

Cryo-genesis

Powers:

- Upon tactile contact, the user can cool down and freeze said object, substance, or creature - dealing cryo damage and generating ice.
- Upon creating ice on a surface, the user can create an ice path which can either deal physical damage (Blunt, piercing, or slashing).
- The user can also create ice all around the location they touched and then froze, however, freezing area of effect range has a radius equal to half of the ice path range.
- User has cryo resistance equal to their maximum cryo damage they can naturally deal without SPMA's or Signatures.
- Ice can effect movement speed via halving movement speed, or those one the ice who cannot gain traction can also attempt to roll Dex with disadvantage, in attempt to utilise their entire move speed, upon failing to succeed a roll of 15+ the targets fall to prone or slide uncontrollably in a direction of the narrators choice.

Limitations:

- Range of the ice path is 10m from the user.
- Radius of the ice area is equal to half of the ice path range.
- User deals damage weather it be physical or cryo of 1d8.

Weaknesses:

- User must physically touch a sold or liquid to generate ice.
- User must use this power through their hands only.
- If user user is in too hot of an environment the user will roll to use these with disadvantage.

Levels:

- 1) +1 S-P
- 2) +1 S-P
- 3) Cryo footprint:
 - User can wield their powers via feet as well as their hands.
- 4) [Ability] Brittle cold:
 - Upon rolling 15+ the can choose to generate cold, that upon hitting a target, so long as the target can take cryo damage, this ability freezes a small spot on the target.
 - This frozen spot will last 1d4 turns and can make it possible for targets to take physical damage as long as it's on the brittle cold frozen spot.
 - Target takes 1.5x more physical damage and roll's disadvantage with fortitude rolls on the spot.
 - This abilities roll requirement increases by 1 increment after every use until the user takes a short rest.

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

- 5) [Ability] Icicle weapons:

- Upon an S-P roll of 15+ the user can create weapons made of ice which deal physical damage equal to half of the user's cryo damage from their dice (not including their SPMA's or signatures).
- These weapons cannot be any larger than 2m.

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

6) [Ability] Personal cold:

- Upon rolling 15+ with S-P the user generates cold from their body, which upon tactile contact with the user will deal half of the maximum cryo damage possible from users cryo damage dice with this power (it including SPMA's or signatures).
- Upon successfully rolling for this ability, this will last 1 minute/ in-combat rotation.
- If the user successfully rolled for this ability last minute/ last in-combat rotation the user may roll again to maintain this ability, if successful this does not use the actions of this character for this turn.

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

7) [Ability] White Zone:

- Upon the user rolling S-P of 20+ the user creates ice from whatever they are touching and emits a cold aura with radius equal to half of the user maximum ice path range.
- In this aura, anyone and anything will be dealt cryo damage whether they are touching the ice or in the air.
- This ability lasts for 1d4 turns +1 dice up for every buff take under this power.
- This ability can be used once per short rest.

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

8) [Ability] Cryo constructs:

- User can create solid space in the form of any shape the user wishes.
- The size of the construct is based on the users ice path range.
- the user can leave the construct indefinitely till the constructs are broken or melted.
- To destroy constructs, someone or something must deal damage equal to, or more than the max damage this character can do with cryo.

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

9) [Ability] Cold embrace:

- Upon roll S-P of 25+, for 1 minute/in-combat rotation, the user of this power deals 3x cryo damage.
- This ability can only be used once per long rests.

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

10) [Mutation] Cryokinesis:

- Upon taking the mutation the user of this power can now telekinetically control ice within a radius equal to 5x their ice path range with this power.
- The user can touch existing ice and increase it's size based on the user's tactile ice range.

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[Evolution] Cryogenic blast:

- The user can now blast cold blasts from their hands which can deal cryo damage as well as utilise any of their previous abilities without needing tactile contact with solids and liquids beforehand.
- The range of the ice blasts are 2x the user's ice path range.