

Dermal armour

Powers:

- Roll 10 or above to then roll 1d6 + 2 to have Physical resistance.
- Roll 15 or above to roll 1d8 + 2 to have physical resistance, (if Natural 20, the resistance is maximum without needing to roll the dice).
- When the power is active the user gets a +3 Super Con modifier.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Has no inherent ranged capabilities.
- Dermal armour and SpCon does not protect this character internally.

Limitations:

- Whatever the number was rolled on dermal armour is how many separate hit the user can take before having the armour broken.
- Does not have elemental resistances.

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) Hard hitting :
 - Whatever the modifier is for dermal armour resistance dice is supposed to be the modifier for hand to hand damage (unarmed attacks).
 - Example : user usually rolls d6+2 to make their dermal amour, so the user adds +2 to unarmed attacks.
- 4) [Ability] Fire Res
 - User can now roll S-P to turn their skin resistant to fire and extreme heat.
 - Fire damage resistance is equal to whatever the user rolls for physical resistance.
 - User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

- 5) [Ability] Lightning res
 - User can now roll S-P to turn their skin resistant to lightning.
 - Lightning damage resistance is equal to whatever the user rolls for physical resistance.
 - User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

6) [Ability] Cryogenic Res

- User can now roll S-P to turn their skin resistant to the cold.
- Cryo damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

7) [Ability] Energy Res

- User can now roll S-P to turn their skin resistant to light energy.
- Energy damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

8) [Ability] Corrosive Res

- User can now roll S-P to turn their skin resistant to corrosive substances.
- Corrosive damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

9) [Ability] Heavy Defences mode :

- Can increase armour by up to 4x its original defence rating, however, whatever multiplier of the defence is also the amount this characters speed is divided by.
- Or the user can make themselves resistant to either 2 elements or an element and physical damage.
- Roll requirement for 2x is an S-P roll of 20+.
- Roll requirement for 3x is an S-P roll of 25+.
- Roll requirement for 4x is an S-P roll of 26+.

[Buff] Both Damage resistance dice increase by 2 dice up, both types of modifiers increase by +2 each.

10) [Mutation] Indestructible :

- Whatever this characters max Defense rating could be is now a passive defence that the user no longer has to roll to activate.
- This character also now has Extra SpCon if the user took any buffs increase this by +1 for each added. (+2 if the player took the level 9 buff)
- If this user has any elemental resistances these are also now passive.
- Any non-super power melee attacks deal 0 damage unless they are imbued with willpower or elemental damage.

[Evolution] Elemental mode :

- This grants the user the ability to turn their armour into blades and or spikes allowing the user to deal blade or pierce damage.
- This ability also grants the user the ability to turn their dermal armour into elemental mode that deal passive elemental damage type depending on what elemental resistant modes they have