

## Terrakinesis

### Powers:

- User can manipulate earth, rock, stone, and concrete.
- User can deal 1d8 of blunt damage using the earth.
- No weight limit when it come to earth.
- This power can be activated via S-P, Willpower, or Str.

### Weaknesses:

- If the user can't move arms or legs they are unable to move and manipulate earth.
- Powers only work on earth, stone, mud, concrete, and rock. (the acception is crystals and gems, however no metals).
- The size of the object(s) manipulated by this power takes away from the powers overall range. (I.e. : 10m boulder takes 10m away from overall range, whilst lifting said boulder).

### Limitations:

- User can manipulate earth from up to 20 M.

### Blood transfusion (weapons/ objects) :

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### Blood transfusion (clothing / amour) :

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### levels:

1) S-P +1

2) S-P +1

3) Terrasense :

- User can roll S-P instead of perception to sense vibrations in the earth as well as sense earth around the user within the users range with this power.

4) [Ability] Ravaging Rocks

- User can make rocks, earth, anything this power can control, deal pierce or slashing damage.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

5) [Ability] Pitfall

- User can create a pit within their range that is as deep as half of their maximum range.
- User must roll 15+ with S-P.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

6) [Ability] Animate control

- With this ability the user can terra-kinetically control animate crystals as if they are earth.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

7) [Ability] Density control

- Upon S-P rolls of 15+ the user of this power can decide to make earth more or less dense.
- By doing so the user can make the earth, rock, etc, like liquid or in a more hardened form.
- This can make rocks which are hardened deal an extra amount of damage based on this characters S-P modifier.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

8) [Ability] Mud Bath Swimmer

- User can manipulate earth stone and rock around them as if they are swimming through it like water.
- This can also be used reactively to nullify damage from any attacks being dealt by the ver material this power grants manipulation over.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

9) [Ability] Mountain Range:

- After this ability has been used the terrain will not be the same.
- User add environmental damage to their own.
- The damage can only be added when the user rolls 20 + with S-P
- Environmental damage is determined by 1D6 , if the result is ;
  - 1) The damage is an extra D6
  - 2) The damage is an extra 2D6
  - 3) The damage is an extra 3D6
  - 4) The damage is an extra 4D6
  - 5) The damage is an extra 5D6
  - 6) The damage is an extra 6D6
- The radius of this ability is half of the maximum range of the users power.
- Anyone within the range of this must roll acrobatics against this power if they fail they will take 1.5x the damage of the damage dice roll.

[Buff] Damage dealt with this power is increased by 2 dice above, range increased by 20m.

10) [Mutation] Metal Manipulation :

- Upon choosing this ability, this character can no longer manipulate earth rock, etc.
- Instead they can manipulate any and all metals in the same ways they were able to manipulate earth, rock, stone, etc.

[Evolution] Terran Sphere :

- User rolls S-P 20+ to activate this ability, when user activates this power they stockpile damage up every time it's their turn, by rolling a dice that increases in value each rotation (D4, D6, D8, D10,D12), user must roll 20+ each turn to keep this ability stockpiling. This damage is added as a modifier on one chosen attack the user wishes. The stockpile can also be increased based on the amount of damage dealt to the earth beneath this character within a radius equal to half of the user's maximum range.