

COMMUNITY



SUBMISSION

ELEMENTAL CONTROL (ALTERNATE)

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Each of the various elements is a separate option and must be purchased individually. This option also requires the Control skill. A character with the Elemental Control skill has the ability to create and utilize a fundamental element. Elemental Control can be used to shape the direction a fire burns, twist the winds, dig a small tunnel through the earth, create a watery bubble, and other minor effects. The specific element must be chosen when the power is. Elemental Control uses a starting global range for all powers of 20 feet, except where specified in the individual upgrade. The character can manipulate existing, or summon forth new, approximately one cubic foot of the element per level as a standard action, with a successful Control roll. Any element created with destructive intent (spiny rocks, violent pockets of air, any fire, etc.) does d10+level damage per round to anything or anyone occupying the space. The damage is of the element's type, and all normal effect rules apply. Any element the controller created, he or she can dismiss at will.

A character may purchase more than one Elemental Control, in order to use multiple elements, but all upgrades purchased only apply to a single element (they do not "cross over.") Each specific element has its own suite of upgrades and unique abilities available. Additionally, each elemental controller is immune to any damage or ill effects that he or she personally creates. For example, a fire controller could walk through the flames he or she created last round without taking injury, but would still take damage as normal from an enemy's flamethrower.

Elemental Control

Cyber 225pts Magical NA Psychic 150pts Skill NA Comic 75pts Unnatural 75pts

- 20pts The controller loses the ability to create the element from nothingness, and may only use the option if a supply is within their global control range.
- +3pts Character can control an additional cubic foot of the element. This upgrade may be purchased multiple times.
- +5pts Energy Strike (chosen element). Requires the Ranged Strike skill. Uses the controller's global ranges as a base value. Range upgrades purchased under the Energy Strike power can increase the Energy Strike range beyond the global range, but do not impact any other Elemental Control powers.
- +5pts Increases range of control by an additional 10 feet. This upgrade may be purchased multiple times.
- +20pts Natural Weaponry - Melee Weapon (composed of chosen element). Requires the skill of whatever weapon is chosen to wield effectively. May take upgrades as normal. Deals its damage as per your element type.
- +30pts Resistance (chosen element). Can be upgraded to immunity for an additional 50 points. Does not qualify for normal upgrades via the option.
- +50pts Elemental Burst. As a standard action, with a successful Control roll, send a sudden wave of your chosen element out in all directions. Automatically deals 3d10 + level Injury (of your element's type) to everything within 10 feet, with no strike roll necessary. Can only be used a number of times per day equal to level, and no more than once per minute (10 rounds).

+75pts Mastery - the controller has total dominance over the element in question. This option increases the scale of the controller's prowess. For every cubic foot of element they could normally control, they can now control ten (that is, if you would normally have the ability to manipulate 5 cubic feet, Mastery changes this to 50. Purchasing another cubic foot upgrade would take it to 60.) The master's intent-to-injure element creation does an additional d10 damage. In addition, this unlocks the Mastery level options for this individual suite for purchase.

Air

The controllers of the element of Air control one of the most basic requirements to human life. They can create pockets of pure oxygen, control the movements of wind patterns, and even alter the pressure of gases within range. They also have control over mists, fogs, and certain other weather phenomenon. They can attack with concentrated bursts of air designed to topple or injure their opponents.

+25pts Attribute Boost (Coordination).
+25pts Misty Aura. Creates enough swirling mist to fill the controller's global area. Those within acquire full concealment from within and without, but can barely see beyond their nose. Those with an appropriate aid to their sight, such as thermo-goggles or Ultra Vision, are unaffected. The controller is not impacted by his or her own Misty Aura, and sees just fine.
+30pts Wind Wall. Create a 10'x10' area of compressed air that will lessen the impact of all missile weapons. Acts as a PV 15 wall with no absorption limit. Characters attempting to pass through must roll a contested Strength check against the character's Control skill or are kept at bay.
+30pts Whisper. Allows the controller to whisper a message into the swirling winds and send them forth to travel to a specific ear. The controller need not know the specific location of their target, only whom their target is. While there is no limit to the distance, the breeze must be able to reach its target, and will dissipate against a body of water, an air-tight room, etc. Since the message travels at natural wind speed, it can span town in minutes, but will take hours or days to venture long distances along trade winds.
+60pts Altitude. Grants the Flight (Wingless) power, which can be upgraded as normal.
+90pts Air Form. Requires mastery. The character is essentially Phased, and ignores damage from most forms. While unable to pass through air-tight solid matter, the character can slip through tiny cracks with ease and escape virtually any binding.
+100pts Gale Force. Requires mastery. The controller can cause a violent and sudden cross-spiral of wind anywhere within his or her control range. Inanimate objects are scattered and unwitting foes tossed. As a standard action, the character rolls his or her Control skill once per desired target inside their control range. Each successfully hit target is pushed a direction of choice, a number of feet equal to the controller's level times ten. Foes that collide with solid objects, such as ceilings, walls, and each other, take d10 damage. Additionally, targets must make a 1/4 Agility or full Gymnastics check to remain upright, or are knocked prone by the ability.

Cold

The ability to manipulate the temperature, principally downward. The character can manipulate the forms of ice and snow within his immediate area, shaping the area, burrowing out tunnels or collapsing snowdrifts onto others. They can also create chunks of hard ice to injure or entrap their opponents.

+25pts Attribute Boost (Willpower).
+25pts Freezing Aura. Activates as a standard action and lasts until the controller chooses to disable it (free action). The area within the controller's power range becomes bitterly cold. Anyone within this area at the start of their turn must roll Health or suffer a penalty equal to the controller's level times five to all rolls. Resistance to cold or thermal clothing will negate this effect.
+30pts Frigid Barrier. Created as a standard action. This power forms a 10' by 10' wall that can absorb 100 points of injury before it shatters. The creator may choose its exact shape. If used to encircle a larger target, multiple ice walls may be required or multiple actions to create larger ice walls.
+30pts Icy Prison. The controller grants the ability to make chunks of ice big enough to entrap objects or foes. Grants the Immobilize power with a range equal to the controller's global control range. May purchase the asphyxiation upgrade only. Victims within resist with Strength. The prison grants 20 PV and shatters if any damage it takes exceeds this. Fire sources deal double damage.
+60pts Ice Sheet. Activates as a standard action and lasts until the controller chooses to disable it (free action). Creates a pathway of ice underneath the character as he moves. Grants the Supernatural Running Speed

power, which can be upgraded as normal. In addition, the icy path is left behind as the character travels, and anyone who tries to move on it must make an Agility check or slip, falling prone. Any part of the sheet the controller is not standing directly over melts in one minute (10 rounds).

+90pts

Living Ice. Requires mastery. As a standard action, the character can turn their own body into pure ice, granting numerous bonuses. This form functions similarly to Stone Form, in that it grants the character the Hardened, Unnatural Armor (PV 25), Power Fists and Kicks(ice), and immunity to gas, drug, toxin, poison, cold, and electrical attacks. It does not, however, provide Alter Ego, and rather than half damage, fire attacks are automatic criticals, or deal double damage if they can not crit. May not purchase Stone Form upgrades, but may upgrade Hardened, Power Fists/Kicks, and Unnatural Armor as normal.

+100pts

Absolute Zero. Requires mastery. The controller gains the elusive ability to freeze virtually any movement - frosty bullets fall from midair and punches grind to a halt. Grants the Kinetic Force Reduction power with a range equal to the controller's global control range, with 100% damage reduction. Can freeze one moving object within range per phase as a reflexive action, or as a full-round action, may freeze all desired moving objects within range. Both require a successful Control roll. Targets with willpower, such as people, can sluggishly move at walking speed with a successful Willpower roll.

Earth

The element of Earth is a very strong and stable form. The ability to cause localized earthquakes, create tunnels through the earth, and modify stone shapes may take more time and appear less glamorous than the other elements, but the ability to shape this timeless element means such results tend to be more long-lived.

+25pts

Attribute Boost (Strength).

+25pts

Tremor Aura: Activates as a standard action and lasts until the controller chooses to disable it (free action). The area within the controller's power range gently shakes. Everyone within the range of this mini-quake must roll Agility to remain upright so long as they are within the area of effect. Failing will cause the victim to fall prone. Only works on opponents touching the ground. If available, victims can also grab stable terrain to remain upright.

+30pts

Tracking: As long as the terrain remains earth and rock the character can track someone without difficulty. If the trail is broken by asphalt, concrete, or water then there is a cumulative 5% chance per five feet of distance that the trail will be lost.

+30pts

Earth Sense: The character has an uncanny feel for the shape and nature of the land. They will instinctively know the physical terrain in every direction for one mile per level of experience, including the structures and life atop it, and the infrastructure and piping below, though no ability to see through these non-natural impediments is granted.

+60pts

Stone Meld. Character can meld into stone and hide, or travel through it with ease. Grants the Supernatural Running Speed option while traveling through stone, which can be upgraded as normal. This must be natural earth or stone (not concrete, asphalt, or other man-made materials.) Until unmelding, the controller's actions are limited to movement and thought.

+90pts

Lesser Stone Form. Requires mastery. Functions as the Stone Form power, but does not provide the Hardened, Alter Ego, or fire resistance benefits. May not be upgraded normally, but for an additional 60 points, can be converted to the full Stone Form, which can be upgraded as normal.

+100pts

Rift. Requires mastery. Forcefully tears a jagged chasm in the ground, starting at the controller's feet and extending out to their global control range, about as wide as the character (though no wider than the character's arm span or global control range, whichever is smaller). Victims standing on this rift must succeed on a ¼ Agility roll or fall within, where viciously churning and compressing earth seeks to devour them. Each phase spent in the rift deals d10 earth damage to the victim(s) until they succeed on escaping, either by being pulled free, flying out, or succeeding on a Climb check. Victims who are knocked out by Rift damage are swallowed by the earth and buried alive.

Fire

It is Mankind's constant threat and companion. The character can create small amounts of flame, fan small embers into larger blazes, and direct the course of the burn as it travels about. This fearful element is far more destructive, and less functional, than its elemental brethren.

+25pts

Attribute Boost (Quickness).

- +25pts Blazing Aura. Activates as a standard action and lasts until the controller chooses to disable it (free action). The area within the controller's power range becomes intensely hot. The air sizzles. Those within feel singed and sweat profusely at first, but as their temperature rises, start to suffer greatly. Anyone who starts their phase inside the aura takes a single point of fire damage, increasing to two points of damage on the second phase, three on the third, fourth on the first of next round, etc. A victim can reset this counter automatically by ending their own phase outside the aura. The aura itself is not hot enough to set things on fire.
- +30pts Bright Eyes. Grants the controller the Ultra Vision ability. Can be upgraded as normal.
- +30pts Unnatural Flame. The character can create flame in normally impossible environments. The character can create or maintain flame in an airless void, underwater, etc. This also means that the controller's fire abilities can ignite virtually anything, and the percentage chance should be rolled as normal against even the most flame-retardant surfaces.
- +60pts Trailblazer. The character counts as having the Flight(Wingless) power, leaving a small contrail of fire behind while flying. May pay for upgrades as normal.
- +90pts Fire Form. Requires mastery. Becoming a humanoid-shaped wisp of flame, this form is immune to all physical and fire based attacks. In addition, the form will inflict 1d10 fire damage to everything it touches each round and an additional d10 fire damage is added to energy strikes and elemental bursts while this form is active.. Cold and ice based injury against the controller will automatically deal critical injury. This form can only be activated in normal conditions (i.e. not underwater, in space, etc.) unless the controller also has the Unnatural Flame upgrade.
- +100pts Phoenix. Requires mastery. Character becomes Immortal with the ability to come back d10 days after dying, rolled immediately upon character death. The player must choose one way that the character can be permanently killed that should not be prohibitively rare (at the GM's discretion.)

Electricity & Lightning

Electricity control is not the subtle manipulation of electronics and high technology. It is the harnessing of lightning, the manipulation of one of nature's most potent and beautiful forces. Characters can sense the presence of large amounts of electrical energies, electromagnetic fields, and other crude forms of electricity.

- +25pts Attribute Boost (Intelligence).
- +25pts Electrical Aura. Activates as a standard action and lasts until the controller chooses to disable it (free action). The area within the controller's power range crackles with energy. The controller decides on activation whether the aura will be Positive or Negative. A positive aura roll will amplify signals, recharge devices, and generally aid all electronics within their aura's reach. A negative aura will break up signals, short-circuit devices, blow out light bulbs, and generally assault all unshielded electronics within the same reach. A successful Control roll allows the controller to switch between Positive and Negative while the aura is active.
- +30pts Static Cling. The character gains the Adhesion ability, with no clothing restrictions, but can not stick to surfaces shielded against electricity, such as rubber.
- +30pts Paralyze. The character gains the Immobilize ability, using a jolt of electricity to stun opponents into submission. Opponents resist or attempt to break free using Health. This power has a range equal to your global control range.
- +60pts Lightning Rails. The character gains a conditional Teleport ability, and as a standard action, can touch a circuit or wire and instantly transform into a spark of power, reappearing further down the line. Requires the Translocation skill as normal. The circuit taken is fried along the way. The range is only limited by the connectivity of the circuits. Failure on the Translocation roll short-circuits the wire of travel before the character is able to use it but causes the controller no injury.
- +90pts Electrical Form. Requires mastery. This form is immune to all physical and electrical attacks. In addition, the character counts as having the Supernatural Running Speed power whenever Electrical Form is active. Upgrades can be purchased as normal.
- +100pts Magnetic Manipulation. Requires mastery. Functions normally, with the exception that the range is equal to the controller's global control range. All non-range upgrades can be purchased as normal.

Water

Water is the element of life. Without water nothing on the planet Earth would continue to survive. In the appropriate circumstances this elemental control form can be the most powerful. Water can destroy rocks or metal. Water can wash away even the strongest of opponents.

- +5pts Increases the PV of Water Bubble by one.
- +25pts Water Walking. Can move atop water as if solid ground. Choppy waves, jumps, or sharp turns require an Agility roll to avoid slipping into the water below.
- +25pts Attribute Boost (Health).
- +30pts Water Bubble. The controller encases himself or a target in a floating, transparent bubble. The bubble provides 5 PV and pops if damage from any one strike exceeds PV. When active, the bubble protects the person inside from gaseous attacks and allows them to fall at a safe, slow speed, as if hovering. If used underwater, forces the bubbled individual upwards to the surface 30 feet each phase while safely regulating pressure. Creating a bubble takes a standard action, and a number of bubbles may be active at once equal to twice the character's level, or five times the character's level if the character possesses Mastery.
- +30pts Water-born. Can be upgraded as normal.
- +60pts Spring of Life. The controller gains the Heal Another power with a range equal to their control range, as a sudden burst of refreshing water restores the target's health. The more healing needed, the more soaked the beneficiary will get. May buy upgrades from the Heal Another list as normal.
- +90pts Water Form. Requires mastery. This form is immune to all physical and water attacks. In addition, the character can change shape to look like any manner of watery creature, fit into containers, slip through cracks, etc. More importantly, they can enter waterways and travel through them as if they possessed the Supernatural Running Speed power (which can be upgraded as normal.) Travel through a sewage system is also possible, though unpleasant, and the odor is likely to repel anyone nearby once you emerge.
- +100pts Undine. Requires mastery. Forms a small globe of water beside the caster that takes on a vaguely humanoid shape. The undine uses the controller's skill ratings for Defensive Tactics, Ranged Strike, and Control (and defaults on 10 for any other skill checks). It acts on any phase the character gets to act, and has a permanently enabled Water Form, in addition to the same suite of Control Element(water) powers that its creator does, other than the undine upgrade itself. The undine gets a number of controls and bubbles up to your level, injury points equal to ten times your level, and can be summoned once daily as a standard action for a number of hours equal to your level.