Shadow manipulation

Powers:
- User can control shadows the user is touching, inside, or covered by.
- The shadows become physical and are able to deal blunt damage with them as well as use the shadows to grab and hold creatures / objects.
- The shadows can be given the properties of solids or liquids.

Limitations:
- User can manipulate shadows with a range of 20m.
- Shadows start with the ability to deal 1d8 blunt damage.

Weaknesses:
- The user cannot not control shadows without touching them or being enveloped by them.
- Light that removes shadows, disables the user from controlling shadows.
- If the user is in darkness that expands beyond the users manipulation range, disables the user's control over them.
- If the user is in a confined space that is smaller than their range, and void of light the user is unable to manipulate the darkness.

Levels:

1) +1 S-P

2) +1 S-P

3) Piercing darkness:
   - User can now make shadows deal slashing and piercing damage.

4) [Ability] Shadow pocket
   - Upon 15+ with S-P, the user can store objects of equal or less size than the shadows.
   - These items cannot be living, and can only be retrieved from the shadows the user store the items into.

   [Buff] Range +10m, damage dice increases by 1 dice up.

5) [Ability] Shadow assimilation
   - User can store themselves into a shadow, so long as the shadow is no smaller than half the user's size and no larger than larger than half the user's range with this power.
   - If the shadow is gone the user is either expelled, or cannot return until the shadow returns.

   [Buff] Range +10m, damage dice increases by 1 dice up.

6) [Ability] Shadow possession
   - User can have a shadow of a creature seize the creature.
   - This will happen due to either the user touching the target's shadow, or the user's shadow is touching the targets shadow.

- The target must roll strength or constitution, of at least 1 increment lower than the roll the user achieved when activating this ability.
- Whilst this effect is active the user can control the movements of those who's shadows the user is manipulating.

[Buff] Range +10m, damage dice increases by 1 dice up.

7) [Ability] Overlapping shadows:
   - The user can overlay shadows to increase their damage.
   - Each overlap requires an action, and each overlap increases the roll requirement to do so again.
   - This ability starts at 15+ with S-P, and the damage increases for every overlap the user succeeds.
   - Once the shadow is used the overlap ends.

[Buff] Range +10m, damage dice increases by 1 dice up.

8) [Ability] Shadow constructs:
   - Upon an S-P roll of 15+ the user can turn shadows into hardened objects equal to half the user's range with this power.
   - The constructs cannot be destroyed by physical damage, however, they can be destroyed via light based elements which deal damage greater than the maximum damage output of this power, or with a contesting roll higher than the roll the user achieved to create the construct.
   - Shadow constructs last indefinitely until they are fully enveloped in darkness.

[Buff] Range +10m, damage dice increases by 1 dice up.

9) [Ability] Shadow puppets:
   - Upon rolling S-P of 20+ the user manipulates a shadow into a shape of a creature.
   - The creatures have health based on the maximum damage output from this power the user is able to achieve at the time of making the creature.
   - The creatures take 2x energy damage and disappear upon being destroyed.
   - Shadow puppets are loyal to the user, can see without the need of eyes, have the same stats as the user, and can have fully functional appendages (I.e.: wings which grant flight).
   - User can only make as many shadows as they have modifiers to S-P (+5 = 5 shadow puppets limit).

[Buff] Range +20, damage dice increases by 2 dice up.

10) [Mutation] Shadows of the Void
   - Users shadows now can deal dark damage.
   - If the user took the ability "shadow constructs" and the user is inside a space void of light the user can turn the darkness in shadows the deal dark damage, whilst not causing harm to the user.

[Evolution] Remote shadow control
   - User can now control shadows within their range regardless of if the user can or is touching them.

- If the user took the ability "shadow puppets", the user can swap places with the puppet as long as the creature is within the user's range, providing the user successfully rolls 15+ S-P.