

Earth/Air Elemental Fusionist Powers – Jebediah

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.

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.

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

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.

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.

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.

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.