

Shark

Powers:

- User has the ability to transform into a type of shark, this grants user the ability to breathe underwater.
- Whilst in "shark mode" user gains +10 m to move speed whilst in the water.
- Whilst in "shark mode" user gains +4 piercing bite damage modifier.
- Bite attacks are done with Str.
- +1 SpStr.
- +1 SpCon.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Must be in water.
- cannot swim backwards,
- User, whilst in shark mode, will take 1d6 of damage each rotation/ minute when out of water.
- User cannot transform reactively.

Limitations:

- Cannot move without being in water whilst in shark mode.
- Cannot hold weapons whilst in shark mode.

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) Hybrid mode :
 - Turn into a human-shark hybrid after a successful S-P roll of 15 or above.
 - + 1 SpStr, on top of the original +1 from "shark mode".
 - Bite damage does + 4 Piercing damage.
 - In this form the user is able to survive on land without water, however takes 2x fire damage.
 - User can breathe underwater.
- 4) [Ability] Electoreception
 - Whenever in water, user can roll perception with S-P advantage whilst in "shark mode" or "hybrid mode".
 - (S-P advantage is the ability where S-P is rolled along side another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
 - S-P roll requirement is 15+.
 - The user can use this ability out of water if there's anyone with electricity based powers or high voltage equipment within the vicinity of this character.

[Buff] +1 to SpStr, +1 SpCon.

5) [Ability] Shark skin

- User skin (whilst in "shark mode" or "Hybrid mode") is so coarse, that it deals slash damage if the user rubs it against things.
- Skin deals 1d4 slash damage (+1 dice up for every +1 to SpCon).

[Buff] +5m to move speed when in water, +1 to bite damage.

6) [Ability] Conveyor Belt teeth

- User can roll Con to regrow their teeth if they are broken / removed.
- The user can also roll S-P of 20+ to grant themselves 1d4 more rows of teeth (multiplies teeth damage) for 1d4 of minutes / in-combat rotations.

[Buff] +1 to SpStr, +1 SpCon.

7) [Ability] Feeding frenzy

- Upon seeing / smelling blood within their move speed area the user can roll 1d4 to attack the blood covered target that many times.
- User must roll willpower of 15+ to not attack people they don't wish to attack.
- This ability can only be used against a once per long rest, per each creature.

[Buff] +5m to move speed when in water, +1 bite damage.

8) [Ability] Shark torpedo

- Whilst in the water the user can launch themselves into targets in water or launch themselves out of the water using move speed or S-P.
- User must roll 15+ with S-P or move speed to use this ability.
- User adds their S-P modifier or move speed modifier to the damage of this attack.

[Buff] +1 to SpStr, +1 SpCon.

9) [Ability] Maneater mode :

- Upon a roll of 20+ S-P the user can transform a shark mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- User gains +10m move speed instead of 5m.

[Buff] +10m to move speed when in water, +2 bite damage, +1 SpCon.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode, other than water breathing.
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[Evolution] Apex predator

- User can become the "Apex predator" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users in-water move speed.
- Whilst in the "Apex predator" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- Users teeth deal 2x damage whilst in this mode.