

## Super Hero Power – Earth (Rock, Stone, Sand)

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This Power-Set allows you to create characters that have powers over earth and stone (or sand or lava). Characters with powers from this set might be made of rock, lava or sand, be able to telekinetically control chunks of earth, be able to create things (and helpers) out of Earth or even move through the earth as if they were swimming.

### Basic Stone Rules

The Toughness of normal (non-super-heroic) stone is 4 (dice), or a difficulty of 20. Your roll must overcome this Toughness in order to damage the stone. Additionally, 1 inch of stone has a Structure of 1. That is, to break through 1 inch of stone, you need to roll at least 20, but to break 2 inches of stone, you would need to roll at least 30 or at least 20 on two different attacks. (Structure = Stun for objects)

Concrete should be treated as rock / stone.

### *Earth / Stone Powers Basic Ability Improvements*

A Hero that has at least one level in this Power Set starts the game with these basic ability improvements:

**Toughness: +1**

**Self-Control: +1**

### *Earth / Stone Powers*

#### Tier 1 (chose one of these)

- **Earth Sense**  
With a Perception roll, you can sense the presence of Earth and Stone, and also know details about it: what it is made of, if it is under pressure, etc. Additionally, you can detect movement of anything in contact with earth or stone that you are also in contact with, allowing you to know which space someone is in, even if you can't see them directly. This sense extends out to a number of spaces equal to your Perception score.
- **Earth Strength**  
Gain +1 to your Strength ability. Additionally, if your hand-to-hand attack connects (because your target chose Toughness as a defense OR because you overcame his or her Dodge), add 2 additional dice to your roll, which could give you additional successes.

- **Elemental Mastery**

You have some mastery over one (or more) of these aspects of earth: Stone, Lava and Sand. This power can be selected up to 3 times, each time taking mastery of another elemental aspect.

If you select **Stone**, gain +1 Toughness;

If you select **Lava**, gain +2 Movement;

If you select **Sand**, gain +1 Dodge.

Other powers in this Power-Set may also be enhanced by your Elemental Mastery.

- **Primary Ability Upgrade: Self-Control**

Add +1 your Self-Control Ability. This power may be selected up to 4 times.

- **Primary Ability Upgrade: Toughness**

Add +1 your Toughness Ability. This power may be selected up to 4 times.

## Tier 2 (chose one of these or from a lower level)

- **Earth Sculpt**

By touch, you can make earth and stone as malleable (to you only) as soft clay. You can affect as much as 3 spaces of earth or stone up to 1 inch thick (or you can affect 3 inches of the space you are in. You can use this to trap a target if they fit within the size of your area of control (normal-sized people fit in one space, but take 3 inches of earth to cover.) There must be earth for you to touch and work with. You can also use this to create objects that can be used as Advantages for subsequent actions.

- **Earth Power Upgrade 1**

Gain +1 dice on any action in which you use your Earth powers. For Movement powers, this increases your Movement score by 1. It also adds 3 space-inches to your *Earth Sculpt*. You can select this power up to 5 times.

- **Geo-kinesis**

You can move big chunks of earth and stone with the power of your mind. You can lift and move a 1-space-sized chunk of the ground (about 18" thick) at a rate equal to your Influence score in spaces per Move Action, or you can reduce the speed to increase the number of spaces you can lift by an equal amount. You and others can ride on these chunks of earth. If used as an attack (dropping chunks of the earth on your enemies), roll Aim + Influence. You leave craters where you pull up these chunks.

- **Primary Ability Upgrade: Strength**

Add +1 your Strength Ability. This power may be selected up to 4 times.

- **Sandstorm**

An area with a radius of 2 spaces is suddenly filled with billowing sand. The sandstorm increases the difficulty of all Perception rolls made to look in or through it by 15 (or reduces a roll by 3 dice). Earth power Upgrades can add dice to increase the strength of the effect or add spaces to the radius.



### Tier 3 (chose one of these or from a lower level)

- **Earth Armor**

As a Prep Action, you can use your *Earth Sculpt* power to cover yourself in a layer of earth that moves with you, although makes you slower. This armor gives you +3 Toughness, and also 1 Structure for each inch that you can create (lose armor Structure before you lose Stun from incoming damage). Each inch of Earth Armor also slows all your physical movements by 1 Time Unit. It also protects you from Electrical damage (in addition to Force, Heat/Fire and Ice/Cold.)

- **Earth Blast**

You can blast out rock or sand or even lava (heat / fire) as a ranged attack. Add +2 dice to your Aim ability when using this power. Additionally, characters with *Elemental Mastery* may choose to give their target a wound instead of Stun (wounds cannot be recovered normally, but additional successes are not counted):

**Stone:** wound may be either -2 to Movement or -1 to Dodge.

**Lava:** wound may be either -2 to Movement or -1 to Toughness.

**Sand:** would may be either -2 to Movement or -1 to Perception.

- **Larger Size** - You are bigger than a normal character with the same base size. Gain +/-2 (added to the total of the roll or the difficulty) for any challenge in which your larger size is relevant.

- **Pass Through Earth (tunneling)**

You can move through earth and stone as if it wasn't there. When inside earth or stone, you can see through it as if it were slightly hazy air, to a distance equal to your Perception score.

- **Secondary Ability Upgrade**

Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.

### Tier 4 (chose one of these or from a lower level)

- **Body of Earth**

You may replace or transmute your physical body with one made of pure earth. While in this form, add +1 dice to your Toughness rolls, and consider Toughness an Earth power affected by *Earth Power Upgrades*. When taking a Recovery action, roll your Toughness score to remove Stun. Additionally, characters with Elemental Mastery gain these benefits:

**Stone:** Gain additional +2 to Toughness. You are also immune to biological damage (from things like poison or gas) and no longer need to breathe.

**Lava:** Anything that strikes you physically takes 2 dice of fire/heat damage. This damage can be increased with *Earth Power Upgrades*.

**Sand:** You can choose to disperse your physical body instead of taking damage from any ‘force’ effects. It requires a Move Action to reform your body after doing this. You can only completely reform so long as nothing prevents your component bits from rejoining.

- **Shattering Attack**  
Your attacks explode in a blast of rocky shrapnel when they connect. Add +1 dice to any Earth attack you want to make explode this way. Enemies within 2 spaces of the target suffers as well, but at -2 dice. You can control who is hot or not hit within the area. This power can be selected up to 5 times, increasing the radius of the effect by 2 spaces each time.
- **Obelisk**  
You are like a rock! With a Prep Action, you can lower your Movement and increase your Strength and Toughness. For every 1 Movement you reduce, you can gain a temporary +1 to Strength or Toughness (your choice). It takes another Prep action to revert some or all of that Strength and Toughness back to Movement.
- **Mystic Earth**  
Add +1 die to any roll using your Earth powers. Your Earth powers are now described as ‘Mystic’. ‘Mystic’ powers may be more effective or less effective in any given situation.

### Tier 5 (chose one of these or from a lower level)

- **Base Size Increase 1: T-Rex** - Your ‘normal’ size is about the size (including weight) of an adult T-Rex - approximately 10 meters tall. This grants you a +1 to your Strength and Toughness, +2 to your Movement, and a -1 to your Stealth and Dodge. Additionally, all physical actions except Move Actions take +1 Time Unit to complete. In tactical situations, you take 2x2 spaces on the map, and you can physically reach targets 2 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.
- **Earth Sense Projection**  
You can project your senses through any amount of earth or stone that you currently perceive.
- **Earth: Multi-Attack**  
You may select 1 additional target with each attack action using your Earth Powers. You may select this power a number of times up to your Perception.
- **Earth Traveler**  
You can travel quickly over or through the earth, covering long distances in a short time. Add +5 dice to Initiative rolls to determine how quickly you arrive to the scene, or +5 to your Movement score for non-tactical movement. Additionally, characters with Elemental Mastery gain these benefits:  
  - **Stone:** You tunnel quickly and cleanly and may take a number of passengers along with you, equal to your Influence score.



**Lava:** You travel along underground lava-streams. When you arrive, you may choose to accompany a 5-die lava-blast that affects everyone in a target space.

**Sand:** You travel as a sandstorm, or riding one. When you arrive, you may choose to accompany a 3-die Sandblast that affects everyone in a 3-radius area centered on you.

- **Summon Earth Sprite**

Summon or create a small Earth creature to do your bidding. Use the 'Helper' rules to create your helper. This helper also has 3 Tiers of Earth Powers (your choice) and *Body of Earth* that do not require build points. It also has a maximum Stun/Structure of 2. It may not take *Defined Meta-Power*.

You may select this power a number of times up to your Influence Ability; each gives you +1 creature.

### Tier 6 (chose one of these or from a lower level)

- **Bio-Geological Gases**

You can expose anyone you are adjacent to or share a space with to a brew of noxious (but completely natural) chemical gases. Roll Influence vs. the target's Toughness (if they have a power that protects them from Biological damage) or 2dice (10 difficulty). If successful, the target gains a -2 dice (-10) disadvantage to any roll (difficulty) for the next 10 Time Units.

- **Tremors**

You cause a localized earthquake, causing characters standing on the ground to fall or be pushed over, and causing Structural damage to buildings and objects. Roll Strength + Influence to determine the strength of effect. The radius of the effect is 5 spaces, centered on you. Earth Power Upgrades can add dice to the effect or add to the radius.

- **Primary Ability Upgrade: Influence**

Add +1 your Influence Ability. This power may be selected up to 4 times.

- **Summon Earth Spirit**

Summon or create man-sized earth creatures to do your bidding. Use the 'Helper' rules to create this helper character with these exceptions: each Spirit has 2's in all abilities except Toughness (4) and Self-Control (= yours) and has 5 Tiers of Earth Powers (your choice) and *Body of Earth* that do not require build points. It also has a maximum Stun/Structure of 2. It may not take *Defined Meta-Power*. You may select this power a number of times up to your Influence Ability; each gives you +1 creature.

**Level 7 (chose one of these or from a lower level)**

- **Buried Enemies**  
You can create a landslide or open up a hole in the earth in which to bury your enemies. As a targeted attack, you can completely fill the target's space with earth and stone, trapping the target completely and preventing them from moving or seeing/hearing. The encasing stone has a Toughness of 20 and a number of Structure equal to your Influence score. You can have as many buried enemies as you have Perception. With a Thought Action, you can make a Repair action to fix any traps that have taken damage.
- **Earth Power Upgrade 2**  
Gain +2 dice on any action in which you use your Earth / Stone powers. For Movement powers, this increases your Movement score by 2. It also adds 6 spaces to the size and 2 inches of thickness of your *Earth Sculpt*. You can select this power up to 3 times.
- **Summon Earth Demon**  
Summon or create large earth creatures to do your bidding. Use the 'Helper' rules to create this helper character with these exceptions: each Demon has 3's in all abilities except Toughness (4) and Self-Control (= yours). They also have 6 Tiers of Earth Powers (your choice) and *Body of Earth* that do not require build points. It also has a maximum Stun/Structure of 3. It may not take *Defined Meta-Power*. You may select this power a number of times up to your Influence Ability; each gives you +1 creature.

**Level 8 (chose one of these or from a lower level)**

- **Base Size Increase 2: Dai Kaiju**  
Your 'normal' size is about the size (including weight) of a giant monster of Japanese cinema - approximately 50 meters tall. This grants you a +2 to your Strength and Toughness, +4 to your Movement, and a -2 to your Stealth and Dodge. Additionally, all physical actions except Move Actions take +2 Time Units to complete. In tactical situations, you take 4x4 spaces on the map, and you can physically reach targets 4 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.
- **Mind of Ancient Stone**  
Gain +2 Self-Control, and your Self-Control is an Earth power for the sake of Earth Power Upgrades.
- **Summon Earth Giant**  
Summon or create giant-sized earth creatures to do your bidding. As per *Summon Earth Demon* except each Giant has 4's in all abilities except Self-Control (= yours) and 7 Tiers of Earth Powers (your choice) and *Body of Earth* that do not require build points. It also has a maximum Stun/Structure of 4. It may not take *Defined Meta-Power*. You may select this power a number of times up to your Influence Ability; each gives you +1 creature.

### **Level 9 (chose one of these or from a lower level)**

- **All Planets**

Your Earth powers are not limited to this particular planet in this particular reality. They could just as easily work on Mars as Earth, and, if you have Earth Traveler, you can manifest yourself across the cosmos or even into alternate Earth dimensions.

- **Summon Avatar of Earth**

Summon or create an Avatar of Earth. Use the 'Helper' rules to create this helper character with these exceptions: your Avatar has 5's in all abilities except Self Control (=yours) and 8 Tiers of Earth Powers (your choice) that do not require build points. It also has a maximum Stun/Structure of 5.

### **Level 10 (chose one of these or from a lower level)**

- **Commune with the Planet**

You can spend a Recovery Action to ask the planet itself for some kind of aid. The results could be subtle or catastrophic, could occur immediately, or take a little time. Roll your Influence after you make your request; the difficulty is based on the request itself and set by the GM. Each time you attempt this each game session, you use one fewer Influence dice. Additionally, the Earth might contact you with requests, that you would be expected to honor.

- **Earth Power Upgrade 3**

Gain +3 dice on any action in which you use your Earth powers. For Movement powers, this increases your Movement score by 3. It also adds 9 spaces to the size and 3 inches of thickness of your *Earth Sculpt*.