

Cloning

Powers:

- User can make a clone of themselves.
- Each clone has 1 action in combat on top of the originals' 2 actions, however, each of them can be reacted to.
- All clones have the exact same stats, memories, and abilities the original has.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Upon the original being nullified the clones all disappear.
- Upon being knocked unconscious, the clones all disappear.
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Limitations:

- User can only make 1 clone.
- Every clone made has 1d4 health.
- User can only get a core improvement for this ability if the core improvement is the master-level skill Final improvement.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Doppelganger :

- User can now make 2 clones.
- User can make 2 clones at once upon an S-P roll of 15+.
- User can sacrifice their health to increase the health of the clones.

4) [Ability] Bulky clone Part 1 :

- Clones now have $\frac{1}{4}$ of the users maximum health.

[Buff] Increases the amount of clones that can be made by +1.

5) [Ability] Copy-Paste lifestyle :

- Upon clones dying or disappearing, the information of what they've learnt is sent back to the original.
- If the clone learns any trades, those trades are transferred to the user.

[Buff] Increases the amount of clones that can be made by +1.

6) [Ability] Bulky clone Part 2 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

7) [Ability] Bulky clone Part 3 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

8) [Ability] Bulky clone Part 4 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

9) [Ability] Mega clone :

- User can merge clones together to increase their health.
- Merged clones cannot have any higher health than the users' maximum health.
- Clones must be within move speed range of each other and the user must roll 20+ with S-P.
- The amount of clones it took to merge into the 'Mega Clone' is the amount of clones the user cannot use until said clone is dissipated / dead.

[Buff] Increases the amount of clones that can be made by +1, clones don't disappear upon the user (original) being forced unconscious.

10) [Mutation] Quick Save :

- Upon dying, becoming injured or placed into 'fatal moments' the user rolls S-P of 10+ to substitute a clone for themselves.
- When doing this the user has the equal amount of health as that clone would have and to clone takes the user's place.
- Each time the user does this the roll requirement increases by 1 increment each success. (10+, 15+, 20+, 25+, 26,27,28,29,30) this will reset after a long rest.
- User cannot activate this ability if they cannot summon another clone, for instance if they're already at their max capacity of clones.

[Evolution] Cavalry :

- With this ability the user's clones can summon 1 more clone each, these are called 'doubles'.
- For clones to summon a double they must roll s-p of 15+.
- Clones can only make one 'double' each, and the 'doubles' cannot summon clones of their own.
- Upon tactile contact the user can make a clone of another living creature, the health is based on that beings' health (so long as the user has any 'Bulky clone' abilities).
- Any "double" has half the health clones have unless all clones can only have 1 hp.