

## Water mimicry

### Powers:

- User can turn 1 limb into water (upon S-P success).
- User can manipulate the watery limb to extend up to 4m **(B)**.
- This power can be activated via S-P, Con, or Willpower.

### Weaknesses:

- User takes 2x Electricity and cryo damage whilst the user's limbs / body is transformed into water.
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

### Limitations :

- The range of how far water limbs can be Manipulated is up to 4m length.
- User can produce water blasts which deal 1d6 impact damage.

### Blood transfusion (weapons/ objects) :

- Weapons made from this power are constantly wet, generating a small amount of water form practically ever, except the handle. (weapon is also resistant to rusting by half of the users damage capability).
- If legendary, this weapon is now fully malleable and can turn into any form as long as it's no bigger than the original weapon, user can also deal damage dice with this weapon using the same damage dice as the doner.
- If a blood transfused weapon was made when the donor had the evolution perk (Ocean spirit), the weapon will generate as much water a minute as the donor could create. (this also applies with the legendary transformation ability).
- If a blood transfused weapon was made when the donor had the mutation perk (Snow mimicry), the weapon can now generate cryo damage.

### Blood transfusion (clothing / amour) :

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### levels:

- 1) S-P +1
- 2) S-P +1
- 3) Water form transformation. (Water mimic mode)
  - Upon a S-P roll of 15 or above, user of this power can turn themselves into living water.
  - User can deal 1d6 of impact damage.
  - User (whilst in this form) is immune to physical damage.
  - This transformation has no time limit, however, takes 2x lightning and cryo damage.
  - User is immune to corrosive however still takes poison (if the user takes poison damage that overall breaks past the users vitality the user must roll metabolism after they transform back).
- 4) [Ability] Slashing waves :
  - User can use their water form to deal slash damage with their water.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

5) [Ability] Purifier

- User can purify can body of water based on this characters range whilst touching it.
- User can also purify themselves or others, healing them from any poison damage they took.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

6) [Ability] Stay hydrated (Hydration stockpile) :

- User gets a stockpile of 10 points, plus 5 for every buff the user has.
- This stockpile allows parts of the body to be able to turn into water when attacked or struck, however, whatever damage was supposed to be taken is then taken away from the hydration stockpile instead.
- If the attack goes over the stockpile the rest of the damage is transferred.
- User must keep replenishing stockpile by drinking or being emerged in water. (roll 1d10).

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

7) [Ability] Pressure Bullet

- User can shoot small droplets of water with some much pressure its equivalent to that of a bullet.
- User must roll 15+ S-P to fire a droplet of water at a range of 2x this characters normal range and can deal 1.5x damage.
- Damage dealt with this attack is counted as penetration damage.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

8) [Ability] Elemental Regrowth

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

9) [Ability] Tidal Wave

- User creates a large body of water that deals damage and knocks back any who are hit with it.
- User must roll 20+ to deal a 2x damage spread attack of water the range is based off this characters range and then the spread is based on half of the maximum range.
- User can use this ability again after a long rest.

[Buff] "water limb / water form" damage increased by 2 dice up, stretch distance increased by 8m.

10) [Mutation] Snow / Ice mimicry

- This mutation permanently alters this power so that the "water form" is now ice or snow which enables the user to be immune to cryo damage.
- Whatever damage dice the user was rolling before this perk, now deals cryo damage **(B)**.
- Users range with cryo damage is 10m +10m for every buff that was taken with this power.
- User no longer takes 2x lightning damage, and instead take the damage normally.
- User takes 2x fire damage.
- User gains the ability "flash freeze" - which enables them to freeze a body equal to a radius of 4M + 4M for every buff the user took from this power.
- The ability "Flash freeze" can also cover any targets in range (with an s-p roll of 20+) in ice which makes them have to roll labour to break out during their turn. This ability can also be used if the user grabs hold of a single target with an s-p roll requirement of 15+ and will also deal cryo damage.

[Evolution] Ocean spirit (liquid assimilation)

- User can roll S-P of 20+ assimilate with a body of water up to the size of 10m cubed +10m for every buff they took.
- Every 10m = +10 auxiliary health and +5 damage modification to water attacks.
- All physical attacks dealt whilst in "Ocean Spirit" form count as SPStr (SPStr modifier is equal to the user's S-P modifier), therefore deals durability damage thusly, as well as makes those with normal Str roll disadvantage against the user.
- Whilst user still has auxiliary health, vitality is never broken through as it is not harming the user directly.
- Once auxiliary health is fully depleted, user cannot regain it from the same water source for 24 hours.
- Once assimilated with the body of water, the user must transfer themselves to a new , disconnected body of water if they wish to regain auxiliary health.(example a pool, and the user jumps into a lake, or even the ocean).