

Chemistry manipulation

(solid, liquid and gas manipulation)

Powers:

- The user can manipulate or control liquids, solids or gases, however, cannot create or conjure them.
- Any damage that can be dealt by this power is done via 1d8.
- This power can be activated via S-P, Willpower, or Int.

Weaknesses:

- User cannot create elements.

Limitations:

- User can only manipulate elements through hands.
- Range of manipulation is 10 M.

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) Solid Transmutation :

- Upon rolling 15+ the user can transmute any solid into another type of solid matter.
- This ability only works on solids.
- This ability cannot transmute solids into elemental metals like fulgur, ignis or deleterium.
- User cannot use this ability to create minnerol.
- User can never make Animite using this power.
- Character can only transmute up to 2m cubed

4) [Ability] Gas Transmutation (part1) :

- user can transmute gasses into either lighter or heavier gasses , as well as flammable gasses.
- user can transmute gas based drugs / compounds to make them stronger , by making this users S-P roll the Con roll requirement for whoever takes this affected compound, if the target succeeds the roll they will not be affected by the compound. As well as rolling their own damage dice to see how much longer it will last in minutes.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

5) [Ability] Liquid Transmutation (part 1) :

- user can transmute any liquid into liquids that are flammable or poisonous, as well as non-poisonous and even pure.
- user can transmute liquids compounds to make them stronger , by adding this users S-P for a Con roll that the one who takes the compound must roll to not be affected by the compound. As well as rolling their own damage dice to see how much longer it will last in minutes.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

6) [Ability] Gas Transmutation (part 2) :

- Gasses that this power can allow the user to transmute can become poisonous, and corrosive.
- User can transmute gas compounds to make them stronger , by adding this users damage dice to the damage dealt or health gained (depending on what the compound does)

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

7) [Ability] Liquid Transmutation (part 2) :

- User can transmute liquids into liquids that deal corrosive damage, or cryo damage.
- User can transmute liquids compounds to make them stronger , by adding this users damage dice to the damage dealt or health gained (depending on what the compound does).

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

8) [Ability] Solid transmutation (Part 2) :

- Upon rolling 25+ the user can transmute solid matter into elemental metals like fulgur and ignis.
- User can transmute matter into minnerol upon rolling 28+ with S-P.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

9) [Ability] Plasma Transmutation :

- user can transmute and even control electricity , as well as transmute lightning into fire or vice versa.

[Buff] Damage dealt via this power is increased by 2 dice up, increase range by 15m, increase the transmutation radius by 4m.

10) [Mutation] Alchemy

- This ability allows the user the ability to transmute any state of matter to any other state of matter, so long as this character has the abilities to do so. (example Liquid to solid, Plasma to solid, Etc.)
- This ability is reactive and requires 15+ to use this ability.
- Roll requirements for certain materials still apply.
- User can transmute mimicry type users, so long as they have the ability to control their type of matter.

[Evolution] Atmosphere Transmutation :

- Users manipulation and transmutation range is 10x larger.
- User can transmute objects or matter into the atmosphere, meaning the user can make mist, clouds, or smoke screens and even change the weather by making it rain whatever the user can transmute, these can deal damage if poisonous or elemental.
- Damage from rain / hail, deals passive damage equal to half of the maximum damage potential the user is capable of dealing.
- If the user has the ability "plasma transmutation" thunder clouds can be made which can deal lightning or fire damage.
- These atmospheres can last 1d6 + 1 dice up for every buff taken with this power. (The user can disperse the atmosphere whenever they choose using the required roll).
- To change atmosphere with this power user must roll 15+ with S-P.