

Earthbending

*spells require an appropriate amount of earth (dirt, stone, coal, crystal, etc.) present to be cast (considered available if outdoors).

1 – Crack Earth		
Time to Cast:	1 round	The caster punches a section of earth, which then immediately cracks. Rocks up to 40 lbs. split in half, and those of larger mass break off a 20 lb. chunk of earth. Magical earth gets a resistance check of 3dice against PWR to not crack.
Resist Check:	none	
Target:	touch	
Duration:	instantaneous	
Area:	touched rock	
Effect:	damage stone	
2 – Minor Levitation		
Time to Cast:	1 round	The caster may raise up either a chunk of unattended earth (such as a rock sitting on the ground) or rip a piece of unworked earth out of his surroundings (ie: a boulder can be ripped from a mountainside, but not from the side of a house), up to $20 + 5/F$ pounds in weight. Magical earth gets a 3d6 vs PWR check to not be affected. Transport: The caster may lift up a chunk of earth up to the maximum weight and levitate it in the air for $4 + 2/F$ rounds. During that time, it can be moved to any location within the spell's distance at a speed of 20. If the earth is still in the air at the conclusion of the spell, it falls as normal. Attack: The caster instantaneously raises up the earth and fires it at his target, which takes 2d6 blunt damage.
Resist Check:	3d6 vs AGI halves	
Target:	LOS 50 + 10'F'	
Duration:	special	
Area:	special	
Effect:	move earth	
3 – Launch		
Time to Cast:	1 round	The target is launched $30 + 10/F$ feet into the air in a direction of the caster's choosing. Fall damage is not dealt. The target must be standing on some form of earth to be affected.
Resist Check:	3d6 vs AGI negates	
Target:	LOS 30 + 10/F'	
Duration:	instantaneous	
Area:	single subject	
Effect:	launch into air	

4 – Seismic Sense		
Time to Cast:	1 minute	For the duration, the caster is considered to have 5 + 1/F ranks of the Tremor Sense creature ability. This spell will stack with existing Tremor Sense, but can only raise it as high as 12 using this spell.
Resist Check:	none	
Target:	caster	
Duration:	10 + 5/F minutes	
Area:	caster	
Effect:	see vibrations	
5 – Rock Cuffs		
Time to Cast:	1 round	The caster encases his target's hands in rock and binds them together, preventing them from wielding a weapon or casting spells with hand gestures. If they are standing on earth, they may also have their feet bound, preventing them from moving. A 4d6 strength attribute check breaks the cuffs.
Resist Check:	4d6 vs AGI negates	
Target:	LOS 50 + 10/F'	
Duration:	instantaneous	
Area:	single creature	
Effect:	bind hands	
6- Earth Levitation		
Time to Cast:	1 round	The caster may raise up either a chunk of unattended earth (such as a rock sitting on the ground) or rip a piece of unworked earth out of his surroundings (ie: a boulder can be ripped from a mountainside, but not from the side of a house), up to 100 + 20/F cubic feet. Magical earth gets a 4d6 vs PWR check to not be affected.
Resist Check:	4d6 vs AGI halves	
Target:	LOS 100 + 25/F'	
Duration:	special	
Area:	special	
Effect:	move earth	Transport: The caster may lift up a chunk of earth up to the maximum weight and levitate it in the air for 4 + 2/F rounds. During that time, it can be moved to any location within the spell's distance at a speed of 50. If the earth is still in the air at the conclusion of the spell, it falls as normal. Attack: The caster instantaneously raises up the earth and fires it at his target, dealing 6d6 blunt damage over a 30' radius. *this spell could potentially be used to levitate an entire structure made of earth, or lift the earth under the structure and carry the structure with it, so long as the maximum volume is not exceeded

7 – Move Earth		
Time to Cast:	1 round	<p>The caster may alter a targeted section of earth in one of two ways.</p> <p>Sink: The caster forces the targeted earth into the ground, creating either a hole up to $20 + 10/F$ feet deep and $5 + 5/F$ feet wide (or vice versa), or a trench up to $20 + 10/F$ feet long and $5 + 5/F$ feet wide.</p> <p>Raise: The caster raises up any rudimentary structure or object he can imagine out of the ground (such as a wall, a ramp, a pillar, a table and chairs, a very rough statue, etc). The structure may contain a maximum of $50 + 10/F$ cubic feet of earth. This structure is anchored to the earth it came out of when made. The quality of construction is equal to that which the caster could make manually.</p> <p>Regardless of effect, the effects created by one casting of this spell can be negated via a second casting of the spell.</p>
Resist Check:	3d6 vs AGI negates	
Target:	LOS $50 + 10/F'$	
Duration:	instantaneous	
Area:	see text	
Effect:	see text	
8 – Collapse/Clear		
Time to Cast:	1 round	<p>If cast upon the entrance of a stone cave/tunnel/doorway, the surrounding stones crumble, effectively sealing the entrance. Clearing the stones by hand would take approximately 20 minutes. If cast upon an already collapsed entrance, the stones are instead removed, clearing the path. Magical earth gets a $4d6$ vs PWR check to resist.</p>
Resist Check:	none	
Target:	LOS $50 + 10/F'$	
Duration:	instantaneous	
Area:	$10 + 5/F'$ radius	
Effect:	collapse entrance	
9 – Earth Glide		
Time to Cast:	1 round	<p>The caster is drawn into any source of earth that they are in direct contact with, and emerge from the earth anywhere within the max distance at the start of their next round. The path taken must follow a continuous source of earth, in one form or another.</p>
Resist Check:	none	
Target:	$200 + 50/F$	
Duration:	instantaneous	
Area:	caster	
Effect:	pass through earth	

10 – Unstable Ground		
Time to Cast:	2 rounds	Any creatures standing in the area of effect that fail their agility check are sucked waist deep into the ground. Each round, those trapped may try to make a 4d6 strength check to escape. Failure results in sinking even further, and the next check increasing by one die. At the conclusion of the spell, the ground solidifies, and those still trapped are sucked completely underground, and begin to suffocate, dying 4 rounds later (if they have to breathe). The caster may choose to end the spell early and leave the subject partially trapped in earth, but not in danger of suffocating, instead. When trapped, the earth crumbles around them and they can easily escape in a single round.
Resist Check:	4d6 vs AGI negates	
Target:	LOS 50 + 10/F'	
Duration:	4 + 2/F rounds	
Area:	10 + 5/F' radius	
Effect:	sink into ground	
11 – Enhanced Earth Levitation		
Time to Cast:	2 rounds	The caster may raise up either a chunk of unattended earth (such as a rock sitting on the ground) or rip a piece of unworked earth out of his surroundings (worked earth, such as that of a structure, gets a 6d6 vs STR check to not be ripped apart), up to 1000 + 200/F cubic feet. Magical earth gets a 5d6 vs PWR check to not be affected. Transport: The caster may lift up a chunk of earth up to the maximum weight and levitate it in the air for 4 + 2/F rounds. During that time, it can be moved to any location within the spell's distance at a speed of 110. If the earth is still in the air at the conclusion of the spell, it falls as normal. Attack: The caster instantaneously raises up the earth and fires it at his target, dealing 10d6 blunt damage over a 50' radius. *this spell could potentially be used to levitate an entire structure made of earth, or lift the earth under the structure and carry the structure with it, so long as the maximum volume is not exceeded
Resist Check:	5d6 vs AGI halves	
Target:	LOS 200 + 50/F'	
Duration:	special	
Area:	special	
Effect:	move earth	
12 – Earth Bomb		
Time to Cast:	1 round	The caster punches the ground, releasing a tremendous ripple through the earth in all directions. All within the area take 10d6 earth damage and fall prone, and the ground becomes difficult terrain, reducing the move speed of those passing through by half. This spell can damage/destroy structures made out of wood or softer materials.
Resist Check:	5d6 vs AGI halves	
Target:	caster	
Duration:	instantaneous	
Area:	50 + 15/F' radius	
Effect:	shockwave through earth	

13 – Metal Bending		
Time to Cast:	1 minute	For the duration, any rank 1-12 Earthbending spells the caster performs can target non-precious metals (so no gold, silver platinum, teresium, adamantite, etc), ferromagnetic materials, or earth (caster’s choice). Adequate amounts of metal must be present to metalbend. If metal is used, the resist check for any Earthbending spell cast increases by 1.
Resist Check:	none	
Target:	caster	
Duration:	30 + 10/F minutes	
Area:	caster	
Effect:	control metal	
14 – World Wave		
Time to Cast:	3 rounds	The caster creates a wave in the earth underneath him, which he may ride at a speed of 200. This wave passes harmlessly over natural landscapes, but is impeded by unnatural constructions (roads, buildings, etc). If the caster attempts to cross an unnatural construction (such as a stone road) more than 30 feet wide, the spell ends. Up to five other people can ride this wave along with the caster.
Resist Check:	none	
Target:	caster	
Duration:	2 + 1/F hours	
Area:	30’ x 10’ x 20’ hill	
Effect:	ride on earth wave	
15 – Extreme Earth Levitation		
Time to Cast:	2 rounds	The caster may raise up either a chunk of unattended earth (such as a rock sitting on the ground) or rip a piece of unworked earth out of his surroundings (stones can be ripped from buildings)), up to 10,000 + 2,000/F cubic feet. Magical earth gets a 6d6 vs PWR check to not be affected. Transport: The caster may lift up a chunk of earth up to the maximum weight and levitate it in the air for 4 + 2/F rounds. During that time, it can be moved to any location within the spell’s distance at a speed of 150. If the earth is still in the at at the conclusion of the spell, it falls as normal. Attack: The caster instantaneously raises up the earth and fires it at his target, dealing 15d6 blunt damage in a 70’ radius. *this spell could potentially be used to levitate an entire structure made of earth, or lift the earth under a structure and carry the structure with it, so long as the maximum volume is not exceeded
Resist Check:	5d6 vs AGI halves	
Target:	LOS 500 + 100/F’	
Duration:	special	
Area:	special	
Effect:	move earth	

16 – Spirit of the Earth		
Time to Cast:	4 rounds	<p>The caster channels the great Spirit of the Earth through his being, effectively transforming himself into an Earth elemental, and gains the following abilities: Rock 2, Spirit Armor 4, True Immunity to Poison, True Immunity to Earth, Resist Cold 1, Resist Fire 2, Silver Shield, and 150 extra DP. Additionally, any Earthbending spells cast while in this form may be fully finessed in one way without paying additional units.</p> <p>The additional DP take precedence over the caster's regular DP, and cannot be regained through any means. Once the elemental form's DP is depleted, the spell ends.</p>
Resist Check:	none	
Target:	caster	
Duration:	see text	
Area:	caster	
Effect:	transform caster	