

Electrokinesis

Powers:

- User can generate and manipulate lightning.
- User can roll 1d8 of lightning damage.
- Lightning resistance equal to maximum lightning damage output.
- This power can be activated via S-P, Con, or Dex.

Weaknesses:

- Users lightning cannot affect non-conductive objects, elements, or materials
- If user is bound in rubber, user cannot use powers.

Limitations:

- Lightning has the range of 20m.

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) Discharge:

- The user rolls S-P 15+ to start charging up electricity.
- Each turn the user charges they cannot attack, however this character rolls 1D4 to add to their charge.
- When the player chooses to use their powers for anything other than charging, they discharge all the amount of electricity they've stockpiled as a modifier of damage. (This includes whatever this character gets with damage dice).
- Maximum that can be charged is 12 extra points of damage.
- The discharge can be an area of effect and hits everything within a 25 M radius.
- This ability can only be used once a day.

4) [Ability] Power source

- User can power or charge electronic items / tech with this power.
- Roll requirement is 10+ with S-P, or to overcharge / destroy the electronics roll 25+.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

5) [Ability] Lightning weapons :

- User rolls 15+ to create a weapon made of lightning ,the weapons damage is a modifier equal to half the maximum damage this character deals in lightning damage dice.
- User has to roll S-P when in lightning mode and Dex or Str outside it when attacking with these weapons.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

6) [Ability] Chain lightning :

- User must roll S-P with 15+ when launching lightning at living creature or metal object.
- If there is a piece of metal or another living creature near the original target, lightning chains off in that direction to strike it.
- This deals the same damage as the previous hit, and the second target must be within the range of a quarter of the users lightning range.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

7) [Ability] Constant current :

- User rolls S-P of 15+ and lands a continuous lightning damage attack on a target.
- Whilst struck by this attack user rolls disadvantage against the user, but only after the initial attack has succeeded and continues.
- Each turn the user must roll S-P to continue this attack and achieve 15+.
- Damage dealt by this attack is equal to the users damage + the amount of damage they dealt the previous time the target took damage from this attack. (this only works if the target has been stuck in this attack for any more than a single rotation.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

8) [Ability] Power converter :

- User with this ability can reactively convert energy damage into lightning damage as well as send it back at the sender.
- User must roll S-P equal or higher than the attackers roll.
- If the user rolls 5+ higher than the opponents roll, the user can decide where to send the converted lightning.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

9) [Ability] Super charged :

- User can roll Grapple rolls, or Knockout rolls with S-P advantage, or can add lightning damage to Str rolls with S-P advantage.
- User can roll acrobatics rolls, evasion rolls, or finesse rolls with S-P advantage or can convert lightning damage into physical on top of Dex attacks when using Dex with S-P advantage.
- User can increase their move speed by their electrokinetic range with an S-P roll of 20+ for d4 of minutes.

[Buff] Lightning damage increase by 2 dice up, increase range by +20m.

10) [Mutation] Electromagnetism

- Upon the user's lightning passing through metals the user can magnetically control said metals they struck with this power.
- User can make magnetised-objects repel each other as well as attract each other upon concentration or rolling 1d4 (this can be buffed by 1 dice per buff taken).
- User can make objects bend, meld, and even reshape them entirely.
- User can float using two separate objects that the user is making repel each other, these two objects can be under the users control based on the users range.
- The strength of the magnetism is based on the user's S-P rolls and therefore is the str or weight roll requirement for others to resist.

[Evolution] Saint Elmo's Aura (Lightning damage stockpile armour)

- Upon a roll of 20+ with S-P the user can activate a lightning armour around their body which grants auxiliary health based on the amount of lightning damage it has absorbed.
- The user can add their own lightning damage, however, it is limited to the maximum amount they can deal.
- This ability has no limit as to how much lightning it can store and the user can even use the lightning stored up to increase attack.
- This armour also deals passive damage equal to half of the amount that is stored up to those who touch the user.
- This ability has to be rerolled after the stockpile goes to 0.