

Hydrokinesis

Powers:

- The ability to manipulate water.
- The user can control water and 1D8 blunt damage.
- No weight limit when it comes to water.
- This power can be activated via S-P, willpower, or Dex.

Weaknesses:

- User can only manipulate water, not create it.
- The size of the object(s) manipulated by this power takes away from the powers overall range. (I.e. : 10m of water takes away 10m from maximum range , whilst holding water).

Limitations:

- User can manipulate water from up to 30 M
- User cannot manipulate other liquids, or the temperature of water.
- User can't manipulate ice or steam.
- User cannot manipulate water if users body movement is heavily restricted.

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) Sharp current:

- Using sharp current the user can manipulate water to cut through objects and can even deal slice damage against opponents.
- To cut through things the user must roll S-P and get a number above the victims roll or the requirement set by the Narrator.

4) [Ability] Purify

- Upon rolling S-P and successfully achieving a 10+ the user can purify water and remove all toxins.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

5) [Ability] Pressure bullet

- User can now access piercing and penetrating damage with this power.
- If the user ever rolls 1 increment higher than the roll requirement of an attack or ability, the user can choose for the attack to deal 1.5x damage. (This does not stack with any other 1.5x damage abilities, or techniques)

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

6) [Ability] Afloat (water walking transformation)

- upon rolling and succeeding a roll of 15+ with S-P the user can walk/ float on the surface of water for the duration they are on it.
- This ability disables after the user is no longer on the water they activated it on.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

7) [Ability] Hydrokinetic armour

- Upon an S-P roll of 15+ the user covers themselves in a tightly compacted armour made from water.
- This armour grants the user physical damage resistance equal to maximum damage output from the average attacks from hydrokinesis, and double said resistance to fire damage.
- This armour grants a 2x cryo and lightning weakness to whomever wears it.
- Every melee attack this character deals, deals damage from both their melee and hydrokinesis damage combined.
- Every minute/ in-combat rotation the user must achieve an S-P roll of 15+ to continue this ability, upon success this ability does not take up the user's first action after the initial turn this ability was activated.
- This armour has durability equal to 10x the user's hydrokinesis damage, which follows the rules of durability.
- Upon ending / failing to maintain this ability, the user is unable to reactivate it until a short rest.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

8) [Ability] Current control (whirlpools)

- User must be controlling enough water equal to 1 m greater than the size of the target or total amount of targets caught in the this ability.
- Upon capturing a target or targets in whirlpool, the user must keep rolling S-P to contain them.
- Whilst inside the whirlpool/ extreme currents, the captives of this ability must succeed against the user's S-P to keep them inside, every time it is a captives turn they must make an escape roll (which can be either Str, Dex, or something else that can either remove themselves or directly target the user of this ability) and beat the roll requirement of this ability.
- If the targets fail their escape roll, they forfeit their turn.
- The roll requirement of this ability is 20+ with S-P.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

9) [Ability] Tsunami

- User add environmental damage to their own.
- To do so there must be 5m of water near the user within range.
- The damage can only be added when the user 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
- The user can also add environmental damage to other abilities providing the conditions are met and the user achieves at least 1 increment higher than the roll requirement of the ability / technique.

[Buff] Damage dealt with water is increased by 2 dice above, range is increased by 20m.

10) [Mutation] Water Temperature Manipulation :

- user of this ability can control three states of water ; liquid, solid, gas. User can now heat up water and deal heat (molten) damage using water and can even control steam.
- This character can lower the temperature of water to deal cryo damage and even freeze the water and control ice.

[Evolution] Liquid Control :

- User of this ability can now control anything that is considered a liquid, including, but not limited to blood.