

Amalgamation

Powers:

- During combat the 4 superhumans, anomaly's, or omegans powers are now also this characters to use and control.
- User can wield any powers reactively if said powers can be used reactively.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- gains weaknesses to all powers assimilated, this includes Animate damage multiplier.
- user of this power can never gain strength, power, or abilities from cyborgs.

Limitations:

- radius of powers that can be copied is 30M around the user.
- user can not gain powers or abilities from husks or humans.
- Can only amalgamate to creature that are living (regardless of consciousness).

Blood transfusion (weapons/ objects) :

- Making blood transfused weapons grants no abilities or bonuses.
- If legendary , Objects made with this power can assimilate other power based objects into it , such as single stones.(weapons can also get this ability).

Blood transfusion (clothing / armour) :

- Clothing made from this power grants the usage of single stones and other blood transfused items abilities to be accessed as long as its part of the clothing/ armour.

•

•

levels:

1) S-P +1

2) S-P +1

3) Amalgam mode (1d4 out of combat minutes)

4) [Ability] Increase Amalgam mode time limit by 1 dice up.

[Buff] Increase the number of power sources limit by 1, and radius by 10m.

5) [Ability] Increase Amalgam mode time limit by 1 dice up.

[Buff] Increase the number of power sources limit by 1, and radius by 10m.

6) [Ability] Increase Amalgam mode time limit by 1 dice up.

[Buff] Increase the number of power sources limit by 1, and radius by 10m.

7) [Ability] Increase Amalgam mode time limit by 1 dice up.

[Buff] Increase the number of power sources limit by 1, and radius by 10m.

8) [Ability] Increase Amalgam mode time limit by 1 dice up.

[Buff] Increase the number of power sources limit by 1, and radius by 10m.

9) [Ability] Body Count:

- Upon tactile contact the user can choose to amalgamate to a creature as a power source without the concern of a time limit.
- Upon having these powers, the user only stops amalgamating to said powers in this way when either the user chooses, has their powers manipulated to do so, or is nullified.
- Roll requirement 20+ S-P.
- User can amalgamate up to half of their maximum power source limit using this perk.
- Whilst amalgamating in this way, the user cannot amalgamate in the original means of this power until "body count" as been ended.

[Buff] Increase the number of power sources limit by 2, and radius by 20m

10) [Mutation] I am all :

- This ability grants the user the power to amalgamate not only superhumans and anomalies, but husks, humans, and omegans capabilities and powers.
- The user can choose to have the assimilated sources stats instead of their own.
- User cannot stack similar powers together and increase their value, however they can use multiple powers and stack transformations, but must choose which stats they have if multiple powers grant the same abilities (stats, resistance, same damage types, etc.) example : if two powers have super strength, the user must choose which stat they want to add to their roll(s).
- Separate passives can stack, however, similar passives cannot, the user must choose which ones they want from each source.

[Evolution] Gluttonous form:

- user rolls S-P 20+ to activate a form where this character can stack all powers currently assimilated
- the user then rolls their amalgam mode time limit dice, this shows how long "Gluttonous form" will last in minutes/ combat rotations.
- the user can stack all similar powers and damage dice together.(super stats, elemental damage types, etc.)
- Damage combined via similar powers are rolled based on their separate values altogether, meaning the stacked damage does not cap at 5d10s.
- The amount of time the user was in this mode, is the amount of time this character must wait to use it again.
- User can use any and all of the abilities currently assimilated reactively.
- Whilst in "Gluttonous form" user can use 2 separate emission power at the same time as long as the user successfully rolls to activate the power and achieves at least 1 increment higher than its roll requirement.
- Whatever transformation abilities the user amalgamates to, upon activating this mode all abilities with roll requirements equal to or lower than whatever the user rolled to activate this mode all activate at once.