Earth Control

Special Mechanics

* Hurling – Ranged attacks from this set can use either Muscle or Skill as their damage die.

Powers

|  |  |  |  |  |  |  |  |  |  |
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| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Body of Stone | A+/R | T | 30 | -- | -- | Self | M2 | * 6/6/0 Armor * Resist Knock(1) * Resist Physical(1) * Muscle damage +1d6 / +1B * -2 Move * -2 Defense * -2 Initiative * Mass x4 | * Armor / x3 / +1B / 10P \*\*\* * Armor / x3 / -1 M,D,I / 10P \*\*\* * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / 0B / 10P |
| Create Tunnel | M | M | 10 | -- | -- | Self | 1 | * Create man-sized tunnel * You can allow others to pass with you which takes their move action * You can keep the tunnel open, or close it behind you * 2” movement through material * Cuts rock and stone up to AV 10 | * Carry – Up to 4 allies can move with you as a free action / x1 / +1B / 10P * Material AV +2 / x5 / 0B / 10P * Move +1 / x2 / 0B / 10P |
| Defensive Stance | V | C | 10 | -- | -- | Self | 0 | * Accuracy -1 * Damage -1 * Defense +2 | * None |
| Earthquake | Ap | A | 20 | -- | -- | 3 rad | 6 | * 3d6 Physical Damage * Knock(0) * Prone (Muscle, Skill) | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Duration 3 rd / x1 / +2B / 10P * Radius +1 / x2 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Encase | Ars | A | 30 | 4/ | 0 | 1 tgt | 9 | * 0/0/- & 4d12 entangle * When you escape, you are Slow (Muscle, Reflex) | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P \*\*\* * Range +1 / x3 / +0B / 6P |
| Hurl Bolder | Ars | A | 20 | 4/ | 0 | 1 tgt | 5 | * 2d6+Skill * Slow (Muscle, Reflex) | * Accuracy +2 / x2 / +0B / 10P * Area 1 hex / x1 / +2B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Move Earth | U | F | 20 | 50 | 0 | -- | M | * Moves earth as 5 excavators | * Can deflect up to 50 points of earth-based damage (falling rocks, debris) / x1 / +2B / 10P * Gives user +2 defense vs. earth/metal based attacks / x1 / +1B / 10P |
| Juggernaut | V | C | 20 | -- | -- | Self | 0 | * In any given combat round, when first attacked, you have the option to lower your defenses by 2 and gain +4 to your physical and energy AV instead | * None |
| Quicksand | Ats | A | 20 | 4/ | 0 | 5 rad | 8 | * Area Snare on Ground 2d6 for 6 rounds * Cannot fly, leap, or swing * Pulled toward center 1 hex (Muscle) * If you are pulled to the center hex, or if the snare stops your move, you take 1d6 penetrating drowning damage | * Dmg Step / x3 / 0B / 10P * Radius +1 / x3 / +1B / 10P * Save DL +2 / x3 / +1B / 10P * Snare Step / x3 / +1B / 10P |
| Super Toughness | Trait | N | 30 | -- | -- | Self | 0 |  |  |
| Totem Stance | V | C | 20 | -- | -- | -- | 1 | * For each round you remain in your current hex you get +1 accuracy and +2 damage * Stacks up to 3 times * Resets once you move, or are moved from your hex | * None |
| Tremor Run | M | M | 20 | -- | -- | Self | 2 | * 10” move through earthen material * Anyone within 1 hex of the path of travel is Prone (Muscle, Skill) | * Carry – One ally may move with you as a free action / x1 / +1B / 10P * Move / x3 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Wall of Earth | U | H | 20 | 20 | -- | 1 hex | 8 | * Create a one hex wall that can hold 4 tons and has 80 hit points * Wall does not require maintenance and lasts as long as the caster wants, and the wall has hit points | * Area x2 / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Wall HP / x3 / 0B / 10P * Wall Weight / x3 / 0B / 10P |