

Energy beam emission

Powers:

- Upon Successful S-P roll (10 or above) the user can generate light in 3 different ways.
- 1) Basic light emission ; this allows the user to create light from their body enabling them and others around them to see in dark places.
- 2) Blinding light ; those in a 15M radius and looking in the direction of the user of this power have to beat the users S-P roll with their own Con/ endurance, otherwise they will be dazzled for 1d4 turns.
- 3) Light beam ; Roll 1d8 of light energy damage.
- The user of this power also has energy resistance equal to maximum energy damage output from their usual damage dice (l.e.: 1d8=+8 energy resistance)
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Users light beams can be deflected by mirrors.

Limitations:

- Light beams can only reach 30M before becoming passive light.
- Passive light radius reaches 20 M around the user.
- User can only fire light beams out of hands.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a damage modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).

Blood transfusion (clothing / amour) :

- Item gains elemental resistance equal to the donors when the blood was taken.

levels:

1) S-P +1

2) S-P +1

3) Light cutter

- User can shoot beams that, if they choose, can cut through physical matter, the roll requirement is 15+ with S-P.
- If used as an attack the damage from the beam deals energy/ pierce or energy/slash damage. d

4) [Ability] Light refracting skin

- Upon rolling S-P 15+ the user can be able to generate light refraction around their skin becoming invisible.
- Whilst invisible, attackers must roll disadvantage against this user when trying to attack or see this character.
- When trying to see this character, others must have an ability to see / sense : life forms, heat signatures, or even scent or sounds.
- Each minute / rotation the user must roll 10+ with S-P to keep this ability working, if successful, this is counted as free action.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

5) [Ability] UV blacklight generation

- User can generate a fluorescent light that can enable those within the area of it to see almost invisible details / evidence.
- This ability requires 10+ with S-P and can even allow those who are invisible to be seen in this light.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

6) [Ability] Light charged :

- User can imbue objects with light temporarily using an S-P roll 15+.
- Area of light from these objects are 4m radius outside of the outline of the object.
- This ability lasts 1d4 hours.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

7) [Ability] Incendiary beam :

- User can set thing ablaze after hitting a target with a light beam when achieving 15+ S-P.
- Whilst on fire the environmental damage is a d8
- If a living target gets hit by this and takes more damage than their vitality they set ablaze for 1d4 of rotations / minutes.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

8) [Ability] Flash bomb :

- User can create an area of light coming from them that can deal an area of affect dealing 1.5x damage and a radius of one half of this users range.
- Roll requirement is 20+ with S-P .

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

9) [Ability] Incandescent Beam :

- User has the ability, once a day, to deal 2x energy damage with an energy attack after rolling 20+ with S-P.
- Range of this attack can be up to 10x that of the users original range.

[Buff] Energy damage increase by 2 dice up, increases range by 20m.

10) [Mutation] light energy manipulation

- User is able to manipulate light energy and can shape and form it however they like.
- User can even reactively manipulate other light energy from other sources, so long as its pure light and not lightning, fire, or light cross-bred with another elemental damage.

[Evolution] Radiant mode

- Roll S-P of 20+ to activate
- Roll S-P of 15+ each rotation to maintain
- Once the transformation has ended, this ability cannot be reactivated for the amount of time that it was active.
- Whilst transformed, user gains:
- Energy damage x2
- Energy damage immunity
- The ability to move through their own energy beams
- A field (2m radius) around them, which deals half of the user's maximum energy damage, passively, to other objects/beings within it.

