

Kitsune

Powers:

- Upon succeeding an S-P roll of 10+ the user transforms into a 2m, two-tailed fox.
- Whilst in this form the user has +1 SpDex
- Whilst in this form the user can generate a psychic fire that deals 1d8 psychic/fire crossbreed damage.
- Whilst in Kitsune form the user can shapeshift into the visage of creatures equal to 2m -3m size.

Limitations:

- Users psychic/fire can reach up to 10m.
- User can only utilise the limbs and extremities of the form take whilst shapeshifting if they are visually obvious (example: wings grant flight, additional limbs, etc.)
- Shapeshifting will not grant the user any resistances, emission, manipulation based abilities.

Weaknesses:

- Whilst shapeshifting if the user takes damage, and injury, or an ailment the user instantly returns to their Kitsune form.
- Upon transformation the user must roll a willpower roll of 10+ otherwise the user will attack the closest creature to this character each turn / minute until the user succeeds.
- The willpower roll is required again if the user has their vitality broken, or takes and injury.

Levels:

- 1) +1 S-P
- 2) +1 S-P
- 3) Majestic control:
 - user gains control over their creature form without needing to roll willpower upon transforming.
 - User gains +2 slashing damage from their claws.
 - User gains +1 SpCha.
- 4) [Ability] 4th tail of the hypnotic fox:
 - Upon taking this ability the user's creature mode has an additional tail and gains +1 SpCha, +1 SpCha for every buff taken under this power.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.
- 5) [Ability] 5th tail of the regenerative fox:
 - Upon taking this ability, the user's creature mode has an additional tail and whenever in creature mode, the user can heal themselves with 1d10 after rolling 10+ with S-P.
 - Upon rolling 15+ with S-P the user can heal 1 injury/ ailment.
 - Upon rolling 20+ with S-P the user can regrow 1 of their own limbs / organs that was removed or damaged.
 - For every buff taken under this power, the healing dice increases by 1 dice up.

[Buff]increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

6) [Ability] 6th tail of the trickster fox:

- Upon taking this ability the user's creature mode has an additional tail and the user can make inanimate objects appear differently via illusions upon tactile and an S-P roll of 15+.
- The size of an object must not exceed the user's psychic range, and can only affect other objects at the same time if they are inside the initial affected object.
- Objects look and smell different and will keep their illusionary properties until the object takes damage or deals damage to others.
- User gains 5m of psychic range per buff under this power.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

7) [Ability] 7th tail of the cloud-walking fox:

- Upon taking this ability the user's creature mode has an additional tail and the user can generate clouds beneath their feet enabling them to walk on air an equivalent distance from the ground as their move speed.
- User can even roll S-P reactively if falling to create a cloud beneath to break their fall.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

8) [Ability] 8th tail of the: Mystic Fox

- Upon taking this ability the user's creature mode has an additional tail and the user can now use their claws to scratch through spatial constructs and distortions, destroying them.
- Their claws can cut open pocket dimension, allowing them to escape without needing to deal damage to the outer walls.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

9) [Ability] 9th tail of the timeless fox:

- Upon taking this ability the user's creature mode has an additional tail and the user can now sense time distortions, created from time manipulation.
- User can passively move through stopped time if someone has stopped it near them.

[Buff] increase SpDex by +2, increase psychic/fire damage by 2 dice up, increase slashing damage by +4.

10) [Mutation] Divine fox

- Upon user choosing this ability the users' Kitsune mode can now manipulate their own Psychic-fire as well as manipulate fire and turn it into psychic-fire, however, if contesting against a fire based power user, this character must succeed over the opposing roll.
- If this character succeeds in turning flames into psychic-fire, the flames will be considered psychic-fire until put out, or an opponent manipulates it to change it back.
- Upon taking this ability the player must choose one of three ways that the Kitsune mode changes permanently:
 1. Fox of the underworld -
 - Kitsune form can meld into the shadows upon rolling S-P of 15+, allowing them to become invisible, and immune to physical damage during this.
 - Kitsune form can either stick with being able to generate and manipulate psychic-fire, or psychic-dark, however, once chosen the user cannot use the other.
 - If the user chose psychic-physical they cannot generate or manipulate psychic-fire, but can manipulate their own shadow and generate/ manipulate darkness.
 2. Fox of the natural world -
 - Kitsune form can breath under water, and levitate up to 2m of the immediate ground, whatever was rolled with S-P to levitate is now also the roll required for opponents to hit this character with non-AOE (area of effect) attacks, as this counts as an automatic finesse-based dodge.
 - Kitsune form can either stick with being able to generate and manipulate psychic-fire, or psychic-physical, however, once chosen the user cannot use the other.
 - If the user chose psychic-physical they cannot generate or manipulate psychic-fire, but can manipulate water, earth/rock, and air.
 3. Fox of the spirit world -
 - Kitsune form becomes a psychic fox, meaning they no longer take physical damage.
 - Kitsune form grants 10m to their psychic-fire range for every buff taken under this power.
- If the user took the ability "5th tail of the regenerative fox" upon going into fatal moments or dying whilst being in their kitsune mode the user can resurrect upon rolling 20+ with S-P. Each resurrection will remove a tail and each tail removed also removes an ability (example: tail 1,2,or 3 remove the user's "majestic control" ability).

[Evolution] Hybrid mode

- Upon rolling 15+ with S-P the user can become a hybrid of their original form and their Kitsune form, whilst in this form the user can access their original limbs, meaning if they had hands, they have in this hybrid form.
- The user's size is based on the user's original form and not the Kitsune form.

- Whilst shapeshifted, the user will no longer be forced out and into their kitsune mode upon simply taking damage, unless the damage is higher than their vitality, or the user of this ability takes an injury.
- If the user was in their hybrid mode before shapeshifting, and then the user is forced out of their shapeshifted form, the user can revert to their hybrid mode, instead of their kitsune mode.
- If the user took the ability “5th tail of the regenerative fox” upon going into fatal moments or dying whilst being in either the kitsune or Kitsune-hybrid mode the user can resurrect upon rolling 20+ with S-P. Each resurrection will remove a tail and each tail removed also removes an ability (example: tail 1,2,or 3 remove the user’s “majestic control” ability).
- When the user shapeshifts, using this power, the user can redistribute their Super stats (i.e.: SpCha, or SpDex) throughout their other 6 central stats.
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