

Nature

Powers :

- The user can sense plant life from up to 10 M from their current location and does not require to see it , as long as they roll a successful perception roll.
- Upon tactile contact with plant life, this character must achieve a 10+ S-P to control and manipulate it, this includes accelerating the growth on the plants and damage dealt with these plants starts at 1D6, this is secondary plant control.
- If the user gets 15 or above with S-P the plants strength mimics that of S-P Strength, and grants the user the capability to deal damage via 1D10, this is primary plant control.
- This power can be activated via S-P, Cha, or Wis.

Weaknesses :

- User must be touching plant life to control it.
- User cannot control plants that have been burnt or melted.

Limitations :

- Plant growth range starts at 10m

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) "Ones' surroundings":

- The user can manipulate plantlife from a distance as long as this user is in tactile contact with the ground that's in contact with the plant(s).
- This abilities radius is 10 M.
- Must roll 10 or above with S-P

4) [Ability] Plant Sense:

- The ability to sense plant life around their location is now automatic and is increased to 15 M.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

5) [Ability] Nature's friends:

- User now has the ability to speak to animals.
- User can even use Cha to charm or tame animals.
- This ability will work on any creature including non-hybrid mode transformed beings.
- This will not work on mythical creature types or abominations.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

6) [Ability] Fruit bearer :

- Upon an S-P roll of 15+ any fruit grown with this ability now grants the users' secondary damage dice amount of healing to anyone who eats them.
- If the user rolls 20+ with S-P The user can make their secondary damage dice as an amount of healing fruits they grow at once.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

7) [Ability] Dark side of nature :

- Same as fruit bearer, but with poisonous fruits.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

8) [Ability] Abomination Caller :

- User now has the ability to speak to and understand abominations.
- User can even use Cha to charm or tame mutated creatures.
- This ability will not work on any natural creatures.
- This ability will work on mythical creature type power users. (whilst in creature mode only, this doesn't include hybrid mode).

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

9) [Ability] Chloromancer :

- can grow and control vines and branches from broken off wood and severed plants.

[Buff] "One with my surroundings" radius increase by 20m, Plant Damage Increase by 2 dice up.

10) [Mutation] Spirit of the woods :

- This ability grants the user to assimilate themselves into any plant life, so long as its no smaller than 0.5m smaller than the user.
- Whilst assimilated, the user can control the plant with advantage, however, whilst inside, the plant the user has a hp equal to 10 points for every 5 meters in its original form before assimilation, if this Hp runs down to 0 the user will start losing their own health whilst inside the plant. (Plants take 1.5x lightning damage, and 2x fire damage)
- The user cannot fully control a plant whilst assimilated if it is larger than their plant control range.
- The user can also turn their body into whatever plants they touch and even become living plant life upon rolling 20+ S-P, this "plant mimicry mode" ability grants the user many advantages, including but not limited to healing their broken body using their plant damage dice whilst in plant mode as they are the very thing they can manipulate. (which also means they can fix their broken body parts whilst in this mode)
- The plant mode takes 1.5x damage from corrosive and lightning and 2x damage from fire.
- The user does not take bleed damage, whilst in plant mimic mode, nor do they take the ailment paralysis.
- User can be broken apart however, if their health is not at 0 they are still able to function and cannot be knocked out of this mode unless their health goes to 0.
- If broken out of this mode, the user cannot use plant mimicry mode for 1d4 hours.

[Evolution] Nature's law:

- User can control plant life without touching it or the ground near it, they must, however, be within their range of the plant life.
- This ability allows the user to blood transfuse any plant with the powers of superhumans and anomalous. (Roll requirement : 20)
- Once blood transfused the user of this power can choose one passive ability and one activation ability from the donor's powers.
- The user can also combine two plants together to grant the combined plant with both abilities / physical attributes from each. (Roll requirement : 15+)
- If the user wishes to grant the plant with a new ability it will overwrite the previous ability, however, for every new / extra ability the user must roll 1 higher increment than the roll requirement of 15+.