

Flight

Powers:

- To activate levitation roll S-P and get 5 or above.
- To activate flight roll S-P and get 10 or above, 15 and above will grant advanced flight.
- Levitation lifts this character up to 5 M off of the ground, this grants immunity to floor based traps and move speed stays the same.
- Basic flight grants the user the ability to move in the air freely and can climb up to 30 M into the air.
- Advanced flight has all the same abilities as the previous, however, the users move speed is increased by 4M.
- Whilst flying or levitating this character can roll S-P to evade attacks, however, if in advanced flight the user rolls with advantage.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- Whenever the player is hit whilst levitation or flight is active the player must roll S-P and get 15 or above to stay flying / levitating.

Limitations:

- Basic flight can only reach up to 30 M in the air, advanced flight reaches 50M.

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) Flight tackle :

- User can launch themselves whilst in flight / levitation, into things adding launch damage starting at d8 damage.
- Launch damage is added to martial arts, hand to hand or other melee attacks.
- If an opponent can counter attack this character the launch damage is added to the opponents damage.

4) [Ability] Greater heights

- Increase the maximum height of flying by 20 M.
- Increase the maximum height of advanced flight 20 M.
- Increase move speed whilst levitating by 4m.
- Increase move speed whilst using flight by 8m

[Buff] Flight Speed increase, increase damage dealt with flight tackle by 1 dice up.

5) [Ability] Fly Away:

- User can roll S-P as reaction to fly out of the way of an attack, even if they are on the ground.

[Buff] Flight speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

6) [Ability] Flight altitude increase :

- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

7) [Ability] Flight altitude increase :

- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

8) [Ability] flight altitude increase :

- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

9) [Ability] Stratospheric Altitude :

- Multiply the flight altitudes by 2x..
- If user Rolls S-P of 25+ user can fly up to 5x higher altitudes.

[Buff] Ultrasonic Flight :

- Users in-combat move speed whilst flying is 2x.
- Users out of combat move speed whilst flying is 10x in kph.
- If user rolls S-P 20+ when using flight tackle, the user deals 2x damage.

10) [Mutation] Zero Gravity Physiology :

- User is passively able to defy gravity, this mean the user can always be levitating without requiring S-P rolls.
- User is immune to telekinesis as they can defy all kinetic manipulations towards this character.
- Upon an S-P roll of 15+ the user can decide an object or surface that the user has a gravitational attraction towards or gravitational defiance towards.

[Evolution] Meteoric Flight :

- Upon rolling 20+ S-P when using Flight tackle, this character deals +2 damage for every 10m build up the user had before hitting the target.
- If the user has moved up to a distance of 50m the target rolls disadvantage if they don't have a superpower or super stat. (example : dex to dodge, strength to block, or con after being hit).