

Melee Weapon physiology

Powers:

- User can choose 1 weapon to transform into :
- Small/throwing weapon: roll S-P of 5 or above to transform into specified weapon, which does d4+1 damage.
- One handed weapon: roll S-P of 10 or above to transform into specified weapon, which does d6+1 damage
- Two handed weapon: roll S-P of 15 or above to transform into specified weapon, which does 2d4+1 damage
- Once transformed, the user has 40 points of durability, in the stead of health (health is not applicable whilst transformed).
- Whilst in weapon mode, the user of this power's body weight becomes equivalent to the weight of the weapon which they become, if it were made of iron.
- Those who wield the user in weapon mode can channel their emission based powers through the user of this power.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- The user of this power cannot physically move on their own whilst a weapon.

Limitations:

- Once durability hits 0, the user turns back to their original form and can't transform for 2d4 rotations/ minutes.

Blood transfusion (weapons/ objects) :

- Blood transfused weapons have to be legendary, otherwise they will not get any abilities when attempting to create a blood transfused weapon.
- If legendary , any weapon can become the donors weapon form they transform into usually, this weapon has the exact traits and capabilities as the donors from the point when they blood transfused this weapon.
- If a blood transfused weapon was made when the donor had the mutation perk (Weapon of legend) the weapon can do whatever the donor is capable of.
- If a blood transfused weapon was made when the donor had the evolution perk (ultimate weapon mode) the weapon can do whatever the donor is capable of.

Blood transfusion (clothing / amour) :

- Transforms with the user and may become a sheath or scabbard, if the user wishes.

levels:

1. S-P +1
2. S-P +1
3. [Ability A]Partial weapon extremities:
 - Can deal weapon damage via melee attacks at the cost of a limb transforming.
 - Cannot roll dexterity using a transformed limb.
 - Roll requirement for this mode is 1 requirement higher (example: 10+ to transform, is now 15+)

[Ability B] weapon possession / weapon resonance :

- Upon being wielded by a living being, user can roll S-P and beat the wielder's willpower to take control of them whilst in weapon mode.
- If it fails the being can still wield this character if they so choose, otherwise they will be inflicted with a D6 of damage per turn.
- User can roll S-P or willpower of 15+ to resonates with the wielder, as long as they roll 10+ on willpower.
- Whilst being wielded by a person that resonates with this character, this character's weapon form is the perfect weight for whoever wields it , regardless of Str or Dex.
- While resonating, the user of this power may grant their wielder one of their physical stats.

4. [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

5. [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

6. [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

7. [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

8. [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

9. [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 40 points.

[Buff] Increase damage of all weapon modes by +2 damage modifier and 2 dice up, increase durability of all weapon modes by 40 points.

10. [Mutation] Weapon of legends:

- Upon choosing this perk can roll a D12 to see what extra ability your weapon form grants or the player can choose one if they wish :
- **1=fire** (user can deal d8 fire damage as well as generate fire that the user / wielder can control).
- **2=lightning** (user can deal d8 lightning damage as well as generate dark lightning that the user / wielder can control),
- **3=spatial** (user can deal d8 spatial damage, the user / wielder gains the ability to create spatial projectiles).
- **4=water** (User gains the ability to manipulate water as well).
- **5=air**(D8 to deal damage + control of element, Weapon can be thrown and come back as well as move on its own),
- **6=poison** (can generate D8 poison damage)
- **7= corrosive** (Can generate D8 Corrosive damage),
- **8=Ice** (can freeze water upon tactile contact, and control ice, can even deal D8 cryo damage)
- **9=Nullify** (Can nullify anyones powers that come into contact with this weapon, this affect lasts as long as they are touching the target, user cannot be nullified whilst in this form, the wielder will not be affected)
- **10 = Thunder** (user can manipulate sound and deal D8 sonic damage.)
- **11 = dark Energy** (user can deal d8 dark damage as well as generate dark energy that the user / wielder can control).
- **12= light Energy** (user can deal d8 energy damage as well as generate light energy that the user / wielder can control).
- Damage from the elemental effect increases by 1 dice up for every separate buff taken with this power.
- Whatever the ability ends up being can be accessed out of weapon form, so long as the user has the "Partial Weapon Extremities" perk.
- Range of elemental control is 20m +10m for every buff taken with this power.
- The user's weapon form is immune to the element they chose and can never take anymore than 2x durability damage.
- User cannot use the elemental abilities outside of this power's transformations.

[Evolution] Ultimate weapon mode

- User can now transform into one of two different modes, the user must choose one which will be their permanent new form that they can achieve upon an S-P of 1 roll increment higher than their original form :
- Ultimate : When transforming into this mode, the users transformation becomes a version of their original weapon mode that deals 1.5x more damage by adding 1.5x the amount of the maximum damage the user is capable of getting for the weapons damage modifier.
- Whilst in Ultimate mode the user can take no more than 2x durability damage and has 2x more durability.
- Mechanical : When user achieves a roll requirement above with S-P to transform into the chosen form they wish to become, user transforms into a mechanical variant of their weapon mode, which will deal the damage of the original weapon, plus the user rolls damage dice on top of that equivalent to whatever the user rolls to create the damage modifier for the weapon.
- Damage types added on top of this type of weapon are ; bleed or impact.
- Mechanical parts can either rotate, vibrate, or even launch apart from each other (as long as they are still connected by something), at a range of 10m +5m for every buff taken with this power.
- If the user chose partial transformation the user can also partially transform themselves with the chosen mechanisms from the weapon mode.