity, and Mortis the Death entity. The D'arqueness serves as the balance between the two fundamentally opposed deities of Life and Death, keeping both at bay and harmoniously synchronized to ensure the lasting stability and harmony of Creation while maintaining their presence and necessity in the order of the universe. At an unspecified time the D'arqueness began seeking a vessel within human bloodlines.

The D'arqueness has been present in every generation of history, including Ancient Greece and Spain. The power of the D'arqueness remains dormant within the host until reaching the moment of their 18th birthday. Upon reaching

adulthood, the D'arqueness manifests and the vessel becomes endowed with the powers and vulnerabilities of a D'arquelord as well as his purpose in Creation. The D'arqueness bestows his vessel with several powerful abilities including superhuman strength, speed and stamina alongside a potent accelerated healing factor capable of restoring whole damaged or even lost tissue. Those endowed with D'arque magic are either Houngan or D'arquemancers.

Some metahumans can tap into this d'arqueness naturally, while normal humans may learn to call it up magically or even technologically. D'arque energy is easy to learn but hard to control. It can have a bewildering variety of effects, and its users can control differing aspects of it, so some time passed before it became apparent that all these phenomena had a single source. A weak field of D'arqueness looks like a dark mist or shadow and can become camouflage, intimidation, or a smokescreen. A medium field behaves like a thick liquid and can impede or encase an opponent. A strong field, for most purposes, acts like a solid that can form shapes or carry things.

For unknown reasons D'arque energy can also be cleansing, capable of purging toxins, drugs, and other malignant substances, as well as curing diseases, mental instability, and criminal inhibitions.

## The Entropic Force



Mortis is the embodiment of Death within the Beyond Heroes universe and ruler of a region where the souls of the dead await passage to their final residence in whatever Heaven or Hell they believe in. Mortis draws his power from the souls and spirits of all those who have ever died. His Avatars of Death are powered by the black emptiness of space which represents death and entropy. Mortis was formed out of the nothingness in existence prior to the creation of the universe as a defence mechanism to Ælif, the embodiment of Life. Given shape in the form of life's idea of death, Mortis marches with his undead army, claiming the hunger plaguing him has not abated. Mortis has made numerous attempts to kill everything in the universe in order to capture their souls and deny them the afterlife. So far he has been defeated each time by Ælif and her Avatars of Life.

The Entropic Force is the primordial energy source which governs the finality of sentient entities. Most anything it is used against, be they mortal or immortal, will die instantly the very second it makes contact with them. Individuals who can utilize the Entropic Force can kill anything or anyone, including the immortal gods of old with but a single stroke. The force also has a corrupting effect, wherein those who channel it become warped, necrotic versions of themselves with power enough to wipe out any and all life that they make contact with.



## The Inertia Force



The Inertia Force, opposite to the Velocity Force, is a cosmic force based around negating motion, barring the potential to induce and accelerate the force of entropy. A connection to it allows the user to negate motion, or siphon someone's kinetic energy to bolster their own speed, rendering them motionless, steal the speed from a velocity force user by interlocking the energy currents. However, this can only be done in close range.

Everything in the universe moves. The universe itself is moving/expanding. The subatomic particles in your body are vibrating at specific frequencies. All of that is movement and speed. The Inertia Force puts a halt on all of that.

## The Infernal Force



Also known as soulfire and hellfire, the Infernal Force is a mystical energy which acts in a similar fashion to ordinary fire, with one major difference. It is linked to the Infernal entities and all the evil that they embody. It can burn physical objects through heat, traumatize the souls of living beings, cause excruciating pain upon contact or instead cause instant death, possibly even for relatively beneficial purposes, such as summoning spirits of the deceased temporarily back to the world of living from Hell. It has been described as both cold and hot, depending on its use.

A benefit of using it is that, due to its mystical nature and the fact that it tends to attack a person's spiritual essence in addition to their bodies, is that Infernal fire can be effective against durable targets or people with accelerated healing. As it can attack the spirit or soul, it can inflict injuries that either don't heal or heal very slowly meaning

that a critical attack could kill people that heal fast enough to shrug off normally instantly fatal injuries. It can also bypass or damage durable/invulnerable targets by either targeting the spirit/soul or because its magical nature trumps simple physical durability.

## The Mana Force



Magic is the practice of utilizing certain universal energies and extra-dimensional forces whose nature is beyond the scope of the technologically-oriented science of all known sentient races. Using spells and phrases it is often used to simulate other powers, such as reality warping, mind control, and elemental attacks. Magic can exist on any planet where there is life.

Mana is the magical energy that fuels all magic and flows along the leylines of any given plane. Mana can exist at specific positions in physical space, and flow through specific routes. Some points in space can have more mana than others, and mages can draw on specific such "wells" of mana. Many builders are unknowingly drawn to erect monuments at the sites of such convergences of mana. Some animals, knowingly or not, are able to follow the flow of mana through space, and some trees choose to grow where mana spikes.

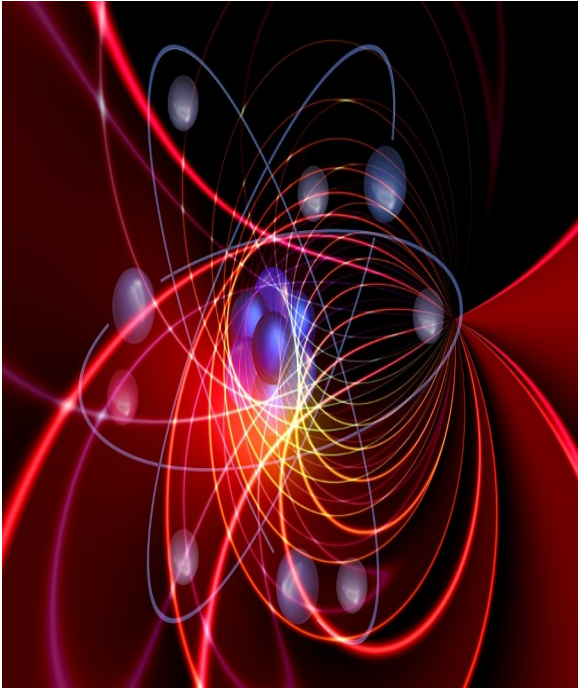
Mana can take a variety of forms. In one form it is not perceptible to the typical senses, even though spellcasters can still sense it. It can also take more perceptible forms, including ones where it can be shaped into glowing sculptures and liquid-like states. It can condense into creatures, such as angels or demons, or exist inside of some material objects such as plants. Mana can also be shaped in unnatural, largely imperceptible "braids" that flow through space, and in some forms, may be able to transcend planes. It is deeply interconnected with the life force on every plane in the Multiverse, and it can take that role by itself as well. When there is little or no mana in an area, things die or become emaciated and weak.

## The Matter Force



The Matter Force is where additional matter for powers is drawn from and is stored, shunted or gained (for those with Growth or Shrink powers). In the Matterverse matter exists potentially not actually. This can allow users to grow to massive heights, or shrink to diminutive sizes. The Force has the capability to alter the scale, mass, strength, and density of organic and inorganic subjects, while retaining their normal strength density, enhancing it as the subject shrinks. In reduced scale, a subject is enhanced by enhanced density and strength, as well as compressed energy and physical force of the subject, which results in an organic subject to possess unnaturally high levels of physical effort and exertion capability and also astonishing strength and durability. This is done by adding or shunting mass from the Matter Force.

## The Miracle Force



This force is the source of all meta energy which constitutes super powers. All super-powered beings are connected to one or more local and/or interdimensional energy sources, which collectively constitute the Miracle Force. This explains the otherwise impossible expenditure of energy caused by super-powers. It is also responsible for giving all in the universe knowledge and wisdom, granting telepaths their power and is also wielded by the greatest of minds.

## The Phase Force



The Phase Force is a mystical energy field that separates the various universes within the multiverse. It is also a sentient power that chooses hosts. Attributed powers and singled-out power levels vary from chosen partner and appear to be ambient, presumably adapting to meet the demands of an area's point of devastation and the peril oneself is faced with. However, sometimes the Phase Force becomes in-tune with the partner and drastically enhances the individual host's powers and abilities if they are present; the host themselves may already have reached massive levels of force and energy without the Force, which only serves to enhance their capabilities even further.

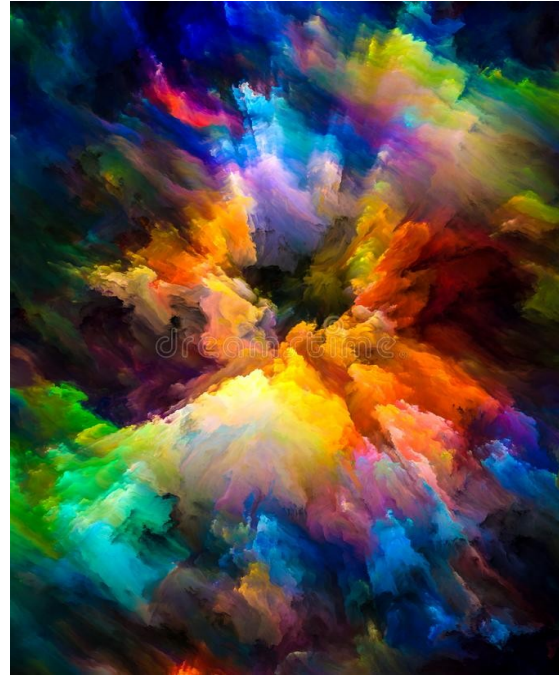
The Phase Force was originally a god of light around 14 billion years ago, and for billions of years waged a war against Mortis. Realizing that bonding to multiple individuals spread its power too thin to stand against Entropy, the God of Light began selecting a less hosts to

bond to and bestow its power upon, with that host coming to be known as Phase Warriors.

At different times it may only targets people without powers, only those with powers, and only those it chooses as necessary or deems worthy, or give them powers to teach them a lesson. The Force may bond till the current host dies, the crisis passes, or it decides that the host is unworthy or that it is needed more elsewhere. As it is usually up to the Force itself to choose a host this is most definitely a superpower that can strike anyone out of nowhere with no obvious catalyst beyond the power itself.

The Force and the host can often communicate, though to what level varies.

## The Prism Force



The Prismscape is an energy field that is fuelled by the emotions of all sentient beings. Inadvertently, sentient beings created unique forms of energy based on their emotions, with a colour unique to each emotion. The First Ones, the oldest known race in existence, were the first to discover and harness this field. Their successor races eventually chose to harness the emotions of several different colours. They also discovered that the farther one is away from the centre of the spectrum, the more control the energy has on the wielder. The Prism Force gives the universe feelings and emotions and is fueled by the emotions of all sentient beings.

Red is one of the energies far from the centre, and represents the emotion of rage or anger. Using a person's rage, they are able to tap into the red light.

Orange is another energy away from the centre, and represents the emotion of avarice or greed. Wielders of the orange light have been shown to become twisted

by their greed, and obsessively guard their property and steal possessions from others.

Yellow is a color close to the centre, and represents the emotion of fear. A being capable of instilling great fear in others is capable of wielding this power.

Green is the color in the centre of the spectrum, and represents the emotion of will. This color has the least amount of influence on the wielder, and can only be controlled by one who has an indomitable will that can overcome great fear.

Blue is a color close to the centre, and represents the emotion of hope. The blue light is capable of being wielded by a being who can bring hope for the future to others when they have lost all of theirs. The blue light is the most powerful wave of the spectrum, but it is also the most difficult to wield and understand.

Indigo is a color farther from the centre, and represents the emotion of compassion. The indigo light can be wielded by one with great compassion for other beings, and can manipulate the other energies of the emotional spectrum.

Violet is the other color furthest from the centre, and represents the emotion of love. Those who are capable of great love, even those who have lost their loves, or been rejected are capable of wielding the violet light.

Outside of the Emotional Spectrum is black, the color of death. Black represents the total absence of emotion, and the life that creates it.

The White Light of Life is where the Emotional Spectrum originated. In the beginning the universe was absolute darkness. At an unspecified point in history, the white light was introduced by an entity or entities unknown, and for 700 years the universe was nothing but a blinding white light. The darkness however, fought back against the light, eventually dividing it into the 7 colours of the spectrum that exists today. Those who wield the white light have the capability to resurrect the dead, teleport, and can create constructs that can potentially last longer than those cast by other lights. The white energy comes from all living things, and all living things from it. So far, ring wielders seem to have no control over their powers, their powers doing the bidding of the Aelife.

## The Somnium Force



The Dream Dimension is literally a manifestation of the collective psyche of mankind linked to and shaped by humanity's collective unconscious located within the Dreamtime, the collective unconsciousness of all sentient beings in the universe. There, the dreams of humans take on a sort of independent life of their own.

It can be accessed through dreams or astral projection. However, a powerful entity can on occasions trap humans in the dream dimension and send them to the dangerous higher astral planes, from which they cannot escape by themselves.

## The Velocity Force



The Velocity Force is the energy field that gives the universe motions and grants all speedsters their power. Based on velocity and movement, it is the representation of reality in motion, being the very cosmic force that pushes space and time forward.

This source of energy has existed since the beginning of time, acting as a 3-D projection detailing past, present and future events of both reality and all those touched by the Velocity Force.

Throughout history the force has sought to reach out and alter those with its wondrous gifts, usually in the form of trans-dimensional plasma storms. It does this as a means to finding the one worthy to expend the built up energy it creates as it pushes time forward, acting as its runner to maintain the delicate fabric of existence.

The Velocity Force can become incredibly volatile without an outlet to help expend its excess energy, often snatching people, places and things from across the eras into the Velocity Force dimension, as well as depositing some of it or affecting anything and everything within it's immediate vicinity in odd ways whenever it built up to critical mass.

The powers bestowed upon those touched by the force revolve around motion and progression ranging to particle acceleration & deceleration, time, space, momentum, development, potential/kinetic energy, even evolution and enlightenment to name a few.

Since the Velocity Force causes existence to move forward affecting both the individual and the whole, there have been a great many who came under its influence over the years. Dropping down, absorbing and more often than not discharging a great many abstracts from within its confines of space and time, appearing in the form of wormholes opening up from all across history bestowing its mysterious powers to whoever it came in contact with.

Individuals changed by the Velocity Force can achieve a number of feats dependent on a couple of factors. Such as Velocity Energy intake, experience in its usage and exposure to The Velocity Forces. The Velocity Force also has a direct connection to the Chronal Force. Speedsters commonly use the Velocity Force as a gateway into the timestream. The timestream can also be seen from inside the Velocity Force. The Velocity Force is a massive extra-dimensional space, having various "islands" within it.

Velocity Force conduits have one main ability above all else. These characters immediately understand how to run at superhuman speeds and their bodies instinctively understand how to react at high-speed situations. Older speedsters have a reduced but maxed speed of 800kph which is just below sonic booms allowing them to react to situations without causing civilians undo stress. Speedsters in their prime can travel at much faster speeds such as the max level of recorded aided speed on Earth and even reach the speed of light with enough willpower. It is possible for conduits to travel much faster than the speed of light however such levels require an incredible amount of stress.

Speedsters commonly use their speed to manipulate and control airflow, as well as vibrate their bodies to intangibility and phase. By exceeding the speed of light speedsters can enter the Velocity Force or travel throughout the timestream. Speedsters also possess superhuman physical characteristics, such as heightened stamina, agility, healing, senses, and sometimes strength, as well as increased mental capacity. The Velocity Force also manifests a protective aura around speedsters that protect them from the harsh effects of moving at super speeds, greatly heightening their durability. Certain speedsters can use the Force for more advanced applications such as time manipulation, energy construct creation, creating copies of themselves, or stealing/lending speed.

The Force is usually referred to in terms of different barriers: The Sound barrier, Light barrier, Time Barrier, Dimensional Barrier, and finally the Velocity Force Barrier.



In 1 second:

Light travels 299791.819 kilometres in air, or 199558.656 kilometres through glass.

Sound travels approximately 1060-1223 kilometres (depends on the medium propagated through).

A telephone signal travels 160,000 kilometres through a wire.

A meteor in space travels 40 kilometers

A lightning leader bolt travels 466 kilometres toward the ground.

Earth travels 29.7 kilometres in solar orbit

The primary shock waves of an earthquake travel 8 kilometres.

A .22-caliber rifle bullet travels approximately 366 metres.

A cheetah, the fastest mammal with a top speed of approximately 112 kilometres per hour, sprints 31 metres/

A race horse covers 15-18 metres on a flat track

Flames spread 10 meters from the centre of an explosion

A household light bulb (60 Hz) turns on and off 60 times, giving the sensation of constantly being on

A human eye sees 24 frames of film at the movies. The human eye requires 0.25 seconds to receive a single stationary image and relay that information to the brain. Faster than that and stationary images blur together into perceived continuous motion. It takes 24 images or more per second to reliably fool the human eye into perceiving multiple images as motion. A character moving faster than that, appears as a blur, assuming he maintains the same velocity within the observer's entire field of vision.

In a few seconds:

1.25 seconds; Light travels from the Moon to the Earth.

1.5-2 seconds; Earth-boring machine bores a hole 2.5 centimetres in diameter, 90 centimetres deep.

2.5 seconds; An echo leaves the surface and returns from deepest known part of ocean (10,900 metres).

5 seconds; Safe speed for each person to pass through a revolving door.

5 seconds; The sound of thunder travels 1 kilometre.

6 seconds; Most tents catch fire after exposure to flame.

6 seconds; A parachutist's static line parachute opens.

6 seconds; Absorb a pint of oxygen through lungs while running.

The Velocity Zone and the normal world physical spaces correspond exactly. Moving, 1 metre in the Velocity Zone means moving the precise same 1 metre in the normal world.

## The Worldmind Force



The Worldmind is a Force that exists on every living planet in the universe. It is in essence the life force of that planet and all the living organisms within it interact with their inorganic surroundings to form a synergistic and self-regulating, complex system that helps to maintain and perpetuate the conditions for life on said planet.

Each Worldmind is a self-regulating complex system involving the biosphere, the atmosphere, the hydrospheres and the pedosphere, tightly coupled as an evolving system. The force as a whole, called Gaia, seeks a physical and chemical environment optimal for contemporary life.

On earth the Worldmind is known as Gaea who materialized on Earth just as life began to appear there.

At any time the Worldmind can draw on the spiritual energies of all of its planet's living beings since all of these beings share part of her life essence.

She can command the forces of nature on its planet, such as storms and volcanic activity.

She can heal injured living beings.

The Worldmind can bestow mystical power upon sorcerers who know how to call upon her for it.

The Worldmind does not have a humanoid physical form, but she generally manifests herself in whatever humanoid form she chooses.

The Worldmind can communicate in all of the languages on its planet.