

Pyrokinesis

Powers:

- User can generate fire as well as manipulate existing fire.
- Roll 1d8 for fire damage.
- User has a fire resistance equal to this character's max fire damage output.
- This power can be activated via S-P, Con, or Cha.

Weaknesses:

- Can't generate fire underwater or in low oxygen environments.
- In cold environments, the user rolls disadvantage with S-P

Limitations:

- Fire can be cast and manipulated at a range of up to 20 M.

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).
- When blood transfused the weapon also grants the user a 1.5x S-P modifier whenever using their powers with the weapon.

Blood transfusion (clothing / amour) :

- Item gains elemental resistance equal to the donors when the blood was taken.
- When blood transfused the item / clothing also grants the user a 1.5x S-P modifier whenever using their powers with the item / wearing the clothing or armour. (S-P modifier can't be buffed any higher than 1.5x. This means no matter how many blood transfusion items the user has, they will not stack their amplification).

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Flame Jet
 - User can create a continuous fire stream on a target using 15+ with S-P roll.
 - Whilst this attack continues on the target, each turn the opponent must roll to get out of the "flame jet" and beat this character's S-P roll.
 - Each rotation this character keeps a target in the flame jet, this character deals their fire damage plus the damage of the previous turn that was dealt to that target whilst being hit by "Flame Jet".
- 4) [Ability] Heat sense
 - User can sense heat signatures, within a radius of their max range, upon rolling a 10+ with S-P.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

5) [Ability] Fire ball

- User creates a ball of fire that when landing on a target the fireball explodes, dealing an area of effect worth one half of the maximum range of this power as the diameter of the explosion.
- The damage dealt is 1.5x the user's damage output.
- User must roll 15+ S-P to use this ability.
- Can use this once per short rest.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

6) [Ability] Jet blast :

- 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 attack's damage as impact damage.
- User can also use this ability to strafe around or away using the ability, however, the distance they can travel per shot is equal to half of their range.
- If a user launches themselves towards something or someone that they will then deal a melee attack, this character adds 1D2 per +1 on their S-P as launch damage, therefore if they fail and get counter attacked it is dealt to them, or if succeeded it will be added when dealing damage to the target.
- This can be used reactively.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

7) [Ability] Gluttonous inferno :

- User add environmental fire damage to their own.
- To do so there must be a fire around near the user within range.
- The damage can only be added when the user of this ability not only takes the fire from the location it was originally but also 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] Fire damage increased by 1 dice up, range increased by +10m.

8) [Ability] Pyrokinetic-combat :

- After taking this ability, the user has the ability to add pyrokinetic attacks with any and all attacks this user deals.
- To do so this character must roll 15+ with S-P alongside the other stats rolled to deal an attack (Str, Dex).
- Even if S-P fails the user can still land the hit as long as they beat the competing roll, the same goes with the fire damage from the pyrokinesis.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

9) [Ability] Blaze of glory :

- When the user is at less than one quarter of their maximum health, the user can access largely powerful fire attacks if the user achieves 20+ when rolling S-P.
- These attacks can deal 2x damage.
- This ability will no longer be able to be used when health is above the required amount, or if the user gets nullified, knocked out, or even if the user rolls a Natural 1 with S-P.

[Buff] Fire damage increased by 2 dice up, range increased by +20m.

10) [Mutation] Flame Dominion

- Upon taking this mutation, the user has the ability to roll advantage with S-P against other fire users.
- User with this power can also transform those who can turn into fire based modes back into their non power forms. (roll requirements are based on said transformations).
- User can control items whilst they are on fire as if the user is a telekinetic, when the objects are burnt up or no longer on fire the user loses control of them.

[Evolution] Temperature control

- User with this evolution have complete control of temperature itself, using their abilities to control fire and even making things colder.
- User can roll 15+ with S-P to cool things or creatures down and even deal cryo damage upon tactile contact, or anything within the user's range of the object they are touching.
- User can do the same with heating objects and creatures up.
- User can increase their fire or cryo damage by 1.5x whenever they roll S-P rolls of 20+.