

Fire mimicry

Powers:

- User has passive fire damage immunity.
- User can generate and manipulate fire **(B)** that deals D6 fire damage (upon Sp success)
- User can turn 1 limb into fire, upon a 10+ S-P roll.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Water damage. (damage dealt with water must either deal more than or equal to the maximum damage this character can deal with fire in order to force this character out of their transformation).
- Water (must be engulfed entirely in water with equivalent radius to half of the user's range, and fail a disadvantage roll with S-P to be forced out of this powers transformation)
- Low oxygen environments
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Limitations :

- range of fire is 20 M
- User can only control fire that comes from this character.
- Cannot control other flames that aren't immediately coming from this character.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).
- If legendary, the weapon is unable to be touched by anyone who has not got the following powers ; Phoenix mode/phoenix hybrid mode, fire mimicry, pyrokinesis, Catalyst physiology, or , the technique "willpower overflow".
- If the user blood transfuses a weapon when they have the mutation perk (lava mimicry), the weapons damage modifier will count as lava damage.
- If the user blood transfused a weapon when they have the evolution perk (star mimicry), the weapons damage modifier will count as energy/fire damage, meaning whichever damage type the victim of this weapons attacks has the lowest resistance will be taking that damage type.

Blood transfusion (clothing / amour) :

- The clothes that have this powers' blood transfused into them, are now granted a modifier that is equal to half of the users current maximum fire damage as a resistance to fire damage, and do not take any durability damage via fire.
- If legendary, the clothes are now granted whatever modifier of the users current maximum fire damage as a resistance to fire damage, and do not take any durability damage via fire.
- If the user has the evolution or mutation powers, the blood transfused clothing that is made from their blood grants resistance to their respective elements.

levels:

1) S-P +1

2) S-P +1

3) Flame body transformation. (fire mimic mode) :

- roll 15 or above S-P To transform into fire.
- Roll 1d4 for how many rotations/ in game minutes the form lasts.
- Water will nullify this form.
- Whilst transformed, physical attacks will pass through the user, unharmed (still takes Animate and Elemental damage).
- If attacked by hand to combat, deal half of maximum damage of Elemental damage, this is considered as "Mimicry damage".

4) [Ability] Dangerous Warmth :

- Due to this characters incredible warmth, whilst the user is in their flame body transformation anyone (friend or foe) within a 2m (+1m per buff) radius takes ¼ of this characters maximum damage potential.
- upon a failed Con roll of 10+ those in the radius take ½ maximum damage instead.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

5) [Ability] Feel the burn :

- User can roll S-P instead of Con to remove poisons and or corrosive substances from themselves.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

6) [Ability] Jet Fire:

- Upon succeeding a fire attack with a 15+ with S-P the victim will be repelled backwards up to 10m distance. If they come in contact with any physical object before reaching the end of that distance, they take an extra amount of damage equivalent to half of the attacks damage as impact damage.
- If user is in their flame transformation they can use this ability to access levitation and even flight, however the distance they can be off of the ground is equal to half of their range for fire generation.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

7) [Ability] Blaze Of Glory:

- Upon this character having their health taken down to 5 or less, this character gains the ability to deal 2x fire damage for 1d4 minutes / rotations.
- After the time limit is up, this character cannot access their fire mimicry powers for the amount of time they used this ability, as well as not being able to use this ability for the amount of hours they used this ability in minutes/ rotations.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

8) [Ability] Elemental Regrowth:

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

9) [Ability] Elemental shape shifting :

- User can use their ability to transform their fiery form into 4 different size types, the appearance is up to them, however it will be apparent to be made of fire.

No larger than 1m.	Opponents roll disadvantage on hitting you. Damage dealt is no more than half of the maximum damage capability on damage dice.
No larger than 2m.	Original form size, no changes.
Up to 8m.	Opponents get to roll advantage on hitting this character. This characters damage is modified by their mimicry damage: which is equal to half of their max damage. (Roll requirement: 15+ after mimicry mode , 20+ before mimicry mode).
Minimum of 10m size or a max size equal to half of users range (before transforming)	Opponents get to roll advantage on hitting this character. This character will roll 2x the damage they normally deal, and has 2x range with this power. (Roll requirement: 20+ after mimicry mode, 25+ before mimicry mode).

[Buff] Fire damage increased by 1 dice up, and range increased by 20m, Unlimited time for Transformation

10) [Mutation] Lava Mimicry:

- Body now transforms into lava.
- Can slow down as well as burn enemies.
- Increase damage dice to the set above the previous.
- Can melt and or assimilate rock and stone (roll a D6 each time you succeed to see how much rock you've assimilated into your next attack, this ability can be stacked, however, dissipates after combat.)
- Lava attacks deal molten damage.

[Evolution] Star mimicry :

- New transformation which requires 20+ S-P.
- Transformation now deals energy/ fire damage based on 2x the dice the users fire damage is in “flame body” mode.
- Upon transformation anything within a 5m radius of this user takes mimic damage.
- Any ability this character was able to do previously can now be done with energy/ fire, which means whatever the greatest weakness the target has out of fire and energy is the damage type applied.
- Whatever the users maximum energy damage is, is also the users energy damage resistance.
- Time limit of this mode is equivalent to the time limit of the users “flame body” excluding the “unlimited time limit” buff.
- Once this transformation is over or ended , cannot then use this ability again for the amount of hours the user uses this power in minutes.

