

Adaptive mind

Powers:

- User is granted +3 to any 2 auxiliary stats under either Wis or Int.

Weaknesses: N/a

Limitations:

- Stats stated are the only ones boosted.
- The max limit that an auxiliary stat can be boosted using this powers buff system is +3.

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) Weakness Perception

- User must roll S-P to see weaknesses of a person, object or material.
- User must roll 15+ to understand a targets weakness or limitation to their power(s) after seeing them once.
- User must roll 20+ to understand all weaknesses and or limitations to a targets power(s) after seeing them once.

4) [Ability] Adaptive reaction

- When being attacked by an opponent, the user must roll either insight or S-P of 15+.
- If success this character gets to roll advantage against any similar attacks from the same character.
- This ability can be stacked by multiple types of attacks and multiple targets, however must experience those separate attacks / techniques.
- This ability deactivates after combat ends.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

5) [Ability] Hypercognition:

- User gains advantage rolls to ingenuity rolls , for one hour, in game.
- This ability requires a short rest to gain back.
- Roll requirement 20+ S-P.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

6) [Ability] Limitless mind space:

- User rolls advantage to creativity rolls for one hour in game.
- This ability can be helpful to map out areas.
- This ability requires a short rest to gain back.
- Roll requirement 20+ S-P.
- If something or someone attempts to use telepathy against this character then this character can use this ability to trap them inside a mind space which they will be unable to escape for 1d4 minutes (if the user rolled 15+), or 1d4 of hours (if the user rolled a 25+)

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

7) [Ability] Self perception:

- User always gets to roll advantage with perception rolls concerning anything to do with their body or mind.
- This includes but not limited to ; injuries, ailments, personal items on their person, telepathy, etc.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

8) [Ability] Omni Linguistics :

- User must hear at least 1 hour of a language being spoken, and then they are able to speak and understand that language.
- Even without this ability if the user rolls S-P, Int (ingenuity) or Wis (Insight), the user can understand the creatures / beings through how they are speaking, body languages, or small tells

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

9) [Ability] Instant learning

- User must roll 25+ S-P to instantly learn a technique or perk from any proficiency or trade that this character has seen.
- User must be able to use the technique physically to actually use it (example ; user could learn a sword proficiency perk but won't be able to use it without wielding a sword).
- User cannot learn or access master level skills without being level 10 on said trade / proficiency.
- When a user learns a technique without having any levels in said trade / proficiency, they immediately become level 1 in it, however, if they learn a new technique they will just gain it without leveling.
- If the perk requires a set level then this character can't learn it yet.
- User cannot use this ability to learn other characters' signatures.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

10) [Mutation] Super Intelligence

User gains +3 Sp Int and +1 Sp Int for every buff they took from this power.

- If the user rolls Int against another characters Int, this character gets to roll advantage.
- User gets to roll Sp Int instead of S-P for any of the previous abilities the player took with this power.
- For every trade or proficiency level the user has they can create 2x the amount of self made abilities (including master skills).

[Evolution] Hyper Instinct

- User gains +3 Sp Wis and +1 Sp Wis for every buff they took from this power.
- If the user rolls Wis against another characters Wis this character gets to roll advantage.
- User gets to roll Sp Wis instead of S-P for any of the previous abilities the player took with this power.
- User can roll perception normally against stealth rolls.