**Earth Control**

**Highlights:**

* Great entangle
* Great utility
* Large area snare
* Powerful melee form

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Body of Stone\* | Arm/Att+ | N | -- | -- | -- | Self | 16s | * 10/10/0 armor * 25% physical resistance * +1d8 punch damage * +2 energy to punch * -2 move * -2 defense * -2 initiative | 20 |
| Create Tunnel | Mov | M | Touch | -- | -- | Self | 2r | * Create man-sized tunnel * 2” movement * Cuts up to defense 14 | 6 |
| Earthquake | Att | A | Area | 0” | -- | 3” rad | 8u | * 3d6 physical damage * Knockdown (AGI 20) | 10 |
| Earth Swim | Mov | M | -- | -- | -- | Self | 1r | * 10” teleport through earthen materials * Knockdown anyone in path of movement or 1 hex off of path (AGI 20) | 10 |
| Encase\* | Att | A | Bolt | 4/ | 0 | 1 hex | 10u | * 6/6/0 & 6d8 entangle | 10 |
| Hurl Boulder | Att | A | Area | 4/ | 0 | 1 hex | 6u | * 3d6 physical damage * Slows (STR, AGI 20) | 10 |
| Move Earth | Multi | M | Area | 50” | 0 | -- | 1r/5r | * Moves earth as 5 excavators * Deflects up to 60 points of earth-based damage such as flying rocks, falling debris, a collapsing building * This use costs 5r and might require a missile combat check at the GM’s discretion | 6 |
| Quicksand | Att | A | Area | 20” | -- | 15” diameter | 4r | * Creates an area in which characters move at ½ rate (each hex entered costs 2) * -1 dodge * Characters on the ground when the power fires may not fly or jump out of it | 10 |
| Wall of Earth | Utl | M | Area | 20” | -- | 1 hex | 4u | * Creates a wall with 15+ STR (1000 kg) and 80 hit points per hex of thickness | 10 |

**Additional Information**

**Body of Stone (signature)**

* The character’s flesh turns to living stone. This gives the character 10/10/0 armor and a 25% resistance to all slashing, cutting, or smashing damage unless the damage dealt was meant to cut through stone (GM’s discretion). In addition, the character’s fists become stone clubs, and the character adds 1d8 to his punch damage.
* Because of his transformation, the character also takes a -2 base move, -2 defense, -2 initiative.
* The +1d8 damage is an attack adder, and as such, can stack with another hand-to-hand attack. Whenever the character uses his stone fists to attack, he adds 2 energy to the cost.

**Create Tunnel**

* The hero creates a man-sized tunnel through earthen material. This includes soft earth, clay, sand, and dirt as well as packed earth, brick and concrete (up to defense 14). The hero can tunnel through up to 2 hexes of material each combat round. The tunnel can accommodate the hero and anyone he has with him. In addition, the hero can choose whether the tunnel remains open, or closes after he passes.
* This power can be increased to allow the character to travel through reinforced brick and concrete up to defense 14.
* *Enhanced Tunneling –* Increases the defense through which you can move by 2 (10)

**Earthquake**

* The hero causes a tremor that shakes the earth. Anyone caught in the tremor takes 3d6 damage from falling and from debris and must save or be knocked to the earth. The user of this power can choose how large the earthquake’s area of effect is up to the maximum radius.
* *Enhance Earth Shaker –* Structures caught in the area take double damage (10)
* *Enhance Make Ranged –* *Gives power a range of 10” (10)*

**Earth Swim**

* The hero sinks into the earth and appears some distance away. This move can be doubled if the character takes an extra round to prepare. In addition, if the hero so chooses, anyone in the path of the movement has to save or be knocked down due to the rumbling of the earth.

**Encase (signature)**

* You encase a small area in earth, entangling anyone within.

**Hurl Boulder**

* The hero hurls a boulder or a chunk of earth, or concrete at a hex. The boulder does 3d6 damage to anything in that hex. Because this is an area attack, it cannot be dodged. However, characters can dive for cover to avoid the attack.

**Move Earth**

* This is generally a non-combat power that allows the hero to move and shape earth at an amazing rate. The specifics are to be determined, but the character acts like a super-powered excavator, doing the work of 5 machines. If the power is used in this fashion, it is a direct power that takes 1 energy each round.
* The character can also use this power to protect himself and his comrades from earth-based damage such as falling rock, flying debris, or earth-based powers. Up to 50 points of damage each round can be deflected in this manner. If the damage is coming from earth powers, the hero will have to make a block roll pitting his missile combat skill against the attacker’s missile combat skill, to successfully deflect the damage. If used in this way, the power is a bolt power that takes 5 energy/round.
* *Enhance Effect –* Double number of machines to which this power is equivalent (10)
* *Enhance Protection –* Add 25 points to deflection (15)

**Quicksand**

* The hero creates a large patch of sticky, tarry earth that slows all ground movement such that characters can only use their base move and even then their movement rate is cut in half. In addition, characters in the quicksand are easier to hit.
* Characters may fly or leap across the quicksand normally, but if a character is on the ground when the power goes off, or touches the ground at any time when the power is active, they are stuck and cannot fly or leap out of the area.

**Wall of Earth**

* The hero creates a wall of packed earth that fills a single hex. The wall has 80 hit points and no defense. If the character desires, the shape of the wall can change. For instance, the character could create a wall 2 hexes long, but only a ½ hex thick. Such a wall would have only 40 hit points in each hex.
* If this wall is anchored at one point, it can be used as a bridge. A single hex of earth has an equivalent strength score of 15+ and will hold up to 1000 kg.
* *Enhance Hits –* Hit points of the wall are increased by 30 (10)
* *Enhanced Strength --* Carry capacity of the wall is increased by 500 kg (10)