

Aerokinesis

Powers:

- Use S-P to control large gusts of wind, and throw around objects and creatures.
- If the wind lifts up objects and hits someone, roll 1d8 for damage.
- User can use wind currents to launch or throw people as long as their S-P beats the victims weight.
- This power can be activated via S-P, Dex, or Willpower.

Weaknesses:

- If user is unable to move they cannot use the power.
- Must be able to move to create wind currents.

Limitations:

- Damage is not inherent and therefore requires the user to pick up objects in the wind currents.
- Range of wind currents can be 20 M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Aero Slash
 - Thanks to this ability the user of this ability can now make wind currents deal slash damage.
 - Roll requirement is no higher than usual, however, the user must state they are dealing slash damage, before they roll for it.
- 4) [Ability] pressure sense
 - User can roll S-P instead of sight based perception.
 - The range of this ability is a radius equal to the max range of this power.
 - This ability senses movements and pressure changes in the air.

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

5) [Ability] aerokinetic combat

- User can roll S-P whenever they attack an opponent with a melee attack.
- This can be used to deal melee damage as well as aerokinetic attack damage.
- User must succeed a 15+ with S-P to deal an attack on top of melee, however if the Str / Dex roll fails theres still a chance that the S-P will succeed against the opponents.

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

6) [Ability] lighter than air

- User rolls 15+ to make themselves float.
- This ability makes the user able to fall however the user must roll S-P to move based on their aerokinesis range.
- If the user takes damage that breaks the users vitality the user must roll 15+ S-P to continue floating.

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

7) [Ability] Like the wind

- When moving the user must roll 15+ with S-P to increase the users move speed.
- When this ability activates the aerokinesis range is added to the move speed as distance they can move within an action.
- User can also use this ability to increase the distance of their evasion via adding the range of this power to their move speed.

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

8) [Ability] Aerobatics

- User can roll S-P of 15+ to move in the air up to a range equal to their range with this power.
- User can roll this ability to move their aerokinetic range in any direction (within possibility) reactively, so long as their S-P roll is equal to or higher than the attacker's roll.

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

9) [Ability] Vacuum Dome

- Upon rolling 20+ with S-P the user creates a dome with a diameter equal to a quarter of this character's range.
- Inside of this dome is void of oxygen and therefore any living creates that require to breathe must roll con equal to at least one roll increment lower than the roll that created this dome or higher, otherwise they are dealt this characters aerokinetic damage + 1d4 for every round they fail whilst inside this dome.
- Whilst suffocating inside the dome all victims must roll disadvantage with any rolls.
- User can only make 1 Vacuum Dome at a time and cannot move this dome and must maintain this dome via rolling 10+ with S-P.

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

10) [Mutation] Pressure manipulation

- User can increase damage by adding 1.5x the max damage that can be dealt from the users' damage dice upon rolling S-P of 1 increment higher than the abilities / attack usual roll requirement.
- User can solidify air as well as make constructs out of solidified air using an S-P roll of 15+.
- Solid air constructs can be sized up to a diameter equal to this powers' max range.
- Solid air constructs have solidity equal to the users max damage output, meaning others who attempt to break them must deal more damage than the solidity of the construct.
- Air constructs take 2x fire damage.
- Any constructs being used as weapons deal ½ of the maximum damage output the user can deal with this powers' damage dice.

[Evolution] Storm Creation

- User can now create large storms with a diameter equal to the users maximum range with this power.
- User must roll 20+ with S-P and then the storm lasts for 1d4+1 dice up for every buff taken with this power.
- The user must also roll 1d4 for the severity of the storm : 1 = normal damage, 2= roll double damage, etc.
- There are 3 types of storms this user can make ; tornados, updrafts, and downdrafts.
- Tornado : everyone within the proximity of the storm must roll weight, str, labour, evasion, or any other evasive type reactions, if they fail to match or achieve a greater roll than the roll that created / maintained this storm they are flung up into the air, and if they are inside the radius of the storm they take damage.
- Updraft : everyone within the proximity of this ability must succeed against this ability with weight, str / labour, evasion or any other evasive reaction, otherwise they are flung up this character's maximum range vertically and take damage. Afterwards, if they are unable to stop their fall they take fall damage (if applicable).
- Downdraft : all within the proximity of this ability must succeed against this abilities roll with str, labour, blocking, evasion, or any other evasive type abilities, otherwise they are knocked prone for the duration of this storm.
- To maintain these storm, the user must wait till the storm in question is running out of time and then roll at least 15+ with S-P to maintain.
- Those who wish to destroy these storms must have an emission power / ability that (within reason) can destroy it and must achieve a roll equal to or greater than the roll that created / maintained said storm.
- User add environmental damage to their own.
- The damage can only be added when the user also 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