

Photonic Empowerment

Powers:

- Whenever in a place of light the user can roll S-P and if 10 or above they can roll 1d10 to absorb the light around them, and add it to their stockpile.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to SpStr,SpDex, SpCon (for one turn)
 - 4-5 : +1 to SpStr,SpDex, SpCon (for 2 turns)
 - 6-7 : +2 to SpStr,SpDex, SpCon (for 3 turns)
 - 8-9 : +2 to SpStr,SpDex, SpCon (for 4 turns)
 - 10 : +3 to SpStr,SpDex, SpCon (for 5 turns)
- If the user is hit by lightning, fire or light energy, the user gets to roll advantage on stockpile if they succeed with S-P.
- This power can be activated via S-P, Con, or Wis.
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Weaknesses:

- Cannot gain power in the dark, or in dim areas.
- If forcibly de-transformed, the users stockpile is emptied to 0.

Limitations:

- The stockpile can go no further than 10.
- Cannot add to stockpile while user is in Sun-powered mode transformation.
- Core improvements cannot increase the affect the stockpile has on SP stats.

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) Passive absorption :
 - User no longer has to roll S-P to absorb light into this powers stockpile.
 - User can just roll the d10 whenever they can absorb light.
 - 4) [Ability] Stockpile stacking :
 - User of this ability can keep absorbing light to add to their stockpile, whilst also in their light empowered mode.
- [Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

5) [Ability] living light source :

- User can manipulate the light energy from their stockpile in 3 different ways, each ability uses up 1 point, whilst using any of these abilities the user cannot absorb light into their stockpile.
- User can generate light from their entire body that covers a radius of up to 10m that lasts up to 10 minutes.
- User can create a flash of light using S-P roll of 10+, anyone within 16m of the user and looking in this characters direction must roll Wis on Endurance and beat this characters S-P roll, otherwise they will become blind for 1d4 minutes.
- User can blast a light beam that deals 1d10 of energy damage and can reach a distance of 20m.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

6) [Ability] Light powered flesh :

- Whilst in light powered mode this character has a physical and energy defences of +1 for every point inside their stockpile.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

7) [Ability] Body of the light :

- Whilst in light powered mode this character has an energy defences of +2 for every point inside their stockpile.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

8) [Ability] Energy management :

- Upon an S-P roll of 15+, the user of this ability can amplify attacks or even other abilities by sacrificing points from the stockpile.
- 2 points for each damage increase (by 1 dice up)
- 1 point for every range increase (10m)

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

9) [Ability] High Time :

- Once a day the user of this ability can activate a high powered mode where the user deals double damage and has an added physical and light energy damage resistance of +2 for every point in the stockpile. This mode only last 1 minute and empties their stockpile.

[Buff] For every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every 1 point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

10) [Mutation] Child of sunlight

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if user has the perk).
- User now no longer can absorb any other type of light other than sunlight or the power/light from solar energy.
- User no longer has a time limit and is always in their sun light empowered mode (as long as they have energy in their stockpile).
- Every usage of power uses up 1 point of their stockpile.(Super Str, Super Dex actions / reactions, as well as any activational perks / abilities).
- Gains a fire and energy damage resistance equivalent to +1 for every 1 point the user can have in their stockpile, and can even absorb the potential fire and light based energy damage into their stockpile.
- If the user has chosen the ability "stockpile stacking" they are given the ability to choose when they are in their sunlight form rather than always being in it and can transform back without the requirement of rolls or usage of their stockpile.
- If the user has chosen the ability "Living light source" the light damage now counts as solar damage (energy+fire) meaning that if anyone/ anything hit by this will take full damage of whatever is rolled if the target does not have a resistance to both damage types.

[Evolution] Essence of light

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if the user has the perks).
- User can activate an ability, with 20+ on super power, that will make the user glow for 1 minute.
- After the minute is up the user rolls 1d10 for every 1 point inside their stockpile to deal an area of effect energy explosion that will reach 1m for every 1 point inside of the stockpile upon activation.
- After the explosion the user of this power loses the use of this ability (Essence of light) for the amount of hours equal to the amount of points used in the explosion, as well as losing the use of this power (Photonic empowerment) for the amount of minutes equal to the amount of points that was used for this explosion.
- The extra 10 points granted do not increase the amount of SP stats that are affected, as the character is still limited by how many buffs they took, however they will have more time.