

Inanimate shapeshifting

Powers:

- upon success of S-P, user gains +4 damage resistance to every type of damage, except for 2 types which correspond to the main elemental weaknesses of the material of the object which they shapeshifted into.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User cannot physically move on their own whilst an object.
- User takes 2x damage from one of the damage types which they have no resistance to.

Limitations:

- Once defence is broken and takes damage the user is forcibly transformed back into their humanoid form.
- Size of the object can be up to 2m large.
- And cannot be any smaller than 1m large.

Blood transfusion (weapons/ objects) :

- Blood transfusion is impossible unless legendary.
- If legendary, the weapon can turn into any non-living object of any size equal to that of what the donor was capable of + the weapons size. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 15 or above).
- If a blood transfused object was made when the donor had the mutation perk (Vehicular form), the object can be placed into a vehicle and grant it the ability to turn into a different vehicle. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 20 or above).
- If a blood transfused object was made when the donor had the evolution perk (building form) the object can turn into a building, equal the size of what the donor was capable of. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 20 or above).

Blood transfusion (clothing / armour) :

-
- Requirement to transform into any mode is 5 less.
- Vehicle mode can now access flying vehicles.
- Requirements to transform into any mode are 5 less.

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Mimic mode:
 - Any object that the user transforms into can also have offensive capabilities, as long as this character rolls S-P and gets 15 or above.
 - The transformation can have a fang filled mouth that can deal a D8 of damage however within a range of 5 M.
 - These mimic forms can be mobile ,however, movement speed is halved.
- 4) [Ability] Smaller object form :
 - Upon rolling 15+ the user can become something as small as 0.5m diameter.
 - Or if the user rolls 20+ the user can become something as small as 0.1m diameter.

[Buff] Mimic Damage increases by 1 dice up.

- 5) [Ability] Mode size increase :
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage Increase by 1 dice up.

- 6) [Ability] Mode size increase :
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 7) [Ability] Mode size increase
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 8) [Ability] Mode size increase
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 9) [Ability] object weight change
- For every meter the users transformation is in size their weight can now be a multiplication of 2x of the users original weight.
 - If the user has the ability “smaller object form” they can become as light as that specific object they chose to become.
 - +2 damage resistance

[Buff] Mimic Damage Increase by 2 dice up.

- 10) [Mutation] Tech-Shifter
- User can now become motorised / technological objects that are fully functional. The technology can also be recipes the user knows via trades and proficiencies.
 - This means the user can become any vehicle with their size range.
 - The speed of the vehicle is based on the users S-P and the user , whilst in vehicle mod can roll S-P instead of evasion.
 - If the vehicle they turn into has guns they cannot be used without ammo, the user must have ammunition on their person before transformation and the damage of the guns will be based off this users mimic damage.
 - To turn into vehicle mode user must roll 20+ with S-P.
 - To turn into flying objects the user must roll 20+ with S-P, and cannot fly any higher off the ground than the user's move speed distance.

[Evolution] Building form :

- User can now become large objects like buildings, user can do this as their total size is now increased to 10x that of their original size.
- Whilst in building form the user does 2x mimic damage and even has +1 SPStr for every 10m they are in size.
- S-P requirement of 20+ to transform.