

Absorption regeneration

Powers:

- Upon tactile contact with objects the user is able to destroy and absorb matter, this includes elements.
- Once absorbed the energy turns into health and heals the user by 1d8.
- If used to deal damage to an opponent, roll 1d8 of damage and then add that to the health of this character (if the user is damaged).
- If landing their hands on an object or an opponent, the user of this power can roll S-P with whatever melee attack stat they would normally roll to deal unarmed melee damage as well as absorption.
- This power can be activated via S-P, Con, or Str.

Weaknesses:

- This power is not reactive unless the user is already touching the opponent or an object that the user wishes to absorb at the same time as getting hit.
- User cannot absorb gasses.
- User cannot absorb without their hands.

Limitations:

- When absorbing objects the user can absorb up to 1 M worth of area whilst touching said object.
- User's hands must be touching or residing inside whatever it is they wish to absorb, this may mean that it can harm the user.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Pit stop recovery :
 - Roll 15 + when absorbing to remove 1 status ailment / injury.
- 4) [Ability] Advanced elemental absorption:
 - User can absorb any element using S-P roll of 10 +, within 1M of this character's hands, meaning they do not need to be touching said element or object.

[Buff] Absorption damage increased by 1 dice up.
- 5) [Ability] Multi limb absorption
 - user can now absorb through not just their hands but also their feet.

[Buff] Absorption damage increased by 1 dice up.
- 6) [Ability] Mass absorption :
 - Increases the area of what is absorbed by 4M.
 - This ability also increases the amount of injuries/ ailments "pit stop" removes by 1.

[Buff] Absorption damage increased by 1 dice up.

7) [Ability] Reactive Absorption

- user can roll S-P reactively to absorb elemental attacks, so long as the user's S-P is no lower than 10+ and also beats the opponents ranged attack roll. (this does not include spatial or impact damage).
- If the S-P roll matches the ranged attack the user absorbs the projectile and heals the amount the user can roll.
- if the S-P roll is higher than the opponents, the user absorbs whatever damage should've been dealt.
- If the S-P roll is 5+ higher than the opponents roll, the amount absorbed is whatever damage the opponent should've dealt + the user's absorption damage dice.
- In cases of melee attacks, the user can roll acrobatics, finesse or blocking with S-P of 10+ and if the prior stat roll succeeds against the opponents roll the user can absorb the opponents health or durability on items they have on them.

[Buff] Absorption damage increased by 1 dice up.

8) [Ability] Grand scale absorption

- User's absorption area is increased by 5m.
- This ability also increases the amount of injuries/ ailment "pit stop" removes by 1.

[Buff] Absorption damage increased by 1 dice up.

9) [Ability] Absorption resurrection

- This ability can only work as long as the limbs that are able to use this power are still attached to this character and touching liquid, solid, plasma, or lifeform.
- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single short rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- If the users body is destroyed or nullified before they resurrect, the user of this power dies indefinitely.

[Buff] Absorption damage increased by 2 dice up.

10) [Mutation] Life Dr.

- User can heal others by either removing their own health or whilst holding onto something else and giving the target health instead of the user.
- User can choose to activate an ability called "Injury transplant" which then can remove ailments or injuries on a target and give it to the user.
- The user can also use "Injury transplant" in reverse, meaning the user can give someone an ailment or injury, however the user must have the ailments/injuries to give and must roll 15+ with S-P.
- These abilities are still tactile.

[Evolution] Regenerative Singularity

- Roll 25+ when absorbing a non-living object to create a cone of absorption.
- Range of the cone is 10m +10m for every buff this character took then the maximum width is half of the max range.
- anything caught in this takes damage from absorption as well as must roll a weight or strength of 20+ to not be sucked in towards the centre.
- Anything caught or even brought into the centre or even up to 2m of it takes 2x absorption damage.
- This ability can only be used once every 24 hours, however, if this ability fails to be used, this ability can be attempted.