

Dragon

Powers:

- Must roll a 10+ with S-P to transform into dragon mode.
- Dragon size is 6m long, and 2m wide.
- User (whilst in dragon mode) can breathe an elemental damage type, dealing 1d8 of said chosen damage.
- Dragons breath attack range is 20m and 10 m spread.
- Breath attack requires 10 or above to be roll with S-P to activate and deals damage with 1D8.
- +2 SPStr
- +1 SpCon
- Whilst in dragon mode, the user gains +2 auxiliary HP per point in con score (example: Con :10 = +20 aux hp).
- Whilst transformed this character has an elemental resistance equal to the maximum damage of their breath attack.
- This power can be activated via S-P, or Con.

Weaknesses:

- Must roll a willpower roll and succeed with a 10 or above, otherwise each character within 25 Meter range of this character, must roll against the attacks from the dragon, as it will be frenzied.
- Dragon forms weight is 2x the users weight.
- If the user transforms whilst inside a location smaller than their dragon form they are dealt 1d8 damage which ignores any damage resistance this character may have.
- User's body becomes 1 ton (1000kg) per meter in its size category in dragon mode.
- Once any amount of auxiliary HP is depleted. The user will not regain auxiliary HP until after one long rest.

Limitations:

- User must choose one elemental damage for the breath attack, this choice is permanent and the elemental damage types to choose from are ; Fire, Cryo, Lightning, Poison, Energy, Corrosive, or Sonic.
- Can't fly.
- move speed decreased by 5m whilst on the ground.
- Elemental breath attack requires 10+ on an S-P roll.
- Elemental breath attack starts with a range of 10m and a spread of half of the range.

Notes:

- The user of this power can be affected by nullification/ negation, however, they do not turn back.
- upon being nullified/ negated, the user loses all feats from this power except flight (if they have it) ; users cannot transform back into their original form, nor can they turn into any other mode they have until nullification/ negation is over.
- Upon this character recovering from nullification/ negations the user stays in the form they were in, upon being nullified, as well as this, they regain all that they lost.

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) Majestic control :

- When successfully transformed the user no longer has to roll willpower to stay in control.
- Add + 4 once transformed to physical resistance.

4) [Ability] Wings :

- Users' dragon form now has the ability to use their wings, granting flight.
- Flight height is upto 30m of the ground.
- S-P roll requirement to fly is 10+.
- User can roll SP to reactively fly (E).

[Buff] Elemental breath attack +1 dice up, as well as +10m range, +1 SPStr.

5) [Ability] Size increase :

- 2 m increase to length.
- +2 to SPCon
- +2 additional auxiliary health per point in Con Score whilst in dragon mode.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, resistance increases +2.

6) [Ability] secondary resistance :

- User gains another elemental resistance.
- New elemental damage resistance is equal to the user's breath attack elemental resistance.
- The damage resistances that can be chosen from are ; Fire, cryo, lightning, molten, energy, dark, poison, corrosive, and sonic.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, +1 SPStr.

7) [Ability] Size Increase

- 2 m increase to length.
- +2 to SPCon
- +2 additional auxiliary health per point in Con Score whilst in dragon mode.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, resistance increases +2.

8) [Ability] Scales of Draconic pride :

- User either chooses 1 more damage resistance which will be equal to the other resistance(s) this character has, or, the user turns one of their resistances into an immunity.

[Buff] Elemental breath attack +1 dice up, +1 SPStr.

9) [Ability] New Flavour

- User now can breathe 1 new damage type of the users choice.
- The elements of choice are ; Lightning, poison, corrosive, cryo, energy, sonic.
- Once chosen, the user cant have any other elemental breath other than this and their original.
- User is not resistant to their new elemental damage type, however, user cannot harm themselves whilst breathing the element out.

[Buff] Elemental breath attack +2 dice up, as well as +20m range, +1 SPStr, +2 to resistance.

10) [Evolution] Hybrid mode

- User can become a human-dragon hybrid upon an S-P roll of 15+.
- This grants the user all the abilities of the dragon whilst being the size and weight of the human form.
- User has the usage of their hands in this mode.

[Mutation] Calamity Dragon

- User becomes a larger dragon by 2x size.
- Whilst in dragon mode, user has 2x damage resistance from this power.
- User gains +1 SPStr
- Users breath attack is 2x, if the user rolls 15+ S-P or Con.
- If the user has a "Size increase" ability, this mutation double the auxiliary health.