

Adaptability

Powers:

- Roll S-P and adapt to the current environment.
- If S-P is 10 or above, add +1 to 3 stats that are required in that environment.
- If S-P is Nat 20, add +2 to 3 stats that are required in that environment.
- The stats that can be modified are ; Str, Dex, Con, Wis, Int, Cha, Weight, movement speed, Vitality.
- No time limit on the adaption.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- Power Forcibly turns off when out of the previous environment they adapted to.
- Maximum modifiers stats can get up to is +6 (without being Super stats)

Limitations:

- Can only adapt to environments, not attackers.
- Increased stats are not counted as super stats (Sp Str, Sp De, etc.)
- This doesn't work on social environment.

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) Environmental transition
 - User can roll reactively, when they are moved out of the environment they previously adapted to, to adapt to the new environment.
 - Can have water breathing.
 - Can have dark vision.
- 4) [Ability] Tricky target :
 - Upon adapting, the user can make themselves have one of these three bonuses each time: cling to any surface, float on the surface of any liquid, and or become slippery.
 - slipperiness grants disadvantages to those who try to grapple this character and advantage to this character when trying to escape grapples.
 - The user rolls S-P in order to remain clinging to a surface, if a force is acting against them, which would detach the user from said surface. The S-P roll competes with the force acting against this power's user.

[Buff] increase the modifier to affected stats by +1 each.

5) [Ability] Who needs it :

- User can adapt to remove the need for oxygen, food, or water, each time they adapt.

[Buff] increase the modifier to affected stats by +1 each.

6) [Ability] Old skin :

- User can keep their adaptations to the previous environment, if they choose.

[Buff] increase the modifier to affected stats by +1 each.

7) [Ability] Extreme adaptation :

- Roll 15 + to grant this character a +10 damage resistance to 1 damage type, this lasts as long as the adaptation mode lasts.

[Buff] increase the modifier to affected stats by +1 each.

8) [Ability] Adaptation combat :

- The user of this power, once landing an attack and having an attack landed on them by the same opponent, can increase one of their stats/ proficiency modifiers to the exact same as said opponent for the duration of their conflict.
- This will only work for stats/ proficiencies that are accessible to this character, which means powers or even weapons that this character does not have access to, is immune to this ability.

[Buff] increase the modifier to affected stats by +1 each.

9) [Ability] Suped-up :

- Every stat buff is now considered as a super Stat, if the user makes their Dex or Str increased as super, the damage of melee attacks are increased by 1 dice for every +1.

[Buff] increase the modifier to affected stats by +2 each.

10) [Mutation] subject assimilation :

- User can now become whatever element they are touching, via either rolling 10+ S-P for partial or 15+ S-P for full body.
- User gains different bonuses based on what type of matter they assimilated :
- Solid : user gains physical resistance of +6, with an additional +2 for every buff taken, along with this, half of the resistance is added to unarmed melee attacks. User takes 1.5x damage to 1 elemental damage type based on the material the user assimilated (example; wood has a weakness to fire).
- Liquid : user gains physical and spatial immunity, the user may also be immune to an elemental damage type of the liquid deals it (example; acid deals corrosive damage). Damage is based on D8 +1 dice up for every buff taken with this power.
- Plasma : user gains immunity to physical and spatial, as well as immunity to whatever plasma the user assimilated to, user gains an elemental weakness based on the element (example; water is the weakness for fire, rubber for lightning). Damage is based on D8 +1 dice up for every buff taken with this power.
- Assimilation does not count towards the users'

[Evolution] Targeted adaptation :

- Upon a roll of 20+ with S-P the user can adapt to specific situations, items, or even opponents.
- This ability allows the user to switch between adaptations which mean the user no longer has to remove themselves from an environment before being able to change their adaptations.
- To activate this ability, the user must roll an S-P of 20+. This ability allows the user to adapt to one creature/character at a time. This process takes 1D4 +1 turns from this ability's activation. Once this process has completed, the user of this ability gains physical stats equivalent to their enemies and resistances equal to their opponent's maximum damage outputs, including those of weapons and powers. Even abilities such as pocket dimensions will be unable to restrain the user of the power in this state, as they will adapt the ability to escape it. This power can also adapt to become immune to abilities such as those of telepathy, providing this power's user is aware of all of said telepathy user's telepathy abilities. Once this ability is active, the user loses their environmental bonuses and will lose this ability's powers if they activate their environmental bonuses.
- Resistances to enemy damages and adaptations to enemy stats may only become active if the user of this power is aware of those. For example, a user of this power can't become immune to their opponent's lightning powers, if they did not know that their opponent possessed them. As well this, the user of this power can only adapt to one being at a time, and therefore must choose one opponent when activating this ability.