

# Elemental Fusionist O.C.C.

As the power of the ley lines arced across Rifts Earth, the magical energies awakened the forces of nature that had lain dormant for centuries. Over the years, visitors from other dimensions used their magic abilities to harness these magical forces to great effect. Further strengthened by the unleashing of Warlock spells, the elemental forces of nature began to take root once more in the wild places of the world.

In the last century, those who have been closest to the wilds have started to exhibit abilities that come from their close association with these forces. Unlike the Warlock, who harnesses the elemental forces of nature and can actually call upon Elemental beings, and the Druid, who worships nature, this small band of rugged individuals gain their powers from the latent elemental energy of the world around them and somehow channel it through their veins on a primordial and instinctive level. In short, the energy is part of them rather than an outside force to command.

One of the great mysteries behind these batteries of natural energy is the fact that Elemental Fusionists always combine within them two conflicting forces of nature — Fire and Water or Earth and Air. It is this conflict that makes the Fusionist what they are, giving them personalities that often seem schizophrenic, their reactions and attitudes bouncing back and forth between the two radically different elemental aspects of their personality. While some Elemental Fusionists will lean toward one side of their nature more than the other, the majority see the need for balance, as gathering too much of their power in one sphere causes emotional imbalance towards the elemental force in question. Those heavy in fire, for example, will grow impatient and violent. Those too heavy in water will grow depressed and melancholy. If too heavy in air, one will grow talkative and forgetful, and while those too rooted in Earth will grow slow and quiet. Only by maintaining a balance between the two energies within is the Fusionist able to maintain a balance in himself.

Without exception, Elemental Fusionists are born in areas that are far away from any sort of civilization. The forces that are born within them will not manifest in an area that is filled with the pollution and noise of a humanoid settlement. Further evidence that the Elemental Fusionist grows from nature and is somehow an extension of, or a vessel for nature unbound and unshackled by the constraints of men. As such, Fusionists are hardy, lumberjack or woodsmen types with a wide variety of different outdoorsman skills. Creatures of nature and instinct, they shy away from any skills that are associated with civilization — Piloting, Mechanical and Electrical skills are strictly off limits. While most know how to use modern firearms or devices, and have knowledge of machines and technology, they simply refuse to use them (except, perhaps, in an emergency). It should also be noted that the phenomenon that creates Elemental Fusionists is a natural force native to Rifts Earth and will only affect humans, eschewing D-Bees and others who are not native to the planet.

As children of the outdoors, Elemental Fusionists feel restricted by most body armors and their powers will not be as effective when wearing anything greater than a suit of light body armor. While most of the wandering Fusionists will enter cities from time to time, they are not comfortable there and will never settle down in any encampment for very long. That said, they are fond of travel and adventure to a fault and often make very good party members as long as those around them are willing to stay on the move and put up with their frequent mood swings.

## Elemental Fusionist O.C.C. Abilities

**1. Elemental Resistance:** The Fusionist is, in part, made up of two conflicting elements. As a result, they are less likely to suffer ill effects from those elements. Elemental Fusionists start with a 25% resistance to any damage that falls under their area of influence (Air/Earth, Fire/Water). The resistance increases to 50% at level 4, to 75% at level 8 and becomes full immunity at level 12. Reduce damage and penalties accordingly.

**2. Elemental Force:** The mystical forces within an Elemental Fusionist give them increased strength and endurance, and their time out of doors gives them a certain rugged attractiveness.

Bonuses (in addition to the usual attributes & skills): +1D6 to P.S., +1D4 to P.F., +2 to P.B., +1D6 to Spd., +2 to save vs disease and poison, +10% to save vs coma and death. In the wild the character gets +3 on Perception Rolls, but his Perception is diminished in an urban environment: -2 in settled villages and small towns, -4 in large towns, and -6 in cities or places shut away from nature and the elements such as the fortified cities of the CS or the sprawling cities of Atlantis.

**3. Elemental Spell Magic:** In addition to the character's fusion of power, they intuitively know a handful of Elemental Magic spells. Select one from the following list at first level and one for each subsequent level.

Earth/Air Elemental Fusionist Spell List: *Breathe Without Air* (3), *Chameleon* (5), *Change Wind Direction* (6), *Create Light* (2), *Create Mild Wind* (4), *Dig* (8), *Distant Voice* (5), *Electric Arc* (4), *Dust Storm* (5), *Identify Minerals* (3), *Identify Plants* (3), *Mend Stone* (15), *Sand Storm* (15), *Stop Wind* (5), *Thunder Clap* (2), *Throwing Stones* (4), *Travel Through Walls* (20), and *Walk the Wind* (10).

Fire/Water Elemental Fusionist Spell List: *Blinding Flash* (1), *Breathe Underwater* (6), *Cloud of Ash* (5), *Cloud of Steam* (10), *Dowsing* (2), *Float on Water* (4), *Fog of Fear* (7), *Frostblade* (7), *Extinguish Fire* (8), *Fiery Touch* (5), *Fire Bolt* (4), *Globe of Daylight* (2), *Impervious to Fire* (5), *Nightvision* (4), *Resist Cold* (5), *Sense Direction Underwater* (4), *Spontaneous Combustion* (5), and *Walk the Waves* (5).

**Spells Note:** Regrettably, space limitations did not allow for the inclusion of Elemental spells. They and a range of different types of magic, magic items, rune weapons, Techno-Wizard items, herbs, and other magic related info can be found in the 352 page, *Rifts® Book of Magic*. Please note that the Elemental Fusionist can be played without these bonus spells, but they are nice to have. We hate requiring our players to buy another book to play any characters, but the *Rifts Megaverse* is so expansive that sometimes it is unavoidable. Don't frown too much, the *Rifts® Book of Magic* is a wonderful supplement well worth having.

**4. Speak Elemental:** Elemental Fusionists can converse with any Elemental that represents either of the two forces that they hold within. The ability is similar to the Warlock's but the Elemental considers the Elemental Fusionist as a fellow force of nature. They may converse as equals, and the Elemental may be convinced to leave or go to a particular place or do the Fusionist a favor, but cannot be commanded by him or forced to obey or follow his orders, nor can the character summon an Elemental. Level of understanding is 60% +2% per level of experience for the Fusionist.

**5. Sense Elementals:** Elemental Fusionists are able to detect the types of Elementals from their own power class (Earth/Air, Fire/Water) within a 100 foot (30.5 m) radius.

**6. Increased Healing:** Heals at twice the normal rate when in a remote area of the wilderness, triple when up in the mountains.

**7. P.P.E.:** Like all practitioners of magic, the Elemental Fusionist is a living battery of mystic energy. However, because they operate on an innate, instinctual level, the amount is lower than some practitioners of magic. P.P.E. is used to cast spells and to call upon their fusion of elemental power. Permanent Base P.P.E.: 2D4x10+20 added to the character's P.E. attribute number to start. Plus an additional 1D4+4 P.P.E. per each additional level of experience starting at level two.

**Supplemental P.P.E.:** Unlike the Ley Line Walker and others, the Elemental Fusionist can NOT draw on extra P.P.E. from ley lines or other living beings, but can draw P.P.E. from a willing Elemental of his particular orientation (Fire/Water or Earth/Air); up to 30 P.P.E. per melee round if the creature is willing to share its energy (they usually are).

**P.P.E. Recovery:** Spent P.P.E. recovers at a rate of five points per hour of sleep or rest. Meditation restores P.P.E. at 10 per hour of meditation and is equal to two hours of sleep for the Fusionist when it comes to recovery from fatigue and physical rest.

## **Elemental Fusionist O.C.C.**

**Attribute Requirements:** M.E. 12, P.E. 12, and an I.Q. and P.S. of 10 or higher are recommended but not required.

**Race Restriction:** Human only!

### **O.C.C. Skills of the Elemental Fusionist:**

Language: Native Tongue at 88%.

Language: Other: Two of Choice (+15%).

Climbing (+15%)

Horsemanship: General

Lore: Demons & Monsters (+10%)

Lore: Faerie Folk (+10%)

Intelligence (+10%)

Outdoorsmanship

Physical: Two of choice (+5% where applicable).

Track Animals (+20%)

Tracking (humanoids; +10%)

Land Navigation (+20%)

Swimming (+5%).

Wilderness Survival (+20%)

W.P. Axe

W.P. Ancient: One of choice.

W.P. Modern: One non-Energy W.P. of choice.

Hand to Hand: Basic; can be changed to Hand to Hand: Expert at the cost of one O.C.C. Related Skill selection.

**O.C.C. Related Skills:** Select five other skills at level one and one additional at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Barter, Creative Writing and Language: Other only.

Cowboy: Roping only.

Domestic: Any.

Electrical: None.

Espionage: Detect Ambush and Detect Concealment only. Horsemanship: Exotic Animals (+5%) only.

Mechanical: Basic only.

Medical: First Aid and Holistic Medicine only (the latter counts as two skill selections).

Military: Camouflage and Trap/Mine Detection only.

Physical: Athletics (General), Aerobic Athletics, Acrobatics, Body Building & Weight Lifting, Juggling, Physical Labor, Prowl (+5%), Running, and Wrestling Only.

Piloting: Paddle/Kayaking only (+5%).

Pilot Related: None.

Rogue: Concealment only.

Science: Math skills (+5%), Biology (+5%) and Botany (+5%) only.

Technical: Art, Breed Dogs, Calligraphy, Excavation, Firefighting, Gemology (+5%), General Repair and Maintenance (+10%), Literacy, Lore: Cattle & Animals, Masonry, Mythology, Prospecting (+5%), Philosophy, Rope Works, and Whittling & Sculpting only.

Weapon Proficiencies: Any Ancient or any non-Energy Modern W.P. only.

Wilderness: Any (+10%).

**Secondary Skills:** Four skills from the Secondary Skill List in the Skills Section, +1 additional at levels 3, 7, 10 and 13. These are additional areas of knowledge that do not get the advantage of any bonuses, with the possible exception of an I.Q. bonus. All Secondary Skills start at the base skill level.

**Standard Equipment:** Begins with a set of sturdy (outdoors) clothes made of animal skin/buckskin and fur, one set of cold weather clothing, pair of soft deerskin gloves, boots, utility belt, two canteens, backpack, three weeks of food rations, 50 feet (15.2 m) of rope, 1D6+1 wooden stakes, a wooden cross (6 inches 15.2 cm), a hunting knife (1D6+1 S.D.C. damage), one weapon for each W.P. and 1D4 extra ammo clips (where applicable), a large axe, a hand axe, a small mallet, and one firearm that matches the character's chosen proficiency. No vehicle.

**Money:** The Elemental Fusionist has grown up far away from settlements and civilization, but isn't a savage. They understand the use of money and often barter to be able to buy man-made items that they need for their travels (knives, guns and flashlights for example) and start the game with 2D4x100 credits plus another 1D6x100 credits worth of sellable items (pelts, minerals, etc.).

**Cybernetics:** Will never under any circumstances get cybernetics (even to replace a limb). Should they ever receive a Bio-System implant (by coercion or other means), they will instantly lose all of their elemental abilities (this includes resistance abilities) as a result of the change in their body chemistry.

**Related O.C.C.s:** The Warlock is described in Rifts® Conversion Book One, Revised, Elementals are found in Rifts® Dark Conversions, Elemental Magic in the Rifts® Book of Magic, and Druids and Star Children, which have strong ties to nature are in Rifts® England.

## Fusion of Elemental Energy

The true power of the Elemental Fusionist is in his ability to unleash the elemental forces contained within his body. And though they can cast a handful of traditional Elemental Magic spells much like the Warlock, their real power comes from the fusion of their two elements. The following powers can be performed at will, although each uses up a small portion of the character's P.P.E. and may take away from his spell casting abilities. However, the Elemental Fusionist is not a practitioner of magic, but a force of nature. Even the character's spell casting abilities are intuitive and, as far as the Elemental Fusionists are concerned, just another elemental power.

The following powers are natural abilities for these strange humans. They help the Elemental Fusionists survive in the wild and defend against Mega-Damage foes.

### Fire/Water Elemental Fusionist Powers

**Initial Powers:** Is resistant to fire and water attacks (see #1 Elemental Resistance above), and +20% to Swimming skill (swim without fatigue for one hour per level of experience), and pick five of the following at level one. Pick two additional powers at levels 3, 6, 9 and 12.

**City P.P.E. Penalties:** All these powers cost triple the P.P.E. in a city environment or inside a building.

#### **Flame Drench or Flame Coat:**

The Fire/Water Elemental Fusionist can douse himself with water and set it, or his own sweat on fire. This will set his entire body ablaze but rather than burn him, it creates a protective energy field that provides fiery

**M.D.C. Protection:** 25 M.D.C. per level of experience. Plus the heat from the liquid fire holds most people and animals at bay. Hitting the flame engulfed character will inflict 1D4 M.D. to the attacker. Note: The character usually strips down to his shorts first, because anything else he's wearing or carrying when this power is engaged is burnt to a crisp.

Range: Self. Duration: Five minutes per level of experience.

Damage: While engulfed in flame the Elemental Fusionist's punches and kicks inflict 1D6 M.D. or 5D6 S.D.C. (he can regulate the damage to be S.D.C. or M.D.). However, he does not set the surrounding area on fire.

Saving Throw: N/A.

P.P.E.: 8.

### **Fire Flood**

The Fire/Water Elemental Fusionist can make fire travel like water, rolling and flowing as if water; washing under the crack of a door, pooling and spilling to cover a wide surface. Every combustible item it touches catches on fire. Can also unleash a flood of real water and catch the surface on fire to create a rolling fire.

Range: 15 feet (4.6 m) per level of experience. The water must be moving. Once it stops, the fire extinguishes within 30 seconds.

Damage: Catches S.D.C. combustibles on fire and burns anything on the surface of the water. Inflicts 4D6 M.D. per melee round.

Duration: Two melee rounds (30 seconds) per level of experience.

Saving Throw: Dodge or dive under the surface fire.

P.P.E.: 8.

### **Firestorm**

A weird effect reminiscent to Call Lightning, one bolt of fire per level of experience rains down from the sky to deliver Mega-Damage to one particular target. The target must be within the character's line of vision.

Range: 300 feet (91.5 m); line of sight.

Damage: 1D6 M.D. per level of experience.

Duration: Instant.

Saving Throw: None, not even a dodge.

P.P.E.: 6.

### **Fire & Water Lungs**

The Fusionist can breathe in fire and smoke as if it were air, as well as breathe water like a fish. Can also see clearly through smoke and murky water.

Range: Self.

Duration: Five minutes per level of experience.

Saving Throw: N/A.

P.P.E.: One.

### **Fire Water**

Can turn water or alcohol into a magical elixir in which a half a cup/four ounces will warm the insides and keep the person warm and safe from exposure and freezing temperatures for one hour per level of the Fusionist.

P.P.E.: 2 per quarter gallon (16 ounces).

### **Fire/Water Protective Field**

Elemental Fusionists seldom wear body armor and when they do, it will be made from the hide or bone of Mega-Damage monsters or Dinosaurs. However, the Fire/Water Fusionist can instantly create a barely perceptible energy field around himself for protection. Also keeps the character dry.

M.D.C.: 10 per level of experience starting at level one. This is a natural, instinctive defense mechanism that clicks on at the first instance of potential danger.

Range: Self only.

Duration: 10 minutes per level of experience.

Saving Throw: N/A.

P.P.E.: 3.

### **Hot Ice**

Turns an ordinary hunk of ice into the equivalent of a hot coal. Used to generate heat or inflict S.D.C. damage.

Range: Touch. Limitation: 10 lbs (4.5 kg) of ice (one hunk or 10 smaller fragments) per level of experience.

Damage: A one pound (0.45 kg) lump of hot ice does 2D6 S.D.C. damage when thrown or touched.

Duration: Remains hot for 10 minutes per level of the Fusionist.

Saving Throw: Dodge at -1 when thrown.

P.P.E.: 2.

Note: The ice does not melt; returns to normal at the end of the enchantment.

### **Liquid Fire**

The Fire/Water Elemental Fusionist can set the surface of ordinary water on fire to create a line, wall or circle of flame. Simply spill the water in a continuous line where you want it and set it on fire. Can also set the surface of a glass, pot or barrel of water on fire, a puddle, etc.

Range: Line of sight up to 5 feet (1.5 m) per level of experience or by touch. Affects up to a 20 foot (6.1 m) diameter per level of the Fusionist.

Damage: 1D6 M.D. to anybody running through the flames. Flames are only 3-4 feet (0.9 to 1.2 m) tall, half that in a small container.

Duration: One melee round (15 seconds) per level of the Fusionist.

Saving Throw: N/A.

P.P.E.: 4.

Note: Only the water burns.

### **Spit Fire**

The Elemental Fusionist can spit small gobs of fire!

Range: 3 feet (0.9 m) per level of experience.

Damage: 1D4 M.D. or 2D4 S.D.C.; can regulate whether it inflicts M.D. or S.D.C. damage.

Duration: One melee round with each little fire bolt spit forth counting as one of the character's attacks per melee round.

Saving Throw: Parry with a shield or dodge.

P.P.E.: One.

### **Steam Bath**

Creates a comfortable cloud of warm steam that feels soothing and cleans everything that passes through it (e.g., the character and anything he's wearing). Does not clean items packed in a backpack or sealed inside a container, only the surface items, like the exterior of the backpack but not what's inside it.

Range: Touch, step into the cloud and stay for one melee round (15 seconds) to get clean.

Size: Steam cloud covers a six foot (1.8 m) diameter.

Duration: One melee round (15 seconds) per level of the Fusionist's experience.

Saving Throw: Standard save vs magic (12 or higher saves).

P.P.E.: One.

### **Steam Blast**

Fires as a blast of steam from his hands.

Range: 6 feet (1.8 m) per level of experience.

Damage: 2D6 S.D.C./Hit Points.

Duration: One melee round, each blast counting as one of the character's attacks/actions per melee.

Saving Throw: Opponents can try to dodge with a -2 penalty.

P.P.E.: One.

### **Steam Bolt**

The character makes a throwing motion to unleash a blast of steam that does Mega-Damage and has superior range.

Range: 20 feet (6.1 m) per level of experience.

Damage: 3D6 M.D. per superheated Steam Bolt; half damage to M.D.C. armor, including 'bots and vehicles. Double damage to creatures vulnerable to water.

Duration: Instant; each blast counts as one attack and requires additional P.P.E.

Saving Throw: Dodge with a -3 penalty.

P.P.E.: 3 per each blast.

### **Superheat Water**

With a glance or a touch, the Elemental Fusionist can set water to boil in five seconds (counts as two of his melee attacks for that round). Applies only to water in a container, not the water inside living beings.

Range: Six feet (1.8 m).

Duration: Instant; cools down in about 10 minutes.

Limitation: Up to 12 gallons (45.4 liters) per level of experience.

Saving Throw: Not applicable.

P.P.E.: One.

## **Earth/Air Elemental Fusionist Powers**

Initial Powers: Is resistant to earth and air attacks (see 41 Elemental Resistance, above), starts with Iron Hide and Alter Earth (below), plus pick four of the following at level one. Pick two additional powers at levels 3, 6, 9 and 12.

City P.P.E. Penalties: All these powers cost triple the P.P.E. in a city environment or inside a building.

### **Alter Earth**

The ability to change the consistency of the earth with imperceptible air vibrations and currents running through it. Can turn hard, packed earth into loose/soft ground for easy digging or burrowing, or soft earth into hard, packed earth, making digging difficult.

Range: Touch.

Area of Effect: One ton per level of experience.

Duration: Instant results, lasts for one hour or as long as the Fusionist concentrates to keep it so. Afterward, the soil returns to its original state.

Saving Throw: N/A.

P.P.E.: 3.

### **Air-Hammer**

Unleashes a hammering blast of air that can be used to blast and shape earth and stone to cut a path in a mountain or create a drainage ditch, clear a path (fallen tree, boulder, rockslide, etc.), dig a pit, carve a tunnel or cave in stone, and similar uses. It is equally effective against Mega-Damage opponents, robots and vehicles. Point or make a hammering gesture with the fist and the Mega-Damage air blast is unleashed.

Range: Five feet (1.5 m) per level of experience.

Damage: 2D6 M.D. +1D6 additional at levels 2, 5, 8, 11, 13 and 15. May also be reduced to a light S.D.C. blast that inflicts 5D6 S.D.C. When used for digging, each attack displaces a 3x3x3 foot (1 m) volume per level of experience.

Duration: One melee round with each Air-Hammer blast counting as one melee attack/action.

Saving Throw: Not applicable (N/A.).

P.P.E.: 4.

### **Clattering Tree**

A great wind seems to be caught in the grasp of an entire tree, as if the tree struggles to contain a great invisible beast. The tree creaks, cracks, shakes and bends as if large limbs should be falling to the ground at any moment. The action of movement is violent and frightening and the noise of branches beating, cracking and clattering, along with the shaking leaves creates a Horror Factor of 15. Anyone who fails to save vs H.F. must flee, and run at least 1D4x100 feet (30.5 to 122 m) away. Those who muster the courage to stay under or near (within 50 feet/15.2 m) the Clattering Trees must shout to be heard over the noise and the distraction makes them all -1 on initiative, -3 on Perception Rolls, -15% on skill performance, and anybody Prowling, hiding or using Chameleon to sneak past them enjoys a +20% bonus to do so.

Range: Touch or up to 200 feet (61 m) away; line of sight.

Duration: 30 seconds per level of experience or as long as the Elemental Fusionist stays focused on maintaining the ruckus.

Saving Throw: 15.

P.P.E.: 2.

Note: Despite all the noise, the tree is completely unharmed and other than a few leaves and twigs, nothing breaks off of it

### **Floating Earth**

The Earth/Air Elemental Fusionist can make a chunk of ground or a slab of rock or debris (a broken hunk of concrete, sidewalk, brick wall, etc.; but not wood) rise up from the ground, slide under his feet and rise into the air to function as a flying platform! The size of the Floating Earth will be large enough for the Fusionist to stand comfortably (say the size of a coffee table or desk top) but can also be expanded to double that size to accommodate a few passengers.

Maximum Speed: 30 (20 mph/32 km).

Limits: One earth platform, maximum altitude is 50 feet (15.2 m) per level of experience.

Duration: Remains floating for 10 minutes per level of experience or for as long as he concentrates to keep it aloft, however, he cannot do anything else, except talk, while using his force of will to keep the platform going after the normal duration has expired.

Saving Throw: N/A.

P.P.E.: 4.

### **Earth Feed**

The Elemental Fusionist can draw nutrients from the earth and air to feed himself. This ability can also be used to feed another person or to restore a malnourished plant or animal to health by touch.

Range: Self.

Duration: Instant results.

Saving Throw: N/A.

P.P.E.: 3.

### **Earth Lungs**

The character can be buried alive or burrow through loose soil like a mole and continue to breathe unimpaired.

Range: Self.

Duration: Unlimited; as necessary.

Saving Throw: N/A.

P.P.E.: One.

### Column of Air and Debris

The Fusionist must touch the ground or a boulder with one hand, connecting him to the ground from which he draws chunks of earth and rock that appear in a swirling column of air emanating from his other hand. The column of swirling debris is sent hammering into an opponent by the character simply pointing at his target.

Range: 10 feet (3 m) per level of experience.

Damage: 1D6 points per level of experience. The Fusionist can regulate whether the damage is S.D.C. or Mega-Damage.

Duration: One melee round; each blast counts as one of the character's melee attacks.

Saving Throw: Victims can attempt to dodge but do so with a penalty of -3.

P.P.E.: 4 per melee round.

Note: Each column of air and debris draws actual material from the ground, reducing a boulder in size or creating a depression in the ground where the Elemental Fusionist is touching it or kneeling.

### Dust Blast

The character can cause a small burst of wind that carries grit into an opponent's face and both eyes.

Range: 5 feet (1.5 m) per level of experience.

Damage: Unshielded eyes will be blind for one melee round (15 seconds) until the eyes water enough to wash out the grit. -10 to strike, parry, dodge, disarm, or entangle while blinded.

Duration: Instant, counts as one of the Fusionist's melee attacks.

Saving Throw: Dodge or Parry (to cover the eyes), but only if the attack is expected and even then the defender is -4 to succeed.

P.P.E.: One.

Note: Not effective against opponents wearing a protective face covering, goggles or glasses.

### Hurl Earth Objects

The Elemental Fusionist can launch any object made of natural earthen materials (wood, stone, clay, gemstones, etc.) such as an arrow, spear, stone, brick, wrench, iron spike, etc., from his hand with tremendous force. He must make a pitching action to throw the item, only upon its release it rockets from his hand like a bullet thus able to do Mega-Damage.

Range: 100 feet (30.5 m) per level of experience.

Damage: 1D4 damage +1 point per level of experience. The character can regulate damage to make it all S.D.C. or Mega-Damage.

Duration: One melee round, with each thrown object counting as one of the character's melee attacks.

Saving Throw: Opponents can try to dodge with a penalty of -6.

P.P.E.: One for S.D.C. attacks or 2 for M.D. per melee round.

### Hurl Tree Limb

This strange fusion of Earth and Air enables the Elemental Fusionist to cause a blast of wind to sheer off a large limb of a tree (10-20 feet/3 to 6.1 m) and send it hurling a long distance like a missile. In the wild, this attack is used against Mega-Damage monsters, but it is just as effective against power armor, light armored vehicles and 'bots.

Range: 400 feet (122 m) per level of experience.

Damage: 3D6 M.D., plus there is a 01-50% chance of the impact knocking down large two- and four-legged targets (01-70% against human-sized), causing the victim to lose initiative and two melee attacks.

Duration: Each hurled tree limb counts as one attack and uses up two P.P.E.

Saving Throw: Dodge only.

P.P.E.: 5.

Note: Even if most of the branches are sheered off a tree, it is not severely damaged and will regrow. As a rule, the Fusionist will try to prune the tree, taking large limbs that should be trimmed to help the tree grow and survive storms.

### Iron Hide

The Elemental Fusionist can turn his skin into a hide as tough as Mega-Damage iron.

Range: Self only.

M.D.C. Protection: P.E. attribute number +15 M.D.C. per level of experience; impervious to S.D.C. weapons and fire. Still vulnerable to poison, psionics, magic, fatigue, disease and M.D. fire and attacks, but damage comes off his Iron Hide.

Duration: 10 minutes per level of experience.

Saving Throw: N/A.

P.P.E.: 3.

### Rock Wind

An impressive ability in which the Elemental Fusionist can cause rocks as heavy as 100 lbs (45 kg) to lift up from the ground and hurl at one target or as many as four different targets. Can have the wind lift and hurl one 100 lb (45 kg) rock (includes Mega-Damage concrete) per level of experience.

Range: 100 feet (30.5 m) per level of experience.

Damage: Each 100 lb (45 kg) rock or cluster of smaller rocks inflicts 1D8 M.D.

Duration: Instant and counts as one melee attack.

Saving Throw: An opponent may dodge one wind-carried rock or rock cluster without penalty, but is -1 for each 100 lb (45 kg) rock (or cluster) in a volley with each rock aimed at the same target, him! (Penalties are accumulative, if four rocks, -4 to dodge.) Roll once for the entire volley and either they all hit or they all miss. A divided attack sending each rock at a different target has no dodge penalty.

P.P.E.: 6.

### **Shifting Ground**

The Elemental Fusionist must touch the ground with one hand and point with his other, looking at the desired area to affect. Then, with a focus of his will (counts as two melee attacks/actions), the ground begins to move and shift. It keeps shifting, moving around with puffs of dirt and dust popping up as if there were an undulating cushion of air beneath the surface. **Damage & Penalties:** Makes the ground soft and unsteady as if standing on low, rolling ocean waves. Impairs the movement and steady aim of everyone standing on the ground of the affected area. Reduce Speed and balance by half, -4 to strike, parry, and dodge, and Called Shots and careful aim are impossible! Ground vehicles get stuck for a moment, as if caught or hung up on a rock, then lurch forward a couple of feet (0.3 to 0.6 m) then get caught again every melee round.

Range: 100 feet (30.5 m) +50 feet (15.2 m) per level of experience; line of sight required (must see his target area).

Area of Effect: 12 foot (3.6 m) diameter per level of experience.

Duration: Two melee rounds (30 seconds) per level of experience when put in place and left to run its course, or as long as the Fusionist remains touching the ground and focused on maintaining the effect. He cannot engage in any other action while keeping the Shifting Ground in place beyond the normal duration.

Saving Throw: None.

P.P.E.: 6.

### **Wind Lift (and Throw)**

A powerful, controlled wind helps the Elemental Fusionist lift a great weight (boulder, tree trunk, etc.) above his head and toss it aside out of his way, or throw it. Used to clear paths and clobber enemies.

Range: 100 feet (30.5 m).

Damage: 1D6 M.D. for every 500 lbs (225 kg). Can lift 500 lbs per level of experience!

Duration: One melee round, with each lift and toss counting as two melee attacks (roll to strike for each toss).

Saving Throw: Intended targets can try to dodge; the Fusionist must roll to strike as usual on a D20. High roll wins.

P.P.E.: 2.