

## **Basilisk**

### Powers:

- Can transform into a Basilisk after rolling 10+ with S-P
- When in this form the user becomes a 10 M long/tall and 4M wide serpent.
- user can deal +2 piercing damage when biting. (Biting is based on Str or Dex rolls).
- +2 super Str.
- +1 Super Con.
- This power can be activated via S-P or Con.

### Weaknesses:

- Cannot easily avoid attacks due to size , however, when attacked the user can roll blocking, finesse or evasion (so long as they can move out of the way)if they wish to react.
- Cannot roll acrobatics in the creature form.
- If the user transforms in a space too small for their creature mode size, the user takes 1d8 for every dimension (width, height, length) they are too small for, this damage cannot be resisted.

### Limitations:

- Does not have the use of poison, has no arms or legs.

### 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) Majestic control

- When successfully transformed the user no longer has to roll willpower to stay in control.
- +4 of physical resistance.
- Gains +1 SpCon for every buff taken.

4) [Ability] Poisonous Fangs :

- Upon biting a target user can roll S-P, if the user gets a 10+ the user deals 1D8 of poison damage.
- Poison damage increased by 1 dice for every buff after taking this perk.

[Buff] +1 super strength, bite damage gets +2 modifier to piercing, +2 damage resistance.

5) [Ability] Constrict :

- User can roll grapple with advantage if the user wraps themselves around an opponent as well as their first grapple roll is a 15+, this allows the user to deal 2x S-PStr damage if successful.
- The damage that dealt through this method is pressure damage.
- Anyone caught in this grapple must roll disadvantage on str.

[Buff] +1 super strength, bite damage gets +2 modifier to piercing, +2 damage resistance.

6) [Ability] poison spit :

- This ability enables the user to spit poison up to 10m away from their current location, so long as they have nothing obstructing their mouth.
- User must roll con or s-p of 15+.
- Poison damages is 1d8, however it can be increased by 1 dice up for every buff this character has taken.

[Buff] +1 super strength, bite damage gets +2 modifier to piercing, +2 for damage resistance.

7) [Ability] Viper bite :

- User rolls str to bite, the target must roll disadvantage to react against this.
- This ability can be used but only if the user stays still for 1 minute/ in-combat rotation before, this includes if they're being attacked.
- The user can use this as a reactive attack but must have gone into the viper stance in their previous turn.

[Buff] +1 super strength, bite damage gets +2 modifier to piercing, +2 for damage resistance.

8) [Ability] venomous Spite

- User now has the ability to add corrosive damage if they roll a 15+ with S-P when biting (or when using poison spit).
- This ability is to be used instead of poison spit, if the user has both , the user must choose which damage type they wish to add to the bite.

[Buff] +1 super strength, bite damage gets +2 modifier to piercing, +2 for damage resistance.

9) [Ability] Fatal Stare :

- User can use a paralysing stare via rolling S-P of 25+ this ability affects any of those looking the direction of this character and rolls a 15+ on Wis or perception.
- Upon looking the target is paralysed for 1D4 minutes / in-combat rotations
- The target also must roll a Con of 10+ if the target fails they dealt 1d10 damage, if the target rolls 1 or less they go into fatal moments, if their health goes to 0 or less due to the d10, they immediately go into fatal moments..

[Buff] +2 super strength, bite damage gets +4 modifier to piercing, +4 damage resistance.

10) [Mutation] World serpent

- User becomes a larger Basilisk by 2x size (length and width).
- Whilst in basilisk mode, user has 2x damage resistance.
- Users bite attack is 2x damage if the user rolls 20+ with Dex or Str
- Users poison damage is 2x (if the user has poison damage capabilities) .

[Evolution] Hybrid mode :

- Upon rolling 15+ this character can now transform into a basilisk-human hybrid, this grants all stats and abilities from the basilisk form to that user without the down side of being unable to dodge as this mode makes the user no larger than 2m tall / long.
- User can have their arms and hands in this form.