

### Effigy Animation

#### Powers:

This power is a form of telepathy and telekinesis in the fact that it's a mental power that manipulates inorganic objects that are in the form of real creatures or beings. This power can at first only take control of 4 minions at a time and they can be any of 4 sizes:

- 1) Tiny - S-P roll must be 10 or above, less than 1M in size and cannot deal damage , but could be used as a distraction. (This minion has 1hp)
- 2) Small - S-P roll must be 10 or above, minion can be up to 1M in size and can deal damage based on a D4.(This minion has 5hp)
- 3) Medium - S-P roll must be 15 or above, minion can be up to 2M. (This minion has 10 hp)
- 4) Large - S-P roll must be 15 or above, Up to 3M in size and has +1 SpCon and +1 SpStr. . (This minion has 15HP)

Note : here is a list of the materials for what a minion could be made of and what modifiers they give.

- This power can be activated via S-P, Cha, or Willpower.

Material	Effects (hp boosts, damage buffs, move speed)
Plastic/Wood	No hp Boost, No damage buff,
Earth/Rock	+5 to Hp, +1 to damage rolls, +2 super Str and Con
Iron	+10 to Hp, +2 to damage rolls, +3 Super Str and Con
Steel	+12 to Hp, +3 to damage rolls, +3 Super Str and Con
Bueron	+15 to Hp, +5 to damage rolls, +5 super Str and Con
Titanium	+20 to Hp, +6 to damage rolls, + 5 Super Str and Con
Minnerol	+30 to Hp, +7 to damage rolls, + 8 Super Str and Con

#### Weaknesses:

- Users power is entirely dependent on making effigies come to "life", therefore the user cannot animate just anything.
- If the effigy is entirely made of power jamming material, this power cannot work.

#### Limitations:

- Maximum party size is 4 effigies at a time.

#### Blood transfusion:

- Any object blood infused with this power, is called a golem heart, which when placed inside or on an effigy not only animates it but also classes it as a golem.
- Golems gain an extra 10 hp and don't deactivate upon the user being knocked unconscious or nullified, however, if they loose or have their golem heart destroyed they deactivate.
- Upon legendary blood infusion the golem hearts can automatically animate an effigy without the user needing to roll S-P, and can be placed in substances that have yet to be effigies. (Liquids, solids, or plasma).

#### levels:

- 1) S-P +1
- 2) S-P +1
- 3) Puppeteer: The S-P rolls required for medium minions is 10 or above. This perk also increases the amount of minions they can control by +1, any golems are able to stay active during this character being unconscious as long as the Effigy heart is active.

4) [Ability] Huge minion:

- Roll 20 or above to animate a minion up to 5m.
- The minion will have +25 Hp.
- +3 SPstr and SpCon.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

5) [Ability] Feedback :

- Roll S-P and succeed with a 10 or above to get any information of the current minions location and its surroundings.
- This effect also applies if any minions are destroyed.
- Users can also remotely deactivate their minions or golems without needing to touch an effigy.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

6) [Ability] Visionlink

- User can see through the perspectives of all active golems the user has.
- User require an S-P roll of 15+.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

7) [Ability] Mountainous Minion;

- Can animate an effigy up to the size of 15m with a roll of 25+ with S-P.
- This minion starts with 35Hp.
- This minion gains +6 SpStr and SpCon.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

8) [Ability] Arbiter Doll

- User can program 1 golem to have a personality and can have the amount of levels in trades as the user of this power has S-P modifiers.
- User can only have 1 golem an arbiter doll at a time.
- Roll requirement for this ability is 25+
- An "Arbiter doll" can level up by gaining Xp like a playable character can.
- The "Arbiter doll" can only level up their willpower, int, wis, and cha stats, however can level up any auxiliary stats.
- The stats the "arbiter doll" has is based on rolling 3d6 for every stat that havent been previously established.
- "Arbiter doll" can animate any effigies that have effigy hearts in them.
- Max level an "arbiter doll" can be is 10. (every level requires 50xp more each level), however, can learn trades and proficiencies.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

9) [Ability] Stone powered

- A “golem” with a single stone or double stone inside it can be activated by the golem,
- S-P modifier of the “golem” is based on the user of this power.
- Roll requirements for each ability or powers in the stone is based on the powers themselves.
- “Golem” can have only one stone's usage at a time and the “golem” can't use two powers at the same time unless the double stone is made of 2 powers with the exact same levels as each other.

[Buff] Increase the amount of minions this character can animate / control by 1, the user of this power can attack with up to 2 puppets in 1 turn.

10) [Mutation] Reanimation

- User can now reanimate dead bodies of once-living creatures, however, this is instead of inanimate effigies.
- If the user has the ability “Stone powered” any animated power users can have the use of their powers whilst animated and under the control of this character, if the user of this power does not have the ability, they must first implant a “Golem Heart” into the corpse.
- If the user has placed a “Golem heart” into the corpse they've animated, the target will get to roll willpower, if the roll succeeds this character's S-P roll to reanimate them then the target can choose to either be reanimated with their free will, or to not be reanimated at all. (if the user succeeds they get to choose how much of their free will they have.)
- User can choose to reanimate a target with their free will intact, this will mean the user does not have to count the reanimated being as one of their minions.
- When reanimated a being is classed as such, therefore cannot take damage from bleeding and requires no food nor the requirement to breathe.
- If the user has or is affected by a resurrection or regeneration ability (worth 4 ailments in 1) then the reanimated target is classed as alive again and no longer under this character's control or power.
- Whilst reanimated without a “Golem heart” the beings' health is equal to the effigy health of the size category + half the original creature's maximum health, if with a “golem heart” the being has effigy health + the original maximum health of said being.

[Evolution] Effigy possession

- The user of this ability can roll 20+ with S-P to possess any effigy that the user can control.
- The user must be touching an effigy the user isn't currently in control of.
- The user does not need to touch an effigy the user currently has control of, or if it has an effigy heart.
- If the user's original body dies, then the user can roll 15+, to permanently, possess one of their own effigy hearts, as it becomes a power stone with this character's power(s) inside it.
- If the user's effigy/ golem body dies, the user's consciousness returns to either their original body or their new effigy body (providing the original body is dead).