

Power Compendium

This is the compendium of all of the powers that have been discovered to be wielded by superhumans and crossborn.

Default power levelling tree structure

choose only one at completion of each level unless otherwise stated

1 & 2 = mandatory S-P (S-P) roll modifiers

3 = mandatory perk (ability [[Ability] / buff [[Buff])

4 - 8 = minimum of at least two perks (one of each [[Ability] Or [[Buff] minimum)

9 = power move / advantage roll / double damage

10 = power adaptation perks (mutation [Mutation] Or evolution [Evolution])

Notes:

If a buff states that a buff "increases damage dice by 1", this means that instead of rolling the usual dice set out originally (example; fire mimicry fire damage = D6) os then increased to the next dice (D8) underneath will be a table of how dice increase.

How damage increases based on buffs.									
D4	D6	D8	D10	D12 (2d6)	D10 + D4	D12+ D4 (2d8)	D12+ D6 / D10+D8	2D10	D12+ D10
2D12 (4d6)	2D10+ D6	2D10+ D8	3D10	2D10+ D12 (4d8)	3D10+ D4 (2d12+ d10)	3D12 (6d6)	3D10+ D8	4D10	5D10

Reactions

There are 4 types of reactions ;

Strike (S) : Melee based attacks, the user rolls against whoever is attacking them, if they succeed they attack the opponent (so long as the enemy is within their move speed) and they also take the opponents attack unless they achieve 5 above the attackers roll.

Evasive (E) : Certain powers allow the character to move regardless of their own dexterity, if they succeed against the attacker's roll they dodge the opponent's attack.

Blast (B) : User may a power that allows them to deal out attacks via ranged attacks, if the character rolls against the opponent and beats them their attack lands (so long as the target is within the powers' range) and if the roll is 5 higher than the opponents roll this character does not get hit by the attack.

Obstruct (O) : User holds up something or wields a force /substance which is intended to block the incoming attack. If the user matches / achieves a higher roll, than the attacker they either take half damage (if it's their own body that's being used to block), or the object, substance, or force is destroyed/ dispelled, removing half of the users power damage from the attackers attack. If the users roll is 5 higher than the opponents roll this character can remove all damage from the attack, and (so long as their within range) counterattack the opponent.

Unique : Some powers will state how their abilities work reactively which don't fit in the aforementioned categories.

Power Compendium

Blood transfusion

The rules of blood transfusion are that with the blood of anyone who has these powers can bestow special abilities or attributes to the materials or items that have had that blood forged or entwined into them.

Some blood transfusion items grants increases to damage as well as range, some even grant special abilities

Blood transfusion will have either one of these effects, their own unique effect stated on the power, or both. Some powers will have the possibility of effecting one under this table or multiple for the narrator or the player forging the effect to choose from. Unless the power directly says so, all effects can be utilised together, but not of the same blood infusion category; meaning the strongest of each effect will be the dominantly used effect. (I.e. : you cannot have multiple items / weapons blood infused with the same person's blood and deal any more than an additional 1x their own damage).

Objects infused to the legendary degree are also known as power stones or power-stone objects. This means they have a perfect copy of that power stored within the object, and can either be made on random luck or when taken from a donor who sacrificed a great deal.

Category Number	Blood infusion	Legendary infusion
1	The object infused grants the user 1.5x damage when wielding the item alongside their powers.	The item deals out the dice of damage based on the donor's damage dice when donating for the infusion. The damage is not based on boons.
2	The object infused grants the user half of the range they had when donating their blood to the item on top of their own range whilst wielding their powers alongside the item with this effect.	The object infused grants the user all of the range they had when donating their blood to the item on top of their own range whilst wielding their powers alongside the item with this effect.
3		Item stockpiles damage based on the powers' of the donor's damage type(s), with the maximum being their maximum damage at the time of donating blood for the item. The stockpile can be added to any power based damage rolls, and the user can choose how much of it is used, however if the item is destroyed the stockpile in the object is lost.
4	The object cannot be lifted or wielded without the correct amount of Super Stats or higher.	the object cannot be lifted or wielded unless someone has the exact same super stats as the user unless it's the original doner who wish to wield it.
5	The object passively deals the donors' damage type on tactile contact with the time, only those with resistances, immunities or the actual donor will be able to hold it without issues (Unless they have an ability that states otherwise). Due to it being tactile the damage can only be added to melee attacks. The damage	The object passively deals the donors' damage type on tactile contact with the time, only those with resistances, immunities or the actual donor will be able to hold it without issues (Unless they have an ability that states otherwise). Due to it being tactile the damage can only be added to melee attacks. The damage dealt is based

Power Compendium

	dealt is based on half the donor's maximum damage output with their powers' damage dice.	on the donor's powers' damage dice.
6	The item infused allows the user to infuse 1 spma, or ability from their powers into said item. Once done so the user does not have to roll to activate the ability / perk from the item, however, they must roll for it when infusing the item with said perk. Once the ability is used it must be infused with the same/ another technique. Wielders of these kinds of items can only utilise/ infuse the perks / abilities if they have powers with similar affinities (elemental damage types, dominions of power, etc).	This variant can store the abilities and keep 1 ability indefinitely, until the user / donor wish to swap it out with another. The abilities will require a cooldown equal to the cooldown of the technique/ ability, however, it will not need rest, but instead the amount of time a rest would take (short rest = 3 hours, long rest = 8).

Power Glossary

There are many functions that powers can have and some are more common than others, for instance players have 6 central stats : Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Certain superpowers grant what is known as super-stats; these all grant bonuses depending on each stat.

Super stat / ability	effects
Super Strength (SpStr)	<ul style="list-style-type: none"> • Increase damage with str based attacks for every +1 to the stat, • multiply durability damage output by x2 for every +1, • increase throwing range by x2 for every +1. • Normal str rolls must be rolled disadvantage against SpStr rolls or SpStr rolls are advantage. • Against normal con, either SpStr rolls advantage or con rolls disadvantage.
Super Dexterity (SpDex)	<ul style="list-style-type: none"> • Increase damage with str based attacks for every +1 to the stat, • multiply durability damage output by x2 for every +1, • increase throwing range by x2 for every +1. • Normal Dex rolls must be rolled disadvantage against SpDex rolls or SpDex rolls are advantage.
Super Constitution (SpCon)	<ul style="list-style-type: none"> • Increase vitality by +2 for every +1 to the stat, • roll advantage against normal (non-super stats) when damage breaks through vitality.
Super Intelligence (SpInt)	<ul style="list-style-type: none"> • Normal Int or Deceit rolls must be rolled disadvantage against SpInt rolls or SpInt rolls are advantage.
Super Wisdom (SpWis)	<ul style="list-style-type: none"> • Normal Wis or Deceit rolls must be rolled disadvantage against SpWis rolls or SpWis rolls are advantage.

Power Compendium

Super Charisma (SpCha)	<ul style="list-style-type: none"> Normal Cha rolls must be rolled disadvantage against SpCha rolls or SpCha rolls are advantage.
Pocket dimensions	<ul style="list-style-type: none"> Diameter is equal to the user's maximum range with the powers that wield the pocket dimension. Pocket dimensions cannot be broken unless the damage deal is above the wielders maximum damage with the power that creates said pocket dimension. Upon being broken out , the individual(s) will be spat out wherever the pocket dimension was last accessed.
levitation/ flight	<ul style="list-style-type: none"> unless stated otherwise in the power levitation is no more than 2m off the ground, and flight (is not flight height is given) is based on your move speed. Move speed whilst flying is the same as on the ground unless stated otherwise. Flight distance is judged based on "immediate ground" beneath the user: this means what is currently underneath the character, the only matter that counts as "immediate ground" is either solid ground, or liquid with a depth and width equal to or beyond 1.5x that of the size of the user of flight/ levitation.
Dampened	<ul style="list-style-type: none"> When powers are dampened the user must roll S-P and succeed against whatever has placed this effect on the character, otherwise, they cannot wield their powers, however, they will still have their resistances, stockpile, or any other effects that are in play without the user's power concentration to keep it in active.
Nullified	<ul style="list-style-type: none"> When powers are nullified the user cannot access their powers. Whilst this is placed on the character, they cannot wield their powers. The character will not have their resistances. The character stockpile (providing they have any) will be inaccessible, but dormant. Any other effects that are in play with the user's power concentration will dispel.
Negation	<ul style="list-style-type: none"> Negation works similar to nullification, however, any effects from the user's powers are inaccessible. Stockpiles (providing they have any) will be emptied. Any other effects that are in play without the user's power concentration will dispel. Other effects from negation will confirmed in the specific power description.

Notes:

If a buff states that a buff "increases damage dice by 1", this means that instead of rolling the usual dice set out originally (example: fire mimicry fire damage = D6) or then increased to the next dice (D8) underneath will be a table of how dice increase.

[Power Glossary](#)

[Fire mimicry](#)

[Water mimicry](#)

Power Compendium

[Living lightning](#)

[Gel/ slime](#)

[Melee Weapon physiology](#)

[Ranged Weapon physiology](#)

[Inanimate shapeshifting](#)

[Organic shapeshifting](#)

[Spatial](#)

[Structure](#)

[Nature](#)

[Amalgamation](#)

[Wasp physiology](#)

[Canine physiology](#)

[Frog physiology](#)

[Spider](#)

[Turtle](#)

[Bird](#)

[Big Cat](#)

[Shark](#)

[Rhino](#)

[Crocodile](#)

[Dragon](#)

[Basilisk](#)

[Kraken](#)

[Phoenix](#)

[Absolute strength](#)

[Speedster physiology](#)

[Rubber physiology](#)

[Ocular powers](#)

[Hyper agility](#)

[Cloning](#)

[Body augmentation](#)

[Adaptive mind](#)

[Flight](#)

[Teleportation](#)

[Telepathy](#)

[Copying](#)

[Emotional empowerment](#)

[Kinetic empowerment](#)

[Photonic Empowerment](#)

[Absorption empowerment](#)

[Healing factor](#)

[Dermal armour](#)

Power Compendium

[Adaptability](#)
[Intangibility](#)
[Projectile enhancement](#)
[Energy beam emission](#)
[Sound Manipulation](#)
[Pyrokinesis](#)
[Electrokinesis](#)
[Poison generation](#)
[Chemistry manipulation](#)
[Effigy Animation](#)
[Combustion manipulation](#)
[Biology manipulation](#)
[Hydrokinesis](#)
[Terrakinesis](#)
[Aerokinesis](#)
[Telekinesis](#)
[Shockwave emission](#)
[Absorption regeneration](#)
[Decaying touch](#)
[Power Catalyst](#)
[Gas mimicry](#)
[Conjuring](#)
[Energy mimicry](#)
[Sphinx](#)
[Fish](#)
[Crustacean mono-morph](#)
[Kitsune](#)
[Elephant monomorph](#)
[Natural element stockpile](#)
[Matter eating](#)
[Cryo-genesis](#)
[Bat](#)
[Horse](#)
[Bear](#)
[Shadow manipulation](#)
[Empathy](#)

Power Compendium

Power Compendium

Fire mimicry

Powers:

- User has passive fire damage immunity.
- User can generate and manipulate fire (B) that deals D6 fire damage (upon Sp success)
- User can turn 1 limb into fire, upon a 10+ S-P roll.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Water damage. (damage dealt with water must either deal more than or equal to the maximum damage this character can deal with fire in order to force this character out of their transformation).
- Water (must be engulfed entirely in water with equivalent radius to half of the user's range, and fail a disadvantage roll with S-P to be forced out of this powers transformation)
- Low oxygen environments
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Limitations :

- range of fire is 20 M
- User can only control fire that comes from this character.
- Cannot control other flames that aren't immediately coming from this character.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).
- If legendary, the weapon is unable to be touched by anyone who has not got the following powers ; Phoenix mode/phoenix hybrid mode, fire mimicry, pyrokinesis, Catalyst physiology, or , the technique "willpower overflow".
- If the user blood transfuses a weapon when they have the mutation perk (lava mimicry), the weapons damage modifier will count as lava damage.
- If the user blood transfused a weapon when they have the evolution perk (star mimicry), the weapons damage modifier will count as energy/fire damage, meaning whichever damage type the victim of this weapons attacks has the lowest resistance will be taking that damage type.

Blood transfusion (clothing / armour) :

- The clothes that have this powers' blood transfused into them, are now granted a modifier that is equal to half of the users current maximum fire damage as a resistance to fire damage, and do not take any durability damage via fire.
- If legendary, the clothes are now granted whatever modifier of the users current maximum fire damage as a resistance to fire damage, and do not take any durability damage via fire.
- If the user has the evolution or mutation powers, the blood transfused clothing that is made from their blood grants resistance to their respective elements.

Power Compendium

Levels:

1) S-P +1

2) S-P +1

3) Flame body transformation. (fire mimic mode) :

- User rolls 15 or above S-P To transform into fire.
- Upon entering this the user rolls 1d4 for how many rotations/ in game minutes the form lasts.
- Whilst transformed the user can manipulate their own form (B, E), and is immune to physical and spatial damage, meaning physical attacks will pass through the user, and leaving the user unharmed.
- If attacked by melee attacks or touching an object / creature, the user passively deals half of their maximum damage with this powers' fire damage, this is considered as "Mimicry damage".
- Water will nullify this form if the damage of the water attack is greater than the user's mimicry damage, or if the body of water is larger than half of the users range with this power.

4) [Ability] Dangerous Warmth :

- Due to this characters incredible warmth, whilst the user is in their flame body transformation anyone (friend or foe) within a 2m (+1m per buff) radius takes ¼ of this characters maximum damage potential.
- upon a failed Con roll of 10+ those in the radius take ½ maximum damage instead.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

5) [Ability] Feel the burn :

- Usr can roll S-P instead of Con to remove poisons and or corrosive substances from themselves.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

6) [Ability] Jet Fire:

- Upon succeeding a fire attack with a 15+ with S-P the victim will be repelled backwards up to 10m distance. If they come in contact with any physical object before reaching the end of that distance, they take an extra amount of damage equivalent to half of the attacks damage as impact damage.
- If user is in their flame transformation they can use this ability to access levitation and even flight, however the distance they can be off of the ground is equal to half of their range for fire generation.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

7) [Ability] Blaze Of Glory:

- Upon this character having their health taken down to 5 or less, this character gains the ability to deal 2x fire damage for 1d4 minutes / rotations.
- After the time limit is up, this character cannot access their fire mimicry powers for the amount of time they used this ability, as well as not being able to use this ability for the amount of hours they used this ability in minutes/ rotations.

Power Compendium

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

8) [Ability] Elemental Regrowth:

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

9) [Ability] Elemental shape shifting :

- User can use their ability to transform their fiery form into 4 different size types, the appearance is up to them, however it will be apparent to be made of fire.

No larger than 1m.	Opponents roll disadvantage on hittin you. Damage dealt is no more than half of the maximum damage capability on damage dice.
No larger than 2m.	Original form size, no changes.
Up to 8m.	Opponents get to roll advantage on hitting this character. This characters damage is modified by their mimicry damage: which is equal to half of their max damage. (Roll requirement: 15+ after mimicry mode , 20+ before mimicry mode).
Minimum of 10m size or a max size equal to half of users range (before transforming)	Opponents get to roll advantage on hitting this character. This character will roll 2x the damage they normally deal, and has 2x range with this power. (Roll requirement: 20+ after mimicry mode, 25+ before mimicry mode).

[Buff] Fire damage increased by 1 dice up, and range increased by 20m, Unlimited time for Transformation

Power Compendium

10) [Mutation] Lava Mimicry:

- Body now transforms into lava.
- Can slow down as well as burn enemies.
- Increase damage dice to the set above the previous.
- Can melt and or assimilate rock and stone (roll a D6 each time you succeed to see how much rock you've assimilated into your next attack, this ability can be stacked, however, dissipates after combat.)
- Lava attacks deal molten damage.

[Evolution] Star mimicry :

- New transformation which requires 20+ S-P.
- Transformation now deals energy/ fire damage based on 2x the dice the users fire damage is in "flame body" mode.
- Upon transformation anything within a 5m radius of this user takes mimic damage.
- Any ability this character was able to do previously can now be done with energy/ fire, which means whatever the greatest weakness the target has out of fire and energy is the damage type applied.
- Whatever the users maximum energy damage is, is also the users energy damage resistance.
- Time limit of this mode is equivalent to the time limit of the users "flame body" excluding the "unlimited time limit" buff.
- Once this transformation is over or ended , cannot then use this ability again for the amount of hours the user uses this power in minutes.



Power Compendium

Water mimicry

Powers:

- User can turn 1 limb into water (upon S-P success).
- User can manipulate the watery limb to extend up to 4m (B).
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- User takes 2x Electricity and cryo damage whilst the user's limbs / body is transformed into water.
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Limitations :

- The range of how far water limbs can be Manipulated is up to 4m length.
- User can produce water blasts which deal 1d6 impact damage.

Blood transfusion (weapons/ objects) :

- Weapons made from this power are constantly wet, generating a small amount of water form practically ever, except the handle. (weapon is also resistant to rusting by half of the users damage capability).
- If legendary, this weapon is now fully malleable and can turn into any form as long as it's no bigger than the original weapon, user can also deal damage dice with this weapon using the same damage dice as the doner.
- If a blood transfused weapon was made when the donor had the evolution perk (Ocean spirit), the weapon will generate as much water a minute as the donor could create. (this also applies with the legendary transformation ability).
- If a blood transfused weapon was made when the donor had the mutation perk (Snow mimicry), the weapon can now generate cryo damage.

Blood transfusion (clothing / amour) :

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Levels:

1) S-P +1

2) S-P +1

3) Water form transformation. (Water mimic mode)

- Upon a S-P roll of 15 or above, user of this power can turn themselves into living water.
- User can deal 1d6 of impact damage.
- User (whilst in this form) is immune to physical damage.
- This transformation has no time limit, however, takes 2x lightning and cryo damage.
- User is immune to corrosive however still takes poison (if the user takes poison damage that overall breaks past the users vitality the user must roll metabolism after they transform back).

Power Compendium

4) [Ability] Slashing waves :

- User can use their water form to deal slash damage with their water.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

5) [Ability] Purifier

- User can purify can body of water based on this characters range whilst touching it.
- User can also purify themselves or others, healing them form any poison damage they took.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

6) [Ability] Stay hydrated (Hydration stockpile) :

- User gets a stockpile of 10 points, plus 5 for every buff the user has.
- This stockpile allows parts of the body to be able to turn into water when attacked or struck, however, whatever damage was supposed to be taken is then taken away from the hydration stockpile intsted.
- If the attack goes over the stockpile the rest of the damage is transfered.
- User must keep replenishing stockpile by drinking or being emerged in water. (roll 1d10).

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

7) [Ability] Pressure Bullet

- User can shoot small droplets of water with some much pressure its equivalent to that of a bullet.
- User must roll 15+ S-P to fire a droplet of water at a range of 2x this characters normal range amd can deal 1.5x damage.
- Damage dealt with this attack is counted as penetration damage.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

8) [Ability] Elemental Regrowth

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

Power Compendium

9) [Ability] Tidal Wave

- User creates a large body of water that deals damage and knocks back any who are hit with it.
- User must roll 20+ to deal a 2x damage spread attack of water the range is based off this characters range and then the spread is based on half of the maximum range.
- User can use this ability again after a long rest.

[Buff] "water limb / water form" damage increased by 2 dice up, stretch distance increased by 8m.

10) [Mutation] Snow / Ice mimicry

- This mutation permanently alters this power so that the "water form" is now ice or snow which enables the user to be immune to cryo damage.
- Whatever damage dice the user was rolling before this perk, now deals cryo damage (B).
- Users range with cryo damage is 10m +10m for every buff that was taken with this power.
- User no longer takes 2x lightning damage, and instead take the damage normally.
- User takes 2x fire damage.
- User gains the ability "flash freeze" - which enables them to freeze a body equal to a radius of 4M + 4M for every buff the user took from this power.
- The ability "Flash freeze" can also cover any targets in range (with an s-p roll of 20+) in ice which makes them have to roll labour to break out during their turn. This ability can also be used if the user grabs hold of a single target with an s-p roll requirement of 15+ and will also deal cryo damage.

[Evolution] Ocean spirit (liquid assimilation)

- User can roll S-P of 20+ assimilate with a body of water up to the size of 10m cubed +10m for every buff they took.
- Every 10m = +10 auxiliary health and +5 damage modification to water attacks.
- All physical attacks dealt whilst in "Ocean Spirit" form count as SPStr (SPStr modifier is equal to the user's S-P modifier), therefore deals durability damage thusly, as well as makes those with normal Str roll disadvantage against the user.
- Whilst user still has auxiliary health, vitality is never broken through as it is not harming the user directly.
- Once auxiliary health is fully depleted, user cannot regain it from the same water source for 24 hours.
- Once assimilated with the body of water, the user must transfer themselves to a new , disconnected body of water if they wish to regain auxiliary health.(example a pool, and the user jumps into a lake, or even the ocean).

Power Compendium

Living lightning

Powers:

- Lightning damage immunity.
- User can generate lightning (B) dealing D6 lightning damage (upon Sp success)
- Can turn 1 limb into lightning
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Being hit by non conductive materials, such as rubber count as being hit outside of transformation.
- Conductive dispersal: if the user is placed in or engulfed in a highly conductive substance that equals to or is greater than $\frac{1}{4}$ of the user's maximum range with this power, the user is dispersed throughout the substance and takes 1d10 for every quarter of the user's range the substance radius spans. (5d10 max). Once the user is dispersed the user must reform themselves via a successful S-P (or appropriate stat) roll of 10+, this will take one of the user's actions, however, they can reform anywhere throughout the substance within their maximum.
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Limitations :

- range of lightning is 20 M
- Can only manipulate the lightning that comes directly from this power.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum lightning damage capability as a modifier. (The modifier is equal to half of the users lightning damage capability from when they got the weapons made).
- If legendary, the weapon is unable to be touched by anyone who has not got the following powers ; Living lightning, electrokinesis, rubber physiology, Catalyst physiology, or , the technique "willpower overflow".
- If a blood transfused weapon was made when the donor had the mutation perk (Monarch of the storm) the weapon can become the epicenter of the storms that can be created using the power, as well as create them as long as the user has the ability to activate it. (living lightning, electrokinesis, catalyst physiology, or willpower overflow roll of 15 or above required).
- If a blood transfused weapon was made when the donor had the evolution perk (Spectrum) the weapon can either become empowered by original lightning; which grants the usual buff(s), red lightning ; which absorbs lightning and uses the potential damage to heal its wielder, purple lightning : which grants double the usual modifier, and white lightning; which allows the user to use S-P to roll for lightning based melee attacks or move speed, if the user has living lightning.

Blood transfusion (clothing / amour) :

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Power Compendium

Levels:

1) S-P +1

2) S-P +1

3) Lightning transformation. (Lightning mimic mode)

- roll 15 or above S-P To transform into lightning.
- Roll 1d4 for how many rotations/ in game minutes the form lasts.
- Rubber can hurt this form as well as pure Minnerol.
- Whilst transformed, physical attacks will pass through the user, as long as the attack conducts electricity the user will be unharmed (still takes Animite and Elemental damage).
- If attacked by hand to combat, deal half of maximum damage of Elemental damage, this is known as "mimic damage".

4) [Ability] Lightning Dash:

- User must roll S-P 15+ to dash whilst in lightning mode towards a target within the range of this character's lightning range.
- Whilst using this ability anyone normal Dex based reactions roll disadvantage against this ability.
- User can roll this ability reactively, however if they fail to achieve 15+ with this ability and fail to beat the attackers roll to hit this character, this ability fails and the user gets hit.

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

5) [Ability] Lightning weapons :

- User rolls 15+ to create a weapon made of lightning ,the weapons damage is a modifier equal to half the maximum damage this character deals in lightning damage dice.
- User has to roll S-P when in lightning mode and Dex or Str outside it when attacking with these weapons.

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

6) [Ability] Living Battery

- User can power pieces of tech using their ability to generate currents of electricity.
- User must be in tactile contact with the technology.
- The roll requirement for this ability is 10+, or whatever the techs roll requirement is to activate particular mechanical workings.
- If the user has this ability, and gets struck by lightning or electrocuted, the user transforms into their lightningmode. (this does not work if the user attempts to electrocute themselves with their own lightning, but does work with environmental electricity/ lightning damage).

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

7) [Ability] Lightning constructions

- User can create solid lightning in the form of any shape the user wishes.
- The size of the construct is based on half of the users maximum range, the user can leave the construct indefinitely till the user is either nullified or made unconscious.
- To destroy constructs, someone or something must deal damage equal to, half the damage this character can do with lightning.

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

Power Compendium

8) [Ability] Elemental Regrowth

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerates limbs.
- Does not heal this character of any health.

[Buff] Increase lightning damage dice by 1 above, increase range by 10m.

9) [Ability] Electro-shapeshift

- User can use their ability to transform their Lightning form into 4 different size types, the appearance is up to them, however it will be apparent to be made of Lightning.

No larger than 1m.	Opponents roll disadvantage on hitting you. Damage dealt is no more than half of the maximum damage capability on damage dice.
No larger than 2m.	Original form size, no changes.
Up to 5m.	Opponents get to roll advantage on hitting this character. This character's damage is modified by their mimicry damage: which is equal to half of their max damage. (Roll requirement: 15+ after mimicry mode, 20+ before mimicry mode).
Minimum of 10m size or a max size equal to half of user's range (before transforming)	Opponents get to roll advantage on hitting this character. This character will roll 2x the damage they normally deal, and has 2x range with this power. (Roll requirement: 20+ after mimicry mode, 25+ before mimicry mode).

[Buff] Increase lightning damage dice by 1 above, Unlimited time for Transformation, increase range by 20m.

Power Compendium

10) [Mutation] Monarch of the Storm

- User is now able to generate thunder from their lightning, enabling them to deal sonic damage equivalent to their lightning damage.
- User can also manipulate other electrical fields meaning the user can manipulate lightning that doesn't just come from them.
- Upon rolling an S-P of 25+, the user can generate a "storm cloud" above them that is as high above the user as their maximum range, as well as the diameter of the cloud is based on the maximum range with this power.
- The whilst the "storm cloud" is active the user rolls a d100, and everyone within the diameter and under the cloud must also roll a d100. Any one who rolls under the user of this power must roll evasion, acrobatics, or even move speed and succeed with a 20+, otherwise those will be struck by lightning that deals the damage equal to the users rolls. This ability targets friend or foe.
- To keep the "storm cloud" going each rotation/ minute the user must succeed an S-P roll of 20+ each time it is their turn, if they succeed this will be counted as a free action, if failed the storm disperses and can't be reactivated again for 1 minute / rotation.

[Evolution] Spectrum

- User with this ability gains 3 new lightning modes based on colour.
- Red Lightning Mode (Roll Requirement: 15+): In this mode, the user's damage output can be used to heal themselves and other lightning power users with resistance or immunity. They passively absorb incoming lightning attacks, converting the energy into health to heal themselves. This absorption ability extends to their own lightning attacks, enabling them to shoot lightning at another source and absorb it with a successful roll of Superpower (S-P) of 15 or higher. Additionally, the user can actively absorb energy as lightning to heal themselves by rolling for Superpower (S-P). This power can also drain lightning from lightning-wielding power users which can deal damage directly to their health ignoring lightning resistance or immunity.
- White lightning mode (roll requirement 20+) : user can move the distance of their range with this power instead of move speed, evasion, or acrobatics. Whilst in this mode user adds 1.5x lightning damage to all lightning attacks. Whilst in this mode, user takes 2x damage from any attacks that cause the user harm whilst in lightning mode.(in the terms of travel outside of combat using this ability, the user travels 5x the users move speed in Kilometers per hour).
- Purple lightning mode (roll requirement 25+) : Whilst in this mode the user deals 2x damage, and 2x range with all lightning based attacks and abilities. This mode has a time limit based on the users' time limit dice, regardless if they got the "unlimited time" buff. After this transformation is over, the user cannot transform into this mode for the amount of minutes / rotations the user used it for.

Power Compendium

Gel/ slime

Powers:

- User can create and control 1m cube of slime , so long as it's in tactile contact with the user.
- User can make up to 1 m cube of slime per 2 minutes (per 2 rotations of combat).
- Every 0.5m of slime allows the user to stretch 4M further.
- can turn 1 limb into slime (upon Sp success).
- Slime can either be sticky or slippery, if anything is on sticky slime they must roll str and beat this user's SP roll that created the sticky slime, if slippery slime they must roll dex that equals or beat the user's SP roll otherwise they are forced prone.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Water makes the users slime dissipate and turn into uncontrollable sludge.
- Any slime attached to the user is connected to them, meaning they will feel pain / take damage through all the slime physically connected to them.
- Whenever an attack is dealt to the user, even if it doesn't hurt them, the user will lose a certain amount of extra slime (1-9 =0.5m, 10-19=1m, 20-29=2m, etc).
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the users vitality, the user must roll endurance and instead of taking an injury or ailment, the user takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage on endurance when taking damage in mimic mode(if said damage is more than the user vitality). If the user fails to roll 15+ on endurance again whilst this ailment is active, the user is forced out of their mimic mode and gains the ailment "mimicry Exhaustion".
- Mimicry exhaustion :
- This ailment makes the user roll disadvantage on power usage until, the user rolls and succeeds a 15+ on endurance or takes a short rest.

Limitations :

- The range of how far slime limbs can be stretched / manipulated, is 4m.
- Slime generation capacity = 1m cube.
- User can only control slime so long as it is a part of this user / in tactile contact with the user.

Blood transfusion (weapons/ objects) :

- Weapons made from this power can transform into slime and back into their weapon form, perfect for concealment.
- If legendary, weapons made from this power can be fixed and repaired instantly as long as someone can use ; slime mimicry, catalyst physiology or willpower overflow with a roll of 10 or above.
- If a blood transfused weapon was made when the donor had the mutation-perk (corrosive slime) can deal corrosive damage through it.
- If a blood transfused weapon was made when the donor had the evolution perk (remote slime manipulation) the weapons can turn into slime at the wielders will, as long as they the right powers; remote slime manipulation,

Blood transfusion (clothing / amour) :

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Power Compendium

Levels:

1) S-P +1

2) S-P +1

3) Slime form. (slime mimic mode) :

- Upon a S-P roll of 15 or above, user of this power can turn themselves into living slime and can manipulate their body as such (E).
- User can deal 1d6 of impact damage (S).
- User (whilst in this form) is immune to physical damage, however if this character takes damage and is supposed to take injury, they take exhaustion or fatigue instead.
- User can create 0.5m of extra slime upon a S-P roll of 10 or above, every time 1m extra slime is added on, damage is increased by a modifier of +1.
- Maximum capacity is 5m cube of slime.
- User can extend themselves up to 4m, this can increase depending on how much extra slime is created. Every 0.5m cube of slime added increases the range of stretching by 4m.
- After the user gains 2m cube of slime, every 1m cube extra will grant +1 S-P Str. (Attacks made by this much slime will count as SPStr attacks).
- If an opponent wishes to cause an injury it cannot work but instead can separate slime from the user's body.
- Whilst in slime mode the user is immune to ; physical, poison, and spatial, as well as does not require oxygen.
- This transformation has no time limit, however, user melts and is then unable to move when doused in water.

4) [Ability] Flammability :

- When set on fire, slime deals 2x fire damage, however, the user now takes 2x fire damage.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

5) [Ability] Sticky creations :

- User can create hardened slime with a 10+ S-P roll.
- Sticky creations can also gain physical damage modifiers if made into weapons based on half of the maximum amount of the users damage dice.
- The stick creations have a durability equal to the maximum basic damage output with this power.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

6) [Ability] Ballistic Viscosity :

- User must roll 20+ with SP or 15+ whilst in slime mode, This characters' slime mode is now so thick that melee attacks can now deal 1.5x impact damage.
- Whatever the users maximum damage with this power is now physical damage resistance, if the user wishes armour or shield others.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

Power Compendium

- 7) [Ability] Specialised Slime - roll S-P to create a super-adhesive slime. Target requires to beat the user's S-P roll in order to break free of the adhesive. If the user of this power rolls an S-P of 25+, then the adhesive is classed as super Str (Str based rolls require super stats to break free at this point).

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

- 8) [Ability] Elemental Regrowth :

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerates limbs, it does not affect ailments like poison, fatigue, etc.
- Does not heal this character of any health.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

- 9) [Ability] Water resistance :

- User no longer melts when in contact with water.
- User can also float on the surface of water.

[Buff] Increase impact damage by 2 dice up, increase slime creation rate by 2M, +1m cube of slime capacity.

- 10) [Mutation] Corrosive slime mimicry :

- Users slime mode is no longer just slime, as it's now a corrosive substance.
- Slime modes damage now deals corrosive damage instead, as well as deals passive damage equivalent to the half of the maximum damage if anyone touches the user whilst in slime mode.

[Evolution] Remote slime manipulation :

- User now can telekinetically manipulate slime within 10m +10m for every buff taken from this power. (B)
- User no longer has to be physically attached to extra slime to utilise and control it, meaning if they are in control of slime remotely and it is destroyed or damaged, the user won't take damage, so long as it's not physically attached to the user.

Power Compendium

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 / armour) :

- 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+)

Power Compendium

[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.

Power Compendium

- 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.

Power Compendium

[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.

Power Compendium

Ranged Weapon physiology

Powers:

- Upon success of S-P, Roll damage (1d6 if (cross)bow, 1d8 if gun) once transformed the user has 50 points of durability.
- User can be an automatic weapon or even a sniper instead (which either grants the user the ability to have greater ranger or starting damage).
- Those who wield the user in weapon mode can channel their emission based power through the user of this power.
- If the user becomes an automatic gun the user must roll S-P or the wielder must roll Accuracy, Labour or S-P of 15+, upon doing so the user rolls a d4+1 to see how many shots are fired from the gun, this means it uses this much ammo up however it also deals that multiplication of damage to the intended target, or it can be split up between multiple targets.
- Note: if a target gets hit by the first bullet and it does not break through their damage resistance, the multiplier is nulled as each bullet is separate, furthermore, this is the same if the first bullet does not break the targets' vitality.
- Note: if using the automatic feature the weapon becomes 1 increment higher for the roll requirement to transform into it.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- user cannot physically move on their own whilst in weapon form.
- User requires ammunition to shoot.
- Whilst levelling up this power, every buff the user can increase the automatic bullets dice, however, at the cost of increasing the damage each buff taken in this way.

Limitations:

- once durability has been reduced to 0, user turns back to original form and can't transform for 2d4 rotations/ minutes, user must have/ carry ammunition.
- Range of bullets is ; 20m as pistol, 30m as automatic rifle, or 60m as sniper.
- Damage dealt using this power is ; d6 if (cross)bow, d8 if pistol, 2d4 if automatic rifle, d12 if sniper rifle.
- S-P roll requirement for pistol or (cross)bow is 10+, S-P roll requirement for automatic or sniper rifles are 15+.
- User can only choose one form they can transform into, till they get an ability that grants them to do otherwise.
- If the user chooses to have their weapon mode use automatic gunfire, the player must choose, whenever taking buffs with this power, which buff increases the damage dice, and which increases the "Bullets Per Action" dice.

Blood transfusion (weapons/ objects) :

- There are no abilities granted to weapons when blood transfused with this power.

Blood transfusion (clothing / amour) :

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Power Compendium

Levels:

1) S-P +1

2) S-P +1

3) [Ability] 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 and even their power if they have a second super power.

4) [Ability] New ranged weapon transformation

- User can choose to have one more weapon form.
- Roll requirement is based on what weapon the user chooses as well as damage.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

5) [Ability] Accuracy enhancement

- Scope w/zoom-long range/sight-mid range/stock or grip- short range
- User has a scope that can grant / improve accuracy, insight, or perception to the wielder by + 1 for ever +2 to the S-P modifier the user has.
- The wielder can be granted no more than +3 to their auxiliary stats (this includes their own), however all stats that are affected / full can be granted advantage to those stats instead.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

6) [Ability] Suppressor (unnecessary for bows/crossbows)

- When the user is in their weapon mode and then fired, if the wielder is in stealth, they dont lose stealth after firing the weapon.
- User does not let out sound when being fired.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

7) [Ability] Thermal vision scope/sight attachment

- Once transformed, the user has a scope / sight that allows the wielder to see in thermal vision.
- This vision mode enables the user to see warmth as well as see targets through walls if the target's heat is great enough.

Power Compendium

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

8) [Ability] Heartbeat / motion sensor attachment

- Upon transforming the user gain an attachment or scope that allows the wielder to sense heart beats within a radius of 10m +10m per buff the user of this power took.(this ability doesn't work
- Or the user can use an attachment / scope, that enables the wielder to see any movement of physical objects or creatures (this ability doesn't work against intangibility).
- To swap between modes the user of this power must roll S-P of 15+.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

9) [Ability] Partial Transformation

- Can deal weapon damage via melee attacks at the cost of a limb transforming.
- User may have a tough time manoeuvring their transformed limbs, but more specifically the user cannot wield weapons whilst their own limbs are turned into weapons.
- User can also access their other abilities if they added any using this power.
- Roll requirement for this mode is 1 requirement higher (example: 10+ to transform, is now 15+)
- For every additional limb transformed the user takes 1d12 damage for every shot fired, for each use. (If the user has more than one partially weaponised body part).

[Buff] Weapon mode damage increase (2 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

10) [Mutation] Elemental Rounds

- Upon choosing this ability the user must choose an elemental damage that will add a d12 of damage.
- The elements the user can choose from are ; Fire, Cryo, Lightning, Spatial, Sonic, Light Energy, Dark Energy, Poison, Corrosion, Impact.
- User does not need to have ammunition to deal out damage, however, it will only deal d12 or their original damage prior to getting this ability (can only add both when using ammo).
- Once the user has chosen the element they permanently have the one chosen element.
- The damage that is added is not initial damage, but instead happens upon successful contact with another object / creature.
- The User can also use this ability in Conjunction with "Partial Weapon Extremities"

[Evolution] Ultimate Weapon Mode

- User can choose to become either a variant of their original weapon mode but 2x stronger or self using / self firing weapon (turret), or even can turn into an explosive weapon.
- Once the user has chosen the particular form they must roll S-P 20+ to transform into the weapon mode.
- If the user becomes a self firing weapon, they do not require the ability "Partial Transformation" to be able to attack without a wielder.

Power Compendium

Inanimate shapeshifting

Powers:

- User can transition into any inanimate/ organic object they have seen before.
- upon success of S-P, user gains +4 damage resistance to 3 types of damage, except for types which correspond to the main elemental weaknesses of the material of the object which they shapeshifted into. (Example: wooden table = corrosive and fire weakness).
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User cannot physically move on their own whilst an object.
- User takes 2x damage from one of the damage types which they have no resistance to.

Limitations:

- Once users vitality is broken and, or takes an injury the user is forcibly transformed back into their humanoid form.
- Size of the object can be up to 2m large.
- And cannot be any smaller than 1m large.

Blood transfusion (weapons/ objects) :

- Blood transfusion is impossible unless legendary.
- If legendary, the weapon can turn into any non-living object of any size equal to that of what the donor was capable of + the weapons size. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 15 or above).
- If a blood transfused object was made when the donor had the mutation perk (Vehicular form), the object can be placed into a vehicle and grant it the ability to turn into a different vehicle. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 20 or above).
- If a blood transfused object was made when the donor had the evolution perk (building form) the object can turn into a building, equal the size of what the donor was capable of. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 20 or above).

Blood transfusion (clothing / amour) :

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- Requirement to transform into any mode is 5 less.
- Vehicle mode can now access flying vehicles.
- Requirements to transform into any mode are 5 less.

levels:

1) S-P +1

2) S-P +1

3) Mimic mode:

- Any object that the user transforms into can also have offensive capabilities, as long as this character rolls S-P and gets 15 or above.
- The transformation can have a fang filled mouth that can deal a D8 of damage however within a range of 4M.
- These mimic forms can be mobile, however, movement speed is halved.

4) [Ability] Smaller object form :

- Upon rolling 15+ the user can become something as small as 0.5m diameter.
- Or if the user rolls 20+ the user can become something as small as 0.1m diameter.

Power Compendium

[Buff] Mimic Damage increases by 1 dice up.

- 5) [Ability] Mode size increase :
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage Increase by 1 dice up.

- 6) [Ability] Mode size increase :
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 7) [Ability] Mode size increase
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 8) [Ability] Mode size increase
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 9) [Ability] object weight change
- For every meter the users transformation is in size their weight can now be a multiplication of 2x of the users original weight.
 - If the user has the ability "smaller object form" they can become as light as that specific object they chose to become.
 - +2 damage resistance

[Buff] Mimic Damage Increase by 2 dice up.

- 10) [Mutation] Tech-Shifter
- User can now become motorised / technological objects that are fully functional. The technology can also be recipes the user knows via trades and proficiencies.
 - This means the user can become any vehicle with their size range.
 - The speed of the vehicle is based on the users S-P and the user , whilst in vehicle mod can roll S-P instead of evasion.
 - If the vehicle they turn into has guns they cannot be used without ammo, the user must have ammunition on their person before transformation and the damage of the guns will be based off this users mimic damage.
 - To turn into vehicle mode user must roll 20+ with S-P.
 - To turn into flying objects the user must roll 20+ with S-P, and cannot fly any higher off the ground than the user's move speed distance.

[Evolution] Building form :

Power Compendium

- User can now become large objects like buildings, user can do this as their total size is now increased to 10x that of their original size.
- Whilst in building form the user does 2x mimic damage and even has +1 SPStr for every 10m they are in size.
- S-P requirement of 20+ to transform.
- Whilst in building mode, if the user had objects / being inside them that were not blood transfused with this characters blood and smaller than their own body, these objects/ beings will ejected as the user becomes a mass of biomass they will not take physical damage, however, the objects/ being can have one opportunity to damage the user.
- If the user took the perk "Smaller object form" all objects that were blood transfused with this characters blood and left inside them when returning to their original form, even if they were larger than the user these objects can be stored inside the users body without causing any harm to the user.

Power Compendium

Organic shapeshifting

Powers:

- upon success of S-P, user turns into any humanoid form that is no larger than 1M taller or 1M smaller.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- user must roll willpower and get 10 or above to stay in their transformed state when taking damage above their vitality.

Limitations:

- only gains appearance and does not gain stat boosts or powers.

Blood transfusion (weapons/ objects) :

- Blood transfusion is impossible unless legendary.
- If legendary, the weapon can add 1 additional creature to the users chimaera mode. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 15 or above).
- If a blood transfused object was made when the donor had the evolution perk (multi-shift), the object / weapon can , transform into any living creature / organic object, put to a size equal to half of the users max size and HP equal to the maximum polymorphism dice. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 20 or above).

Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Polymorphism:

- This ability allows the user to transform into other creatures that are not specifically humanoid.(roll15 + with S-P)
- Upon transforming, if the being/ creature has claws, talons or spikes this character can roll a D6 added on to melee damage, as a modifier.
- This can also apply if the character only wants to grant a single part of the body to have Claws, talons or spikes.
- User can turn into creatures up to 4m big, +1m per buff.

4) [Ability] Natural Attribute shifter :

- User can transform body parts to mimic other creatures abilities, (I.e. gills, heat resistant skin, etc.)
- These abilities must be natural and must exist on said creature the user is mimicking.
- These new body parts have their respective attributes, (I.e. wings grant basic flight, gills grant water breathing, etc.)

[Buff] Increase Polymorphism buff by +1 modifier to damage, creatures size potential is 1m larger.

5) [Ability] Partial shapeshift :

- User can shapeshift a single part of their body, upon a successful S-P roll of 10 or above.

Power Compendium

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

6) [Ability] Form of nature

- User can transform their body into plants, or at least create plant from their flesh.

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

7) [Ability] shifter regeneration

- User of this ability can regrow severed limbs, or extremities, as well as heal broken bones.
- To activate this ability the user must roll 20 or above with S-P.
- When using this ability, this character cannot attack during this turn.

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

8) [Ability] Unnatural creature mode

- So long as the user knows of them, the user can transform themselves into an abomination level creature.
- This ability requires the character to know a creature within that tier and a S-P roll of 20 or above.
- If creature has an increased stat or even an ability this character can gain access to all of those abilities, Super stats and all others, this includes weakness, except weakness that effect the user's mind as they still keep their own intelligence.

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

9) [Ability] Undoubtedly

- User can shapeshift into any humanoid form they've seen, even down to the DNA.
- This form can copy any Physical stats of the form they choose including super stats, however, cannot copy or grant the user the abilities of emitter type powers from said creature.
- This ability requires a 20+ with S-P
- The stats that are included are : Str, Dex, Con, Vitality, and defences / resistances.

[Buff] Increase Polymorphism buff by 2 dice, creatures size potential is 2m larger.

10) [Mutation] Multi-shift :

- Roll requirement (S-P) ; 20 or above
- Can split self into multiple creatures at a time, however, the amount of separate creatures this character becomes, the user must divide their health into said number for the number of creatures.
- User can be any distance away from their multi-shift clones, and even has a hive mind, meaning they all know what each other are doing / thinking.
- When separated, if nullified the copies disappear, until there is only one left.
- User gains no more actions from clones, however, the user is given the ability "Swarm attack". Here multiple of this character can attack enemies within their immediate move speed at once, all are able to attack at the same time: if the same target, all attacks are rolled once, but the target rolls up to 4 times as this character multiply damage no more than 4 times, if the creatures are near separate creatures they attack those closest to them.
- After using "swarm attack" the user cannot use it for the amount of minutes based on how many creatures utilised.
- Swarm attack requires the user to roll 20+ with SP

[Evolution] Chimaera Mode :

- User can transform into 1D4 + 1 creatures at a time.
- This allows the user to access multiple abilities from different creatures' body parts at a time. Specifically, this allows all abilities to be accessed, which would naturally be available, to the creature's body part.
- Requirement is a roll of 20+ with S-P

Power Compendium

Spatial

Power:

- can create distortions that can bend up to 10M in any direction or shape, as well as create nearly invisible spatial projectiles that can pass through armour.
- Spatial damage this character can deal is 1d8 of Spatial damage.
- This power can be activated via S-P, Dex, or Willpower.

Weaknesses:

- Must be able to move limbs to create distortions.

Limitations:

- Spatial projectiles range; 40M.
- Spatial distortions can only be used on 1 thing at a time.
- This power cannot be used reactively.

Blood transfusion (weapons/ objects) :

- Weapons made from this power makes any attacks dealt with this weapon ignore all physical damage resistance / immunity.
- If legendary, the weapon can also have the ability to deflect or repel anything that touches the weapon, as well as create a pocket dimension portal. (This ability can only activate if the user of the weapon has either this power, catalyst physiology, or willpower overflow).
- If a blood transfused object was made when the donor had the mutation perk (Spatial distortion enhanced physiology) the weapons can cut through or destroy spatial distortions, as well as any melee attack the doesn't hit then generates a spatial distortion that deals the spatial damage the donor was capable of.

Blood transfusion (clothing / amour) :

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Levels:

1) S-P +1

2) S-P +1

3) Pocket Dimension :

- User can roll 10+ with S-P to send themselves into a pocket dimension, this space is inaccessible by others unless they have items or abilities to do so.
- User requires 15+ to create a portal to their own personal pocket dimension, that the user as well as others can access.
- Portal to the pocket dimension can only be made as far away from the user as the tip of their fingers.
- Portal can be 2m wide and tall, however, cannot be moved once created and only lasts 1 minute / rotation.

4) [Ability] linked space :

- User can create portals that are linked to each other, granting greater transportation.
- These portals allow for anything to go through and then come out wherever the second portal is.
- User require a 15+ to create these portals, however, the range is based on spatial projectile distance.

[Buff] Spatial damage dice increase by 1, increase range by 10m.

Power Compendium

5) [Ability] Mirrored Space : (Reactive spatial ability)

- User creates solid space which inverts space right in the opposite direction it was struck from.
- This ability reflects any damage back at the opponent who attacks the user of this ability, plus the damage of the spatial damage the user can deal.
- Roll requirement is 15+ when using this ability against no other competing rolls, however, user only requires to get equal or above to have this ability activated against other rolls.

[Buff] Spatial damage dice increase by 1, increase range by 10m.

6) [Ability] Spatial Trap :

- User can create solidified space around a target, which the target will be unable to leave, unless the target has intangibility, teleportation, or something similar.
- User must dedicate one hand whilst keeping the target inside the trap and must roll 15+ S-P each rotation.

[Buff] Spatial damage dice increase by 1, increase range by 10m.

7) [Ability] Fazing manipulation :

- User can make solid objects as well as parts of solid objects intangible.
- User must touch the target, and must roll 15+ with S-P.
- This affect lasts for 1 minute / rotation.

[Buff] Spatial damage dice increase by 1, increase range by 10m.

8) [Ability] Spatial distortion constructs :

- User can create solid space in the form of any shape the user wishes.
- The size of the construct is based on the spatial distortion however, the user can leave the construct indefinitely till the user is either nullified or forced unconscious.
- To destroy constructs, someone or something must deal damage equal to, or more than the max damage this character can do with spatial.
- User must roll S-P of 15+ to create the constructs.

[Buff] Spatial damage dice increase by 1, increase range by 10m.

9) [Ability] Slip-Space :

- User can roll S-P 15+ to move themselves through space, instead of move speed.
- User can use this ability reactively and distance is equal to spatial projectile range.
- This ability adds the user spatial damage as launch damage, which adds to the users melee damage, if they land an attack, or dealt back to the user if fails.
- This ability cannot be used to move through solid objects.

[Buff] Spatial damage dice increase by 2, increase range by 20m.

Power Compendium

10) [Mutation] Living distortion :

- User is now immune to spatial damage.
- User can deal spatial damage on top melee attacks, so long as they succeed 10+ S-P rolls on top of Str or Dex rolls.
- If the S-P roll is higher than the targets' roll, however, if the str or dex roll is lower, then the user can still at least deal spatial damage.
- User can break out of any pocket dimensions as well as spatial traps without the requirement of rolls, so long as the users power aren't nullified. .

[Evolution] Quantum Manipulation :

- User has the ability to increase or decrease the size of creatures or objects upon tactile contact.
- Size can be increased by up to 10x or decrease by 10x the targets size.
- Roll requirement is 15+ to increase or decrease size by 2x.
- Roll requirement is 20+ to increase or decrease size by up to 5x.
- Roll requirement is 25+ to increase or decrease size by up to 10x.
- Increased size grants +2 do damage mod, and damage resistance(if have any), as well as multiply range/reach, per multiplier of size increased.(whilst larger, the target is unable to roll for evasion or acrobatics reactively).
- Decreased size grants -2 to damage mod (if use deals minus damage they deal damage to themselves), -2 to damage resistances, and divides the range of all attacks and abilities by whatever the multiplier is.
- Size manipulation lasts 1 minute per +1 S-P the user of this power has, however, lasts indefinitely when used on none living things.(until the user become nullified)
- User can access other pocket dimensions so long as the user is within the range of the pocket dimension users, as well as use their powers to follow anyone who has used portals or teleported within the last 5 minutes, however, the user must be within touching distance of the location the target teleported from.

Power Compendium

Structure

Powers:

- Can deconstruct anything within a 10M radius, and can reconstruct it into any shape, if the reconstruction deals damage roll 1d8 for anyone who gets hit.
- User can use this power reactively.
- This power can be activated via S-P, Dex, or Wis.
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Weaknesses:

- Must Physically touch object with hands.
- User cannot affect gases.

Limitations:

- can only deconstruct one object at a time (cannot touch dirt and deconstruct tree).
- User cannot affect liquids.

Blood transfusion (weapons/ objects) :

- When blood transfused, user of this power can use their powers through this weapon, when doing so add half of the donors S-P modifier to the users S-P modifier. (can only be used by users of this power, or catalyst physiology).
- If legendary, the weapon can also break down the structure of anything that has been hit by this weapon, damage is half of the maximum capability of the donors damage added as a modifier.

Blood transfusion (clothing / amour) :

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Levels:

1) S-P +1

2) S-P +1

3) Rewind-Reconstruction (once per short rest)

- After deconstruction, the user can instantly as a bonus action, reconstruct the object either back to how it was originally or into a new shape roughly the same size of the total amount of material that was affected. This can be used even as the user's turn is ending.
- This ability requires no extra rolls, however, when the user decides to activate this ability they cannot use it again till after a short rest.
- User has the ability to do so only for up to 60 seconds after the object has been manipulated via this power.

4) [Ability] Structure Bonds Manipulation :

- Upon succeeding a S-P roll of 15+ the user can make the structure of what they touched either rubbery or like liquid.
- This ability can last for the damage in terms of minutes (in-combat rotations)

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction"

Power Compendium

5) [Ability] Bio-structure :

- This ability grants the user the ability to use this power and all its abilities on living targets, allowing the user to deal damage directly which cannot be resisted unless the target is not physical/ is intangible.
- If the target is hit by this attack they must roll Con, if the target fails to roll a 15+ the target gains an injury equal to the level of severe, if however, they roll 9 or less they take an Extreme injury, and if 1 or less on Con they take an extreme injury as well as taking 2x damage.
- If biostructure was used as this characters' first action they have one more action still, even if this ability was used against a foe.
- If the user wishes to reconstruct the damage as well as remove the most recent damage dealt to the target, along with the damage dealt from this ability, however, can only heal physical or spatial based injuries.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction"

6) [Ability] Connectivity :

- User can now deconstruct objects that are in contact with whatever the user is in contact with , so long as it's within this powers range of where the user is.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

7) [Ability] Structural delay :

- Upon the user rolling a +15 with S-P whilst holding an item will be able to imbue said item the ability to deconstruct whatever it next touches.
- The imbued item can have a delay on its deconstruction which is determined by the S-P modifier (in days, hours, or minutes).

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

8) [Ability] Full body usage :

- User no longer requires to use this power on just their hands.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

Power Compendium

9) [Ability] Structure Assimilation :

- User can deconstruct matter and then reconstruct it to their own body, this can grant the user defence, SPStr, and extra health based on the users S-P modifier.
- This ability can be stacked , however, the user must roll Con every minute, each time the user fails to achieve a 15+ the user takes damage equal to the amount of auxiliary health they have added , which is then taken from their original health.
- The only part of this ability that can be stacked is the auxiliary health. (unless the user has "Bio-Structure").
- If the user has and uses the perk "bio-structure" with this power the user gains auxiliary health equivalent to the amount they dealt to the target, after assimilating the targets health user must roll Con every minute / in-combat rotation, each time the user fails to achieve a 15+ the user takes damage equal to the amount of auxiliary health they have added.
- User can also access any abilities or powers that the target has whilst the auxiliary health that was taken from them is still in the stockpile (this includes powers and racial abilities).
- The player must state where the grafted biological material is implanted onto this character, if the character has a damage resistance before assimilation that location no longer has it. The only ways to avoid this, if the user has a transformation they must transform before assimilation.
- When the user loses all their original health they fall unconscious and this ability deactivates.

[Buff] Increase Damage by 2 dice up, + 2 more use of "Rewind-Reconstruction".

10) [Mutation] Precise Separation :

- This ability allows the user to deconstruct and reconstruct mater so precisely they can separate and fuse materials together on a molecular level.
- User can separate materials into their previous components or even elements. This means an alloy can be separated into the metals that made it. (This can also work on blood transfusion and Animite infusion objects)
- User can use this ability to separate liquids, either with other materials therefore purifying it or into gasses.
- The reverse is also possible, allowing the user to constitute materials together (as long as this character has at hand).

[Evolution] Great Structure manipulation :

- This powers range is now increased to 10x the original radius and if the user controls a minimum of at least 2x their original amount they can deal 2x damage (this does not increase any further).
- To control up to 2x the user must roll 15+ with S-P, to control up to 5x original amount the user must roll 20+ with S-P, to control up to 10x the user must roll 25+ with S-P.

Power Compendium

Nature

Powers :

- The user can sense plant life from up to 10 M from their current location and does not require to see it , as long as they roll a successful perception roll.
- Upon tactile contact with plant life, this character must achieve a 10+ S-P to control and manipulate it, this includes accelerating the growth on the plants and damage dealt with these plants starts at 1D6, this is secondary plant control.
- If the user gets 15 or above with S-P the plants strength mimics that of S-P Strength, and grants the user the capability to deal damage via 1D10, this is primary plant control.
- This power can be activated via S-P, Cha, or Wis.

Weaknesses :

- User must be touching plant life to control it.
- User cannot control plants that have been burnt or melted.

Limitations :

- Plant growth range starts at 10m

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) "Ones' surroundings":

- The user can manipulate plantlife from a distance as long as this user is in tactile contact with the ground that's in contact with the plant(s).
- This abilities radius is 10 M.
- Must roll 10 or above with S-P

4) [Ability] Plant Sense:

- The ability to sense plant life around their location is now automatic and is the same range as the user's plant manipulation range (Ones' surroundings range).

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

5) [Ability] Nature's friends:

- User now has the ability to speak to animals.
- User can even use Cha to charm or tame animals.
- This ability will work on any creature including non-hybrid mode transformed beings.
- This will not work on mythical creature types or abominations.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

Power Compendium

6) [Ability] Fruit bearer :

- Upon an S-P roll of 15+ any fruit grown with this ability now grants the users' secondary damage dice amount of healing to anyone who eats them.
- If the user rolls 20+ with S-P the user can make their secondary damage dice as an amount of healing fruits they grow at once.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

7) [Ability] Dark side of nature :

- Same as fruit barer, but with poisonous fruits.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

8) [Ability] Abomination Caller :

- User now has the ability to speak to and understand abominations.
- User can even use Cha to charm or tame mutated creatures.
- This ability will not work on any natural creatures.
- This ability will work on mythical creature type power users. (whilst in creature mode only, this doesn't include hybrid mode).

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

9) [Ability] Chloromancer :

- can grow and control vines and branches from broken off wood and severed plants.

[Buff] "One with my surroundings" radius increase by 20m, Plant Damage Increase by 2 dice up.

Power Compendium

10) [Mutation] Spirit of the woods :

- This ability grants the user to assimilate themselves into any plant life, so long as its no smaller than 0.5m smaller than the user.
- Whilst assimilated, the user can control the plant with advantage, however, whilst inside, the plant the user has a hp equal to 10 points for every 5 meters in its original form before assimilation, if this Hp runs down to 0 the user will start losing their own health whilst inside the plant. (Plants take 1.5x lightning damage, and 2x fire damage)
- The user cannot fully control a plant whilst assimilated if it is larger than their plant control range.
- The user can also turn their body into whatever plants they touch and even become living plant life upon rolling 20+ S-P, this "plant mimicry mode" ability grants the user many advantages, including but not limited to healing their broken body using their plant damage dice whilst in plant mode as they are the very thing they can manipulate. (which also means they can fix their broken body parts whilst in this mode)
- The plant mode takes 1.5x damage from corrosive and lightning and 2x damage from fire.
- The user does not take bleed damage, whilst in plant mimic mode, nor do they take the ailment paralysis.
- User can be broken apart however, if their health is not at 0 they are still able to function and cannot be knocked out of this mode unless their health goes to 0.
- If broken out of this mode, the user cannot use plant mimicry mode for 1d4 hours.

[Evolution] Nature's law:

- User can control plant life without touching it or the ground near it, they must, however, be within their range of the plant life.
- This ability allows the user to blood transfuse any plant with the powers of superhumans and anomalies. (Roll requirement : 20)
- Once blood transfused the user of this power can choose one passive ability and one activational ability from the donor's powers.
- The user can also combine two plants together to grants the combined plant with both abilities / physical attributes from each. (Roll requirement : 15+)
- If the user wishes to grant the plant with a new ability it will overwrite the previous ability, however, for every new / extra ability the user must roll 1 higher increment than the roll requirement of 15+.

Power Compendium

Size manipulation

Powers:

- Upon activating this ability, this character will have their size multiplied by 2, or the user can divide their size by 2.
- Whilst larger, the user can deal any of their damage types (they have access to) except special, by 2 dice up. (Example: d4 would equal d6)
- The user also gains auxiliary health whilst larger by 1 per point in their Con and per SPCon modifier.
- Whilst shrunk the user is harder to be hit directly, meaning any attack towards this character that is not a cone or AOE, will be rolled at a disadvantage.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- Upon becoming any more than 2x their original size, this character must roll evasion and acrobatics with disadvantage.
- Upon becoming more than 4x their original size, this character cannot roll evasion or acrobatics in reaction to attacks, unless it is from an attacker roughly equal to their size.
- The user of this power takes 2x physical and elemental damage types whilst they are less than 1/4th of their original size.
- If the user of this power attempts to grow larger than their immediate proximity will allow and they cannot break it, they will begin to suffocate and take physical damage equal to their suffocation damage on top of that. (The damage is also dealt to those that may be pressed between this character and the surroundings).

Limitations:

- The auxiliary health gained by increasing one's size from this power does not return after being lost until after a short rest.

Blood transfusion (weapons/ objects) :

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- If legendary , .

Blood transfusion (clothing / armour) :

- Clothing made from this power.

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Levels:

- 1) S-P +1
- 2) S-P +1
- 3) Partial size manipulation:
 - User can increase or decrease the size of a single body part of their choice.
- 4) [Ability] Reactive increase:
 - User can roll S-P or whatever chosen stat to reactively increase their size.
 - This can only succeed if the user rolls equal to or more than the attackers roll.

[Buff] Increase the number of this powers' size multiplier and divider, therefore increasing the users damage dice by 1 more dice up and their aux health multiplier.

Power Compendium

5) [Ability] Reactive Shrink:

- User can roll S-P or whatever chosen stat to reactively decrease their size.
- This can only succeed if the user rolls higher than the attackers roll.

[Buff] Increase the number of this powers' size multiplier and divider, therefore increasing the users damage dice by 1 more dice up and their aux health multiplier.

6) [Ability] Max expansion:

- Upon a roll of 20+ the user can multiply this character's size by up to 2 times this power's maximum size multiplier for 1d4 minutes/ in-combat rotations.
- During this mode the user can either have 2x their auxiliary health or have their damage be increased by 2x the dice up. (2 dice up would equal 4 dice up).
- After this mode is over the user cannot use this again until the time has past in hours equal to the amount of minutes it was used for.
- After this mode ends this character must roll endurance of 15+ otherwise they incur these consequences:
 - Under 15: user takes 1d6 per original multipliers they are based on, for every minute equal to the minutes they used this mode. (4x2 =8x, meaning 4d6 damage).
 - Under 10: user is paralysed for the amount of time equal to the minutes they used this mode.
 - Nat 1: both of the upper consequences x2 damage and time.

[Buff] Increase the number of this powers' size multiplier and divider, therefore increasing the users damage dice by 1 more dice up and their aux health multiplier.

7) [Ability] Mass control:

- User can control their weight even without manipulating their size.
- The multiplier or divider is based on the size manipulation multipliers and divers they have access to.

[Buff] Increase the number of this powers' size multiplier and divider, therefore increasing the users damage dice by 1 more dice up and their aux health multiplier.

8) [Ability] Muscle Expansion/ Muscle Condense:

- Upon changing the users size via this power, they gain super strength.
- The additional SpStr is +1 then +1 per buff taken via this power.

[Buff] Increase the number of this powers' size multiplier and divider, therefore increasing the users damage dice by 1 more dice up and their aux health multiplier.

9) [Ability] Built body:

- Upon changing the users size via this power, they gain super constitution.
- The additional SPCon is +1 then +1 per buff taken via this power.

[Buff] Increase the number of this powers' size multiplier and divider by 2, therefore increasing the users damage dice by 2 more dice up and their aux health multiplier by an additional 2.

Power Compendium

10) [Mutation] Size lock:

- Upon attempting to change their size and succeeding with a roll of 25+ this character can make said size their default size, meaning that even upon any event or situation that would normally force this character to change back into their original size, now returns them to their "Size Locked" size.
- The user can still change their size using this power, it just means that the "Locked" size is the current default until changed by either this character or a similar power that could alter / correct this character's body.
- If the user of this power took the ability "Mass Control" they can also lock their weight multiplier in the same manner as their size utilising this ability.

[Evolution] External Size control:

- user rolls S-P 20+ to alter the size of a non-living object, when in tactile contact with said object.
- User can only alter the size of objects that are be no bigger or smaller than the maximum or minimum size this character can become.
- If increasing the size of the object, it gains +2 damage output/ resistance per size multiplier as well as multiplies it's weight.
- If decreasing the size of an object, it loses half for each shrink multiplier.
- If the user of this power took the ability "Mass Control" they can also alter the weight of an object in the same manner as their size utilising this ability, without needing to alter its size.

Power Compendium

Wasp physiology

Powers:

- Can transform into a wasp,.
- whilst in this form the user can fly and deal 1 point of pierce damage.
- attackers must roll disadvantage on physical attacks.
- user gets to roll advantage on evading.
- Whilst in Wasp mode / wasp hybrid mode the user can cling to walls.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Whilst in wasp form user takes 4x damage.
- Whilst in wasp form or hybrid mode, this character rolls disadvantage against aerosole poisons (poison gasses).
- User cannot transform reactively.

Limitations:

- As strong as wasp whilst in wasp mode, cannot hold weapons in wasp mode.
- User can fly up to their own move speed as a distance off the immediate ground / liquid.
- Whilst in wasp mode, user needs to roll 10+ to fly, and this can be used reactively.

Blood transfusion (weapons/ objects) :

- If donor has "Poisoning sting" perk, the weapon will do whatever the donors poison damage was added as a poison damage to the weapon. (if the donor did not have the perk, this weapon gains no abilities).
- If legendary, the weapon grants a modifier that is equal to half of the donors modifier when the user tries to transform into wasp or wasp hybrid mode. (weapons transform with the character).

Blood transfusion (clothing / amour) :

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Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Player transforms into a human wasp hybrid, after succeeding a S-P roll of 15 or above.
- Exoskeleton grants +4 physical resistance.
- Flight that can be activated upon 15+ S-P roll.
- +1 super strength.
- +1 super Dexterity.
- User now has hands.

4) [Ability] Stinger blade

- User can protrude large sharp pikes upon a successful S-P roll of 10+, whilst in hybrid mode.
- Damage modification of these stingers are based on the user's S-P modifier.
- If user wishes to make more than one stinger, the user must roll for each one separately, as well as having an arm to make the stinger protrude from.

[Buff] increase exoskeleton by +2, increase super Dex by +1.

Power Compendium

5) [Ability] Insectoid Limbs

- User can now have 4 arms instead of just 2 in hybrid mode.
- If user is utilising all four when using labour or grappling, user can roll advantage.
- This also grants opportunities with holding as well as wielding multi objects/ weapons, this includes the Ability "Stinger blades".

[Buff] increase exoskeleton by +2, increase super Str by +1

6) [Ability] Poisoning Sting

- User can add poison damage to melee attacks, such as bites, stings, etc. (with a roll of 15+ S-P)
- Poison damage is dealt with a d6. (this increases by 1 dice up every buff the user of this power)

[Buff] increase exoskeleton by +2, increase super Dex by +1.

7) [Ability] Pheromone sense

- User can roll perception with S-P advantage for perception rolls.
- This only works for scent based perception.

[Buff] increase exoskeleton by +2, increase super Str by +1

8) [Ability] Swarm control

- User must roll 20+ with S-P to summon a d10 swarm of wasps/ bees.
- In the swarm there is 10 wasps/ bees for every point the user rolled on the d10.
- The user can tell the swarm what to do and the swarm can leave a distance of up to 1km away from the user ,and grant the user information.

[Buff] increase exoskeleton by +2, increase super Dex by +1.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter version of this powers creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.

[Buff] increase exoskeleton by +4, increase super Str by +1

Power Compendium

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.
- User can now fly with an S-P requirement of 10+.

[Evolution] Hive Leader

- User can become the "Hive leader" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users flight distance.
- Whilst in the "Hive leader" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: wasp anthropial, Wasps)

Power Compendium

Canine physiology

Powers:

- Can transform into a canine.
- Whilst in this mode, user rolls advantage on scent and hearing based perception and insight rolls.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Cannot see in colour.
- sense of smell and hearing can be overwhelmed.
- User cannot transform reactively.

Limitations:

- No thumbs and cannot hold items in paws whilst in canine mode.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / armour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-dog hybrid after a successful S-P roll of 15 or above.
- +1 super Dexterity.
- Can roll perception and S-P together (and choose the highest roll) when smelling or hearing.
- Granted a tail.
- User now has hands if they choose.
- Bite does 1d6 of piercing damage.

4) [Ability] Rip and Tear

- When transformed in any of the modes from this power, user gains claws that deal +1 slash damage.
- And the user's bite damage now gains a modifier of +2 pierce damage.
- Both of these modifiers increase by +1 for every buff taken with this power.

[Buff] Bite damage dice increased by 1 up, +1 to Super Dex.

5) [Ability] Blood hound

- User gains +2 SpWis whilst in this power's transformations.
- User gains +1 SpWis for every buff taken with this power, after taking this ability.

[Buff] Bite damage dice increased by 1 up, +1 to acrobatics.

Power Compendium

6) [Ability] Puppy Eyes

- Thanks to this ability the user can roll Cha, Deceit, Taunt, Persuasion, and or seduction with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user's face can be visually seen.

[Buff] Bite damage dice increased by 1 up, +1 to Evasion.

7) [Ability] Hunter's Howl

- This ability grants the user the ability to roll Cha, Nerve, Diplomacy, and or intimidation with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to make sound.

[Buff] Bite damage dice increased by 1 up, +1 to Stealth.

8) [Ability] Canine-Cooldown

- This ability grants the user the ability to roll endurance with S-P advantage by panting.
- (S-P advantage is the ability where S-P is rolled alongside another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to pant (unable to work if their mouth is restrained).

[Buff] Bite damage dice increased by 1 up,+1 to Super Dex.

9) [Ability] Werewolf :

- User gains the ability to transform into a larger version of their hybrid mode upon rolling 20+ S-P.
- This mode gains +2 SPStr, +2 SPDex, +2 SPCon, as well as +2 piercing damage with biting and +2 slashing with claws.
- If the user has "Rip and tear" user can now deal 1d6 bleed with claws and biting.
- During a full moon the transformation cannot be forcibly reversed by others.
- SPStr increases bite damage dice.

[Buff] Bite damage dice increased by 1 up, +1 to Super Str.

Power Compendium

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Pack leader

- User can become the "Pack Leader" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user gains an extra +1 to all stats the power affected, as well as double the users bite damage, as well as adding d6 bleed damage, +1 dice up for every buff taken, if the user took the ability "Rip and Tear".
- Whilst in the "Pack Leader" hybrid mode, the user can roll advantage with Cha based stats against anyone with the same powers as the user of this power.

Power Compendium

Frog physiology

Powers:

- Can transform into a frog,
- (whilst in frog) roll advantage in acrobatics and evasion.
- (whilst in frog) attackers roll disadvantage on attacking this character.
- (whilst in frog) Can breathe underwater.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- 4x damage taken whilst in frog mode.(unless fighting something roughly the same size).
- Roll disadvantage on Con in cold environments, if the user fails, they fall unconscious.
- User cannot transform reactively.

Limitations:

- As strong as a frog whilst transformed.
- Frog form cannot be bigger than ¼ of a meter, and no smaller than 5cm.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-frog hybrid after a successful S-P roll of 15 or above.
- +1 SpDex.
- Can roll acrobatics to leap up to 2x this character's movement speed in either distance or height (cannot be reactive).
- Can extend tongue up to 10m.
- Tongue can be sticky.

4) [Ability] Leap

- User can roll acrobatics to reactively use their frog jump height as an ability to leap towards (if attacking) or roll evasion to leap away (if evading) from their target.

[Buff] + 5 m to jumping distance, +1 m to tongue range, +1 to SpDex.

5) [Ability] Cling

- User can cling to walls / ceilings; this character can roll acrobatics whilst on walls on the ceiling.

[Buff] + 5 m to jumping distance, +1 m to tongue range, + 1 to acrobatics.

6) [Ability] Tongue based combat

- User can attack using the users extended tongue in frog hybrid mode.
- User roll Str or Dex to attack with the tongue and deals 1d6 blunt damage, +1 dice up for every buff taken with this power. (Neither SpDex, nor SpStr increases this abilities damage).

[Buff] + 5 m to jumping distance, +1 m to tongue range, +1 to SpDex.

Power Compendium

7) [Ability] True Amphibian

- User is able to breathe underwater as well as breathe air whilst in Hybrid mode.
- User moves at 2x their normal speed in water.

[Buff] + 5 m to jumping distance, +1 m to tongue range, + 1 to evasion.

8) [Ability] Bile spit

- User rolls S-P of 15+ to spit out a bile that deals 1d8 poison damage, +1 dice up for every buff taken with this power.
- Range is equal to tongue reach distance.

[Buff] + 5 m to jumping distance, +1 m to tongue range, +1 to SpDex.

9) [Ability] hallucinogen Secretion

- User can secrete poisonous substance from their skin, using an S-P roll of 20+.
- Anyone touched by the poison must roll 15+ with Survival otherwise they begin to hallucinate and roll disadvantage with Wis based rolls.
- The poison's affects last as long as the severity states with the poison ailment.

[Buff] + 10 m to jumping distance, +2 m to tongue range, + 1 SpDex

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Amphibious Autarch :

- User can become the "Amphibious Autarch" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Amphibious Autarch hybrid mode, the user has +1 to all stats the power affected, as well as double the users bite damage, as well as adding the ability to deal 2x poison damage if the user had the ability "Bile spit".
- Whilst in the "Amphibious Autarch" hybrid mode, the user can roll advantage with Cha based stats against anyone with the same powers as the user of this power.

Power Compendium

Spider

Powers:

- Can transform into a spider, whilst in this mode the user can walk and run on walls, as well as shoot webs that can shoot up to 1 M.
- Can deal 1 point of piercing damage when biting.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- 4x damage taken whilst in spider form (unless fighting something roughly the same size).
- Cannot wall cling on wet surfaces.
- User cannot transform reactively.
- Any webbing can be burned easily.

Limitations:

- Only as strong as a spider whilst transformed.
- can be no bigger than 5cm.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / armour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-spider hybrid after a successful S-P roll of 15 or above.
- User can deal an extra +1 piercing damage when biting.
- User rolls Str to bite and bite damage dice increases for every extra +1 SPStr the user may get / have. (This already is including the +1 SPStr this mode grants).
- User has hands in this mode.
- +1 super strength.
- +1 super dexterity.
- User can roll acrobatics to climb on walls.
- If user wishes to look more spider like, they can gain +2 to intimidation, however lose -2 to seduction.
- User can still project a string of webbing but now it can cover a distance of 10m whilst in Hybrid mode. (Webbing requires a roll higher than the roll that made it to destroy it with physical attacks).

4) [Ability] Wall cling expert

- Whilst on walls / ceilings this character can roll advantage on acrobatics.

[Buff] Bite damage modification +1 , +1 super str.

Power Compendium

5) [Ability] Web Sling :

- Roll S-P to attach a web to an anchored down object, or at least something that can support the weight of this character.
- Whilst using webs to sling or move this character in any direction they gain acrobatics with S-P advantage. (Roll Acrobatics and then roll S-P, choose the best result).
- This ability can be used reactively instead of evasion, roll S-P.

[Buff] Bite damage modification +1 , +1 super Dex.

6) [Ability] Poison fangs :

- Bite attacks now add 1d6 poison damage.
- Poison damage dice increases for every buff.

[Buff] Bite damage modification +1 , +1 super str.

7) [Ability] Extra limbs :

- Whilst in hybrid mode this user can now grant themselves more limbs and utilise their multiple limbs.
- Upon becoming their hybrid mode the user can have up to 4 extra limbs and the user decides if they are 4 arms / legs, or 2 extra of each.
- When attacking a single target, the user can make two (non-biting) melee attacks, once per short rest.
- Roll gapple advantage (so long as the user is using all of their arms).
- And can wield multiple weapons (if they have a perk in S-PM.A they could utilize all the weapons they can carry with their arms).
- Extra legs grants the user extra stability, including points to cling to surfaces.

[Buff] Bite damage modification +1 , +1 super Dex.

8) [Ability] Webbing constructs :

- User can make objects out of their webbing using S-P roll of at least 15+.
- Constructs made are sticky and yet solid, the durability of the webbing constructs are equal to the roll that created them.
- Webbing is destroyed instantly against fire.

[Buff] Bite damage modification +1 , +1 super str.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- This includes bite damage, and poison.
- This doesn't include super Dex or Super Str.
- Whilst in any creature/ hybrid mode from this power, the user can cling to any non-wet, solid surface.
- Requirement to get out of webbing is 20+.

[Buff] Bite damage modification +2 , +1 super Dex.

Power Compendium

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Arachnid monarch:

- User can become the "Arachnid monarch" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Arachnid monarch hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the "Arachnid monarch" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.

Power Compendium

Turtle

Powers:

- Can transform into a turtle.
- Whilst in "Turtle mode", the user can breathe underwater as well as +4 to movement speed in water.
- Shell on the users back can protect 4 point of physical damage.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- -10 points on move speed whilst in this form on the ground.
- Whilst in creature mode this character takes 2x damage, if they are smaller than 1m.
- User cannot transform reactively.

Limitations:

- Whilst in turtle mode, user has no hands, and cannot be any larger than 1M or any smaller a ¼ of a Meter.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

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Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-turtle hybrid after a successful S-P roll of 15 or above.
- User gets +6 physical defence on their shell.
- Whilst in water this character has +5m to their move speed.
- This character no longer has a move speed penalty when on land.
- Has hands in this form.
- Hybrid mode can breathe underwater.
- Hybrid Mode is granted +1SpCon

4) [Ability] Amphibious Creature

- User gain 2x move speed distance in water.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

5) [Ability] Turtle Claws / Beak

- User gains claws and beak whilst in any of the modes this power has.
- Claws deal +2 slash as well as +1 for every buff taken in this power.
- Beak enables the user to deal 1d6 piercing damage with +2 for every buff taken.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

6) [Ability] Retraction

- User can retract their head and or limbs back into their shell; this ability can also be reactive using an S-P roll that beats the opponents contesting roll.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

Power Compendium

7) [Ability] Night vision

- User can roll 15+ with S-P to activate this ability which allows the user to see in the dark.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

8) [Ability] Thick shell

- When transformed into the user's hybrid mode, the user can roll S-P of 20+ to double the physical damage resistance.
- This also grants a damage resistance of whatever the original physical resistance is, the resistances that are gained are for ; Cryo, Fire, Lightning, and Corrosive.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

9) [Ability] Island Turtle

- Upon an S-P roll of 20+ user becomes a turtle of 20m diameter as well as 10m tall.
- Whilst in this mode the user has +2 auxiliary health for every point in this characters Con Score, as well as +1 to said multiplier for every buff taken with this power.
- This form also has +3 SpStr and +1 SpStr for every buff taken with this power.
- This mode has all the same abilities and downsides as turtle mode, however, does not take 4x damage.
- This mode still gains the hybrid mode SpCon modification as well as the shell resistance.

[Buff] Increase "Hybrid Mode" SpCon +2, increase shell defence modifier by +4

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Turtle Majesty

- User can become the "Turtle Majesty" in hybrid mode if the user rolls 20+ S-P.
- Whilst in "Turtle Majesty" hybrid mode, the user has +1 to all stats the power affected, as well as an immunity to poisons that this user consumes.
- Whilst in the "Turtle Majesty" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- User can passively speak to turtles.

Power Compendium

Bird

Powers:

- Can transform into a bird capable of flight, whilst transformed the user can fly as well as deal 1d4 of slash or pierce damage.
- Whilst flying the users move speed is increased by 10 points.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Cannot fly without wing movement of wings.
- User cannot transform reactively.

Limitations:

- Whilst transformed roll disadvantage on strength and con rolls.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-bird hybrid after a successful S-P roll of 15 or above.
- User can either have hands be wings and roll strength to fly, or have wings on the back of this character as well as arms and roll for flight with S-P.
- +1 super Dexterity.
- Claws (if the user wishes to have them) can deal +2 of slashing damage.
- Beak (if the user wishes to have one) can deal +2 piercing damage.

4) [Ability] Eye of a falcon

- User can see up to 1km using an S-P of 15+.
- User rolls s-p alongside perception whilst using this ability.

[Buff] Increase damage of claws and beak by +2.

5) [Ability] Spatial awareness

- User rolls advantage with acrobatics whilst flying towards an enemy or whilst being attacked.
- User cannot counter attack using this ability.
- User can even use this against spatial or invisible attacks (so long as it takes up physical space).
- User must be in flight.

[Buff] Increase damage of claws and beak by 1 dice up, +1 to super dex.

6) [Ability] Bird of prey

- User can roll perception to "lock on", this enables the user to attack and evade with advantage.

Power Compendium

- Whilst locked on, the user is forced to roll disadvantage against anything that is not the “lock on” target.

[Buff] Increase damage of claws and beak by +2.

7) [Ability] Birds eye view :

- Whilst in mid air, user gains advantage with perception rolls.

[Buff] Increase damage of claws and beak by 1 dice up, +1 to super dex.

8) [Ability] Master of the skies

- Users flight height is 3x what it was originally
- User can directly fly towards a target, which allows the user to travel their entire flight height as move speed in 1 action.
- Whilst directly diving towards a target, the user can deal 1d4 extra damage for every 5m traveled during the dive.

[Buff] Increase damage of claws and beak by +2.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter version of this powers creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- The user does gain their Hybrid mode Super Stats.

[Buff] Increase damage of claws and beak by +2, and +1 to super dex.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Apex predator of the sky:

- User can become the “Apex predator” in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users flight distance.
- Whilst in the “Apex predator” hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.

Power Compendium

Big Cat

Powers:

- User can transform into a big cat (lion, tiger leopard, etc.)
- (whilst in big cat mode) increase move speed by +6m.
- +1 SpStr. (Whilst in "big cat mode").
- +1SpDex (Whilst in "big cat mode").
- User gain claws and fangs which deal +2 piercing or slashing damage. (To bite attack roll Str, to claw is Dex).
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Sense of smell and hearing can be overwhelmed.
- When initial transforming the user must roll 10 or above on willpower to not attack the closest person or creature to them.
- User cannot transform reactively.

Limitations:

- Cannot hold any weapons in paws.
- All abilities of this power cannot be utilised out side of "big cat mode" or "hybrid mode". (unless stated otherwise)

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-big cat hybrid after a successful S-P roll of 15+.
- Claws and fangs damage increased by +1 slashing and piercing damage.
- This mode can have hands.
- User can speak.
- User gains the "big cat mode" SpStr and SpDex modifiers.
- User does not gain the move speed bonus from "big cat mode" whilst in this form.

4) [Ability] Cats eye

- Whilst in "big cat mode" or "Hybrid mode" user can roll 10 with S-P to see in the dark.

[Buff] +1 SpDex, +1 to claws and bite damage.

5) [Ability] Leopard sprint

- With this ability user can roll S-P instead of evasion and move speed.
- User can chose how much their move speed distance is multiplied by (Up to 5x).
- Each time after using this ability user must roll endurance, if they fail to succeed with a 15+ user takes 1d4x whatever the multiplier the user used for the move speed.
- Minimum amount the user can multiply the move speed distance by is 2x.

[Buff] +1 SpStr, +1 to claws and bite damage.

Power Compendium

6) [Ability] Tiger Claw

- With this perk the user can now roll Dex or Str to attack using claws.
- Once per short rest user can deal an attack that deals 2x damage when utilising claws. (user must roll 20+ with Str or Dex).

[Buff] +1 SpDex, +1 to claws and bite damage.

7) [Ability] Lions Roar

- This ability grants the user the ability to roll Cha, Nerve, Diplomacy, and or intimidation with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to make sound.

[Buff] +1 SpStr, +1 to claws and bite damage.

8) [Ability] Ambush Predator

- User can roll Stealth with S-P advantage (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.
- If the target fails to perceive the user, the user deals 2x bite damage.

[Buff] +1 SpDex, +1 to claws and bite damage.

9) [Ability] Feline parkour

- User can roll Acrobatics with S-P advantage (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.

[Buff] +1 SpStr, +1 SpDex, +2 to claws and bite damage.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.
- User gains the "Big cat" move speed bonus even outside of said form.

[Evolution] King of the jungle

- User can become the "King of the jungle" in hybrid mode if the user rolls 20+ S-P.
- Whilst in "King of the jungle" hybrid mode, the user has +1 to all stats the power affected, as well as gains the ability to deal 1d6 bleed damage on top of any bite attacks.
- Whilst in the "King of the jungle" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- User can passively speak to cats and big cats.

Power Compendium

Shark

Powers:

- User has the ability to transform into a type of shark, this grants user the ability to breathe underwater.
- Whilst in "shark mode" user gains +10 m to move speed whilst in the water.
- Whilst in "shark mode" user gains +4 piercing bite damage modifier.
- Bite attacks are done with Str.
- +1 SpStr.
- +1 SpCon.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Must be in water.
- cannot swim backwards,
- User, whilst in shark mode, will take 1d6 of damage each rotation/ minute when out of water.
- User cannot transform reactively.

Limitations:

- Cannot move without being in water whilst in shark mode.
- Cannot hold weapons whilst in shark mode.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode :

- Turn into a human-shark hybrid after a successful S-P roll of 15 or above.
- + 1 SpStr, on top of the original +1 from "shark mode".
- Bite damage does + 4 Piercing damage.
- In this form the user is able to survive on land without water, however takes 2x fire damage.
- User can breathe underwater.

4) [Ability] Electroreception

- Whenever in water, user can roll perception with S-P advantage whilst in "shark mode" or "hybrid mode".
- (S-P advantage is the ability where S-P is rolled along side another stat and the player can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.
- The user can use this ability out of water if there's anyone with electricity based powers or high voltage equipment within the vicinity of this character.

[Buff] +1 to SpStr, +1 SpCon.

Power Compendium

5) [Ability] Shark skin

- User skin (whilst in "shark mode" or "Hybrid mode") is so course, that it deals slash damage if the user rubs it against things.
- Skin deals 1d4 slash damage (+1 dice up for every +1 to SpCon).

[Buff] +5m to move speed when in water, +1 to bite damage.

6) [Ability] Conveyor Belt teeth

- User can roll Con to regrow their teeth if they are broken / removed.
- The user can also roll S-P of 20+ to grant themselves 1d4 more rows of teeth (multiplies teeth damage) for 1d4 of minutes / in-combat rotations.

[Buff] +1 to SpStr, +1 SpCon.

7) [Ability] Feeding frenzy

- Upon seeing / smelling blood within their move speed area the user can roll 1d4 to attack the blood covered target that many times.
- User must roll willpower of 15+ to not attack people they don't wish to attack.
- This ability can only be used against a once per long rest, per each creature.

[Buff] +5m to move speed when in water, +1 bite damage.

8) [Ability] Shark torpedo

- Whilst in the water the user can launch themselves into targets in water or launch themselves out of the water using move speed or S-P.
- User must roll 15+ with S-P or move speed to use this ability.
- User adds their S-P modifier or move speed modifier to the damage of this attack.

[Buff] +1 to SpStr, +1 SpCon.

9) [Ability] Maneater mode :

- Upon a roll of 20+ S-P the user can transform a shark mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- User gains +10m move speed instead of 5m.

[Buff] +10m to move speed when in water, +2 bite damage, +1 SpCon.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode, other than water breathing.

[Evolution] Apex predator

- User can become the "Apex predator" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users in-water move speed.
- Whilst in the "Apex predator" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- Users teeth deal 2x damage whilst in this mode.

Power Compendium

Rhino

Powers:

- Can transform into a rhino, whilst in the rhino mode the user can deal 1d8 blunt damage or 1d8 +1 pierce damage with the horn.
- +2 Super Str.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- whilst in rhino mode move speed is decreased by 2 points and weight is increased by 100 lbs.
- Sense of hearing can cause the user to be overwhelmed.

Limitations:

- Cannot hold weapons or items whilst in rhino mode.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / armour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-Rhino hybrid after a successful S-P roll of 15 or above.
- +2 super Strength.
- +5 vitality.
- Move speed is corrected back to its original state.
- Weight increases by 50 kg of the users original weight.
- Has hands in this form.
- Users can choose to have a horn on their head that can deal + 1 piercing damage.

4) [Ability] Piercing horn : when transforming into rhino or hybrid mode, the user can now roll 1d4 to add to the rhino horns' piercing modifier.

[Buff] +1 super Str.

5) [Ability] Rhino Skin

- users' rhino and hybrid form gains +10 physical resistance + 2 for every buff taken with this power.

[Buff] +2 piercing damage modifier to horn.

6) [Ability] Great beast :

- User gains +1 Super constitution, +1 more for every buff taken with this power, whilst in creature mode or hybrid mode.

[Buff] +1 super Str.

Power Compendium

7) [Ability] Stampede

- User can deal a stamp attack that deals their melee damage with their weight modifier as extra damage.
-

[Buff] +2 piercing damage modifier to horn.

8) [Ability] Rhinoceros charge:

- User begins to charge towards a target or targets, upon rolling S-P, SPStr, or SpCon of 20+.
- Anyone who tries to physically stop this characters movement, attempts to reactively blasts or hit the user of this ability, must roll disadvantage against said user of this ability.
- Those who attempt to use evasive reactions can roll with advantage.
- Upon hitting a target the user of this ability can keep running if they have not finished their move speed distance.

[Buff] +1 super Str.

9) [Ability] Mega Rhino :

- Upon a roll of 20+ S-P the user can transform a rhino mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.

[Buff] +4 piercing damage modifier to horn.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Pack leader

- Upon transforming with a 20+ with S-P, the user has access to their "pack leader" hybrid mode.
- This special hybrid mode increases all affected stats by +1 and doubles the users horn damage modifier.
- User also gains a bonus +1 to physical resistance for every buff taken with this power.

Power Compendium

Crocodile

Powers:

- Can transform into a crocodile and whilst this mode is active , the user can deal 1d8 (1d6 +1 dice increase via super strength) piercing damage when biting as well as increase move speed in water by 5 points.
- +1 super str.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Roll disadvantage to strength when opening mouth if something is holding it (Cannot add SPStr to these rolls).
- User gains no benefits from the crocodile mode if the user is not in it.

Limitations:

- Cannot hold weapons whilst in crocodile mode.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Hybrid mode :

- Turn into a human-Crocodile hybrid after a successful S-P roll of 15 or above.
- User has hands in this form.
- User can have a tail.
- Bite damage deals +4 piercing.
- +1 super strength.
- +1 super con
- Can breath underwater.

4) [Ability] Leathery skin :

- Whilst in the hybrid mode, this ability grants the user +5 physical defence as well as +1 for every modifier the user has of S-P.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

5) [Ability] trap jaw :

- upon rolling S-P or SPStr of 15+ to grapple someone or something with their jaw, whilst biting them, the user not only deals damage but also makes the victim of the bite roll disadvantage with Str or Dex to get themselves out of grapple.

[Buff] +1 super Str

Power Compendium

6) [Ability] cold blooded :

- whilst in hybrid mode or in creature mode the user gains a boost to move speed (+5m) and granted advantage to Dex rolls whilst taking fire damage as well as being inside a hot environment.
- Along with this the user rolls disadvantage with Dex and loses 5m move speed whilst taking cryo damage or in a cold environment.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

7) [Ability] Lizard teeth :

- User rolls 15+ S-P to regrow teeth, if the player rolls S-P of 20+ the user can increase their bite damage modification by 1d4. These teeth last until the user turns back into their none creature or hybrid mode or their teeth get broken, the extra teeth can only be added once and cannot be stacked any further.

[Buff] +1 super Str

8) [Ability] Prehistoric tank :

- After taking this ability, for every buff taken the user gains +1 super con.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

9) [Ability] Mega-dile :

- Upon a roll of 20+ S-P the user can transform a crocodile mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.

[Buff] +1 super Str, + 1 piercing modifier for biting, +1 dice up for bite damage.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Pack leader

- User can become the "Pack Leader" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users in-water move speed.
- Whilst in the "Pack Leader" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- Users teeth deal 2x damage whilst in this mode.

Power Compendium

Dragon

Powers:

- Must roll a 10+ with S-P to transform into dragon mode.
- Dragon size is 6m long, and 2m wide.
- User (whilst in dragon mode) can breathe an elemental damage type, dealing 1d8 of said chosen damage.
- Dragons breath attack range is 20m and 10 m spread.
- Breath attack requires 10 or above to be roll with S-P to activate and deals damage with 1D8.
- +2 SPStr
- +1 SpCon
- Whilst in dragon mode, the user gains +2 auxiliary HP per point in con score (example: Con :10 = +20 aux hp).
- Whilst transformed this character has an elemental resistance equal to the maximum damage of their breath attack.
- This power can be activated via S-P, or Con.

Weaknesses:

- Must roll a willpower roll and succeed with a 10 or above, otherwise each character within 25 Meter range of this character, must roll against the attacks from the dragon, as it will be frenzied.
- Dragon forms weight is 2x the users weight.
- If the user transforms whilst inside a location smaller than their dragon form they are dealt 1d8 damage which ignores any damage resistance this character may have.
- User's body becomes 1 ton (1000kg) per meter in its size category in dragon mode.
- Once any amount of auxiliary HP is depleted. The user will not regain auxiliary HP until after one long rest.

Limitations:

- User must choose one elemental damage for the breath attack, this choice is permanent and the elemental damage types to choose from are ; Fire, Cryo, Lightning, Poison, Energy, Corrosive, or Sonic.
- Can't fly.
- move speed decreased by 5m whilst on the ground.
- Elemental breath attack requires 10+ on an S-P roll.
- Elemental breath attack starts with a range of 10m and a spread of half of the range.

Notes:

- The user of this power can be affected by nullification/ negation, however, they do not turn back.
- upon being nullified/ negated, the user loses all feats from this power except flight (if they have it) ; users cannot transform back into their original form, nor can they turn into any other mode they have until nullification/ negation is over.
- Upon this character recovering from nullification/ negations the user stays in the form they were in, upon being nullified, as well as this, they regain all that they lost.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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Power Compendium

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.
- Add + 4 once transformed to physical resistance.

4) [Ability] Wings :

- Users' dragon form now has the ability to use their wings, granting flight.
- Flight height is upto 30m of the ground.
- S-P roll requirement to fly is 10+.
- User can roll SP to reactively fly (E).

[Buff] Elemental breath attack +1 dice up, as well as +10m range, +1 SPStr.

5) [Ability] Size increase :

- 2 m increase to length.
- +2 to SPCon
- +2 additional auxiliary health per point in Con Score whilst in dragon mode.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, resistance increases +2.

6) [Ability] secondary resistance :

- User gains another elemental resistance.
- New elemental damage resistance is equal to the user's breath attack elemental resistance.
- The damage resistances that can be chosen from are ; Fire, cryo, lightning, molten, energy, dark, poison, corrosive, and sonic.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, +1 SPStr.

7) [Ability] Size Increase

- 2 m increase to length.
- +2 to SPCon
- +2 additional auxiliary health per point in Con Score whilst in dragon mode.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, resistance increases +2.

8) [Ability] Scales of Draconic pride :

- User either chooses 1 more damage resistance which will be equal to the other resistance(s) this character has, or, the user turns one of their resistances into an immunity.

[Buff] Elemental breath attack +1 dice up, +1 SPStr.

Power Compendium

9) [Ability] New Flavour

- User now can breathe 1 new damage type of the users choice.
- The elements of choice are ; Lightning, poison, corrosive, cryo, energy, sonic.
- Once chosen, the user cant have any other elemental breath other than this and their original.
- User is not resistant to their new elemental damage type, however, user cannot harm themselves whilst breathing the element out.

[Buff] Elemental breath attack +2 dice up, as well as +20m range, +1 SPStr, +2 to resistance.

10) [Evolution] Hybrid mode

- User can become a human-dragon hybrid upon an S-P roll of 15+.
- This grants the user all the abilities of the dragon whilst being the size and weight of the human form.
- User has the usage of their hands in this mode.

[Mutation] Calamity Dragon

- User becomes a larger dragon by 2x size.
- Whilst in dragon mode, user has 2x damage resistance from this power.
- User gains +1 SPStr
- Users breath attack is 2x, if the user rolls 15+ S-P or Con.
- If the user has a "Size increase" ability, this mutation double the auxiliary health.

Power Compendium

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.
- Whilst in creature mode, the user gains +2 auxiliary HP per point in con score (example: Con :10 = +20 aux hp).

Weaknesses:

- Cannot jump 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.
- User's body becomes ½ a to (500kg) per meter in its size category in basilisk mode.
- Once any amount of auxiliary HP is depleted. The user will not regain auxiliary HP until after one long rest.

Limitations:

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

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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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, +1 to Con score Aux Hp multiplier.

Power Compendium

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, +1 to Con score Aux Hp multiplier.

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, +1 to Con score Aux Hp multiplier.

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, +1 to Con score Aux Hp multiplier.

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, +1 to Con score Aux Hp multiplier.

9) [Ability] Fatal Stare :

- User can use a paralyzing 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, +1 to Con score Aux Hp multiplier.

Power Compendium

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.
- User can convert their SpStr to SpDex if they wish.

Power Compendium

Kraken

Powers:

- Roll 10 + with S-P to transform into a 10m diameter Kraken.
- Whilst in creature mode, the user gains +2 auxiliary HP per point in con score (example: Con :10 = +20 aux hp).
- Whilst in this form the user can hold 8 separate objects, items, or creatures , 1 in each tentacle.
- +2 super str.
- +1 Super Con
- User has suction cups on their tentacles (whilst in kraken) which allow the user to stick to most solid surfaces.
- This power can be activated via S-P or Con.

Weaknesses:

- Cannot evade attacks when on land.
- Whilst not in water , whilst in kraken mode, user will take 1d6 of damage each rotation/ minute.
- User's body becomes ½ a ton (500kg) per meter in its size category in kraken mode.
- Once any amount of auxiliary HP is depleted. The user will not regain auxiliary HP until after one long rest.

Limitations:

- Movement speed - 5 m when on dry land.

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.
- Whilst in kraken mode user gains +4 physical damage resistance.

4) [Ability] Creature of the deep :

- Whilst in kraken form the user can see in the dark.
- User gains a physical resistance of +4 (this increases by 2 for every buff).

[Buff] +1 super Str.

5) [Ability] Octo- grab :

- User rolls Str or S-P to implement all 8 of their appendages at once (in one action) to grab up to 8 targets.
- Each tentacle must attempt to grab separate targets, if there are no other targets to grab then those tentacles lose their opportunity for this action.
- User must be in kraken form to use this ability.

[Buff] +1 super Str.

Power Compendium

6) [Ability] Cephalopod camouflage :

- Upon rolling a 20+ the user becomes the exact same colour and pattern as their surrounding, becoming camouflaged.
- Opponents trying to land an attack must roll disadvantage, if they fail a Wis or perception roll of 15+.
- User must be in kraken form to use this ability.

[Buff] +1 super Str.

7) [Ability] Octo regeneration :

- User can also use the ability to regenerate 1d8 of health after a successful 10+ or D10 on a successful 15+ S-P roll.
- This ability can only be used in kraken mode, and increases by 1 dice up every separate buff taken with this power.

[Buff] +1 super Str.

8) [Ability] Octo Regrowth:

- User can regenerate limbs that have been cut off using S-P of 15+ for 1 at a time or 20+ for 2 at a time.
- This ability can only be used in kraken mode.

[Buff] +1 super Str.

9) [Ability] Size Manipulation :

- User can now transform into their kraken form but as any size, between 1m diameter and 10m diameter.
- User must roll 10 or above to transform into kraken of 1-5m kraken. (this mode has half damage resistance and half Str modifiers)
- User must roll 15 or above to transform into kraken of 1-10m kraken. (1-5m mode has half damage resistance and half Str modifiers, however, 6-10m kraken has normal resistances and Str).
- 1-5m kraken gains the ability of Dex based reactions on dry land, however, still with move speed penalty.

[Buff] +1 super Str, +1 SPCon.

10) [Evolution] Hybrid mode :

- Upon rolling 15+ this character can now transform into a kraken-human hybrid, this grants all stats and abilities from the kraken form to that user without the down sides of requiring water or being unable to dodge at this mode makes the user no larger than 2m tall.
- User can choose how many tentacles they have (between 0 and 6).
- User can use tentacles to hold items however, only the original arms can have fingers.
- User is amphibious whilst in this form.

[Mutation] Owner of the deep :

- After taking this ability, this characters kraken transformation is now 16m diameter, immune to any attack that utilise water.
- Kraken mode gains +4 to aux hp per Con Score, +1 to Con score Aux Hp multiplier for every buff they took.
- Auxiliary health does not replenish until 6 hour after it was depleted.(if user has the "Octo-Regeneration", the user can replenish auxiliary health).

Power Compendium

Phoenix

Powers:

- Roll 10+ with S-P to transform into a 2m Phoenix.
- The user (whilst in this form) gains + 1 slashing or piercing damage due to having talons.
- User can generate as well as manipulate fire which can deal d10 fire damage.
- Whilst in this form the user can also fly up to 30M in the air; movement speed is increased by 10 points whilst flying.
- This character whilst in their transformation, has fire resistance equal to that of the maximum fire damage this character is capable of.
- Can heal themselves with the equivalent dice of their fire damage dice after getting 10 or above with S-P.
- This power can be activated via S-P or Con

Weaknesses:

- Can't use fire underwater.
- Must roll 10 or above on willpower to have control of this character after they transform.
- Can't fly if wings are bound.
- Can't heal if being affected by continuous corrosive damage.

Limitations:

- Can't fly higher than 30 M in the air.
- Can only generate fire and send it up to a range of 30M.
- Cannot control other flames.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / armour) :

-

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.
- User gains +1 SPStr whilst in Phoenix mode.
- Talons now deal +3 slashing or piercing damage instead of +1.

4) [Ability] Born from flame

- whilst in Phoenix mode the user is immune to fire damage.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

5) [Ability] healing blaze

- user can make their flames heal others instead of damage.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

Power Compendium

6) [Ability] Regenerative warmth

- with an sp roll of 15+ the user can use the Phoenix healing and remove 1 ailment/ injury.
- For every roll increment higher they achieve than the roll requirement of this ability grants them 1 more ailment/ injury removals.
- This ability can be used to heal / regenerate limbs or organs.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

7) [Ability] Bird of flight

- The user's Phoenix flight is doubled.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

8) [Ability] Phoenix burst

- User rolls S-P of 20+ to deal an area of effect flame attack with a radius equal to half the users' maximum fire range.
- This attack deals damage from users' fire dice + health from the user if they so choose.
- If the user took the ability "Healing blaze" the user can choose not only for this to be a healing flame AOE, but if they achieve an S-P roll of 25+ they can deal an AOE where the user decides who gets healed and who takes damage.
- User cannot heal themselves with this ability.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

9) [Ability] Rebirth Resurrection

- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single short rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- User cannot use this ability if they are dowsed or under water, or if they are nullified.

[Buff] Increase fire and therefore healing dice by 2 dice up, Increase talon damage by +2 to slashing.

Power Compendium

10) [Evolution] Hybrid mode

- Upon rolling an S-P of 15+ this character can now transform into a Phoenix-human hybrid, this grants all stats and abilities from the phoenix form to that user without the down sides of not having arms.
- Whilst in this form the user has their talons on their fingers as well as their feet.

[Mutation] Bird of flame

- User's phoenix form is permanently a bird made of fire, this means the user whilst in phoenix mode deals fire damage passively and is immune to both fire and physical damage.
- Passive damage dealt from this power is equal to half of the user's maximum fire damage, and can be added on top of any melee attacks along with the user's fire damage dice.
- The user can manipulate their body as easily as they do their phoenix fire. (E), (B)
- If doused in water, the user loses their physical immunity and self manipulation for d4 minutes/ in-combat rotations.
- If the user took the ability "Born from flame" the user now gets healed for whatever fire damage the user should have / does take.
- If the user took the ability "Healing blaze" then the user can choose for their passive damage to be passive healing instead. This user can switch between the two without requiring to roll S-P, however, cannot change it when it is not their turn in combat.

Power Compendium

Absolute strength

Powers:

- User starts with +5 Super str which allows the user to roll up to 5 dice above their current physical damage.
- This power is passive so to roll for super str, just add the super str to the users current str whenever str rolls are required.
- User can use super Str to launch themselves 5x their Super str modifier in metres.

Weaknesses: N/a

Limitations:

- Close combat only, no inherent ranged capabilities (other than throwing).

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

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Levels:

1) S-P +1

2) S-P +1

3) Tremendous Leap

- User can jump incredible heights using Str rolls, height of launch is 10x whatever the super Str modifier is in metres.
- This ability can deal damage if the user launches themselves at something/ someone the damage equal to the damage 1d2 for ever super Str modifier (example ; +1 = 1d2, +3 = 1d6, +10 = 2d10), plus the melee attack of this user.
- User can use this ability instead of move speed, however, still cannot use this ability reactively.
- If user rolls successfully with S-P(10+) The user does not take fall damage.

4) [Ability] living tank :

- User of this power gets a physical resistance equal to 2x the users SPStr and Str modifiers.

[Buff] +1 Super Str

5) [Ability] Show of might :

- All Grapple and labour rolls are advantaged so long as power is active.

[Buff] +1 Super Str

6) [Ability] Thunder Clap :

- Roll 15+ S-P to clap hands together with enough force to generate a impact / sonic spread that reaches up to 10m per Super Str modifier.
- This attack does damage equal to the damage d4 +1 up for ever super Str modifier (example ; +1 = d6, +3 = d10, +10 = 2d12)
- This attack generates damage of both sonic and impact, meaning whatever the lowest resistance the victims have, is the one that is targeted.

[Buff] +1 Super Str

Power Compendium

7) [Ability] Power loader :

- When attempting to lift an object if it has a roll requirement, this character can lower it by 1 roll increment.
- If the weight is below the users original carry weight x100 per SpStr, this character needs not to roll for it.

[Buff] +1 Super Str

8) [Ability] Wrecking ball fist :

- Any time this character wishes to damage or destroy an object, the roll requirement is now 1 increment lower for them.
- When attempting to cause an injury, the roll requirement is equally to the roll of the user of this power, instead of 1 increment lower.

[Buff] +1 Super Str

9) [Ability] Preemptive launch:

- User can roll Super Str to reactively evade attacks, however, this ability can only be used to launch themselves away from the attack, unless they outwardly state they wish to launch themselves towards the attacker, which will mean they will take the damage from the attack.
- To successfully launch themselves towards the opponent, the user must achieve a roll of 5 above the attackers roll, upon doing so this character can deal a melee attack with the force of their launch. (1d2 for ever super Str modifier (example ; +1 = 1d2, +3 = 1d6, +10 = 2d10) on top of their attack roll.

[Buff] Increases Super Str by 2, if the user has maximum SpStr (+10) increase maximum damage dice by 2 up.

10) [Mutation] Adaptive strength:

- Upon taking damage or upon the user's damage being resisted, the user must roll S-P of 20+, upon success the user then adds a 1d12 on to all melee attacks utilising their str, this dice then increases each turn by 1d12.
- The dice caps at an extra 5d12.
- If the opponent deals more damage than the user, the user gains the ability to roll and deal the exact amount of melee damage through Str as that chosen opponent. (roll requirement of this ability is 15+ S-P).

[Evolution] Overflowing strength

- User can now throw out pure concussive force, using 15+ with SPStr melee attacks which deals the exact amount of damage melee attacks are supposed to deal.
- Range of these attacks are 5m for every +1 the user has to SPStr or Str modifier.
- If the user hits an opponent (and successfully rolled a 20+ SPStr) with the physical attack instead of the ranged, the user can launch the opponent to deal the exact damage they dealt with the melee attack as knockback, which if the opponent collides with something or someone is then dealt that damage.

Power Compendium

Speedster physiology

Powers:

- User can roll S-P 10+ to increase their speed temporarily for an action and can move at 10x their original move speed (or 2x if attacking).
- Roll S-P and achieve 10 or above to activate "speed mode", this ability lasts until the user's next turn, however, if they are struck, nullified, or stop moving, then this mode is forcibly deactivated. "Speed mode" may be maintained each turn, providing that it has not been interrupted, with an S-P roll of 15+. "Speed Mode" applies the following effects:
 - During this mode, as long as it's maintained, the user can use movement speed or S-P for attacks and reactions (if 5+ above enemy's roll then the user may perform a counterattack).
 - Add 1d8 physical damage to melee attack rolls; if the user is hit whilst in this mode, then they receive this same damage in addition to the damage which they receive.
 - In combat, the user's movement speed is x2. While "speed mode" is active outside of combat, the user's movement speed is x100, on top of the in-combat multiplier and counted as Kph instead of meters. These movement speed multipliers do not affect the user's original movement speed modifier.
 - Those without enhanced speed, perception, or dexterity abilities react to the user's actions with disadvantage in the first action of combat against the user of this power.
- Roll S-P of 15 or above to speed heal. This allows the user to recover 1d6 health, once per turn.
- Whilst in speed mode the user of this power does not roll disadvantage against SpDex
- This power can be activated via S-P, Con, or Move speed.

Weaknesses:

- Adhesives, low friction surfaces makes the user rolls disadvantage with move speed and Dex.
- Cryo damage means the user rolls disadvantage with S-P for 1 minute / in-combat rotation after being hit.

Limitations:

- Regeneration is capable of feats no greater than that of a regular human (no regeneration of limbs, whole organs etc.).
- User cannot activate "speed mode" reactively.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

- 1) S-P +1
- 2) S-P +1
- 3) Momentum :
 - whilst in speed mode the user can add momentum which for every 30m this character runs before hitting a target increases the damage modifier by +1 (max : +15).
 - This modifier is removed when "speed mode" is ended.

Power Compendium

4) [Ability] Continued Velocity :

- Allows user to run on water as well as walls, so long as they keep moving in "speed mode".

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

5) [Ability] Flash Stepping :

- Roll S-P of 20+ to move so fast that the user creates an after image, this ability can allow the user to move instantly to a place within a close range.(this characters combat "speed mode" move speed).
- Opponents must roll wisdom of 15+ otherwise they will either attack the after image or roll disadvantage to hit this character.
- User can use this ability without needing speed mode as a reaction to dodge instead of evasion.

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

6) [Ability] Extreme Oscillation :

- User rolls 15+ with S-P to vibrate through solid objects on ground level.
- This ability can also be used reactively to phase through physical, fire and energy attacks.
- This cannot work against cryo, sonic, spatial, or lightning damage.

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

7) [Ability] Phase Fist

- User can oscillate their hand or foot to deal damage and bypass any physical damage resistance.
- This attack deals a minimum of 1D8, however the damage increases by 1 dice up every buff this character has taken.
- This attack cannot deal damage to those who are immune to physical attacks. (elemental mimicry, Intangibility)

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

8) [Ability] Bullet Time

- User can roll S-P or move speed to react against projectiles instead of the acrobatics or finesse rolls.
- If in "speed mode" the user can roll finesse or acrobatics with S-P advantage. (meaning they can roll both stats and choose highest rolled.)

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice by 1 dice up.

Power Compendium

9) [Ability] Hypersonic charge

- Roll S-P of 25+ to reach max speed instantly , this enables the user to deal max damage with their momentum damage.
- The opponent(s) must roll disadvantage against this , however, if the opponent succeeds and deals damage to the user, the momentum damage is then added to the opponent's damage to deal to the user instead.

[Buff] Increase original speed whilst using speed mode by an extra +4m, and increase the overall speed multiplier by 2, increase speed mode damage dice and speed healing dice by 2 dice up.

10) [Mutation] Speed incarnate

- Upon tactile contact the user of this power can steal speed from moving object or living subjects, with an S-P roll of 15+ the user uses their in-combat speed multiplier to divide the target movespeed, as well as a Dex de-modifier. This ability can also grant healing powers disadvantage.
- The opposite can also be used as this character can grant temporary speed boosts via 20+ granting similar speed as the user, however if the target has time limit based abilities, they are consumed at the rate of multiplier you granted them.
- User can also generate a "speed bubble" upon a roll of 25+ with S-P, the bubble is the radius of the users movespeed +2m for every buff taken with this ability. Anything within the "speed bubble" rolls disadvantage and the user is unaffected by the bubble. This ability is indiscriminate and therefore the user cannot choose whom it does not affect.
- All aforementioned abilities with this mutation last for 1d4 of in-combat rotations or minutes, +1 dice up for each buff taken with this power.

[Evolution] Absolute speed :

- User can always access "speed mode" without the requirement of S-P rolls and even use "speed mode" abilities reactively.
- User can now access an ability called "divine speed" with an S-P roll of 20+ the user is granted 2x to all movespeeds (in-combat, out of combat, speed actions), as well as 2x to speed enhanced damage dice.

Power Compendium

Rubber physiology

Powers:

- Users body is, and acts like rubber, allowing them to be immune to damage from falling, blunt, or pressure.
- The users limbs can be stretched up to 15M and if used as a slingshot can deal 1 dice up per 10M stretched prior to letting go.
- User is immune to lightning damage.
- This ability is passively always active unless nullified.

Weaknesses:

- Sinks in water,
- harder to heal burns (disadvantage whenever trying to heal)

Limitations:

- can't stretch limbs past 5M without holding on to something.

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) Elastic potential:

- User can stretch their body parts backwards and then shoot them forwards to deal increased physical damage. (This is an upgrade that overrides the originally stated ability to this power with stretching)
- Roll 1 dice up to physical damage for every 5m stretched when using this ability.
- Any misses with this attack, leaves that body part open to attack, as it has to return to the user.
- This cannot be used for Dex based attacks, instead the user rolls either Str or S-P.
- Stretch limit increased to 20m.

4) [Ability] Bullet rebound:

- User can redirect any blunt projectiles that have hit this character.
- User must roll S-P to redirect them and whoever they are targeting must roll to react.

[Buff] Increase stretch length by 5m.

5) [Ability] Elastic sling

- User can roll S-P to sling their elasticated body parts in the directions they want, the distance of which is and can be equal to their maximum stretch length.
- This means the user can sling their limbs to then in turn deal damage through the use of elastic potential without needing to hold onto an object.
- This can be used with Dex or Str based attacks.
- 10+ requirement for the first ¼ of stretch, 15+ requirement for ½ of stretch, 20+ S-P requirement for ¾ stretch, 25+ for all stretching capacity.

[Buff] Increase stretch length by 5m.

Power Compendium

6) [Ability] Elastic Launch:

- User can use their elasticity to launch themselves in the direction they launch themselves.
- For this user to launch themselves, the user must hold onto something and then stretch those appendages to then launch them for the amount of distance they stretched past the anchor point they held onto.

[Buff] Increase stretch length by 5m.

7) [Ability] Inflation

- User can inflate themselves using their rubber body, they can hold an immense amount of air in their lungs.
- This can allow them to float on the surface of water or even blow the air out creating a large gust of force.
- This ability can also be used if the user decides to inflate their stomach with large quantities of liquid.
- The amount the user can carry is $\frac{1}{4}$ of the maximum stretch length in meters cubed
- Every meter cubed of air can allow the user to deal 1d4 of impact damage, for 4 m range.
- Every meter cubed of liquid the user will gain 50kg of weight and can blast out said liquid dealing 1d4 of impact damage for 4m range.
- To inflate user must roll 15+ with S-P as well as roll for 1d4 meters cubed of water or air they take in.

[Buff] Increase stretch length by 5m.

8) [Ability] Bounce-back

- Roll 25+ to come back from being unconscious once a day as well as gain health back that is equal to that of the maximum damage of elastic potential. (d4+1 dice up for every 5m the user can stretch).

[Buff] Increase stretch length by 5m.

9) [Ability] Compressed pressure

- User can, instead of stretching their limbs, compress them to deal elastic potential, however to do so the user must roll S-P of 20+.
- When using this ability elastic potential damage is rolled as if the user is stretching their maximum stretch length.
- This cannot be utilised with Dex based attacks.

[Buff] Increase stretch length by 10m.

Power Compendium

10) [Mutation] Malleable physiology

- User can now shape and mould their body and can decide if their body is elastic or is soft and malleable at will.
- This grants an immunity to all physical damage as the character is too soft and yet durable to be cut or stabbed as well as crushed or bludgeoned.

[Evolution] Rebound mastery

- User can now roll S-P to rebound off of any physical attacks or even rebound them back at the opponent, so long as the S-P roll is 5+ higher than the attacker's roll.
- User can also bounce off of solid surfaces using S-P of 15+ to launch themselves a distance equal to elastic potential stretch length. (if the user has the perk "Elastic launch" the launch distance is 2x greater.)
- User can also add the elastic potential damage when launched using this perk.
- User can launch others off of them using this power and can launch them the same distance as well as add the aforementioned damage if they land on something/ someone or collide with something or someone.

Power Compendium

Ocular powers

Powers:

- Flip a coin, 1 side grants X-Ray vision, and the other side will grant concussive blast.
- X-ray vision is activated via S-P And grants the user to see through solid objects and mist perfectly , this ability also grants the user to see through clothes and armour, allowing them to see concealed items and weapons.
- Concussion blasts come from the eyes and can deal 1d8 damage.
- Can see perfectly up to 100m as long as there's nothing obstructing the view.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- X-ray vision cannot see through, lead or minnerol.
- If eyes are obstructed, powers might not work if they're able to deal damage.
- If eyes are damaged or removed, powers will be unable to be used.

Limitations:

- Powers only come from the users eyes.
- Attacks that come from the eyes must be direct, the user cannot manipulate the trajectory of any of the emitter abilities from this power.
- Ocular blasts range start at 50m.

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) Two sides :

- Get the other ability from the initial coin flip.

4) [Ability] Ultraviolet vision

- Enables the user to see in the dark as well as the ability to see "invisible" tracks or evidence.

[Buff] Damage increase by 1 dice up, can see 20m further.

5) [Ability] thermal vision

- User can define differences in temperatures, this also allows the user to see different heats.

[Buff] Damage increase by 1 dice up, can see 20m further.

6) [Ability] Combustion sight

- User must roll 15+ to ignite a target dealing fire damage based on this characters damage dice with offensive ocular powers.

[Buff] Damage increase by 1 dice up, can see 20m further.

Power Compendium

7) [Ability] Biochemical Aura Vision

- User can see detail of any creature or being so long as it is or was biological.
- This mean the user can see details of their health, what they are afflicted with or even what they might have died from.

[Buff] Damage increase by 1 dice up, can see 20m further.

8) [Ability] Vision Tools

- Any blood transfused objects made from this power now not only allow the user to see through those objects but also can use any of their abilities through the items, so long as they succeed a 15+ S-P.

[Buff] Damage increase by 1 dice up, can see 20m further.

9) [Ability] Ocular Light beams

- Upon rolling 15 + user can deal light energy damage from their eyes.
- The damage is equal to that of the ocular damage dice.

[Buff] Damage increase by 2 dice up, can see 60m further.

10) [Mutation] Vision orb

- User can see 360 degrees around them passively at all time this power is active.
- If the user has the abilities ; concussive blast, Combustion sight, or Ocular light beams, the user can blast them out at any angle.

[Evolution] All seeing Insight

- User can see 10x further using this power as well as use a passive abilities together or emitter abilities.
- If user has multiple vision powers, the user can use all of them at once via rolling 20+.
- If user has multiple sight abilities the user can use all of them at once upon 20+ with S-P roll.

Power Compendium

Hyper agility

Powers:

- This power starts the player off with +3 SPDex , this allows them to perform superhuman feats in acrobatics.
- Every +1 the user has to SPDex increases Dex based attacks by 1 dice up.

Weaknesses:

- If you are unable to move, you can't use power.

Limitations:

- Power only increases the user's body for manoeuvrability.

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) Dual takedown

- User must roll 15+ when attacking a target, if the attack is successful and as long as another target is within half of the user move speed away, this character can attack another target with a Dex attack.
- This cannot work on the same target.

4) [Ability] Reactive Throw :

- If the user succeeds in dodging an opponent's attack with acrobatics or evasion, the user can deal a counter attack with a throwing weapon or a 1 handed firearm.
- If the user then rolls 15+ with S-P they can throw, or shoot at another target as well, these additional targets do get the chance to react.

[Buff] +1 SPDex.

5) [Ability] Wall jumper :

- User can roll S-P or Dex to perform climbing feats that seem difficult if not impossible enabling the user to jump the entirety of their move speed distance.
- This can continue if there is another wall or surface within range to jump off of or towards.

[Buff] +1 SPDex.

Power Compendium

6) [Ability] Multi weapon wielding :

- User can now wield multiple weapons at a time and even use them all at once , so long as they are Dex based weapons.
- This ability works like dual wield as well as mix match, and can even be used to wield more weapons , however, to deal damage with all of them requires a higher requirement for each.
- Example; dual wield requires 15+ to hit an opponent with both swords, hitting an opponent with 3 weapons all at once requires 20+.
- Since this works like dual wield user deals damage with their usual SpDex damage and then adds the damage modifiers form all the weapons utilised.

[Buff] +1 SPDex.

7) [Ability] Multi takedown :

- User rolls S-P or SPDex of 20+ when attacking an opponent, if successful, the user can attack another opponent within this character's movement speed range of them.
- User cannot attack the same opponent twice using this ability.

[Buff] +1 SPDex.

8) [Ability] Weaponry evader :

- User can roll evasion or acrobatics with advantage against attacks that utilise melee weapons and firearms.
- User cannot counter attack if they choose to use this ability.
- This ability cannot work against unarmed attacks or super powers not revolving around aforementioned weapons.

[Buff] +1 SPDex.

9) [Ability] Multi attack :

- User rolls to deal a Dex based attack, if they land an attack with a Dex roll of 15+ they can roll to attack again.
- Each time the user lands an attack after rolling 15+, they can then roll to attack again, the character can then repeat this process, however, the roll requirement increases by +1 increment each attack, (example ; 15+, 20+, 25+, 26, 27, etc.)
- Once the user is countered or fails to roll for the follow up attack this ability ends.
- This technique can only be used once per short rest.

[Buff] +2 SPDex.

Power Compendium

10) [Mutation] Flowmotion

- User can roll S-P instead of Dex rolls, however, the user cannot add auxiliary stats to the S-P rolls when being used in this way.
- User can roll acrobatics (with SpDex) to jump off of the air itself multiple times, this ability is called "skywalking", when using this ability the user can jump their movespeed vertically and each turn, if they can maintain rolling 15+ with acrobatics they can stay in midair.
- If the user fails to roll 15+ whilst using "skywalking" they fall the distance they were in the air, taking fall damage.
- Using evasion (with SpDex) user can "air dash" to bounce off of walls or objects (15+ if the user wishes to bounce off of the air), the distance the user can cover is their move speed + 5 meters for every +1 the user has in SpDex.
- "Air Dash" can be used reactively.
- User can use Finesse reactively against weapon wielders within half of their max move speed distance, to disarm (if roll is higher than attackers) or even add the attackers weapon to the damage of this characters counter attack (if this characters roll is 5 or above the attackers roll), the attacker must roll grapple that is greater than this characters Finesse roll otherwise they are disarmed.

[Evolution] Absolute reflexes :

- User gains 3 tokens
- Each of these tokens are for the following rolls : Dex, acrobatics, evasion.
- User gives up a token in the stead of rolling for those stats.
- User can only use 1 per aforementioned stats.
- Tokens count as natural 20 rolls.
- Cannot gain these tokens back till user has a long rest (8 hours)

Power Compendium

Cloning

Powers:

- User can make a clone of themselves.
- Each clone has 1 action in combat on top of the originals' 2 actions, however, each of them can be reacted to.
- All clones have the exact same stats, memories, and abilities the original has.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Upon the original being nullified the clones all disappear.
- Upon being knocked unconscious, the clones all disappear.
-

Limitations:

- User can only make 1 clone.
- Every clone made has 1d4 health.
- User can only get a core improvement for this ability if the core improvement is the master-level skill Final improvement.

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) Doppelganger :

- User can now make 2 clones.
- User can make 2 clones at once upon an S-P roll of 15+.
- User can sacrifice their health to increase the health of the clones.

4) [Ability] Bulky clone Part 1 :

- Clones now have $\frac{1}{4}$ of the users maximum health.

[Buff] Increases the amount of clones that can be made by +1.

5) [Ability] Copy-Paste lifestyle :

- Upon clones dying or disappearing, the information of what they've learnt is sent back to the original.
- If the clone learns any trades, those trades are transferred to the user.

[Buff] Increases the amount of clones that can be made by +1.

Power Compendium

6) [Ability] Bulky clone Part 2 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

7) [Ability] Bulky clone Part 3 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

8) [Ability] Bulky clone Part 4 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

9) [Ability] Mega clone :

- User can merge clones together to increase their health.
- Merged clones cannot have any higher health than the users' maximum health.
- Clones must be within move speed range of each other and the user must roll 20+ with S-P.
- The amount of clones it took to merge into the 'Mega Clone' is the amount of clones the user cannot use until said clone is dissipated / dead.

[Buff] Increases the amount of clones that can be made by +1, clones don't disappear upon the user (original) being forced unconscious.

10) [Mutation] Quick Save :

- Upon dying, becoming injured or placed into 'fatal moments' the user rolls S-P of 10+ to substitute a clone for themselves.
- When doing this the user has the equal amount of health as that clone would have and to clone takes the user's place.
- Each time the user does this the roll requirement increases by 1 increment each success. (10+, 15+, 20+, 25+, 26,27,28,29,30) this will reset after a long rest.
- User cannot activate this ability if they cannot summon another clone, for instance if they're already at their max capacity of clones.

[Evolution] Cavalry :

- With this ability the user's clones can summon 1 more clone each, these are called 'doubles'.
- For clones to summon a double they must roll s-p of 15+.
- Clones can only make one 'double' each, and the 'doubles' cannot summon clones of their own.
- Upon tactile contact the user can make a clone of another living creature, the health is based on that beings' health (so long as the user has any 'Bulky clone' abilities).
- Any "double" has half the health clones have unless all clones can only have 1 hp.

Power Compendium

Body augmentation

Powers:

- When active the user can have a short burst of +3 super str.
- If attacking, the user rolls 3 dice above their melee damage.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- when using power for melee attacks the user must roll a 15 on Con, if fails the user takes half of the damage of their attack, if 5 or under the user takes full damage they dealt as well as the limb(s) used is broken, and if 1 on Con the user takes 2x damage and breaks the limb(s) used.

Limitations:

- can activate power for no longer than 3-10 seconds /1-2 actions at a time.
- Little to no ranged capabilities.
- Upon any Super stat going to +10 the modifier can go no higher but the damage, healing, or resistance will still increase by each buff regardless.

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) Head to toe :

- User has roll 15 or above on super power to then gain the augmentation all over this characters body.
- Each time this character has their vitality broken or take an injury, this character must roll a S-P of 15+ to keep this ability going.
- Whilst in this mode, the user can use their boosted stats passively, without needing to roll S-P as well as the boosted stat (for example Str).
- Whilst in this mode user does not have to roll Con to not receive recoil when attacking.

4) [Ability] Augment mode (Defence):

- User can augment their body's physical toughness and grants themselves super Con equal to the amount of SpStr the original mode can grant.
- For every +1 SpCon this character gain +2 physical resistance.

[Buff] Augmentation modifier + 1.

5) [Ability] Augment mode (perception) :

- With this mode the user gains the ability to roll perception with SP advantage.

[Buff] Augmentation modifier + 1.

Power Compendium

6) [Ability] Augment mode (Speed) :

- User can augment their body's speed and grants themselves super Dex equal to the amount of SpStr the original mode can grant.
- For every +1 SpDex this character gain +2 m to move speed.

[Buff] Augmentation modifier + 1.

7) [Ability] Augment mode (Healing) :

- User can activate a mode which grants healing every minute equal to 1d4 + 1 dice up per +1 super stat the usual power would grant to other modes.

[Buff] Augmentation modifier + 1.

8) [Ability] Augment mode (Reactive switch) :

- User can switch augmentation modes reactively.

[Buff] Augmentation modifier + 1.

9) [Ability] Dual Augment Mode

- User can roll 20+ to have 2 separate augmentation modes activate at a time.

[Buff] Augmentation modifier + 2.

10) [Mutation] Empowerment manipulation

- User can grant augmentation to others temporarily, via an S-P roll of 15+.
- The target is augmented by the same amount as the user can be augmented.
- Augmentation lasts 1d4 minutes +1 dice up, per buff.
- After augmentation modes are over on targets, they must wait the equal amount of hours, it lasted in minutes.
- User can augment other creatures/ peoples powers by the amount the user would get in SP stats, this increases them as if it is temporarily buffed by said amount.
- Note: the user can augment their own other power if they are an anomaly, however, without dual augmentation, the user cannot be augmented whilst augmenting their other power.

[Evolution] Permanent Augmentation

- At least one augment mode is passively active at a time.
- User does not need to roll to activate an augmentation mode, unless they are attempting to swap between modes.
- If the user took the ability "dual augment mode" the user can have two augmentations at the same time, providing they have two augmentations.

Power Compendium

Adaptive mind

Powers:

- User is granted +3 to any 2 auxiliary stats under either Wis or Int.

Weaknesses: N/a

Limitations:

- Stats stated are the only ones boosted.
- The max limit that an auxiliary stat can be boosted using this powers buff system is +3.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Weakness Perception

- User must roll S-P to see weaknesses of a person, object or material.
- User must roll 15+ to understand a targets weakness or limitation to their power(s) after seeing them once.
- User must roll 20+ to understand all weaknesses and or limitations to a targets power(s) after seeing them once.

4) [Ability] Adaptive reaction

- When being attacked by an opponent, the user must roll either insight or S-P of 15+.
- If success this character gets to roll advantage against any similar attacks from the same character.
- This ability can be stacked by multiple types of attacks and multiple targets, however must experience those separate attacks / techniques.
- This ability deactivates after combat ends.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

5) [Ability] Hypercognition:

- User gains advantage rolls to ingenuity rolls , for one hour, in game.
- This ability requires a short rest to gain back.
- Roll requirement 20+ S-P.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

Power Compendium

6) [Ability] Limitless mind space:

- User rolls advantage to creativity rolls for one hour in game.
- This ability can be helpful to map out areas.
- This ability requires a short rest to gain back.
- Roll requirement 20+ S-P.
- If something or someone attempts to use telepathy against this character then this character can use this ability to trap them inside a mind space which they will be unable to escape for 1d4 minutes (if the user rolled 15+), or 1d4 of hours (if the user rolled a 25+)

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

7) [Ability] Self perception:

- User always gets to roll advantage with perception rolls concerning anything to do with their body or mind.
- This includes but not limited to ; injuries, ailments, personal items on their person, telepathy, etc.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

8) [Ability] Omni Linguistics :

- User must hear at least 1 hour of a language being spoken, and then they are able to speak and understand that language.
- Even without this ability if the user rolls S-P, Int (ingenuity) or Wis (Insight), the user can understand the creatures / beings through how they are speaking, body languages, or small tells

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

9) [Ability] Instant learning

- User must roll 25+ S-P, insight, or ingenuity to instantly learn a technique or perk from any proficiency or trade that this character has seen.
- User must be able to use the technique physically to actually use it (example ; user could learn a sword proficiency perk but won't be able to use it without wielding a sword).
- User cannot learn or access master level skills without being level 10 on said trade / proficiency.
- When a user learns a technique without having any levels in said trade / proficiency, they immediately become level 1 in it, however, if they learn a new technique they will just gain it without leveling.
- If the perk requires a set level then this character can't learn it yet.
- User cannot use this ability to learn other characters' signatures.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

Power Compendium

10) [Mutation] Super Intelligence

- User gains +3 Sp Int and +1 Sp Int for every buff they took from this power. (+2 if taking the level 9 buff)
- If the user rolls Int against another characters Int, this character gets to roll advantage.
- User gets to roll Sp Int instead of S-P for any of the previous abilities the player took with this power.
- For every trade or proficiency level the user has they can create 2x the amount of self made abilities (including master skills).
- The user can now attain 3 skill harmony perks on 3 separate trades / proficiencies, however, 1 can only be placed on an intelligence based trade.

[Evolution] Hyper Instinct

- User gains +3 Sp Wis and +1 Sp Wis for every buff they took from this power. (+2 if taking the level 9 buff)
- If the user rolls Wis against another characters Wis this character gets to roll advantage.
- User gets to roll Sp Wis instead of S-P for any of the previous abilities the player took with this power.
- User can roll perception normally against stealth rolls.

Power Compendium

Flight

Powers:

- To activate levitation roll S-P and get 5 or above.
- To activate flight roll S-P and get 10 or above, 15 and above will grant advanced flight.
- Levitation lifts this character up to 5 M off of the ground, this grants immunity to floor based traps and move speed stays the same.
- Basic flight grants the user the ability to move in the air freely and can climb up to 30 M into the air.
- Advanced flight has all the same abilities as the previous, however, the users move speed is increased by 4M.
- Whilst flying or levitating this character can roll S-P to evade attacks, however, if in advanced flight the user rolls with advantage.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- Whenever the player is hit whilst levitation or flight is active the player must roll S-P and get 15 or above to stay flying / levitating.

Limitations:

- Basic flight can only reach up to 30 M in the air, advanced flight reaches 50M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Flight tackle :

- User can launch themselves whilst in flight / levitation, into things adding launch damage starting at d8 damage.
- Launch damage is added to martial arts, hand to hand or other melee attacks.
- If an opponent can counter attack this character the launch damage is added to the opponents damage.

4) [Ability] Greater heights

- Increase the maximum height of flying by 20 M.
- Increase the maximum height of advanced flight 20 M.
- Increase move speed whilst levitating by 4m.
- Increase move speed whilst using flight by 8m

[Buff] Flight Speed increase by 2m, increase damage dealt with flight tackle by 1 dice up.

5) [Ability] Fly Away:

- User can roll S-P as reaction to fly out of the way of an attack, even if they are on the ground.

[Buff] Flight speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

Power Compendium

6) [Ability] Flight altitude increase :

- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

7) [Ability] Flight altitude increase :

- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

8) [Ability] flight altitude increase :

- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

9) [Ability] Stratospheric Altitude :

- Multiply the flight altitudes by 2x..
- If user Rolls S-P of 25+ user can fly up to 5x higher altitudes.

[Buff] Ultrasonic Flight :

- Users in-combat move speed whilst flying is 2x.
- Users out of combat move speed whilst flying is 10x in kph.
- If user rolls S-P 20+ when using flight tackle, the user deals 2x damage.

10) [Mutation] Zero Gravity Physiology :

- User is passively able to defy gravity, this mean the user can always be levitating without requiring S-P rolls.
- User is immune to telekinetic base manipulation meaning they can defy all kinetic manipulations towards this character, however, they can take damage from these abilities if they can deal damage directly (without controlling the user to hit objects).
- Upon an S-P roll of 15+ the user can decide an object or surface that the user has a gravitational attraction towards or gravitational defiance towards.

[Evolution] Meteoric Flight :

- Upon rolling 20+ S-P when using Flight tackle, this character deals +2 damage for every 10m build up the user had before hitting the target.
- If the user has moved up to a distance of 50m the target rolls disadvantage if they don't have a superpower or super stat. (example : dex to dodge, strength to block, or con after being hit).

Power Compendium

Teleportation

Powers :

- Can instantly teleport from one place to another, as long as it is within the characters field of view.(This means successful S-P rolls remove the issue of move speed and or range).
- If attacked this power can be used reactively, roll S-P and get above the opponents roll to teleport to a location away from the attack, if rolled 5 or above the attackers roll this character is allowed to not only evade but counter attack.
- This power can be activated via S-P, Int, or Wis.

Weaknesses:

- can't teleport if unable to see.
- Can't teleport whilst being electrocuted.

Limitations:

- teleportation range is up to 30M, but no further, when being attacked.(whilst in combat)

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) Memory-portation:

- User gets to memorise up to 2 locations they've personally been to, which they can teleport to from anywhere.
- If the user already has 2 they overwrite one of those with a new location.
- Requirement to use this perk is 10+ on S.P, teleport to those chosen locations.
- User must roll int 15+ to save that location in their memories.

4) [Ability] Multi-portation:

- User can teleport themselves as well as others , so long as they are in contact with this character.
- Roll requirement is +1 higher per creature added for transport (Example : 10 is starting point, 1 extra creature = 11, etc.).
- With this perk comes the downside of the user not being able to teleport on their own if being held by another creature, instead as long as they are in physical contact, they will teleport with whoever is holding into them.

[Buff] Range increase +10m.

5) [Ability] Dual attack:

- When dealing an attack, if the user rolls S-P of 15+ they can teleport near/around an opponent to then attempt another attack.
- This ability only works during this character's turn. (Cannot be used reactively)
- This ability can only work on the same target they landed the first attack on.

[Buff] Range increase +10m.

Power Compendium

6) [Ability] marked recall:

- Any blood transfused items from this characters blood can be teleported to the user.
- This ability can either teleport the wielder or wearer of said item(s) or just the item itself.

[Buff] Range increase +10m.

7) [Ability] Unique vanish

- User gains advantage on reaction using the power so long as they only teleport on the spot, making the attack miss.
- Alternatively the user can use the ability to teleport between a minimum of 2 places , within range, constantly. Whilst using this ability the user is technically occupying multiple spaces at once.

[Buff] Range increase +10m.

8) [Ability] multi-attack :

- When dealing an attack, if the user rolls S-P of 15+ they can teleport near/around an opponent to then attempt another attack.
- Each time after the initial hit the roll requirement is higher than the last roll achieved by the player to continue landing attacks.
- This cannot be used reactively.
- This can be used to attack separate targets, so long as they're in range.

[Buff] Range increase +10m.

9) [Ability] Snap Thief

- User rolls 20 + with S-P To teleport an item that is no bigger than 1m by 1m, directly into this characters hand(s).
- Must be within range and eye view.

[Buff] Range increase +20m.

10) [Mutation] Violent vanish :

- User chooses 1 of a multitude of elements that expel from them when they teleport the elements that can be picked are: Fire, Lightning, Energy, Spatial. User can only choose one and the range is within 2m of this character. The damage dealt is 1d12 +1 dice up for every buff taken with this power. User is immune to the chosen element and when struck by it can even teleport automatically.
- If the user took the ability "multi-portionation" the user can now decide whether or not a being holding onto them comes with them during teleportation, or is left behind to take the damage.

[Evolution] Everywhere Man :

- Roll wisdom 15+ to teleport to a location that isn't known to this character, but is being shown or explained.
- Roll Intelligence 15+ to teleport to any location this character has been.
- If the user of this power uses teleportation reactively, and succeeds to achieve a roll 5 or above, beyond the attackers roll, this character can choose to either teleport within their range, use a counter attack, or teleport to a location they have been to upon a successful history roll of 10+.

Power Compendium

Telepathy

Powers:

- Roll 10 or above to telepathically communicate to chosen characters.
- Roll 15 or above to read 1 specific person's mind. (If a player they cannot lie)
- User can hear the thoughts of those around them, succeeding an sp roll of 15+.
- This power can be activated via S-P, Int, or Willpower.

Weaknesses:

- If the user of this power has head trauma the user rolls disadvantage on all S-P rolls concerning this power.

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Limitations:

- range is 40M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Mental link :

- User can roll 15 + with S-P to read and communicate with up 3 peoples minds at a time.
- This ability can be used without the opponents / targets knowing however requires 20+ with S-P minimum.

4) [Ability] Psychic attack :

- User can deal damage through telepathy.
- Damage starts at 1D8, and can increase by 1 dice up for every buff.

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

5) [Ability] Mind Freeze :

- When rolling 15 + with S-P user can decide to freeze a person's/ creatures perception of time.
- During this time the target must fail a willpower roll 15+ also.
- This ability can be used on multiple targets if the user wishes, however they must roll 20+ with S-P. The user can choose who is frozen within the radius of their effective range.
- This ability cannot be used for the amount of minutes it was active.

[Buff] Increase range by +10m and increase amount of people / creature the user can mental link with by 1.

Power Compendium

6) [Ability] Program Directive :

- User can implant a single order into a target, therefore giving them free will until this character decides from them to carry out their order / directive.
- This ability requires 20 + with S-P and 20 + on willpower to resist it, however requires the user to touch the target.
- This directive, once implanted can only be corrected by a user of willpower or telepathy and the target will continue until the directive is completed.
- User of this power can even create a trigger for this directive.
- Targets can only have one directive at a time.

[Buff] Increase range by +10m. and increase amount of people / creature the user can mental link with by 1.

7) [Ability] Illusion creation :

- User of this ability can create up to three different types of illusions, each illusion requires the targets to roll equivalent to the roll requirement of each illusion:

Illusion type	Ability and limitations	Roll requirement
Minor	Small illusions that can affect one of the five senses, and can be no larger than 2m by 2m. These can include physical appearance, however, they cannot affect cybernetics and or electronic sensors. Users of sensor powers can see through the illusion if their roll succeeds. These illusions are so minor that it can be difficult to pick up on and there for there is no passive willpower roll or perception roll required to combat against.	10+ S-P
Major	Large illusions that can span up to the size of half the maximum range of this characters telepathy. These illusions can affect up to 3 of the five senses. They cannot affect cybernetics and or electronic sensors. Users of sensor powers can see through the illusion if their roll succeeds. These illusions require all who are affected by them to roll a perception and succeed by getting a result that is equivalent to this characters S-P roll when creating the illusion.	15 + S-P
Extreme	An illusion that can either be the total radius of the maximum range of this characters telepathy or an entire illusionary world that the targets are mentally placed in, These illusions are sometimes difficult to always see through however due to their size, if a character starts to see that something is amiss they can roll against the illusion using willpower, wisdom, or even intelligence.	25 + S-P

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

Power Compendium

8) [Ability] Telepathic projection :

- User can roll 15+ to telepathically project themselves outside of their body.
- An ability that can allow a person to telepathically project themselves out of their body and either go into another's mind, dreams, mindscape, possess them or even just freely move around disembodied.
- Targets must either be willing or fail a willpower roll against this character to be affected by this perk's potential effects.
- Whilst possessing the target, this classifies as being in contact which means they can use any abilities that require "tactile contact".
- Whilst possessing a target this character rolls advantage when using any telepathy based abilities on the current possessed.
- Whilst projected, the user is invisible to those who ; aren't telepathic, can't use instinctive will, or even aura sense. This means the user is also intangible to all things except animite damage, psychic damage, or willpower imbued attacks.

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

9) [Ability] : Brainwashing

- User must roll 20+ with S-P to take control of a target's mind.
- Target must roll willpower against this ability to resist being controlled.
- If controlled, the target can break free if they take total damage equivalent to that of the number this character rolled to brainwash them.
- Whilst under control the target will do as this character says, however, they can be broken out if others use telepathy or willpower, knock them unconscious, or can use the target's fears or obsessions against them to lower the requirement to roll willpower to break free from the mind control.
- Rolling willpower to get out of mind control is only possible before the brainwashing is complete or if the target is affected by the situations stated above.
- Player can still play as the brainwashed character, however they must obey the telepath who controls them.
- If the victim succeeds against the user, this ability cannot be used on them again for 24 hours.

[Buff] Increase range by +20m, and increase amount of people / creature the user can mental link with by 1.

Power Compendium

10) [Mutation] Technopathy :

- Users powers now work through and affect technology.
- Any and all abilities this character has now work through technology and electronic items.
- User no longer can read minds, however, they can easily listen and see through any and all technology within range, as well as affect those with cybernetics.
- User cannot make technology move on its own unless it has parts that can move.
- Range of this power becomes 10x what it was originally.

[Evolution] Memory editor :

- Upon rolling 20 + with S-P the user of this ability can edit the memories of 1 target.
- This ability is tactile only therefore the user must be touching the target to activate this perk.
- Rolling a 20+ with S-P can : add memories, fabricate memories, suppress memories.
- Rolling a 25+ with S-P can : erase a memory, add a detail to all similar memories.
- To resist this effect the target must succeed with a willpower roll at least 1 increment lower than the roll this character achieved when rolling to activate this ability.

Power Compendium

Substance Absorption Manipulation

Powers:

- With this power the user will have a stockpile for a substance of their choosing out of the possibilities of a liquid or a solid.
- Upon tactile contact with the chosen substance, the user must roll 10 or above to absorb up to 10m of said substance and then be able to expel and control it within the same range equal to their stockpile capacity.
- The possibilities for choice of substance are:

State of matter: Liquid	State of matter: Solid
Water (Non elemental liquid)	Mineral
Poison	Metal
Acid	Synthetic
Molten liquid	Wood
Cryo Liquid	Ash/ Charcoal

- When manifesting the substance from their body, the user can decide what shape it takes and even where off of their body it comes from.
- If the user manifests liquids they can also form them into solid-like constructions, however, they will dissipate upon the user having their vitality broken, taking an injury, the constructs are hit with an attack that rolled higher than the roll achieved by the user of this power.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User takes 1.5x spatial damage.
- Upon taking an injury from or being hit by an attack that breaks the user's vitality from a spatial attack, the user loses equivalent meters from their stockpile as per the spatial damage they were dealt.

Limitations:

- The user must be able to touch the substance to absorb it and is only immune to the substance if they successfully absorb it.
- The user can store up to 10m of the substance within a pocket dimension inside their own body.
- User can only control the specific substance they have absorbed and then dispense within the same range as their stockpile.
- User can wield the substances and deal a d8 of damage with them, this is physical but can also be elemental, providing the substance has access to it.
- Once choosing the selected substance, the user cannot take in a substance under the opposite state of matter.

Notes:

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Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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Power Compendium

Levels:

1) S-P +1

2) S-P +1

3) Reactive absorption:

- User of this power can reactively roll to absorb their chosen substance and even negate the damage if it was meant to be an attack.
- Upon succeeding the reaction roll via rolling higher than the attacker the user absorbs the substance.
- Upon succeeding the reaction roll by 5 or more, this character can absorb and then unleash an attack using their absorbed substance, if they choose to do so.

4) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 10m, damage dice increase by 1 dice up.

5) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 10m, damage dice increase by 1 dice up.

6) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 10m, damage dice increase by 1 dice up.

7) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 10m, damage dice increase by 1 dice up.

8) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 10m, damage dice increase by 1 dice up.

9) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 20m, damage dice increase by 1 dice up.

Power Compendium

10) [Mutation] Stock mimicry:

- User gains access to a temporary mimicry mode that transforms their body into their substance and grants them auxiliary health equal to their stockpile. (1m =1 aux hp)
- This mode is activated via a roll of 15+
- During this mode the user becomes a being made up of their substance(s), and therefore cannot be harmed by said substances or physical damage.

[Evolution] Manipulation expansion:

- Upon taking this ability, the user of this power can absorb their chosen substance(s) from a range up to half of their manipulation range.
- User can also activate a stat that makes their stockpile automatically defend the user, via a roll of 15+, any attackers must beat a roll equal to 10 + the user's S-P or SPMA modifier.
- User can also activate another state of passive absorption, allowing them to absorb all of their possible substances no matter the attack roll against this character, the roll to activate this effect is 15+, however, cannot be used at the same time as the automatic defense state.

Power Compendium

Emotional empowerment

Powers :

- Player must choose one key emotion that is affected by this power.
- Whenever the user is feeling their key emotion the user rolls 1d10 for their stockpile.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to Str,Dex Con, (for one rotation / minute)
 - 4-5 : +1 to Str,Dex Con, (for 2 rotations / minutes)
 - 6-7 : +2 to Str,Dex Con, (for 3 rotations / minutes)
 - 8-9 : +2 to Str,Dex Con, (for 4 rotations / minutes)
 - 10 : +3 to Str,Dex Con, (for 5 rotations / minutes)
- A player can stockpile by holding off using their powers for a turn and adding their next D100 roll to the first one. A player can only start charging for stockpile when their power form has run out.
- Str bonus counts as Super Str, whilst transformed.
- Note: whatever the modification that is granted, equals to the amount any other power the user has is buffed by, as it increases; damage dice, flight height, move speed increases, damage resistance dice, healing dice, and emission / manipulation range.
- This power can be activated via S-P, Con, or Cha.

Weaknesses:

- Roll willpower, if under 15 the user attacks the closest person / object to them (friend or foe).
- If forcibly de-transformed, the users stockpile is emptied to 0.
- Each turn the stockpile goes down so do all the stats affected.

Limitations:

- Stockpile can go no further than 10.
- Core improvements cannot increase the affect the stockpile has on SP stats.
- Cannot add to stockpile while user is in rage mode transformation.

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) Ever growing emotion :

- User can increase their stockpile whilst in the Empowerment mode.
- 1 in the stockpile now also grants +1 to all affected stats.

4) [Ability] Ignorant feeling :

- Upon transforming, for 1d4 minutes / in-combat rotations the user takes half incoming damage.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

Power Compendium

5) [Ability] Outburst:

- When transforming the user can decide to generate a shockwave of pure pressure that deal's 1d12 impact damage within a 4m radius of this character.
- The radius increases by 2m for every buff taken with this power.
- Upon this being activated, those within the radius must roll Dex, or Str, if they fail, those within go prone, if they fail with 2 or more increments less than the user's SP roll, they are knocked back a distance equal to the radius.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

6) [Ability] Emotional armour :

- user gains physical defence for every point inside their stockpile whilst in their empowerment mode.
- user can choose 1 other type of damage they gain this resistance to, however, once chosen the user cannot change this.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

7) [Ability] Mindless state :

- Roll 15+ with S-P to activate or 10+ with S-P whilst in empowerment mode.
- Whilst in Mindless State mode, user is immune to telepathy, however, must roll willpower at the beginning of each of their turn, or else they will attack the closest being to this character, regardless of friend or foe.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

8) [Ability] Acceptance :

- User can decide to use up 5 points from their stockpile to automatically succeed and action / reaction after the fact.
- Upon using this ability on their turn the user does not use an action, but cannot use this for attacks.
- When used as a reaction this ability does not stop the opponent from doing what they intended, however, this character does successfully land an attack of their own even if this character is rendered unconscious by the action they are reacting against.
- Upon using this ability the user cannot gain points into their stockpile during their turn they activated this ability on, or during the event they used this ability to react to.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

Power Compendium

9) [Ability] Outrage :

- User must roll 20+ with s-p to activate this ability.
- For every living / active creature/ participant in combat the user must attack a creature / combat participant that many times.
- During this ability the user attacks until the amount of attacks have been all used up, or they themselves are unconscious.
- The user will attack a new opponent after each attack, within their movespeed, if there is no one else they will continue to roll for attacks against the one enemy.
- At the end of this ability the user loses all but 1 point in their stockpile, and this ability cannot be used again for 24 hours.

[Buff] For every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

10) [Mutation] Vice or virtue empowerment :

- With this mutation the power makes a stockpile for empowerment based on either the current vice or virtue the character has. Whenever the character does anything related to said vice / virtue, they build up their stockpile, in other words whenever they do any of the previously mentioned actions they roll a D20 to add to their stockpile.
- User choose 1 damage type that they gain +1 point of damage resistance for every point in their stockpile whilst in their Empowerment mode. (The damage types are ; Physical, fire, energy, dark, lightning, poison, sonic, or cryo. Once chosen the user cannot choose another).
- User also rolls 1d10 for every time someone gives into the similar vice or virtue this character has.
- Max stockpile is increased by 10 points.

[Evolution] Explosive Emotion :

- Reactional transformation, user rolls 1d10x3 and immediately transforms into their Empowered mode, this is considered as a free turn if the user wishes to use it during their turn.
- Roll requirement for this is 20+ with SP.
- Cannot use this ability if the stockpile is max.
- Can use this ability without rolling SP once per long rest.
- Max stockpile is increased by 10 points.
- If you user has the perk "ignorant feeling" the user multiplies the time limit dice by 3 upon transforming with Explosive Emotion.
- If you user has the perk "outburst" the user can multiply the outburst damage by 3 upon transforming with Explosive Emotion.

Power Compendium

Kinetic empowerment

Powers :

- User with this ability are no longer affected by forms of blunt weapons, blunt attacks or even shockwave/impact attacks anything that is not an element of form or anything that has not got any ability of cutting will not affect this user any form of blunt force or trauma that should've been created as a form of damage will be absorbed into this characters stockpile.
- Once stored, the kinetic energy will be able to deal damage up expulsion, any amount within the stockpile not large enough for it's own dice just add damage modification equal to whatever is in the stockpile at the time.
- (original powers damage example: 2= +2, 4= +d4, 5= +d4+1, 6= d6, etc.)
- Stockpile starts at 20
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- User is only immune to blunt and impact damage, and therefore are not immune to bladed attacks or elemental damage.

Limitations:

- User cannot absorb energy from the damage they take from other types of attacks.
- When user gains a martial art, weapon or fighting proficiency like brawler that increases damage, the user can add their melee dice to their power damage dice.
- Core improvements cannot increase the affect the stockpile has on SP stats or damage output.
- User starts with a maximum stockpile of 20.

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) Stockpile management :
 - User can now choose how much of their stockpile they use whenever attacking with the kinetic expulsion.
- 4) [Ability] passive absorption:
 - passive absorption, roll 1d4 x 1d4 when doing basic movements to add to the stockpile, as well as adding impact damage from melee attacks, this character deals.[Buff] Increase maximum limit to the stockpile by 2 points.
- 5) [Ability] Ranged shock expulsion :
 - User can blast out their stockpile damage using 15+, range with this power is up to 10m +10m for every buff the user takes with this power. (B)[Buff] Increase maximum limit to the stockpile by 2 points.

Power Compendium

6) [Ability] reverberation:

- Roll 15 or above with S-P when being attacked to deal the exact amount of damage this character should of taken. This ability only works against physical damage and not elemental, or sneak attacks.

[Buff] Increase maximum limit to the stockpile by 2 points.

7) [Ability] kinetic imprint

- User can imbue objects with points from their stockpile using 15+ with S-P.
- When an object touches something else after initial imbuelement the damage dealt is equal to the amount imbued and the radius of the shock wave is 1m for every point of damage imbued inside.

[Buff] Increase maximum limit to the stockpile by 2 points.

8) [Ability] full body usage:

- Thanks to this ability the user can now blast impact from any part of their body.

[Buff] Increase maximum limit to the stockpile by 2 points.

9) [Ability] Kinetic skin :

- Whatever the amount is in this characters stockpile is also their total physical defences, this includes bladed and piercing damage.
- If the attacks that are bladed or piercing dont break through the damage resistance then the total damage is absorbed into this characters stockpile.(As long as they don't have a full stockpile).

[Buff] Increase maximum limit to the stockpile by 2 points, user can also add their melee damage roll to the shock expulsion damage roll.

10) [Mutation] Kinetic mode

- User gains a mode where the user gains +1 SpStr, SpCon, and SpDex whilst at least 1 point is inside the users stockpile.
- For every 10 points the user has in their stockpile the user gains an extra +3 to the aforementioned suer stats. (this can go no further than +10 on super stats)
- Whilst in this mode user looses no stockpile whenever blasting out impact using this power.
- User looses 5 points of their stockpile each rotation or minute.

[Evolution] Shock build up

- User's stockpile becomes 10x larger.
- User cannot deal anymore damage through dice, however, the user can add some more of their stockpile as damage modification.
- When the user adds stockpile damage modification the user takes that damage they chose as recoil as well, this damage ignore the user immunity and cannot be absorbed.

Power Compendium

Photonic Empowerment

Powers:

- Whenever in a place of light the user can roll S-P and if 10 or above they can roll 1d10 to absorb the light around them, and add it to their stockpile.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to SpStr,SpDex, SpCon (for one turn)
 - 4-5 : +1 to SpStr,SpDex, SpCon (for 2 turns)
 - 6-7 : +2 to SpStr,SpDex, SpCon (for 3 turns)
 - 8-9 : +2 to SpStr,SpDex, SpCon (for 4 turns)
 - 10 : +3 to SpStr,SpDex, SpCon (for 5 turns)
- If the user is hit by lightning, fire or light energy, the user gets to roll advantage on stockpile if they succeed with S-P.
- This power can be activated via S-P, Con, or Wis.
-

Weaknesses:

- Cannot gain power in the dark, or in dim areas.
- If forcibly de-transformed, the users stockpile is emptied to 0.

Limitations:

- The stockpile can go no further than 10.
- Cannot add to stockpile while user is in Sun-powered mode transformation.
- Core improvements cannot increase the affect the stockpile has on SP stats.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

- 1) S-P +1
- 2) S-P +1
- 3) Passive absorption :
 - User no longer has to roll S-P to absorb light into this powers stockpile.
 - User can just roll the d10 whenever they can absorb light.
- 4) [Ability] Stockpile stacking :
 - User of this ability can keep absorbing light to add to their stockpile, whilst also in their light empowered mode.[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

Power Compendium

5) [Ability] living light source :

- User can manipulate the light energy from their stockpile in 3 different ways, each ability uses up 1 point, whilst using any of these abilities the user cannot absorb light into their stockpile.
- User can generate light from their entire body that covers a radius of up to 10m that lasts up to 10 minutes.
- User can create a flash of light using S-P roll of 10+, anyone within 16m of the user and looking in this characters direction must roll Wis on Endurance and beat this characters S-P roll, otherwise they will become blind for 1d4 minutes.
- User can blast a light beam that deals 1d10 of energy damage and can reach a distance of 20m.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

6) [Ability] Light powered flesh :

- Whilst in light powered mode this character has a physical and energy defences of +1 for every point inside their stockpile.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

7) [Ability] Body of the light :

- Whilst in light powered mode this character has an energy defences of +2 for every point inside their stockpile.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

8) [Ability] Energy management :

- Upon an S-P roll of 15+, the user of this ability can amplify attacks or even other abilities by sacrificing points from the stockpile.
- 2 points for each damage increase (by 1 dice up)
- 1 point for every range increase (10m)

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

9) [Ability] High Time :

- Once a day the user of this ability can activate a high powered mode where the user deals double damage and has an added physical and light energy damage resistance of +2 for every point in the stockpile. This mode only last 1 minute and empties their stockpile.

[Buff] For every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every 1 point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

Power Compendium

10) [Mutation] Child of sunlight

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if user has the perk).
- User now no longer can absorb any other type of light other than sunlight or the power/light from solar energy.
- User no longer has a time limit and is always in their sun light empowered mode (as long as they have energy in their stockpile).
- Every usage of power uses up 1 point of their stockpile.(Super Str, Super Dex actions / reactions, as well as any activational perks / abilities).
- Gains a fire and energy damage resistance equivalent to +1 for every 1 point the user can have in their stockpile, and can even absorb the potential fire and light based energy damage into their stockpile.
- If the user has chosen the ability "stockpile stacking" they are given the ability to choose when they are in their sunlight form rather than always being in it and can transform back without the requirement of rolls or usage of their stockpile.
- If the user has chosen the ability "Living light source" the light damage now counts as solar damage (energy+fire) meaning that if anyone/ anything hit by this will take full damage of whatever is rolled if the target does not have a resistance to both damage types.

[Evolution] Essence of light

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if the user has the perks).
- User can activate an ability, with 20+ on super power, that will make the user glow for 1 minute.
- After the minute is up the user rolls 1d10 for every 1 point inside their stockpile to deal an area of effect energy explosion that will reach 1m for every 1 point inside of the stockpile upon activation.
- After the explosion the user of this power loses the use of this ability (Essence of light) for the amount of hours equal to the amount of points used in the explosion, as well as losing the use of this power (Photonic empowerment) for the amount of minutes equal to the amount of points that was used for this explosion.
- The extra 10 points granted do not increase the amount of SP stats that are affected, as the character is still limited by how many buffs they took, however they will have more time.

Power Compendium

Absorption empowerment

Powers:

- The user of this power can absorb physical objects, and turn it into power for the stockpile using 1d10.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to SPStr, SpDex, SpCon, (for 1 turn)
 - 4-5 : +1 to SPStr, SpDex, SpCon, (for 2 turns)
 - 6-7: +2 to SPStr, SpDex, SpCon, (for 3 turns)
 - 8-9: +2 to SPStr, SpDex, SpCon, (for 4 turns)
 - 10 : +3 to SPStr, SpDex, SpCon, (for 5 turns)
- This power can be activated via S-P, Con, or Str.

Weaknesses:

- Can only absorb power through hands.
- Cannot absorb air.
- If forcibly de-transformed, the users stockpile is emptied to 0.

Limitations:

- Stockpile can go no further than 10.
- Cannot add to stockpile while user is in power mode transformation.
- When absorbing an item the area that can be absorbed is 1m.
- Power is tactile.

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) Reactive Absorption

- Roll S-P And match or get above the opponents roll to absorb the opponents damage into the stockpile.
- Can only be elemental attacks.
- Whatever the damage of the elemental attack was x2 and add it to the stockpile.

4) [Ability] Glutton (Stockpile stacking) :

- User of this ability can keep absorbing to add to their stockpile, whilst also in their empowered mode.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

Power Compendium

- 5) [Ability] Mass Absorption (Defense and weight increases based on stockpile) :
- When in empowerment mode, whatever was / is currently in the stockpile is this character's physical damage resistance.
 - For each point in their stockpile whilst in empowerment mode, every point in the stockpile increases this characters' body weight by 10lbs.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

- 6) [Ability] Stockpile Recall :
- Whatever was the most recent thing absorbed by this character is the damage type this character is able to shoot out as a beam that has a range of 10m.
 - If the user absorbed an elemental damage type then the beam will be that damage type, however, if the user absorbed physical objects or health from a creature the damage counts as an impact blast.
 - Damage is 1d10.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

- 7) [Ability] Elemental Assimilation :
- If the user of this power absorbs elements, they are granted elemental damage resistance equal to the amount of points in their stockpile whilst in empowerment mode.
 - The resistance is based on the most recent elemental damage absorbed, and does not work with physical damage.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

- 8) [Ability] Grand Scale Absorption :
- User absorption deals 2x damage if the user rolls 20+ when absorbing.
 - If the user adds this to pure techniques, it will only double if the roll is 2 increments higher than its roll requirement.
 - This also effects reactive absorption.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

- 9) [Ability] Singularity Mode :
- User roll 25+ with S-P or another stat the activates this power, to begin a passive absorption field around the user up to 4m around the user.
 - Anything within this range will loose health, durability or damage (if a projectile / elemental attack)
 - This ability lasts for 1d4 rotations and dispels all projectile or elemental damage if the attacks rolled are less than the roll that activated this mode.

[Buff] D10x2 for stockpile when absorbing, for every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every 1 point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

Power Compendium

10) [Mutation] Gift :

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if user has the perk).
- Upon tactile contact, the user of this power can give others some of their stockpile, which can affect them in the same ways it affects this character. (maximum amount possible to give is 10 points).
- Users' time limit, buffs, and even abilities are based off this characters when given to others and even stacks with their powers (all super stats cap at +10, so damage output with SpDex and SpStr are increased by 1 dice up per increase that would be given normally).

[Evolution] Total Recall :

- Area of effect dealing 1d10 per point in stock, damage type is the most recent element absorbed, this perk also grants 10 points to max stockpile.
- The radius of the blast is 1m per point used to power the explosion.
- After the explosion the user of this power loses the use of this ability (Total recall) for the amount of hours equal to the amount of points used in the explosion, as well as losing the use of this power (Absorption empowerment) for the amount of minutes equal to the amount of points that was used for this explosion.
- The extra 10 points granted do not increase the amount of SP stats that are affected, as the character is still limited by how many buffs they took, however they will have more time.

Power Compendium

Healing factor

Powers:

- Immunity to Bleed Ailment.
- Starts with +1 to Endurance, Survival, and metabolism.
- Secondary healing : Roll 10 or above to then roll 1d10 to heal health points.
- Prime healing : Roll 15 or above to roll 1d12 to heal health points and remove 1 status ailment/ injury, (If user wants to regrow 1 limb or organ, user must use up 2 ailment/ injury removals at once).
- if Natural 20, 2x whatever the end result of the dice roll for health points.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses :

- Whatever body part of the users' is covered in or submerged in a substance that is dealing continuous damage (example ; on fire, in acid, etc.) the user must roll disadvantage to heal that body part or when healing that body whilst still taking the continuous damage.
- Cannot heal the damage from an attack that is still affecting the user, (example; impaled by a spear and the spear is still stuck in the user).

Limitations:

- Once the user heals, the user ends their turn, (cannot attack and heal in the same turn).
- Cannot regrow limbs.
- Cannot create missing organs.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Combat-ready healing

- User can now roll to heal themselves without taking both actions or ending their turn.

4) [Ability] Flesh correction :

- This ability can allow the user to regrow limbs / organs using 2 ailment/injury cures when healing.
- User must achieve 2 ailment removals in 1 S-P roll to regenerate missing limb or organ.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than prime healing requirement.

5) [Ability] Cure Ailment:

- With this ability the user can remove ailments with lower rolls at the expense of gaining back health points.
- Roll 10+ to remove 1 ailment.
- Roll 15 + to remove up to 2 ailments.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

Power Compendium

6) [Ability] Living wall :

- User rolls S-P to reactively heal at the same time as this character takes damage.
- Users must achieve an S-P roll equal to or higher than the attacker's roll to enable this character to heal.
- The amount healed is equal to the amount of damage dealt by the attack, if the amount is more than this character can heal then they heal as much as their maximum healing dice.
- If the user rolls 5 or above higher than the attacker this character can counter attack, so long as they either have a ranged attack or are able to get to the target within their move speed.
- Users of this ability can use this against environmental or other continuous damage, however, they must roll 15+ each time they are supposed to take damage.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

7) [Ability] Passive regeneration :

- Each minute/ each time it is the user's turn, the user of this power heals half of their secondary healing. (Example: d10 = +5 passive regeneration)
- This ability does not require an S-P to activate.
- This ability can be activated whilst the user is unconscious/ asleep.
- Whilst in a continuous damage substance this ability cannot be used until this character is removed from said substance.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

8) [Ability] Full regeneration :

- Once a day if the user gets a 25+ on using S-P , this character fully heals including all ailments, and injuries. Can only work if the user is conscious.
- Whenever the user gets a natural 20 using S-P, using healing abilities the user can either gain maximum health that this user can heal, or heal all ailments and or injuries.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

Power Compendium

9) [Ability] Regenerative resurrection :

- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single long rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- If the users body is destroyed or nullified before they resurrect, the user of this power dies indefinitely.

[Buff] Both types of healing dice increase by 2 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed).

10) [Mutation] Personal Biomass manipulation :

- User can manipulate their entire body ; muscles, bones, organs, however they want.
- Manipulation can be of anything physical like ; Str, Dex, Con, health.
- User can even manipulate their own cells, flesh and blood remotely from even outside their body.
- User can increase physical stats as if they are super stats, however, each +1 you add, is taken away from the S-P modifier this character has, this means there can only be a finite amount the stats can be increased by.
- User can also add their maximum heal rate as auxiliary health, which means the user has more health but cannot heal until all the auxiliary health and some of their original health is depleted.
- There are many other possibilities, however they are limited to only the users physiological form, each ability the user grants their body requires a higher roll for each ability granted. (example; 2 abilities = roll S-P of 20+).
- User can even make clones, clones will have the same stats and abilities as this character, however their max health is determined by the users healing dice roll.
- If the user took the ability "Flesh correction" the user can use a quick action (no S-P roll and does not take an action during the user's turn) to regenerate broken/destroyed/ severed limbs or organs equivalent to the maximum amount of ailment cure the user has, without perks.

Power Compendium

[Evolution] Immortuos :

- Upon the user 's health going to 0 or less, or even taking an injury that should be lethal, the user can roll an S-P of 15+ to stay conscious or ignore fatal moments despite the user's health being in minus numbers or them having said injuries.
- If the user's health goes to or past the minus equivalent to the maximum health value the character has, the user becomes unconscious or dead.
- User can use any of their abilities even whilst unconscious, however, all requirements are a requirement higher. (example : 20+ = 25+).
- If the user heals with a roll at least 1 increment higher than the roll requirements, the user will heal 1 multiplier higher (I.E. : 1x = 1.5x, 3x =4x)
- If the user took the ability "passive regeneration" the user rolls their healing dice every time they get hit by an attack, this does not occur if the user is taking continuous damage (covered in acid, set of fire, etc).
- User also gains the ability "Regenerative Resurrection", if the user has this perk already, they now have the ability to try to resurrect twice in 1 day.

Power Compendium

Dermal armour

Powers:

- Roll 10+ to roll 1d8 +2 to have physical resistance, (if Natural 20, the resistance is maximum without needing to roll the dice).
- When the power is active the user gets a +3 Super Con modifier.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Has no inherent ranged capabilities.
- Dermal armour, therefore damage resistance and SpCon does not protect this character internally.
- If the user takes enough damage to break this characters vitality from the type they currently have resistance towards whilst the dermal armour is active, and they fail the Con roll to resist injury/ ailment the dermal armour deactivates.

Limitations:

- Whatever the number was rolled on dermal armour is how many separate hit the user can take before having the armour broken.
- Does not have elemental resistances.

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) Hard hitting :

- Whatever the modifier is for dermal armour resistance dice is supposed to be the modifier for hand to hand damage (unarmed attacks).
- Example : user usually rolls d6+2 to make their dermal amour, so the user adds +2 to unarmed attacks.

4) [Ability] Fire Res

- User can now roll S-P to turn their skin resistant to fire and extreme heat.
- Fire damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

5) [Ability] Lightning res

- User can now roll S-P to turn their skin resistant to lightning.
- Lightning damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

Power Compendium

6) [Ability] Cryogenic Res

- User can now roll S-P to turn their skin resistant to the cold.
- Cryo damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

7) [Ability] Energy Res

- User can now roll S-P to turn their skin resistant to light energy.
- Energy damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

8) [Ability] Corrosive Res

- User can now roll S-P to turn their skin resistant to corrosive substances.
- Corrosive damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

9) [Ability] Heavy Defences mode :

- Can increase armour by up to 4x its original defence rating, however, whatever multiplier of the defence is also the amount this characters speed is divided by.
- Or the user can make themselves resistant to either 2 elements or an element and physical damage.
- Roll requirement for 2x is an S-P roll of 20+.
- Roll requirement fro 3x is an S-P roll of 25+.
- Roll requirement for 4x is an S-P roll of 26+.

[Buff] Both Damage resistance dice increase by 2 dice up, both types of modifiers increase by +2 each.

Power Compendium

10) [Mutation] Indestructible :

- Whatever this characters max Defense rating could be is now a passive defence that the user no longer has to roll to activate.
- This character also now has Extra SpCon if the user took any buffs increase this by +1 for each added. (+2 if the player took the level 9 buff)
- If this user has any elemental resistances these are also now passive.
- Any non-super power melee attacks deal 0 damage unless they are imbued with willpower or elemental damage.

[Evolution] Elemental mode :

- This grants the user the ability to turn their armour into blades and or spikes allowing the user to deal blade or pierce damage.
- This ability also grants the user the ability to turn their dermal armour into elemental mode that deal passive elemental damage type depending on what elemental resistant modes they have

Power Compendium

Adaptability

Powers:

- user has two different ways to adapt: Pre-adaptation, and Post-adaptation.
- Pre-adaptation requires the user to have perceived something for them to adapt using a d8 for damage resistance, upon a successful S-P roll of 10+
- Post-adaptation can happen just after or during the user taking damage, whatever damage was dealt to the user, is now the resistance the user now has.
- The user can stack pre-adaptation with post-adaptation, but only in that order.
- No time limit on the adaptation.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User cannot adapt to, not gain resistance to spatial, Animate, willpower or willpower infused attacks.
- Power forcibly turns off when out of the previous environment they adapted to/ in.
- User cannot adapt to a damage type with pre-adaptation if they do not understand the damage they are going to take.

Limitations:

- User can only adapt to / gain resistance to one damage at a time, meaning they must change their adaptations if they wish to take on a new damage resistance.
- This power cannot grant the user the ability to adapt to "social environment" alone, but instead ones with immediate physical danger.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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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.
 - The user can also roll reactively to adapt before an attack lands against them, if the user's roll is equal or greater than the attacker's roll they can roll their pre-adaptation dice, if they roll 5+ higher than the attacker the user gains whatever the maximum the user could have rolled with their pre-adaptation dice as a resistance to the attack.
 - Can have water breathing, dark vision,

Power Compendium

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 amount of resistances the user can gain through adaptation by +1, and increase the pre-adaptation dice by 1 dice up.

5) [Ability] Who needs it :

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

[Buff] increase the amount of resistances the user can gain through adaptation by +1, and increase the pre-adaptation dice by 1 dice up.

6) [Ability] Old skin :

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

[Buff] increase the amount of resistances the user can gain through adaptation by +1, and increase the pre-adaptation dice by 1 dice up.

7) [Ability] Extreme adaptation :

- Roll 20 + to grant this character an immunity to 1 damage type, this lasts as long as the adaptation mode lasts.

[Buff] increase the amount of resistances the user can gain through adaptation by +1, and increase the pre-adaptation dice by 1 dice up.

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 amount of resistances the user can gain through adaptation by +1, and increase the pre-adaptation dice by 1 dice up.

Power Compendium

9) [Ability] Suped-up :

- Upon rolling 25+ the user gains +1 to 3 stats (+1 for every buff taken with this power).
- The increase to stats are Super stats making the 3 stats super stats.
- The user can choose which of the 6 central stats are given these bonuses whenever activating.

[Buff] increase the amount of resistances the user can gain through adaptation by +2, and increase the pre-adaptation dice by 2 dice up.

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 creature, item, and situation at a time, and therefore must choose one opponent when activating this ability.

Power Compendium

Intangibility

Powers:

- Roll 10 or above S-P to make a specific part of the users body intangible to physical objects.
- Roll 15 or above S-P to turn fully intangible or even choose to make as much their body is intangible.
- The transformation has unlimited time.
- If inside an object or being whilst in this form, the user will pop out of the object in the direction they were closest, when this happens the user rolls their move speed. (This is increased when buffed)
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User is not intangible to Spatial damage, animite damage, or nullification weapons.
- Whilst intangible the user cant see, hear, or breath and must rely on endurance roll otherwise they start taking 1d6 of damage each turn.
- User cannot physically interact with objects or beings whilst intangible and therefore cannot attack or deal damage to others whilst intangible.
- Whilst intangible, the user takes 2x spatial damage.

Limitations:

- Can't harm others whilst intangible.
- User uncontrollably slips through the floor if the users entire body is intangible (including feet).

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) Counter Phasing -

- User roll S-P to reactively become intangible before an attack hits them, if user is attacked and succeeds an S-P Roll by 5 points or above the opponents roll, this character is allowed a free attack.
- User can only do this if they were tangible before the attack.

4) [Ability] Phase cutting :

- User can use their powers to make melee attacks do spatial damage.
- The Spatial damage added is 1d8.

[Buff] Increase move speed whilst passing through objects by 2m.

5) [Ability] Intangibility Interplay :

- User rolls 15+ to grab an object whilst intangible to then make that intangible as well, even if object or part is a part of something else.
- Size of the object can be up to 1m.

[Buff] Increase move speed whilst passing through objects by 2m.

Power Compendium

6) [Ability] violent Tangibility :

- If user becomes tangible whilst phased into an object or person, this character must roll S-P of 20+ to not be harmed and to deal damage to the object or being.
- Damage is considered as spatial and deals 2d8 minimum (damage is increased for every buff).
- If the roll is failed, the user of this power is dealt the damage instead, and if they fail a Con roll of 5 or less, this character is fused to the object.

[Buff] Increase move speed whilst passing through objects by 2m.

7) [Ability] Inner tangibility :

- User can make themselves intangible to things they've consumed/ swallowed, this even works on poisons and venoms. To activate this ability the user must roll 15+ with S-P.

[Buff] Increase move speed whilst passing through objects by 2m.

8) [Ability] Phase swimmer :

- Users "pop out" move speed can now be applied whilst moving through objects. This ability allows the user to move through any substance they are phasing through in any direction.

[Buff] Increase move speed whilst passing through objects by 2m.

9) [Ability] New occupation :

- User of this power no longer has to roll Con against suffocating , on top of this they can phase into other super beings pocket dimensions, (if they have them) as well as be immune to their effects (if the user wishes). This ability can also allow the user to access the power to phase into other universes, so long as they have blood transfused clothing on.

[Buff] Increase move speed whilst passing through objects by 4m.

10) [Mutation] Selective tangibility :

- User can choose a substance they are intangible towards passively (constantly), this can be changed with a 15+ roll with S-P. This means whatever is chosen cannot harm this user, however it'll also slip past and through this character.

[Evolution] Realities gift : #

- User can grant intangibility to others temporarily whilst holding them as well as make objects intangible temporarily.



Power Compendium

Projectile enhancement

Powers:

- When throwing an object , the user can roll S-P , if 10 or above, they get to roll 1d8 of damage.
- The objects that are thrown are considered to be almost as fast as a bullet.
- Damage that is dealt is adding 1D8 on top of throwing damage.
- This power can be activated via S-P, Dex, or Willpower.

Weaknesses:

- Power cannot work without objects to throw.
- Can't use powers without arms/ hands.

Limitations:

- Range that object can be thrown is 40 M.

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) Ricochet :

- If the user rolls 20 or above with S-P the projectile can bounce back at the original target and therefore they must roll to evade again.
- If the user wishes to, they can ricochet the projectile towards an opponent that is not directly in the users line of sight by rolling 15+ to bounce it off of an object.

4) [Ability] Archery enhancement :

- When using bows or slingshots the user of this power can add their power damage roll on top of the bows damage, so long as the user rolls 10+ with S-P and 10+ on firing their bow.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

5) [Ability] Curving projectiles :

- Any projectile imbued with this power will be able to curve round 1 corner , so long as ; the roll succeeds with an S-P of 15+ and the curve is no greater than 90 degree.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

6) [Ability] Boomerang :

- When rolling a 15+ with S-P the user can make the object they threw using this power to come back to them.
- The projectile will come back to the user without harming them so long as they roll a Dex roll of 15+.
- This ability will not be able to used with other projectile altering abilities without increasing the roll requirement.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

Power Compendium

7) [Ability] Homing bullet :

- User rolls 20+ S-P before launching a projectile using this ability, upon success the rolls 1d4.
- The d4 determines how many times the target must roll against the attack if they are attempting dodge, as the projectile continues to follow the target within users range, if they fail, the target is hit.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

8) [Ability] Firearm enhancement :

- User can add their powers damage dice to guns the user is wielding and firing.
- This ability so long as the user rolls at least 10+ with S-P.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

9) [Ability] Projectile hindrance :

- Upon successfully rolling S-P against an opponents projectiles immediately makes them lose momentum, or , if they are elemental, they dispel without hurting this character.

[Buff] Increase Damage dice by 2 up, increase range by 20M.

10) [Mutation] Projectile Manipulation :

- Any projectiles launched or fired, from or towards this character can be stopped and telekinetically manipulated by this character.
- If the user took the ability "Projectile hindrance" the user of this power can enhance and dispel elemental projectiles/ ranged attacks.

[Evolution] Ultimate projectile :

- Whenever the user rolls 20+ the projectile deals 1.5x damage and 2x range , if they roll 25+ the projectile deals 2x damage and 3x range. If the user roll 30+ the projectile deal 4x damage and 10x range. (This applies to any and all previous abilities under this power)
- If the user has SPMA's with the same or similar roll requirements, this ability adds to the multipliers to those abilities and does not multiply the multipliers. (If the techniques have any)

Power Compendium

Energy beam emission

Powers:

- Upon Successful S-P roll (10 or above) the user can generate light in 3 different ways.
- 1) Basic light emission ; this allows the user to create light from their body enabling them and others around them to see in dark places.
- 2) Blinding light ; those in a 15M radius and looking in the direction of the user of this power have to beat the users S-P roll with their own Con/ endurance, otherwise they will be dazzled for 1d4 turns.
- 3) Light beam ; Roll 1d8 of light energy damage.
- The user of this power also has energy resistance equal to maximum energy damage output from their usual damage dice (I.e.: 1d8=+8 energy resistance)
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Users light beams can be deflected by mirrors.

Limitations:

- Light beams can only reach 30M before becoming passive light.
- Passive light radius reaches 20 M around the user.
- User can only fire light beams out of hands.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a damage modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).

Blood transfusion (clothing / amour) :

- Item gains elemental resistance equal to the donors when the blood was taken.

Levels:

1) S-P +1

2) S-P +1

3) Light cutter

- User can shoot beams that, if they choose, can cut through physical matter, the roll requirement is 15+ with S-P.
- If used as an attack the damage from the beam deals energy/ pierce or energy/slash damage. d

4) [Ability] Light refracting skin

- Upon rolling S-P 15+ the user can be able to generate light refraction around their skin becoming invisible.
- Whilst invisible, attackers must rolls disadvantage against this user when trying to attack or see this character.
- When trying to see this character, others must have an ability to see / sense : life forms, heat signatures, or even scent or sounds.
- Each minute / rotation the user must roll 10+ with S-P to keep this ability working, if successful, this is counted as free action.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

Power Compendium

5) [Ability] UV blacklight generation

- User can generate a fluorescent light that can enable those within the area of it to see almost invisible details / evidence.
- This ability requires 10+ with S-P and can even allow those who are invisible to be seen in this light.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

6) [Ability] Light charged :

- User can imbue objects with light temporarily using an S-P roll 15+.
- Area of light from these objects are 4m radius outside of the outline of the object.
- This ability lasts 1d4 hours.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

7) [Ability] Incendiary beam :

- User can set thing ablaze after hitting a target with a light beam when achieving 15+ S-P.
- Whilst on fire the environmental damage is a d8
- If a living target gets hit by this and takes more damage than their vitality they set ablaze for 1d4 of rotations / minutes.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

8) [Ability] Flash bomb :

- User can create an area of light coming from them that can deal an area of affect dealing 1.5x damage and a radius of one half of this users range.
- Roll requirement is 20+ with S-P .

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

9) [Ability] Incandescent Beam :

- User has the ability, once a day, to deal 2x energy damage with an energy attack after rolling 20+ with S-P.
- Range of this attack can be up to 10x that of the users original range.

[Buff] Energy damage increase by 2 dice up, increases range by 20m.

Power Compendium

10) [Mutation] light energy manipulation

- User is able to manipulate light energy and can shape and form it however they like.
- User can even reactively manipulate other light energy from other sources, so long as its pure light and not lightning, fire, or light cross-bred with another elemental damage.

[Evolution] Radiant mode

- Roll S-P of 20+ to activate
- Roll S-P of 15+ each rotation to maintain
- Once the transformation has ended, this ability cannot be reactivated for the amount of time that it was active.
- Whilst transformed, user gains:
 - Energy damage x2
 - Energy damage immunity
 - The ability to move through their own energy beams
 - A field (2m radius) around them, which deals half of the user's maximum energy damage, passively, to other objects/beings within it.



Power Compendium

Sound Manipulation

Powers:

- User can amplify sounds to the point of weaponization.
- Users' bodies are immune to direct sonic damage.
- When amplifying a sound, roll 1d8 of sonic damage.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User has to be touching / holding the thing that is making sounds that are being amplified, user can also amplify their own sounds.

Limitations:

- Use increases soundwaves by up to 30 m if something does not have a range or a preset range the range is increased to 30 m.
- User must either generate sounds from their own body to amplify, or amplify sounds from objects/people via successful S-P roll with tactile contact.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Sound Bites

- User can imbue an object with a sound that lasts up to 2 seconds, which can then loop for 1d4 minutes.
- The sound can be anything that has been made within the last minute.

4) [Ability] Echolocate:

- User may roll S-P of 10+ after generating a sound with these powers, to detect shapes and movement in the area which the sound travelled through (radius and height equivalent to half of the distance that the sound was effective for).

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

5) [Ability] Silence Manipulation:

- User may roll S-P of 15+ to create an area which nullifies sound around them, of diameter equal to their maximum range, its height is equivalent to half of the user's maximum range. In order to maintain this area of silence, the user must roll S-P of 10+ every minute/rotation. The user must remain in the silent area to maintain it.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

6) [Ability] Remote sound bites:

- User can decide whether or not sound bites activate immediately when creating them.
- User can remotely activate sound bites which they have laid down, within range equivalent to the maximum range of their sonic damage, with an S-P roll of 10+.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

Power Compendium

7) [Ability] Manipulating music:

- User can now enhance their powers through the use of musical instruments, granting them the following abilities:

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

8) [Ability] Power of the beat:

- Upon striking a person, or object, with their fists or a melee weapon, the user may roll S-P of 10+ in order to add their sonic damage to the attack.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

9) [Ability] Amplification imbuelement:

- User can roll S-P of 20+ to imbue an object, which they are touching, with sonic amplification for 1D4 (+1 dice per buff) turns. If this object does not naturally deal sonic damage, then when it is used to generate sound (be it blowing through a horn or striking a hard surface with a tuning fork) it will generate sonic damage equal to the power that affected it.
- If this power is used on an object which already deals sonic damage, or is used to amplify the sonic damage of this power's user, then that damage becomes 1.5x, rather than adding more damage dice.

[Buff] Sonic damage increases by 2 dice up, increases range by 20m.

Power Compendium

10) [Mutation] Vibrational Quake Creation:

- Instead of sonic damage, the user of this power now deals sonic/spatial/impact damage in the form of vibrations, which tear apart matter. These deal 10x durability damage.
- As a result, the user of this power now generates their damage type, rather than having to rely on amplifying sounds to do so.
- The range of this power becomes 10m +10m per buff on this power.
- The user of this power retains their sonic immunity and is not harmed by their own powers, so long they are generated by the user, but gain no new resistances/immunities.
- (Remote) Sound bites now act as landmines, which generate quakes equivalent to the user of this power's.
- Echolocate works the same way as it did prior to this mutation, but the user must now generate a quake in order to activate it.
- Silence manipulation can now be reactively used to nullify ranged impact, sonic or spatial damage. If the user of this power rolls 5+ above the attacker(s)' roll(s) then they may reflect the damage, while adding their own.
- Other perks work the same as they did prior to this mutation, but deal quake (sonic/spatial/impact) damage instead.

[Evolution] Sound vibration domination:

- The user of this power no longer has to be in tactile contact with an object/person in order to manipulate the sound which they are generating. The user of this power may now roll S-P of 15+ to manipulate any sound within their maximum sonic amplification range as a radius around themselves.
- If the user had the ability "Echolocate" the user can passively sense anything within their range that is making sounds.

Power Compendium

Pyrokinesis

Powers:

- User can generate fire as well as manipulate existing fire.
- Roll 1d8 for fire damage.
- User has a fire resistance equal to this character's max fire damage output.
- This power can be activated via S-P, Con, or Cha.

Weaknesses:

- Can't generate fire underwater or in low oxygen environments.
- In cold environments, the user rolls disadvantage with S-P

Limitations:

- Fire can be cast and manipulated at a range of up to 20 M.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a damage modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).
- When blood transfused the weapon also grants the user a 1.5x S-P modifier whenever using their powers with the weapon.

Blood transfusion (clothing / armour) :

- Item gains elemental resistance equal to the donors when the blood was taken.
- When blood transfused the item / clothing also grants the user a 1.5x S-P modifier whenever using their powers with the item / wearing the clothing or armour. (S-P modifier can't be buffed any higher than 1.5x. This means no matter how many blood transfusion items the user has, they will not stack their amplification).

Levels:

1) S-P +1

2) S-P +1

3) Flame Jet

- User can create a continuous fire stream on a target using 15+ with S-P roll.
- Whilst this attack continues on the target, each turn the opponent must roll to get out of the "flame jet" and beat this character's S-P roll.
- Each rotation this character keeps a target in the flame jet, this character deals their fire damage plus the damage rolled from the previous turn that was dealt to that target whilst being hit by "Flame Jet". (This only stacks from the previous round, not from every round this ability was being used)

4) [Ability] Heat sense

- User can sense heat signatures, within a radius of their max range, upon rolling a 10+ with S-P.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

Power Compendium

5) [Ability] Fire ball

- User creates a ball of fire that when landing on a target the fireball explodes, dealing an area of effect worth one half of the maximum range of this power as the diameter of the explosion.
- The damage dealt is 1.5x the user's damage output.
- User must roll 15+ S-P to use this ability.
- Can use this once per short rest.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

6) [Ability] Jet blast :

- Upon succeeding a fire attack with a 15+ with S-P the victim will be repelled backwards up to 10m distance. If they come in contact with any physical object before reaching the end of that distance, they take an extra amount of damage equivalent to half of the attack's damage as impact damage.
- User can also use this ability to strafe around or away using the ability, however, the distance they can travel per shot is equal to half of their range.
- If a user launches themselves towards something or someone that they will then deal a melee attack, this character adds 1D2 per +1 on their S-P as launch damage, therefore if they fail and get counter attacked it is dealt to them, or if succeeded it will be added when dealing damage to the target.
- This can be used reactively.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

7) [Ability] Gluttonous inferno :

- User add environmental fire damage to their own.
- To do so there must be a fire around near the user within range.
- The damage can only be added when the user of this ability not only takes the fire from the location it was originally but also rolls 20 + with S-P
- Environmental damage is determined by 1D6 , if the result is ;
 - 1) The damage is an extra D6
 - 2) The damage is an extra 2D6
 - 3) The damage is an extra 3D6
 - 4) The damage is an extra 4D6
 - 5) The damage is an extra 5D6
 - 6) The damage is an extra 6D6
- The user can also add environmental damage to other abilities providing the conditions are met and the user achieves at least 1 increment higher than the roll requirement of the ability / technique.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

Power Compendium

8) [Ability] Pyrokinetic-combat :

- After taking this ability, the user has the ability to add pyrokinetic attacks with any and all attacks this user deals.
- To do so this character must roll 15+ with S-P alongside the other stats rolled to deal an attack (Str, Dex).
- Even if S-P fails the user can still land the hit as long as they beat the competing roll, the same goes with the fire damage from the pyrokinesis.
- This does not take any more than 1 action and can be used alongside any technique from any melee combat proficiencies.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

9) [Ability] Blaze of glory :

- When the user's health is $\frac{1}{4}$ of their maximum HP or lower, they may enter a state of overwhelming pyrokinesis.
- If the user rolls 20+ on an S-P roll, they enter Blaze of Glory.
- While in this state:
 - All fire attacks deal $\times 2$ damage.
 - All S-P roll requirements are reduced by 1 increment.
- Blaze of Glory immediately ends if:
 - The user's HP rises above $\frac{1}{4}$ maximum HP
 - The user becomes nullified or unconscious
 - The user takes a rest
 - The user rolls a Natural 1 on an S-P roll whilst in Blaze of glory state.

[Buff] Fire damage increased by 2 dice up, range increased by +20m.

10) [Mutation] Flame Dominion

- Upon taking this mutation, the user has the ability to roll advantage with S-P against other fire users.
- User with this power can also transform those who can turn into fire based modes back into their non power forms. (roll requirements are based on said transformations).
- User can control items whilst they are on fire as if the user is a telekinetic, when the objects are burnt up or no longer on fire the user loses control of them.

[Evolution] Temperature control

- User with this evolution have complete control of temperature itself, using their abilities to control fire and even making things colder.
- User can roll 15+ with S-P to cool things or creatures down and even deal cryo damage upon tactile contact, or anything within the user's range of the object they are touching.
- User can do the same with heating objects and creatures up.
- User can increase their fire or cryo damage by 1.5x whenever they roll S-P rolls of 20+.

Power Compendium

Electrokinesis

Powers:

- User can generate and manipulate lightning.
- User can roll 1d8 of lightning damage.
- Lightning resistance equal to maximum lightning damage output.
- This power can be activated via S-P, Con, or Dex.

Weaknesses:

- Users lightning cannot affect non-conductive objects, elements, or materials
- If user is bound in rubber, user cannot use powers.

Limitations:

- Lightning has the range of 20m.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Discharge:

- The user rolls S-P 15+ to start charging up electricity.
- Each turn the user charges they cannot attack, however this character rolls 1D4 to add to their charge.
- When the player chooses to use their powers for anything other than charging, they discharge all the amount of electricity they've stockpiled as a modifier of damage. (This includes whatever this character gets with damage dice).
- Maximum that can be charged is 12 extra points of damage.
- The discharge can be an area of effect and hits everything within a 25 M radius.
- This ability can only be used once a day.

4) [Ability] Power source

- User can power or charge electronic items / tech with this power.
- Roll requirement is 10+ with S-P, or to overcharge / destroy the electronics roll 25+.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

5) [Ability] Lightning weapons :

- User rolls 15+ to create a weapon made of lightning ,the weapons damage is a modifier equal to half the maximum damage this character deals in lightning damage dice.
- User has to roll S-P when in lightning mode and Dex or Str outside it when attacking with these weapons.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

Power Compendium

6) [Ability] Chain lightning :

- User must roll S-P with 15+ when launching lightning at living creature or metal object.
- If there is a piece of metal or another living creature near the original target, lightning chains off in that direction to strike it.
- This deals the same damage as the previous hit, and the second target must be within the range of a quarter of the users lightning range.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

7) [Ability] Constant current :

- User rolls S-P of 15+ and lands a continuous lightning damage attack on a target.
- Whilst struck by this attack user rolls disadvantage against the user, but only after the initial attack has succeeded and continues.
- Each turn the user must roll S-P to continue this attack and achieve 15+.
- Damage dealt by this attack is equal to the users damage + the amount of damage they dealt the previous time the target took damage from this attack. (this only works if the target has been stuck in this attack for any more than a single rotation.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

8) [Ability] Power converter :

- User with this ability can reactively convert energy damage into lightning damage as well as send it back at the sender.
- User must roll S-P equal or higher than the attackers roll.
- If the user rolls 5+ higher than the opponents roll, the user can decide where to send the converted lightning.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

9) [Ability] Super charged :

- User can roll Grapple rolls, or Knockout rolls with S-P advantage, or can add lightning damage to Str rolls with S-P advantage.
- User can roll acrobatics rolls, evasion rolls, or finesse rolls with S-P advantage or can convert lightning damage into physical on top of Dex attacks when using Dex with S-P advantage.
- User can increase their move speed by their electrokinetic range with an S-P roll of 20+ for d4 of minutes.

[Buff] Lightning damage increase by 2 dice up, increase range by +20m.

Power Compendium

10) [Mutation] Electromagnetism

- Upon the user's lightning passing through metals the user can magnetically control said metals they struck with this power.
- User can make magnetized objects repel each other as well as attract each other upon concentration or rolling 1d4 (this can be buffed by 1 dice per buff taken).
- User can make objects bend, meld, and even reshape them entirely.
- User can float using two separate objects that the user is making repel each other, these two objects can be under the users control based on the users range.
- The strength of the magnetism is based on the user's S-P rolls and therefore is the str or weight roll requirement for others to resist.

[Evolution] Saint Elmo's Aura (Lightning damage stockpile armour)

- Upon a roll of 20+ with S-P the user can activate a lightning armour around their body which grants auxiliary health based on the amount of lightning damage it has absorbed.
- The user can add their own lightning damage, however, it is limited to the maximum amount they can deal.
- This ability has no limit as to how much lightning it can store and the user can even use the lightning stored up to increase attack.
- This armour also deals passive damage equal to half of the amount that is stored up to those who touch the user.
- This ability has to be rerolled after the stockpile goes to 0.

Power Compendium

Poison generation

Powers:

- User can secrete poison from their skin, thanks to a successful S-P roll.
- Poison can do 1d8 of initial damage.
- User has poison resistance equal to their maximum damage output with poison, and cannot be affected by their own poisons.
- If the victims Con / survival roll is less than the users S-P they are poisoned for 1d6 turns. (this can be on top of a poison ailment if the victim of the poison failed against a survival check when damage goes beyond their vitality).
- This power can be activated via S-P, Con, or Dex.

Weaknesses:

- If user is doused in water, poison will become unusable for that turn.
- If targets succeed against any poison abilities they become immune to those affects for 24 hours.

Limitations:

- Range of poison is only as far the user can throw or touch.
- Users range of the control of their own poison is based on tactile contact with the user.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Blood toxicity :

- User's blood now deals half the maximum possible damage that can be dealt via their poison damage dice, towards any creatures that come into contact with it.
- User requires no S-P roll for this, as it's passive.
- If the user is nullified this characters' blood is still poisonous.
- User can shoot poison off of their body up to 10m range +10m for every buff.

4) [Ability] Toxic breath :

- User must roll either 15+ with S-P or 10+ with Con to breath poisonous gases.
- This gas, when breathed in deals damage and doesn't dissipate from the area till 1d4 minutes / rotations.
- Anyone within the area must roll endurance to hold their breath and succeed with a 15+, or leave the poisonous gas area.

[Buff] Poison damage increases by 1 dice up.

Power Compendium

5) [Ability] Numbing sting :

- User must roll 15+ to generate poison or a substance that numbs the contacted areas, this means the target affected must roll with an additional demodifier on Str or Dex equal to the amount of 1d8 for 1d4 minutes / rotations.
- This ability does not stack , however, the time limit can be reset if the target is hit by this ability again. Target must succeed with a con roll of 15+.

[Buff] Poison damage increases by 1 dice up.

6) [Ability] Neurotoxin :

- Poison dealt with this ability grants an ailment making all wisdom based rolls disadvantage as long as the poison ailment lasts on a target. S-P roll requirement for this ability is 15+.
- Con roll requirement for targets to succeed against this ability is 15+.
- Lasts 1d4 turns (+1 dice up for each increment higher the user of this power achieves above the roll requirement of this ability; for example 20 = d6)

[Buff] Poison damage increases by 1 dice up.

7) [Ability] Inebriant :

- User rolls 20+ to make an intoxicating substance that can make a target roll disadvantage on Int and Dex rolls for the time the ailment lasts.
- Target must roll 20+ to succeed against this poison.
- Lasts 1d4 turns (+1 dice up for each increment higher the user of this power achieves above the roll requirement of this ability; for example 20 = d6)

[Buff] Poison damage increases by 1 dice up.

8) [Ability] Paralysing agent :

- User can create poison or substance that can paralyse any targets that come into contact with it. Paralysis lasts 1d4 turns, however, requires the user to roll 20+ S-P to create it and once the target gets over the paralysis this cannot work on them again for 24 hours.
- Targets require a 20+ roll for Con to succeed.
- Lasts 1d4 turns (+1 dice up for each increment higher the user of this power achieves above the roll requirement of this ability; for example 20 = d6)

[Buff] Poison damage increases by 1 dice up.

Power Compendium

9) [Ability] System shock :

- User creates such a powerful poison that if affects the target, the target will go into fatal moments.
- Requirement to create this poison is 25+ and if the target survives against or succeeds the con roll requirement of 20+, the target becomes immune to this poison for the next 24 hour.

[Buff] Poison damage increases by 2 dice up.

10) [Mutation] Poison manipulation :

- User can manipulate poisonous substances with needing to touch them, as well as being able to control poison ailments that are affecting targets.
- User gains a manipulation range of 10m +10m for every buff the user took.

[Evolution] Corrosive stock

- User can deal corrosive damage instead of poison upon rolling an S-P of 15+.
- User can deal corrosive /poison damage together with an S-P roll of 20+ which results in targeting the target's least amount of resistance (counts as poison if the target is resistant to corrosive). Or deals both ailment if no resistance to either.
- User can deal corrosive or poison that deals 2x damage upon an S-P roll of 20+.
- User can deal corrosive / poison that deals 2x damage upon an S-P roll of 25+.

Power Compendium

Chemistry manipulation

Powers:

- The user can manipulate or control liquids, solids or gases, however, cannot create or conjure them.
- Any damage that can be dealt by this power is done via 1d8.
- This power can be activated via S-P, Willpower, or Int.

Weaknesses:

- User cannot create elements.

Limitations:

- User can only manipulate elements through hands.
- Range of manipulation is 10 M.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / armour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Solid Transmutation :

- Upon rolling 15+ the user can transmute any solid into another type of solid matter.
- This ability only works on solids.
- This ability cannot transmute solids into elemental metals like fulgur, ignis or deleterium.
- User cannot use this ability to create minnerol.
- User can never make Animite using this power.
- Upon taking this ability, this character can transmute up to 2m cubed at a time, every meter away from the user the transmutation target is, the transmutation radius loses 1m cube, meaning a substance the user wishes to transmute must be no further away than their transmutation range. (Not their manipulation range)

4) [Ability] Gas Transmutation (part1) :

- user can transmute gasses into either lighter or heavier gasses , as well as flammable gasses.
- user can transmute gas based drugs / compounds to make them stronger , by making this users S-P roll the Con roll requirement for whoever takes this affected compound, if the target succeeds the roll they will not be affected by the compound. As well as rolling their own damage dice to see how much longer it will last in minutes.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

Power Compendium

5) [Ability] Liquid Transmutation (part 1) :

- user can transmute any liquid into liquids that are flammable or poisonous, as well as non-poisonous and even pure.
- user can transmute liquids compounds to make them stronger , by adding this users S-P for a Con roll that the one who takes the compound must roll to not be affected by the compound. As well as rolling their own damage dice to see how much longer it will last in minutes.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

6) [Ability] Gas Transmutation (part 2) :

- Gasses that this power can allow the user to transmute can become poisonous, and corrosive.
- User can transmute gas compounds to make them stronger , by adding this users damage dice to the damage dealt or health gained (depending on what the compound does)

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

7) [Ability] Liquid Transmutation (part 2) :

- User can transmute liquids into liquids that deal corrosive damage, or cryo damage.
- User can transmute liquids compounds to make them stronger , by adding this users damage dice to the damage dealt or health gained (depending on what the compound does).

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

8) [Ability] Solid transmutation (Part 2) :

- Upon rolling 25+ the user can transmute solid matter into elemental metals like fulgur and ignis.
- User can transmute matter into minnerol upon rolling 28+ with S-P.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

9) [Ability] Plasma Transmutation :

- user can transmute and even control electricity , as well as transmute lightning into fire or vice versa.

[Buff] Damage dealt via this power is increased by 2 dice up, increase range by 15m, increase the transmutation radius by 4m.

Power Compendium

10) [Mutation] Alchemy

- This ability allows the user the ability to transmute any state of matter to any other state of matter, so long as this character has the abilities to do so. (example Liquid to solid, Plasma to solid, Etc.)
- This ability is reactive and requires 15+ to use this ability.
- Roll requirements for certain materials still apply.
- User can transmute mimicry type users, so long as they have the ability to control their type of matter.
- Upon taking the mutation the user can deal 2 dice up more damage.
- If the user understands a recipe, the user can roll for this power to create the object, no matter what it requires (minus blood infusion, animite, or a material the user does not have access to), regardless of the roll requirement for the materials, instead it is the roll requirement for the recipe.

[Evolution] Environmental Transmutation :

- Users manipulation and transmutation range is 10x larger, as they now have the ability to control and transmute the environment based on their own abilities.
- If the user has the ability "gas transmutation" the user can create clouds and even alter the weather within their range.
- If the user has the ability "liquid transmutation" the user can make fog, mist or clouds begin to rain within their range.
- If the user has the ability "solid transmutation" the user can make clouds, mist or fog begin to snow or hail.
- If the user has the ability "plasma transmutation" thunder clouds can be made which can deal lightning or fire damage.
- These atmospheres can last 1d6 + 1 dice up for every buff taken with this power. (The user can disperse the atmosphere whenever they choose using the required roll).

Power Compendium

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) Effigy - S-P roll must be 15 or above, minion can be up to 2M. (This minion has 10 hp)
- 2) Small effigy - 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 ½ of the effigy health)
- 3) Tiny effigy - 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 1/10 of the effigy health)
- 4) Large effigy - S-P roll must be 15 or above, Up to 3M in size and has +1 SpCon and +1 SpStr. (This minion has 2x effigy health.)

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.
- Upon negation all golems and minions will depower, meaning they will no longer be animated, however, if the user is only nullified, and golems will still be animated, just not minions.

Limitations:

- Maximum party size is 4 effigies at a time.

Notes:

- all effigies (except tiny) can deal melee damage based on the users proficiencies.
- All effigies (except tiny) have the user's physical stats, however, golems can have the user's mental stats.

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).

Power Compendium

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 3x effigy 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 4x HP.
- 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.

Power Compendium

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 themself.
- "Golem" can have only one stones 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 characters 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 characters' 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 creatures maximum health, if with a "golem heart" the being has effigy health + the original maximum health of said being.

Power Compendium

[Evolution] Effigy possession

- The user of this ability can roll 20+ with S-P to possess any effigy that the user can control.
- The possessed effigy has the HP of both the user's max HP and the effigy health.
- The user must be touching an effigy, if the user isn't currently in control of it.
- 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).
- Every time an effigy is destroyed or dispelled, forcing the user to no longer possess the effigy, the amount of health given based on the user's max HP is halved until a long rest.

Power Compendium

Combustion manipulation

Powers:

- The user is able to make any object that they touch detonate shortly after a successful S-P roll (10 or above).
- The damage the object can deal is 1d8 of impact damage.
- If an item doesn't have a determined durability, the object perishes during the explosion.
- If the object does have a determined durability, the object takes durability damage based off how much the attack was supposed to do, if the object is destroyed add half of the damage of the impact onto the attack as pierce damage. (example 1d8 = 4 impact +2 pierce).
- Explosives can have a 1d4 timer after the user lets go, however the user can roll the timer before throwing the object, the timer will not begin, until the user has let go of the object.
- This power can be activated via S-P, Cha, or Willpower.

Weaknesses:

- Power is useless without hands.
- Explosions and shrapnel can still affect the user if not careful.
- Explosives that are tagged by this power lose their "tag" if the object is destroyed.
- Upon the user being negated all marked targets will lose their explosive potential/ effect, providing it came purely from this powers effect.

Limitations:

- Cannot turn living flesh into an explosive.
- Explosions start at d8 of impact damage.
- Range of explosions radius is 2m for every explosive.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Trigger bomb

- When turning something into an explosive, it affects 0.5m of that object, when it explodes its blast radius is the radius of the explosion multiplied by every 0.5m of area that had been turned (example ; 1m affected = 4m blast radius).
- Whenever the user makes something explosive they no longer have a time limit and can now detonate them at will, freely.
- These explosives can explode as a free action, however cannot explode reactively to an attacker.
- There is no limit to the amount of bombs this user can make.
- When detonating the trigger bombs the user can choose how many and which ones explode.

4) [Ability] Living subjects

- Upon rolling an S-P of 20+ the user can tag a living being with this power making the explosion come from the target.
- Target must roll con or fortitude of 15+ otherwise they will take a severe injury to that localised area.

Power Compendium

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

5) [Ability] Incendiary bombs

- Upon rolling a 15+ the explosive that has been made deals fire damage instead of impact damage.
- If the user rolls 20+ the explosion does fire / impact damage, meaning it targets the victims' least resistance of the two damage types and deals that. (if the target takes equal damage from both, user takes 2 separate injury types, 1 for burn and 1 for the impact).
- Upon rolling 25+ the explosive can deal fire and impact damage (user rolls for both damages)

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

6) [Ability] Bomb control :

- Whenever the user makes a bomb with these powers, and rolls at least 1 roll increment higher than the abilities' roll requirement, the user can decide how much damage the bomb deals or even the size of the blast radius of said bomb.
- User can only make the blast radius and damage capped by making them smaller.

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

7) [Ability] Stacker-Bomb :

- User creates a type of bomb that can be tagged multiple times for explosions.
- This type of bomb requires a 15+ to make and then 1 higher requirement for each additional explosion added.
- The bomb can be triggered once for all explosions at once or at separate times at separate intervals.
- To have the multiple explosions form a single stacker bomb count as one attack which deals the total damage instead of multiple explosions counting as separate attacks, the user must roll 25+ S-P when activating the stacker bomb.

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

8) [Ability] Self destruct :

- Roll 20+ to charge yourself with explosive energy which will deal damage based on the users max health (1D4 for every 4 points in max hp).
- This damage will be dealt to the user as well as anyone within 2x the users max blast radius.
- Even if the user has less than their max Hp they must roll all the dice for this ability.
- If the users health reaches less than 0 they die.

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

9) [Ability] Implosion grenades

- Upon an S-P roll of 20+ the user creates a bomb that implodes; sucking everything within a 1.5x radius, and then exploding, dealing 1.5x damage to those within 1x the blast radius.
- Anyone within the blast radius must roll Str, weight or S-P (providing the power is grants the to react) to escape the explosion.

[Buff] Explosion damage increased by 2 dice up, radius of explosions increased by 5m.

Power Compendium

10) [Mutation] Explosion emitter :

- user now generates explosions from their hands and without dealing damage to themselves, so long as they don't turn them on themselves.
- Range of the explosion are either direct blasts that are 2m wide and reach 10m +10m for every buff, or the blasts are cones that start from the user's hand, reach up to 10m +10m and then goes up to half as wide as the farthest point.
- All bomb abilities are still able to be used, however, only on the user, meaning that all trigger bombs and bomb abilities work when placed on themselves. This character does not take any damage from the explosions generated from themselves unless reflected back at them.
- Explosions from the "body bombs" can either be triggered by the user or when the user takes damage on the specific locations tagged, the explosive range is chosen by either being radius, blast, or cone.
- Each body part can only be marked once (not including stacker bomb), each part of the body is categorised as such ; left arm, right arm, left leg, right leg, torso, head.

[Evolution] Nuclear option :

- Roll 25+ S-P to make a target into an explosive that will have 3x blast radius, 2x damage and deals Animite damage equivalent to the damage of the explosion (before 2x) on top. This ability can only be used once a day.
- With this particular ability this bomb multiplies the damage by 2x rather than the user rolling 2x the dice.
- User has the passive ability to sense all "tagged" beings or objects by this power (even if not by this user), the radius of this sensory ability is equal to this character bomb radius from the "tagged" objects.
- Upon tactile contact and a roll of 15+ S-P this character can deactivate the explosive effects of the "tag".

Power Compendium

Biology manipulation

Powers:

- This power grants the ability to manipulate living flesh.
- This ability even allows the ability to heal others using 1d8.
- This power also grants the user the ability to heal themselves using 1d8.
- Upon rolling 15+ with S-P user can heal / seal up injuries that were dealt via physical damage (example: cuts, bruises, etc.)
- This power can be activated via S-P, Int, or Cha.

Weaknesses:

- User cannot manipulate dead flesh.
- This power is tactile contact only.

Limitations:

- The healing can, at best, heal wounds and burns, but cannot heal broken bones without.
- User cannot regenerate limbs.
- User is unable to use the power to deal damage.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / armour) :

-

Blood transfusion (item / unique objects) :

-

Levels:

1) S-P +1

2) S-P +1

3) Bone Manipulation :

- User can roll S-P to control either their own or a targets bones, either to fix them or shape them, as well as heal broken bones.
- User can now perfectly reattach extremities and limbs (thanks to being able to control the bone and flesh).
- Damage that the bones can do damage equal to this characters healing dice or deal the injury of breakage to the bones, against the targets Con.

4) [Ability] Bio-Boost :

- User can buff someone's damage output by this characters damage dice, boost move speed in meters by this characters damage dice or increase a character's physical stats by this characters S-P Modifier.
- Physical stats that are boosted are considered as Super stats, however cannot exceed Super stat limit (+10) this means it will reach this limit on those who have super stats of their own.
- This lasts 1d4 + 1 dice up for every buff taken with this power.
- Each target affected by this ability cannot have this affect happen to them again until 24 hours.

[Buff] Healing and damage dice increased by 1 dice up.

5) [Ability] Biomass devastation :

Power Compendium

- User can use their powers to deal damage instead of heal, this damage is unblockable and ignores damage resistances, however the victim must be tangible and count as biological.

[Buff] Healing and damage dice increased by 1 dice up.

6) [Ability] Ailment Calamity :

- user can increase or decrease the severity of ailments and or injuries using this power. User must roll 10+ to increase 1 ailment/ injury to its next stage of severity, 15+ to increase 2 ailments/injuries by its next stage of severity or 1 by 2 stages above its severity, and if the user gets 20+ the victim will have either 3 ailments/injuries increased to the next stage of severity or 1 ailment / injury to 3 stages above its original severity (if it can't go any further, increase the new damage roll of the the added damage by 1 dice or 3 dice up respectively).
- This ability can be used to create injuries but only if the victim has taken damage and it can only be an injury based off of the damage type they took on the most recent hit.
- Whatever S-P roll the user achieved with this ability (so long as it was successful), the target must then roll Con, or whatever Con based auxiliary stat roll based on the ailment / injury the user is attempting to inflict / make worse.
- If the opponent achieves a roll equal to or greater than the user when using this ability, they are not affected.
- When using this ability in reverse, this ability does not regrow organs or limbs, it merely halts blood loss, poison continuation, or even paralysis.
- This ability cannot worsen the ailment "unconscious", nor can any ailment form this power make the target go into "fatal moments" unless the ailment damage deals more than the targets vitality.

[Buff] Healing and damage dice increased by 1 dice up.

7) [Ability] Advanced regeneration :

- When rolling 15+ on using this power, this character can either ; heal someone with their dice and S-P Modifier , or remove up to 2 ailments and no hp.
- This ability can grant the ability to heal as well as remove injuries, however the user must roll 20+ and they will remove up to 2 ailments/ injuries along with their healing dice.
- User can also create additional extremities/ limbs, not just healing missing ones.

[Buff] Healing and damage dice increased by 1 dice up.

8) [Ability] Organ creator :

- Rolling 20+ allows user to turn some of a donors blood into an organ, organ can only be one that is possible to naturally grow from said donors species.
- Rolling 15+ user can heal damaged organs.

[Buff] Healing and damage dice increased by 1 dice up.

Power Compendium

9) [Ability] Hand on Heart :

- User must roll 20+ to bring a creature back to life , however, the creature / being , must be organic and must have most of the body intact as well as a heart and brain.
- Once this person is revived they cannot be revived again for 24 hours and if they reach 0 go before this time is up they will die permanently.

[Buff] Healing and damage dice increased by 2 dice up.

10) [Mutation] Necrosis Manipulation :

- After choosing this power this character can now only control and manipulate "dead" flesh from creatures, this also means any abilities this user has still work on the living, however the user must have the perks to be able to do so.
- Upon tactile contact the user of this ability can deal decay damage after rolling 15+ with S-P, with a higher roll of 25+ the damage the victim took is removed off of their maximum health until they can remove the corrupted flesh or heal it (To heal corrupted flesh victim required to be healed from 2 ailments worth), whilst infected with corrupted flesh the user of this can control the victim from a distance, if the victim is fully corrupted (meaning that all their max health is taken away) they are considered undead and fully under the control of the user of this power.
- The user of this power can also use any perks they have acquired and even control the dead like puppets. (User must roll 1 increment higher for each undead to control at a time : example 10+ = 1, 15+= 2, 20=3, 26=5, etc.)
- If this character has the ability "Hand on heart" they can bring those who are dead into a state of "undeath" making them "undead", this means they are no longer able to : heal naturally via resting, bleed, require food or to breathe, and biological manipulation no longer works on them. This means those "undead" require the user of this power to either maintain them / heal them or undo their undeath via an S-P roll of 25+.

[Evolution] Biokinesis :

- User can manipulate and sense any biological matter that came from a creature, so long as this character is within range (range is determined by 10m +10m for every buff the user chose) . This can even grant the ability of literally controlling a living being using S-P Rolls against either their Str or personal abilities.
- Whenever the user of this power rolls S-P and succeeds to get 1 increment than the roll requirement higher, this power can be used on 2 targets at a time instead of 1.
- If the user rolls 2 increments or more higher than the roll requirement of any of this powers' abilities, the user can affect as many targets as their want, so long as they are within this powers' range.
- This ability can also enable the user to blood transfuse body parts , however, this can only work if 2 conditions are met. 1) the blood transfusion is performed with a successful 28+ or natural 20 with S-P And 2) the donor and the patient has to be either the same person or have the exact same powers. (These abilities can be based off the weapon, clothing or item blood transfusion).
- User can use any of this powers, effects or abilities reactively, so long as the S-P is equal to or greater than the attackers. This power will work so long as the roll requirements of any abilities are met.
- If the S-P reactive roll is 5 or more points above the attackers' roll, this character can use their ability / affect and stop the attacker from dealing an attack to them. (so long as this character meets the roll requirement for the ability they attempted to use against the attacker).

Power Compendium

Hydrokinesis

Powers:

- The ability to manipulate water.
- The user can control water and 1D8 blunt damage.
- No weight limit when it comes to water.
- This power can be activated via S-P, willpower, or Dex.

Weaknesses:

- User can only manipulate water, not create it.
- The size of the object(s) manipulated by this power takes away from the powers overall range. (I.e. : 10m of water takes away 10m from maximum range , whilst holding water).

Limitations:

- User can manipulate water from up to 30 M
- User cannot manipulate other liquids, or the temperature of water.
- User can't manipulate ice or steam.
- User cannot manipulate water if users body movement is heavily restricted.

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) Sharp current:

- Using sharp current the user can manipulate water to cut through objects and can even deal slice damage against opponents.
- To cut through things the user must roll S-P and get a number above the victims roll or the requirement set by the Narrator.

4) [Ability] Purify

- Upon rolling S-P and successfully achieving a 10+ the user can purify water and remove all toxins.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

5) [Ability] Pressure bullet

- User can now access piercing and penetrating damage with this power.
- If the user ever rolls 1 increment higher than the roll requirement of an attack or ability, the user can choose for the attack to deal 1.5x damage. (This does not stack with any other 1.5x damage abilities, or techniques)

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

6) [Ability] Afloat (water walking transformation)

- upon rolling and succeeding a roll of 15+ with S-P the user can walk/ float on the surface of water for the duration they are on it.
- This ability disables after the user is no longer on the water they activated it on.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

Power Compendium

7) [Ability] Hydrokinetic armour

- Upon an S-P roll of 15+ the user covers themselves in a tightly compacted armour made from water.
- This armour grants the user physical damage resistance equal to maximum damage output from the average attacks from hydrokinesis, and double said resistance to fire damage.
- This armour grants a 2x cryo and lightning weakness to whomever wears it.
- Every melee attack this character deals, deals damage from both their melee and hydrokinesis damage combined.
- Every minute/ in-combat rotation the user must achieve an S-P roll of 15+ to continue this ability, upon success this ability does not take up the user's first action after the initial turn this ability was activated.
- This armour has durability equal to 10x the user's hydrokinesis damage, which follows the rules of durability.
- Upon ending / failing to maintain this ability, the user is unable to reactivate it until a short rest.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

8) [Ability] Current control (whirlpools)

- User must be controlling enough water equal to 1 m greater than the size of the target or total amount of targets caught in the this ability.
- Upon capturing a target or targets in whirlpool, the user must keep rolling S-P to contain them.
- Whilst inside the whirlpool/ extreme currents, the captives of this ability must succeed against the user's S-P to keep them inside, every time it is a captives turn they must make an escape roll (which can be either Str, Dex, or something else that can either remove themselves or directly target the user of this ability) and beat the roll requirement of this ability.
- If the targets fail their escape roll, they forfeit their turn.
- The roll requirement of this ability is 20+ with S-P.

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

9) [Ability] Tsunami

- User rolls 20+ to deal an attack they can reach 2x their range and deal 2x damage.
- This ability can be used again once per short rest.

[Buff] Damage dealt with water is increased by 2 dice above, range is increased by 20m.

10) [Mutation] Water Temperature Manipulation :

- user of this ability can control three states of water ; liquid, solid, gas. User can now heat up water and deal heat (molten) damage using water and can even control steam.
- This character can lower the temperature of water to deal cryo damage and even freeze the water and control ice.

[Evolution] Liquid Control :

- User of this ability can now control anything that is considered a liquid.

Power Compendium

Terrakinesis

Powers:

- User can manipulate earth, rock, stone, and concrete.
- User can deal 1d8 of blunt damage using the earth.
- No weight limit when it come to earth.
- This power can be activated via S-P, Willpower, or Str.

Weaknesses:

- If the user can't move arms or legs they are unable to move and manipulate earth.
- Powers only work on earth, stone, mud, concrete, and rock. (the acception is crystals and gems, however no metals).
- The size of the object(s) manipulated by this power takes away from the powers overall range. (I.e. : 10m boulder takes 10m away from overall range, whilst lifting said boulder).

Limitations:

- User can manipulate earth from up to 20 M.

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) Terrasense :

- User can roll S-P instead of perception to sense vibrations in the earth as well as sense earth around the user within the users range with this power.

4) [Ability] Ravaging Rocks

- User can make rocks, earth, anything this power can control, deal pierce or slashing damage.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

5) [Ability] Pitfall

- User can create a pit within their range that is as deep as half of their maximum range.
- User must roll 15+ with S-P.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

6) [Ability] Animate control

- With this ability the user can terra-kinetically control animate crystals as if they are earth.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

Power Compendium

7) [Ability] Density control

- Upon S-P rolls of 15+ the user of this power can decide to make earth more or less dense.
- By doing so the user can make the earth, rock, etc, like liquid or in a more hardened form.
- This can make rocks which are hardened deal an extra amount of damage based on this characters S-P modifier.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

8) [Ability] Mud Bath Swimmer

- User can manipulate earth stone and rock around them as if they are swimming through it like water.
- This can also be used reactively to nullify damage from any attacks being dealt by the ver material this power grants manipulation over.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

9) [Ability] Mountain Range:

- Roll 20 or above with S-P to activate this ability.
- When active this power destroys and reforms the earth around the user.
- The radius of this ability is half of the maximum range of the users power.
- Anyone within the range of this must roll acrobatics against this power if they fail they will take 1.5x the damage of the damage dice roll.
- After this ability has been used the terrain will not be the same.

[Buff] Damage dealt with this power is increased by 2 dice above, range increased by 20m.

10) [Mutation] Metal Manipulation :

- Upon choosing this ability, this character can no longer manipulate earth rock, etc.
- Instead they can manipulate any and all metals in the same ways they were able to manipulate earth, rock, stone, etc.

[Evolution] Terran Sphere :

- User rolls S-P 20+ to activate this ability, when user activates this power they stockpile damage up every time it's their turn, by rolling a dice that increases in value each rotation (D4, D6, D8, D10,D12), user must roll 20+ each turn to keep this ability stockpiling. This damage is added as a modifier on one chosen attack the user wishes. The stockpile can also be increased based on the amount of damage dealt to the earth beneath this character within a radius equal to half of the user's maximum range.

Power Compendium

Aerokinesis

Powers:

- Use S-P to control large gusts of wind, and throw around objects and creatures.
- If the wind lifts up objects and hits someone, roll 1d8 for damage.
- User can use wind currents to launch or thrown people as long as their S-P beats the victims weight.
- This power can be activated via S-P, Dex, or Willpower.

Weaknesses:

- If user is unable to move they cannot use the power.
- Must be able to move to create wind currents.

Limitations:

- Damage is not inherent and therefore requires the user to pick up objects in the wind currents.
- Range of wind currents can be 20 M.

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) Aero Slash

- Thanks to this ability the user of this ability can now make wind currents deal slash damage.
- Roll requirement is no higher than usual, however, the user must state they are dealing slash damage, before they roll for it.

4) [Ability] pressure sense

- User can roll S-P instead of sight based perception.
- The range of this ability is a radius equal to the max range of this power.
- This ability senses movements and pressure changes in the air.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

5) [Ability] aerokinetic combat

- User can roll S-P whenever they attack an opponent with a melee attack.
- This can be used to deal melee damage as well as aerokinetic attack damage.
- User must succeed a 15+ with S-P to deal an attack on top of melee, however if the Str / Dex roll fails theres still a chance that the S-P will succeed against the opponents.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

6) [Ability] lighter than air

- User rolls 15+ to make themselves float.
- This ability makes the user able to fall however the user must roll S-P to move based on their aerokinesis range.
- If the user takes damage that breaks the users vitality the user must roll 15+ S-P to continue floating.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

Power Compendium

7) [Ability] Like the wind

- When moving the user must roll 15+ with S-P to increase the users move speed.
- When this ability activates the aerokinesis range is added to the move speed as distance they can move within an action.
- User can also use this ability to increase the distance of their evasion via adding the range of this power to their move speed.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

8) [Ability] Aerobatics

- User can roll S-P of 15+ to move in the air up to a range equal to their range with this power.
- User can roll this ability to move their aerokinetic range in any direction (within possibility) reactively, so long as their S-P roll is equal to or higher than the attacker's roll.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

9) [Ability] Vacuum Dome

- Upon rolling 20+ with S-P the user creates a dome with a diameter equal to a quarter of this character's range.
- Inside of this dome is void of oxygen and therefore any living creates that require to breathe must roll con equal to at least one roll increment lower than the roll that created this dome or higher, otherwise they are dealt this characters aerokinetic damage + 1d4 for every round they fail whilst inside this dome.
- Whilst suffocating inside the dome all victims must roll disadvantage with any rolls.
- User can only make 1 Vacuum Dome at a time and cannot move this dome and must maintain this dome via rolling 10+ with S-P.

[Buff] damage dealt with this power is increased by 2 dice up, range increased by 20m.

Power Compendium

10) [Mutation] Pressure manipulation

- User can increase damage by adding 1.5x the max damage that can be dealt from the users' damage dice upon rolling S-P of 1 increment higher than the abilities / attack usual roll requirement.
- User can solidify air as well as make constructs out of solidified air using an S-P roll of 15+.
- Solid air constructs can be sized up to a diameter equal to this powers' max range.
- Solid air constructs have solidity equal to the users max damage output, meaning others who attempt to break them must deal more damage than the solidity of the construct.
- Air constructs take 2x fire damage.
- Any constructs being used as weapons deal ½ of the maximum damage output the user can deal with this powers' damage dice.

[Evolution] Storm Creation

- User can now create large storms with a diameter equal to the users maximum range with this power.
- User must roll 20+ with S-P and then the storm lasts for 1d4+1 dice up for every buff taken with this power.
- The user must also roll 1d4 for the severity of the storm : 1 = normal damage, 2= roll double damage, etc.
- There are 3 types of storms this user can make ; tornados, updrafts, and downdrafts.
- Tornado : everyone within the proximity of the storm must roll weight, str, labour, evasion, or any other evasive type reactions, if they fail to match or achieve a greater roll than the roll that created / maintained this storm they are flung up into the air, and if they are inside the radius of the storm they take damage.
- Updraft : everyone within the proximity of this ability must succeed against this ability with weight, str / labour, evasion or any other evasive reaction, otherwise they are flung up this character's maximum range vertically and take damage. Afterwards, if they are unable to stop their fall they take fall damage (if applicable).
- Downdraft : all within the proximity of this ability must succeed against this abilities roll with str, labour, blocking, evasion, or any other evasive type abilities, otherwise they are knocked prone for the duration of this storm.
- To maintain these storm, the user must wait till the storm in question is running out of time and then roll at least 15+ with S-P to maintain.
- Those who wish to destroy these storms must have an emission power / ability that (within reason) can destroy it and must achieve a roll equal to or greater than the roll that created / maintained said storm.

Power Compendium

Telekinesis

Powers:

- This power can lift up to a total of 2 objects, creatures, people, at a time.
- Any object the user uses to hit or deal damage deals 1d8, or if the user is holding an opponent this power can deal constriction damage.
- If the user is holding an item the user can deal durability damage, if the user has a modifier the modifier is counted as a durability multiplier. (example ; S-P +5 = 5x durability damage).
- User can use this power without the use of their body.
- Roll 10 or above S-P to activate.
- This power can be activated via S-P, Willpower, or Int.

Weaknesses:

- Must be conscious to use.
- User can use 1 ability at a time until either willpower or Int have a positive modifier, then the user can have as many abilities active as 1+whatever the selected stat modification is.
- For every ability the user has active past their ability limit, the user takes 1d8 psychic damage for each extra ability active each rotation / minute.
- If the user of this power has head trauma the user rolls disadvantage on all S-P rolls concerning this power.

Limitations:

- Cannot use power to lift oneself.
- Range of power is 30 M.
- User will be unable to use this power to control others.
- User has a telekinetic weight limit which is 10x whatever the users Int number is (8=80kgs), also it's an extra 10x for every +1 S-P and SPInt (example ; +1 =10x , +3=30x, etc.)
- User cannot lift anything heavier than weight limit, therefore not allowing the lifting or control of any other objects whilst weight limit is full.
- User can only use this power reactively if they are already holding an object or objects with this power. (B)

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) Preemptive Telekinesis

- This ability allows telekinesis to be reactive, meaning the user can grab objects to defend the user in the stead of blocking or attacking the opponent instead.

Power Compendium

4) [Ability] Telekinetic flight

- User can make themselves float with an S-P roll of 10+.
- User can make themselves fly up to a height of half of the users maximum range with this power off of the ground, using an S-P roll of 15+.
- Whilst floating or flying using this ability, user does not need roll S-P again after, however, must roll the S-P requirement of this ability whenever the user takes more damage than their vitality.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

5) [Ability] Forcefield generation

- Upon rolling an S-P of 15+, the user can generate shields with their telekinetic powers that have the equal defence as the users maximum damage output with this power.
- Once the forcefield is destroyed, the user must wait the amount of rotations / minutes they had the forcefield active for, before they may activate it again.
- The size of the forcefield is based on a diameter equal to half of the user's range with this power.
- To move the forcefield, the user must roll S-P 15+, otherwise, the user cannot move it.
- If the user attempts to roll to move the forcefield and rolls a natural 1 the forcefield is dispelled.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

6) [Ability] Tactile telekinesis

- User with this ability can roll S-P 15+ to enter a mode where the user gains SPStr for every S-P modifier the user has, however, for every modifier of SPStr the user wishes to gain, they lose said modifiers from S-P.
- Whilst in this mode the user cannot use any of their ranged capabilities with this power, however the user can gain access to the abilities "telekinetic flight" and "Telekinetic Skin".

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

7) [Ability] Maelstrom

- When holding an item, or multiple items, the user can make all items spin around the user dealing passive damage of half of all items included.
- This abilities range is only 2m radius around the user.
- This ability lasts 1d4 turns, +1 dice up for every buff taken with this power.
- The amount of items utilised is based on the hight of the S-P roll to activate this ability:
 - 15 +(1-3 items), 20+ (4-5 items), 25+ (6+ items)

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

Power Compendium

8) [Ability] Telekinetic Skin

- User enables a mode where the defence of the user is increased by the users damage capabilities.
- The user must roll 20+ the gain telekinetic skin for 1d4 rotations / minutes. (this can be increased by 1 dice up for every buff taken with this power.)
- Damage resistance is based on half of the users' maximum damage dice with this power (d10 = +5).
- The damage resistance is to physical, and then an additional damage type per intelligence/ willpower modifier this grants no more additional resistances after +6 :
- +1 fire
- +2 cryo
- +3 lightning
- +4 molten
- +5 corrosive
- +6 energy
- After this ability ends the user can roll for it again on the turn this ability finished.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

9) [Ability] Back to sender

- With this ability the user gains the ability to use the power of telekinesis to reactively send back projectiles that are aimed towards this character.
- Roll requirement is 10+ to activate, however, the S-P roll must beat the opponents attack roll.
- This ability does not work against spatial, psychic, or melee attacks.

[Buff] damage dealt by telekinesis is increased by 2 dice up, range increases by 40m, +2 object limit increased.

Power Compendium

10) [Mutation] Gravity Control :

- Once this ability is taken, the telekinetic weight limit no longer applies, instead the objects can be lifted as long as they are no bigger than half of the users' range. User can increase or decrease the gravitational force on an object or being making them heavier or lighter than they were originally, as well as utilise gravity based powers to access the previous perk this character received (if player chose any abilities).
- user can increase the strength of the gravity based on their S-P modifier, this will show what the affected require to move, based on $10 + 1$ for every modifier the user has in SP, those who fail this roll of Str or Endurance before each turn either roll disadvantage or (if their body weight is increased beyond their carry weight the cannot move).
- This power can make any location / anything a new centre of gravity, either attracting or repelling any and all within its radius (which can be determined within the users' range).
- User can directly affect objects, living or nonliving creatures weight by either decreasing or increasing it, the amount of which can be chosen based on the users' S-P modifier (+1 = 1.5x, +2 = 2x, etc.) or the user can make the target weigh less, or weightless. This ability requires a 15+ S-P to activate.
- User can make an area of more or less gravity, known as gravity zones, anywhere within their range, the diameter of the area is equal to half of this characters' range with this power. This ability requires a 15+ S-P to activate.
- The gravity zones deal this characters' telekinesis base constriction or spatial damage when anything is inside the heavy gravity zones.
- All telekinetic attacks can deal physical or spatial damage.
- If the user took the ability "Telekinetic skin" the user gains a resistance to spatial damage whenever that perk is active.

[Evolution] Thorough Job :

- When choosing this ability the user is granted 2 dice up on damage. (this does not increase range).
- User can roll S-P with finesse modifiers added on when using telekinesis for "intricate" tasks.
- User can take mechanical and technological objects apart without damaging the parts by rolling 20+ S-P as well as putting them back together or repairing them.
- If the user of this power took the perks "Telekinetic Skin" and, or "Tactile telekinesis", this character can add these abilities onto other beings/ creatures instead of just themselves.
- If the user of the power too the perks "Forcefield generation" and, or "Maelstrom" user can create multiple of these abilities and stack them, without increasing how many abilities are being used at the time. This means once activating even one of the aforementioned abilities, they will not increase the ability usage.
- The maximum amount of stacks of Force fields, Maelstroms, Telekinetic skins, and Tactile telekinesis's, is based on the user's Int modification. (Eg: +3 Int = 4 force fields at a time).

Power Compendium

Shockwave emission

Powers:

- User can create shockwaves from their palms/ fists.
- Damage dealt from this power is 1d8 of impact.
- User can also choose to knock back opponents with this power, they are knocked back however far the damage equalled to on the dice in Meters +2.
- This power can be activated via S-P, Dex, or Str.

Weaknesses:

- Cannot use power without hands.

Limitations:

- Range of the power is limited to the hands and therefore cannot be used for ranged attacks.
- Power can only come from the hands.

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) Shockwave emissions combat:

- This perk allows this power to be reactive with either Dex or Str Rolls, however, if the user wishes to evade they must use Dex related rolls.
- If the user chooses Str roll for their reaction them must get 5 or above to stop physical attacks using this power.
- This ability also grants the user to add unarmed damage with this power attack by rolling Str or Dex along with S-P (Both rolls must succeed to do both damage but only Str or Dex needs to succeed the attack).

4) [Ability] Multi-limb use :

- User can now use their powers through their feet as well as their hand.

[Buff] Increase impact damage by 1 dice up.

5) [Ability] Blast off:

- Upon an S-P roll of 15+ the user can launch those hit by the shockwaves from this power.
- Launch distance is 10m +5m for every buff taken with this power.
- Anything launched by this ability will take 1.5x damage when being knocked into something or someone.

[Buff] Increase impact damage by 1 dice up.

Power Compendium

6) [Ability] Counter shockwave :

- User can reactively create a shockwave that repels on-coming attacks.
- if the user's roll with S-P is equal to an attackers the attack is neutralised, if the user's roll is higher than the attackers the user launches the attack back where they choose, if the user rolls 5 above or more than the attackers the user can add their damage to the damage of the attack from the opponent.
- User cannot repel spatial attacks, nor can they repel an attack if the powers fail to succeed.

[Buff] Increase impact damage by 1 dice up.

7) [Ability] Bullet fingers :

- Upon an S-P roll of 15+ user deals 1.5x penetration damage.

[Buff] Increase impact damage by 1 dice up.

8) [Ability] Impact pressure grenade :

- User can imprint a shockwave into a non living target via touching and then rolling S-P 15+, the next thing to touch the target sets off the shockwave.

[Buff] Increase impact damage by 1 dice up.

9) [Ability] Charged shockwave :

- User can charge any shockwave via an S-P roll of 15+ before rolling for another usage of this power to add an additional damage dice roll.
- If the user wishes they can charge up the shockwave further by rolling S-P again, with the roll requirement increasing by 1 increment each increase on top of the attack.

[Buff] Increase impact damage by 2 dice up.

10) [Mutation] Air shockwave

- User can now generate shockwaves from up to 10m +10m for every buff taken with this power.
- This affects all abilities, however, "impact pressure grenade" will have a blast radius equal to wave the Air shockwave range.
- If the user has "Blast off" they can now launch themselves at distances equal to the distance of air shockwave range.

[Evolution] Full powered blast

- Upon an S-P roll of 15+ user can create a powerful shockwave that can multiply damage by 1.5x, 2x, 3x, 4x, or 5x, however, the user takes half of the damage dealt as recoil.
- Recoil cannot be resisted.
- Any abilities or SPMA's rolled 1 increment higher than its roll requirement with this power grants up to a 5x damage multiplier. (if abilities or SPMA's already multiply damage output, increase the multiplier to the next rank), this will also cause 50% damage as recoil to the user.

Power Compendium

Absorption regeneration

Powers:

- Upon tactile contact with objects the user is able to destroy and absorb matter, this includes elements.
- Once absorbed the energy turns into health and heals the user by 1d8.
- If used to deal damage to an opponent, roll 1d8 of damage and then add that to the health of this character (if the user is damaged).
- If landing their hands on an object or an opponent, the user of this power can roll S-P with whatever melee attack stat they would normally roll to deal unarmed melee damage as well as absorption.
- This power can be activated via S-P, Con, or Str.

Weaknesses:

- This power is not reactive unless the user is already touching the opponent or an object that the user wishes to absorb at the same time as getting hit.
- User cannot absorb gasses.
- User cannot absorb without their hands.

Limitations:

- When absorbing objects the user can absorb up to 1 M worth of area whilst touching said object.
- User's hands must be touching or residing inside whatever it is they wish to absorb, this may mean that it can harm the user.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

1) S-P +1

2) S-P +1

3) Pit stop recovery :

- Roll 15 + when absorbing to remove 1 status ailment / injury.

4) [Ability] Advanced elemental absorption:

- User can absorb any element using S-P roll of 10 +, within 1M of this character's hands, meaning they do not need to be touching said element or object.

[Buff] Absorption damage increased by 1 dice up.

5) [Ability] Multi limb absorption

- user can now absorb through not just their hands but also their feet.

[Buff] Absorption damage increased by 1 dice up.

6) [Ability] Mass absorption :

- Increases the area of what is absorbed by 4M.
- This ability also increases the amount of injuries/ ailments "pit stop" removes by 1.

[Buff] Absorption damage increased by 1 dice up.

Power Compendium

7) [Ability] Reactive Absorption

- user can roll S-P reactively to absorb elemental attacks, so long as the user's S-P is no lower than 10+ and also beats the opponents ranged attack roll. (this does not include spatial or impact damage).
- If the S-P roll matches the ranged attack the user absorbs the projectile and heals the amount the user can roll.
- if the S-P roll is higher than the opponents, the user absorbs whatever damage should've been dealt.
- If the S-P roll is 5+ higher than the opponents roll, the amount absorbed is whatever damage the opponent should've dealt + the user's absorption damage dice.
- In cases of melee attacks, the user can roll acrobatics, finesse or blocking with S-P of 10+ and if the prior stat roll succeeds against the opponents roll the user can absorb the opponents health or durability on items they have on them.

[Buff] Absorption damage increased by 1 dice up.

8) [Ability] Grand scale absorption

- User's absorption area is increased by 5m.
- This ability also increases the amount of injuries/ ailment "pit stop" removes by 1.

[Buff] Absorption damage increased by 1 dice up.

9) [Ability] Absorption resurrection

- This ability can only work as long as the limbs that are able to use this power are still attached to this character and touching liquid, solid, plasma, or lifeform.
- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single short rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- If the users body is destroyed or nullified before they resurrect, the user of this power dies indefinitely.

[Buff] Absorption damage increased by 2 dice up.

Power Compendium

10) [Mutation] Life Dr.

- User can heal others by either removing their own health or whilst holding onto something else and giving the target health instead of the user.
- User can choose to activate an ability called "Injury transplant" which then can remove ailments or injuries on a target and give it to the user.
- The user can also use "Injury transplant" in reverse, meaning the user can give someone an ailment or injury, however the user must have the ailments/injuries to give and must roll 15+ with S-P.
- These abilities are still tactile.

[Evolution] Regenerative Singularity

- Roll 25+ when absorbing a non-living object to create a cone of absorption.
- Range of the cone is 10m +10m for every buff this character took then the maximum width is half of the max range.
- anything caught in this takes damage from absorption as well as must roll a weight or strength of 20+ to not be sucked in towards the centre.
- Anything caught or even brought into the centre or even up to 2m of it takes 2x absorption damage.
- This ability can only be used once every 24 hours, however, if this ability fails to be used, this ability can be attempted.

Power Compendium

Decaying touch

Powers:

- Upon tactile contact the user can roll S-P , if successful, the user deals 1d8 of decaying damage.
- The damage the user is able to deal will either rot or rust objects.
- This power can be activated via S-P, Dex, or Str.

Weaknesses:

- User can't undo decay damage.
- Cannot use powers without hands.

Limitations:

- Range is only down to the users touch , and can rot upto 1m of area.

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) Quick rot fist:

- user can roll S-P to Dex or Str unarmed melee attacks to deal physical as well decay damage.

4) [Ability] Advanced rust :

- Any damage dealt to metals deals 2x durability damage.
- And can affect 5x the area.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

5) [Ability] Anti-rot :

- User can use their powers to remove rot and even heal decay damage done to living things, so long as they're still living.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

6) [Ability] Festering bomb :

- upon rolling 20+ S-P and touching a living target gives them a festering pustule that in 1D4 minutes will explode.
- decay damage will apply upon the explosion,however, if the target has equal to or less than the amount of Health than the users maximum damage on their dice, the user is not required to roll and the damage that will be dealt will be max.
- After the pustule explodes , and if it doesn't kill the target , the target must roll Con or survival of 15+ otherwise they will take a severe bleed injury.
- After explosion those around the target within 2m must roll evasion otherwise they will be dealt decay damage.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

Power Compendium

7) [Ability] Rust removal :

- user can roll 15+ S-P to remove rust on any metal this character is touching, within 5x the area this power usually can affect.

[Buff] Decay damage increased by 1 dice up.

8) [Ability] Rotting Curse :

- Upon rolling 15+ after dealing a decay attack, anything that has been affected by decay within the last 1 minute or in-combat rotation, will also pass on decay damage to whatever or whomever touches it.
- This can affect the living, the dead, and even non living / non organic objects.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

9) [Ability] Pestilent Feeding :

- User must roll S-P 25+ to create a rot ailment on a living target , if the target then fails to roll a 15+ on Con or survival the take 1d6 for the amount of turns the user of this power rolls for their damage dice.
- If the target rolls under 10 on con or survival then the rot does 1d8 every rotation that this ability is in affect.
- If the victim rolls 1 then they go into fatal moments.
- If target succeeds they only take damage as if the user only dealt a normal attack.

[Buff] Decay damage increased by 2 dice up, decay radius increased by 2m.

10) [Mutation] Full body pestilence :

- User can now use their abilities throughout their entire body meaning they can deal decay damage without requiring their hands.
- If a user sees an attack coming they can reactively activate decay against an attacker so long as they succeed with a 15+ S-P.
- User is immune to decay damage.

[Evolution] Graveland :

- user rolls 25+ S-P to deal decay damage through everything that's connected to each other from the area the user touched, with a radius equal to 10x the area this power affects.
- This ability does 2x damage to living things as well as 10x durability damage to anything that is connected to the ground or whatever is touching the affected area.
- Every ability the user took with this power can be activated upon "gravelands" activation, affecting all caught in it, except the user.

Power Compendium

Power Catalyst

Powers :

- The user can generate a small energy signature that can activate any and all power stones, these are animite stones that have been infused with (usually) dead superhumans or other animite affected creatures.
- The power from the stone depends on the level of the power in the stone.
- If the power stone/ power-stone object has multiple powers / power stones within it, the user gains access to all powers/ abilities possible from within it.
- This power can be activated via S-P, Int, or Cha.

Weaknesses :

- Power is touch only (cannot activate a single stone that is not being held by this character).
- User can only wield the powers from one power-stone/ double-stone/ multi-stone at a time.

Limitations :

- Power does not work without single stones.
- Cannot activate blood transfused objects or weapons.
- Powers that come from single stones cannot be improved without buffs to this power.
- Range of single stones powers cannot be improved without buffs to this power.
- Whilst using a power stone the user does not gain any resistances, immunities, or other passive effects (this does not include S-P stats) from the stones they wield unless there is an ability/ transformation that enables them to grant access to any of these properties whilst wielding them.
- This power requires the user to have tactile contact with the power stones, power-stone object, or blood infused object for the user to activate them.

Blood transfusion (weapons/ objects) :

- Weapons blood transfused with this power can use any of the abilities through this weapon and can even affect this weapon like as if its a piece of animite, this allows whoever uses it to use their powers through it as if its their blood transfused weapon.
- Weapons that are legendary blood transfused with this power count as a legendary weapon for any one with other powers. As well as this, characters with catalyst powers can blood transfuse this weapon with another power (or multiple if they have the perks) which the user can then use.
- (user must have the evolution ability "Animite potential" for this blood transfusion) User can create single stones by blood transfusing their blood onto a chunk of animite and then blood transfusing another "affecteds' ' blood onto it.

Blood transfusion (clothing / amour) :

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Levels:

- 1) +1 SP
- 2) +1 SP
- 3) Blood Hacker :
 - User rolls S-P 10+ to be able to grab hold of, and even use other beings blood transfused items.
 - User can activate any of the abilities from the items, and if this character rolls 20 or above they can use the weapon against even the donor.
 - Whilst wielding the blood transfused items, if they are of legendary value, the user can wield the donor's powers of equal level to when they donated to the item.

Power Compendium

4) [Ability] Blood Transfusion

- User can control the energy signature from their power to infuse a fraction of power from an animite affected creatures' DNA, the infusion must be into a non-living object and the abilities depend on the donor's powers.
- If this character gets a natural 20 or 25 + with S-P when blood transfusion, the weapon/object will become a legendary blood transfused item.
- User can also use the blood of a dead affected to create a power stone. (if the user of this power gets a natural 20 or modified 25+ when blood transfusing a living affecteds blood into an animite gem, then it will become a power stone, however, if the S-P roll is 10+ instead, it becomes a pseudo power fragment, which can only be used when forged into an object or weapon and grants said object basic blood transfusion abilities.)

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

5) [Ability] Double Stone Creation

- User can fuse two separate super powers into one single power stone, called a "double stone".
- User can fuse two power stones together with a successful SP roll of 15+.
- User can also extract both powers from an anomaly at once.
- The user of the power can still use this ability even if the user does not have the ability "blood transfusion", however, if they do have it the user can combine a second power through infusing the blood or DNA of and effected to a power stone, making it into a double stone.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

6) [Ability] Calamity forge (faulty legendary)

- User can roll 10 + to create a legendary blood transfused weapon / item, however, this item will have a 'calamity' affect.
- Upon creating this item the 'calamity' affect is a recoil ability that has a chance to hurt the user, whilst also becoming more powerful than the original legendary effect. (Calamity weapons deal 1.5x more damage than legendary weapons).
- When the 'calamity' item is created, user must roll 1d8, whatever the number is the percentage of a chance the item will backfire. (1 = 10%, 8 = 80%).
- Whenever the user rolls to activate this item the user must roll either a D100 or D10, if the number comes up as the number or any of the numbers underneath the recoil percentage number, the weapon will generate recoil equivalent to the damage its supposed to deal/ is dealing.
- If the wielder of the calamity weapon is the donor whose blood was used, their powers cannot be immune or resistant to the weapon, regardless of ability.

[Buff]increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

Power Compendium

7) [Ability] Power stone manipulation :

- User can separate double stones, power stones and even move or remove blood infusion from object to object.
- User can also combine more than 2 powers together in a power stone, however must roll higher each time they are combined. (e.g. 15 then 16 then 17, etc.) the requirement increases for each power added.
- Roll requirement to make double stones starts at 10+ with SP, if the user acquired "Double stone creation".
- If a multi-stone or multi-power stone item has attained a roll requirement of 28 or higher, no further powers may be stored in it unless it is combining with another multi-stone. Multi-stones are defined as items with three or more powers.
- Combining multi-stones will require a roll of 28 or higher, but the roll requirement will not increase beyond that. However, if the user rolls a Nat 1, one of the multi-stones will be destroyed.
- The user of the power can still use this ability even if the user does not have the ability "blood transfusion", however, if they do have it the user can combine a second power through infusing the blood or DNA of and effected to a power stone, making it into a double stone or multi-stone.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

8) [Ability] Material Potential :

- User of this power can control any elemental ability from elemental materials (ignis, Fulgur, Ion, etc.), range of elemental powers is 10m + 10m for every buff this character has.
- Damage dice is whatever the elemental equal to the elemental material dice +1 dice up for every buff this character took.
- Any material that has modifiers instead of dice to deal elemental damage, will have 1d8 added + 1 dice up for every buff this character took as well as the damage modifier.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

9) [Ability] Catalyst Shock

- User can deal animite energy damage to any and all affected.
- Damage starts at 1D8, + 1 dice up for every buff.
- This power is tactile only and cannot deal damage to those who are not affected.(humans)

[Buff] increase damage/ healing from single stones/ blood transfused objects by 2 dice up, Increases modifier(s) that single stones can grant by +2 more.

Power Compendium

10) [Evolution]Animite Potential :

- If the user has the ability "Catalyst shock", the user can shoot a condensed beam of Animite damage through Animite gems or weaponry this character is holding. (damage dealt is based off this characters, which is d8 +1 dice up for every buff, as well as any animite damage modifiers the weapons may have).
- User can deal animite damage from up to a range of 10m +10m for every buff they took.
- User can use this power to activate as well as deactivate any animite based technology within the same range as their blasts (ie ; user does not require to touch said technology.) Can also sense animite within this same range.
- User can imbue animite infused weapons with extra animite damage based on this character's animite damage, this ability can be used within a range of 10m +10m for every buff and damage is d8 +1 dice up for every buff. (requirement is 20+ S-P).

[Mutation] Superpower Manipulation

- Upon tactile contact, this character can forcibly activate, deactivate, or even use an "affected's" powers (user must beat the target's S-P roll to do so).
- Whilst using the ability to forcibly activate another "affected's" powers, the user of this ability can use them like a single stone.
- User can reflect any damage the target's power(s) can output, using the target's superpower(s); this ability requires an S-P roll of 15+ and tactile contact with the target in question (reflected damage ignores the target's resistances or immunities).
- User can give their own character levels, in order to increase the power levels of other power users. The levels that can be given from this character can only be character level, and the levels that the user can grant, can only be to others' power levels (this ability requires a 20+ S-P roll and cannot make the target's power level exceed the maximum).
- User can "tune" items via control and manipulation of powers from single stones when blood transfusing them into items, weapons, armour, etc, to make other special abilities based on the powers used to make them. These must have requirements and the user can even make new upsides and abilities as long as they are accompanied with equal downsides and make sense based on the powers they came from (for example ; abilities must stem from the powers taken). Roll requirement for "tuning" items is 20+ S-P.

Power Compendium

Gas mimicry

Powers:

- user can turn any one limb into thick gas and control the limb freely.
- Any attacks dealt with gas limbs start dealing physical damage 1d6 before any additional proficiency damage bonuses.
- The user can generate gas, smoke and steam, but cannot create poisonous gas.
- The gases generated by this power can be controlled by the user.
- This power can be activated via S-P, Con, or Willpower.

Limitations:

- User can generate and control their gas/ gaseous form / limbs up to 20m.
- Gas limbs and gas form are not invisible, instead the user appears as themselves or a thick cloud.
- User cannot create gas that is poisonous or gas that is any more flammable than the air around them.

Weaknesses:

- Whilst the limbs or body is turned into gas, the user takes 2x fire damage, as well as can be controlled via wind current or pulled in by strong enough vacuum air currents.
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Levels

- 1) +1 Sp
- 2) +1 Sp
- 3) Full body mimicry:
 - upon rolling S-P of 15+ the user becomes a cloud of gas.
 - User cannot be suffocated in this form.
 - In this form the user is immune to physical and spatial.
 - This form grants the user flight equivalent to the user's gas generation and manipulation range.
 - Whilst in this form the user takes 2x fire damage.
 - This form has an no time limit, but will end as soon as the user dies, is forced unconscious, or chooses to end the mimicry.
- 4) [Ability] Poison gas:
 - Upon an S-P roll of 15+ the user can generate gas that deal's poison damage equal to the user's damage with this power.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

Power Compendium

5) [Ability] Heavy gas:

- Upon a 15+ S-P roll, the user can make a gas that cause voices to go lower, and also puts out fires.
- This gas makes anyone who needs to breathe roll disadvantage not to suffocate.
- The user must concentrate on continuously creating this gas by rolling the roll requirement every turn/ minute.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

6) [Ability] Flammable gas :

- User can creat flammable gases that not only set fire but deal double fire damage to anything hit buy the flames made by or enhanced by these gases.
- User must roll 15+ to create this gas and just like all gases this character creates can be manipulated, even whilst on fire.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

7) [Ability] Neon gas

- User can create a gas the when pressurised deals energy damage.
- To create this gas the user must roll S-P of 15+.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

8) [Ability] Elemental regrowth

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

9) [Ability] Thin air

- Upon being in mimicry mode, the user can become invisible.
- The user must roll 20+ and continue to do so every round they wish to stay invisible.
- Whilst such, anyone attempting to attack the user must roll disadvantage, as well as rolling disadvantage when attempting to react against this user's attacks.

[Buff] : Gas range increased by 20m, mimicry damage increase by 2 dice up.

Power Compendium

10) [Mutation] atmospheric compression

- With this mutation the user can compress gases into more condensed forms, such as liquids or solids.
- Upon 15+ S-P roll the user can turn gases into liquids, these liquids can store 1d4 times the amount of damage the user can deal with their gas-based physical damage, or any other gases damage effects, when utilised.
- Upon 20+ S-P roll the user can compress gases into solids, enabling the user to create solid objects made purely from those gases, again the damage of these constructs deal d4 times whatever the damage that should be dealt from the gas object.
- The solids created can be up to 1/4 the size of the user's maximum's range.
- Compress solids and liquids must have 1 reactant weakness, meaning as soon as it is hit by the substance it destabilises and becomes gas again, these are the choices the user has and the after effects they have:
 - Water: melts and taints an area of up to 1/4 the user's maximum range, dealing poison damage.
 - Fire: explodes area of up to 1/4 the user's maximum range, and deals fire/impact damage.
 - Lightning: causes the gas to catch fire and deal fire damage within a range of up to 1/4 the user's maximum range.
 - Corrosive: melts and taints an area of up to 1/4 the user's maximum range, dealing poison damage.

[Evolution] Gaseous assimilation:

- With this ability the user can become one with any gas and is immune to any effects the gases may have, including but not limited to poison.
- The user can also control the levels of gases within their area.
- Any gases the user assimilates grant the user the effects and damage type of said gases, as well as grant the user 5 auxiliary health for every 10m and +1 to damage for every 2m of gas assimilated.
- User can also sacrifice assimilated gas in order to deal additional, the amount of which is equal to the amount of auxiliary health gained.
- The user can assimilate up to the range of this power.
- User can assimilate to gases they've not got the ability to generate themselves and can still wield them as well as be immune to them.
- The most recent gas assimilated is the gas the user's body becomes.

Power Compendium

Conjuring

Powers:

- User can mark objects which the user can then conjure a perfect copy whenever they need it.
- Even if the original object is destroyed, the user keeps it marked as long as their marked version is not destroyed.
- The conjured objects are as powerful, capable, heavy, etc. as the original objects they're based on.

Limitations:

- The user can only mark up to 4 objects at a time.
- The difficulty to mark each item is based on said items size (1m or less = 10+ S-P roll, 2m = 15+, 3m = 20+, and finally 4m+ = 25+)
- The user cannot conjure objects any larger than 4m.
- Items only disappear if the user uses their power to do so.

Weaknesses :

- Each marked object is removed from being marked as soon as it is destroyed.
- Users' capacity to wield objects may limit the usage of the conjured items, just because the user can mark and conjure it, that doesn't mean the user can activate or wield it.
- This ability requires tactile contact between the objects in question and the user's hand(s).

Levels :

- 1) +1 S-P
- 2) +1 S-P
- 3) Familiar :
 - User can mark animals using this power as well as items. (These do not replace the amount of items the user can conjure)
 - The animals must be unconscious or dead to be marked, but each animal can only be marked once ever.
 - The animals are completely subservient to the user of this power.
 - Any creature to be marked by this ability have higher roll requirements based on threat level:
 - Alpha: 10+ S-P
 - Beta: 15+ S-P
 - Gamma: 20+ S-P
 - Omega: 25+ S-P
 - Zeta: 26+ S-P
 - Beyond Zeta: 27+ S-P
 - All creatures health are based on original health, + 10 points for every buff taken with this power. Health is multiplied by the corresponding threat level multiplier, before addition of health points is applied.
 - Familiars cannot be humans, super humans, anomalous humans, omegans, anthroprimals, or husks.
 - The user only has 3 chances to attempt to mark a creature, once they the third time, the user cannot mark that specific creature permanently.
 - The user must be physically touching the creature, if the creature's remains are all that's left, the user must touch at least ¼ of its total size category worth, in order to mark the creature.
 - When summoned, the creature is exactly how it was in life, without scars or battle damage.
 - All familiars require a short rest from the user before they regain any HP or recover from injuries or ailments.

Power Compendium

4) [Ability] Combo items :

- user can conjure two items at the same time combining both effects together if the user chooses, the user must roll the roll requirement of the highest required item +1 increment higher per item the user wishes to combine.
- If this item is destroyed it removes all marked items affiliated in the combined item.

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

5) [Ability] Amalgam familiars :

- User can conjure two or more familiars at the same time, combining them together if the user chooses.
- The user must roll the roll requirement of the base creature +1 increment higher per additional creature the user wishes to combine
- The amalgam familiar's stats and size category are based on one of its constituents' (user's choice). This is referred to as the 'base' creature.
- The amalgam familiar's health is calculated by adding the constituents' health, which is then multiplied by the threat level of the base creature.
- Upon creation, any of the amalgam familiar's 'base' stats may be substituted for those of its constituents (1 stat per creature).
- The amalgam familiar possesses all additional abilities and weaknesses of each constituent creature. For example, damage dice of the same element are combined.
- If this familiar is destroyed it removes all marked familiars affiliated in the combined creature conjured.
- An amalgam familiar only occupies one 'marked' slot. However, the total number of constituent creatures may not exceed the number of creatures which the user can mark.

[Buff] User can mark and conjure +1 more familiar and item , the maximum size of items the user can conjure is +1m larger.

6) [Ability] Bonus affinity: elemental power:

- Upon conjuring a familiar/ item the user can grant the item/familiar the ability the deal and control 1 elemental damage type.
- Once marked, and the element is chosen, it cannot be changed per creature.
- The elements the user has to choose from are :
 - * Fire
 - * Ice
 - * Water
 - * Light (energy)
 - * Darkness
 - * Lightning
 - * Lava (molten)
 - * Poison
- The range of the elemental powers the familiars have are based on 5m +5 per buff taken with this power.
- Damage dice with the elemental affinities are based on d6+ 1 dice up per buff.

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

Power Compendium

7) [Ability] Bonus affinity: physical attribute:

- Upon marking a creature/conjuring a familiar, the user can grant the familiar 1 additional attribute.
- Once applied, the chosen physical attribute cannot be changed per creature.
- The the attributes the user has to choose from are :
 - Wings for flight
 - Gills to breath water
 - Prehensile tail

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

8) [Ability] Bonus affinity: physical enhancement:

- Upon marking a creature/conjuring a familiar the user can grant the familiar super stats.
- Once applied and the stat is chosen it cannot be changed per familiar.
- Upon granting a familiar an elemental affinity, its usage may be bound to one of the familiar's 6 central stats. Once selected, this can not be changed.
- The enhancements the user has to choose from are :
 - Super speed (x3 move speed)
 - SpStr
 - SpDex
 - SpCon
 - SpWis
- The bonuses increase by +1 for every buff taken with this power.

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

9) [Ability] Bonus affinity: embodiment:

- Upon marking a creature the user can grant the familiars to be made of 1 elemental damage type, meaning they will be immune to said damage type.
- Once marked and the element is chosen it cannot be changed per creature.
- The elements the user has to choose from are below in brackets are what the creature will take 2x damage from:
 - Fire (Ice)
 - Ice (fire)
 - Lightning (energy)
 - Energy (darkness)
 - Darkness (energy)
 - Poison (fire)
 - Lava (corrosion)
 - Water (lightning)

[Buff] User can mark and conjure +2 more familiars and items, the maximum size of items the user can conjure is +2m larger.

Power Compendium

10) [Mutation] power bonus affinity :

- Users familiars or items can now have powers of super-humans, anomalies, omegans, or Huskonians.
- The user must have a power stone or power stone object and upon conjuring a familiar or item, the user sacrifices said power stone / power stone object, to which the creature now has access to those powers with its power stone.
- Once sacrificed the power stone cannot be retrieved, however, that familiar or item will permanently have those powers.
- Each creature or item can only have one power stone (unless it is a double stone like or from an anomaly; meaning 2 superhuman powers).

[Evolution] Humanoid familiars

- User can mark and conjure humanoid creatures which include all players races (superhuman, anomalous human, omegean, Huskonian, anthropial).
- That humanoid marked and conjured is completely obedient to the user and had all abilities the original creature had.
- The health of the creature is still calculated like all other familiars and not the sum total health the humanoid had prior to being marked.

Power Compendium

Energy mimicry

Powers

- user can generate and turn 1 limb into light energy.
- Energy damage deals d6.
- User is passively immune to energy damage.
- This power can be activated via S-P, Con, or Willpower.

Limitations

- User's energy blast and self-made energy manipulation range is 20m
- User cannot add light colour mode abilities together in advanced techniques or concrete skills.
- User can only control energy that comes from this character.
- Cannot control other energies that aren't immediately coming from this character.

Weaknesses:

- user's energy, energy limbs, and energy body cannot pass through opaque materials, and bounces off opaque reflective surfaces like mirrors.
- User cannot destroy mirrors via their energy as instead they bounce off them.
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Levels:

1) +1 S-P

2) +1 S-P

3) Full mimicry:

- upon an S-P roll of 15+ the user becomes light energy.
- Whilst in this mode the user can manipulate their own form and is immune to physical as well as spatial damage.
- Upon entering this the user rolls 1d4 for how many rotations/ in game minutes the form lasts.
- If touched by something / someone or touching something/ someone the user passively deals half of maximum damage of this character's energy damage, this is considered as "Mimicry damage".
- The user of this power can pass through any matter that is translucent or transparent.

Power Compendium

4) [Ability] Incendiary beam :

- User can set thing ablaze after hitting a target with a light beam when achieving 15+ S-P.
- Whilst on fire the environmental damage is a d8
- If a living target gets hit by this and takes more damage than their vitality they set ablaze for 1d4 of rotations / minutes.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

5) [Ability] Hologram projector

- user either rolls 15+ S-P to create a hologram that is solid or non-solid.
- These holograms can be up to half of the user's range, and don't disappear unless they are destroyed or dispelled by the user or one who control energy.
- The holograms can either be physical or just light projects, both have health equal to the maximum damage the user can deal with their damage with this power. .

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

6) [Ability] Photonic Crash:

- Whilst a limb is made of light or the user is in mimicry mode, whenever the user clashes themselves against other light that can deal damage, or is considered "solid light", the user creates an explosion.
- This explosion deal spatial/energy crossbreed damage, and upon 15+ will create an area of effect equal up to half of the users range.
- Upon 20+ the user can decide in which direction this explosion occurs; allowing it to become a cone or beam of damage
- This can be used reactively against other energy attacks/ substances; if the user achieves equal to, or greater than the attackers roll it becomes an area of effect, if 5+ higher than the attackers roll the user can control which direct the explosion goes.
- The damage is based on the user's + the other source of energy/ light.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

7) [Ability] Light speed prep:

- User rolls 20+ to prepare themselves to move at high speeds for the next action/ reaction.
- All around the user must roll 20+ with perception, insight, or another stat/ skill which enables them to perceive their surroundings.
- Those who failed will be rolling disadvantage against the user of this power.
- If those who failed, were also unable to achieve a roll of 10+, they are not able to react against the user of this power.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

8) [Ability] Elemental regrowth:

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

Power Compendium

9) [Ability] Elemental shape shifting :

- User can use their ability to transform their light form into 4 different size types, the appearance is up to them, however it will be apparent to be made of light.

No larger than 1m.	Opponents roll disadvantage on hitting you. Damage dealt is no more than half of the maximum damage capability on damage dice.
No larger than 2m.	Original form size, no changes.
Up to 8m.	Opponents get to roll advantage on hitting this character. This character's damage is modified by their mimicry damage: which is equal to half of their max damage. (Roll requirement: 15+ after mimicry mode, 20+ before mimicry mode).
Minimum of 10m size or a max size equal to half of user's range (before transforming)	Opponents get to roll advantage on hitting this character. This character will roll 2x the damage they normally deal, and has 2x range with this power. (Roll requirement: 20+ after mimicry mode, 25+ before mimicry mode).

[Buff] user gains unlimited time in their mimicry transformation, user gains +10m to their range and damage is increased by 1 dice up.

10) [Mutation] Plasma mimicry:

- User's mimicry mode turns the user into plasma instead of energy.
- User's energy is now a crossbreed of lightning/energy, dealing both damages at the same time, but not necessarily dealing any further damage.
- Whatever the maximum damage user can normally deal is the exact amount the user has a resistance to lightning.

[Evolution] Self magnification and refraction:

- Upon an S-P roll of 20+ or 1 increment higher than any other abilities or techniques utilising light, the user can magnify their own light to deal 1d4 times damage.
- The user can refract light through them with an S-P roll equal to or greater than whomever or whatever is firing an energy based attack or light at this character, the user can refract the outside sourced light and add it to their own. (If there is no roll the contest the user must roll 15+, but the light must be directly hitting this character)
- Environmental light deals damage based on d6 amount of d6s.

Power Compendium

Sphinx

Powers:

- Upon an S-P roll of 10+ the user transforms a category 4 sphinx.
- During this, the user gains +1 SpDex and SpInt.
- User can also shoot a beam from their forehead which deals 1d8 psychic damage.

Weaknesses:

- User takes x2 darkness damage whilst in creature mode.
- Creature mode doubles the users body weight.
- Upon transformation the user must roll a willpower roll of 10+ otherwise the user will attack the closest creature to this character each turn / minute until the user succeeds.
- The willpower roll is required again if the user has their vitality broken, or takes and injury.

Limitations:

- psychic beam has a range of 20m

Levels :

- 1) +1 S-P
- 2) +1 S-P
- 3) Majestic control:
 - user gains control over their creature form, meaning the user no longer needs to roll willpower to control the user's creature mode.
 - User gains +4 slashing damage from their claws.
 - +10m for psychic blast.
- 4) [Ability] Wings:
 - user's Sphinx form gains wings that grant flight with a flight height of 20m off of the immediate ground.
 - Any damage to the wings can be recovered as long as the user is out of their sphinx form for a short rest.

[Buffs] increase SpInt by +1, increase psychic damage by 1 dice up, +10m for psychic range.

- 5) [Ability] All seeing eyes:
 - User has eyesight that can see through illusions, be they psychic or tricks of the light.
 - The user must roll 15+ to activate the all seeing eyes, if the user succeeds any light manipulation based illusions the user can see through, but with psychic illusions the user must beat the roll requirement of the psychic illusions to see through them.

[Buffs] increase SpDex by +1, increase psychic damage by 1 dice up, increase claw damage by +1.

- 6) [Ability] Bronze skin:
 - user gains +8 physical resistance in Sphinx forms, +2 points every buff taken with this power.

[Buffs] increase SpInt by +1, increase psychic damage by 1 dice up, +10m for psychic range.

Power Compendium

7) [Ability] Heart reader:

- User can read the emotions of creatures within a radius of 10m.
- This ability also allows the user to insight, diplomacy, seduction, and persuasion all with S-P advantage.

[Bufs] increase SpDex by +1, increase psychic damage by 1 dice up, increase claw damage by +1.

8) [Ability] Spiritual defence

- Whilst in sphinx after taking this perk, the user takes half damage from psychic damage.
- On top of this the user rolls advantage against psychic manipulation against them whilst in their sphinx forms.

[Bufs] increase Splnt by +1, increase psychic damage by 1 dice up, +10m for psychic range.

9) [Ability] Sphinx claws :

- Upon taking this ability the player must make a choice of what damage their sphinx's claws will deal. (Psychic, Poison, Spatial, Decay)
- Whatever is chosen the user cannot choose again.
- The damage is an additional d6 +1 dice up for every buff taken with this power, as well as makes the initial damage whatever the damage type is of the new claws.

[Bufs] increase SpDex by +2, increase psychic damage by 2 dice up, increase claw damage by +2.

10) [Evolution] Hybrid mode:

- User gains a form between the user's sphinx form and their non-powered form, which can be activated upon an S-P roll of 15+.
- Whilst in this form the user can access their original limbs, meaning if they had hands, they have have in this hybrid form.
- The user's size is based on the user's original form and not the sphinx form, meaning the user's weight is not doubled.
- User can choose where the psychic blast come from the users body, instead of only the head.

[Mutation] Guardian Sphinx:

- The user's sphinx form becomes empowered by the time of day.
- Whilst night time hours (6pm to midnight) the user gains:
 - +2 Splnt
 - 2x damage output via psychic beam.
 - Dark sense, which allows the user to see without eyes within a radius equal to the user's psychic beam range.
- Whilst during daytime hours (midnight to 6pm) the user gains:
 - +2 SpDex
 - x2 claw damage modifier
 - +12 physical resistance

Power Compendium

Fish

Powers:

- User can transform into a 0.5m fish.
- In their creature mode this character suffocates outside of water, but can breathe in water.
- Whilst in creature mode the user has 3x move speed whilst in water.
- Whilst in creature mode and in water the user can roll move speed or evasion to evade attacks reactively.

Limitations:

- Whilst in creature mode, if the user is out of water their move speed becomes 1/10 of the user's original move speed.
- Whilst in creature mode the user does not have the ability to speak.
- Whilst in creature mode the user has physical become the creature, and therefore does not have access or use of their original body.

Weaknesses:

- Whilst in creature mode the user takes 2x physical, and 2x lightning damage.
- User cannot breathe outside of water when in creature mode.

Levels:

1) +1 S-P

2) +1 S-P

3) Hybrid mode:

- Upon rolling 15+ with S-P the user becomes a hybrid between their original form and their creature form.
- Hybrid mode is granted +1 SpDex, and +4 physical resistance.
- The user can have access to their original height, limbs and speech capabilities whilst in hybrid mode.
- Hybrid mode grants water breathing as well as the ability to breathe in other climates the user can breathe in their original form.
- The user does not take 2x physical damage in hybrid mode, however, they still receive 2x lightning damage.
- Whilst in water the hybrid mode both keeps the ability of 3x move speed as well as the ability to reactively roll move speed instead of evasion.
- User has their normal move speed outside of water whilst in hybrid mode.

4) [Ability] Piranha teeth

- Upon taking this ability, both hybrid and creatures modes are granted teeth that enable the user to deal +4 piercing damage upon biting.
- Bite damage is based on Str or Dex and increased via SpStats as well as unarmed proficiencies.
- The piercing modification is increased by +2 per buff under this power.

[Buff] increase SpDex by +1, increase physical resistance by +2.

Power Compendium

5) [Ability] Angler lure

- Upon taking this ability, both hybrid and creatures modes are granted a lure that sticks out from their head.
- This lure generates light up to a radius of 10m.
- The user can roll Cha or S-P to use the lure to distract targets; these opponents must roll and beat the user's Cha or S-P via Willpower or Wis, otherwise they will be rolling disadvantage until they break out of it or are hit.

[Buff] increase SpDex by +1, increase physical resistance by +2.

6) [Ability] poison barbs

- Upon taking this ability, both hybrid and creatures modes are granted the ability to protrude small barbs around their body which deal +2 piercing damage.
- If the targets take the initial piercing damage from the barbs the target is also dealt an additional 1d6 poison damage.
- The poison damage increases by 1 dice up per buff under this power, and the barbs gain an additional +1 to piercing damage.

[Buff] increase SpDex by +1, increase physical resistance by +2.

7) [Ability] Deep pressure creature

- Upon taking this ability, both hybrid and creature modes are granted double physical damage resistance to construction damage.
- +1 SpCon whilst in hybrid mode.

[Buff] increase SpDex by +1, increase physical resistance by +2.

8) [Ability] Ray Tail

- Upon taking this ability, both hybrid and creatures modes are granted a tail that can be used to wrap around things and is up to 1m long.
- This tail grants +5 piercing damage to attacks with it.
- The piercing modifier gains +2 for every buff taken under this power.

[Buff] increase SpDex by +1, increase physical resistance by +2.

9) [Ability] Eel shock:

- Upon taking this ability, both hybrid and creatures modes are granted the ability to deal 1d6 of lightning damage from their body upon tactile contact.
- This lightning damage will increase by 1 dice up for every buff taken under this power.
- If the user is ever struck by lightning/ lightning based attacks, the user rolls S-P and upon successfully matching or achieving a higher roll than the opponent the user negates the lightning damage. (20+ if environmental)

[Buff] increase SpDex by +2, increase physical resistance by +4.

Power Compendium

10) [Mutation] Hybrid physiology:

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] School leader:

- User can become the "School leader" in hybrid mode if the user rolls 20+ S-P.
- Whilst in School leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users swim speed.
- Whilst in the "School leader" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: fish anthropial, Fish)
- If the user took any of the abilities, they are 2x as effective whilst in "School leader" mode.

Power Compendium

Crustacean mono-morph

Powers:

- Player chooses what crustacean the user transforms into: Lobster, or Crab.
- Once chosen, this character can only turn into the chosen crustacean.
- If crab was chosen: whenever transformed the user cannot walk forwards, however, when on the ground the user gains 10m to move speed.
- If lobster was chosen: the user gains 10m to move speed whilst swimming.
- Whilst in the crustacean mode, the user is no bigger than 0.5m, but can breathe underwater and deal 1d4 slashing damage with their claws.
- This power can be activated via S-P, Con, or Willpower.

Limitations:

- User has no hands whilst in their crustacean modes.
-

Weaknesses:

- Whilst in regular crustacean mode, the user takes 2x physical damage.
-

Note: user rolls labour when pinching and dealing damage with their claws.

Levels:

1) +1 S-P

2) +1 S-P

3) Hybrid Mode:

- Upon rolling S-P of 15+ the user becomes a hybrid between the user's original physiology and the crustacean.
- This mode makes it so the user is their original height and gains benefits based on which crustacean they are.
- If the user chose Crab: the user gains +8 physical resistance, claws deal 1d6 slashing damage.
- If the user chose Lobster: the user gains +6 physical resistance, claws deal 1d8 slashing damage.
- The user does not take 2x physical damage whilst in this mode.
- Whilst in this mode the user gains +1 SpStr.

4) [Ability] Hard outer shell :

- +6 physical resistance with the user's shell whilst in hybrid mode.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

Power Compendium

5) [Ability] Pincer Vice:

- User rolls grapple with advantage when it come to grappling with their claws.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

6) [Ability] Razor Claw:

- users claw deals ½ of the users shell resistance when pinching with their claw.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

7) [Ability] shrimp pistol :

- Whilst in the user creature or hybrid mode, the user gains the ability to store water in one of their claws, and in their mouth, upon an S-P or Str roll the user jets this water out up to 5m +5m for every buff under this power. This jet of water deals 1d8 impact damage (+1 dice up per buff under this power).

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

8) [Ability] crustacean regrowth :

- upon an S-P roll of 20+ the user can regrow a single limb, as long as they're in creature or hybrid forms of this power.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

9) [Ability] Mega-Crustacean

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[Buff] Increase pincer damage by 2 dice up, increase SpStr by +2, increase physical resistance by +4.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Crustacean royalty

- User can become the "Crustacean royalty" in hybrid mode if the user rolls 20+ S-P.
- Whilst in crustacean royalty hybrid mode, the user has +1 to all stats the power affected, as well as double the users damage resistance granted from this power.
- Whilst in the "Crustacean royalty" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: crab anthropial, crabs)
- If the user took any of the abilities, they are 2x as effective whilst in "Crustacean royalty" mode.

Power Compendium

Kitsune

Powers:

- Upon succeeding an S-P roll of 10+ the user transforms into a 2m, two-tailed fox.
- Whilst in this form the user has +1 SpDex
- Whilst in this form the user can generate a psychic fire that deals 1d8 psychic/fire crossbreed damage.
- Whilst in Kitsune form the user can shapeshift into the visage of creatures equal to 1m greater than their original size.

Limitations:

- Users psychic/fire can reach up to 10m.
- User can only utilise the limbs and extremities of the form take whilst shapeshifting if they are visually obvious (example: wings grant flight, additional limbs, etc.)
- Shapeshifting will not grant the user any resistances, emission, manipulation based abilities.

Weaknesses:

- Whilst shapeshifting if the user takes damage, an injury, or an ailment the user instantly returns to their Kitsune form.
- Upon transformation the user must roll a willpower roll of 10+ otherwise the user will attack the closest creature to this character each turn / minute until the user succeeds.
- The willpower roll is required again if the user has their vitality broken, or takes and injury.

Levels:

1) +1 S-P

2) +1 S-P

3) 3rd tail of Majestic control:

- After achieving this ability, this character's Kitsune form gains a third tail.
- user gains control over their creature form without needing to roll willpower upon transforming.
- User gains +2 slashing damage from their claws.
- User gains +1 SpCha.

4) [Ability] 4th tail of the hypnotic fox:

- Upon taking this ability the user's creature mode has an additional tail and gains +1 SpCha, +1 SpCha for every buff taken under this power.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

Power Compendium

5) [Ability] 5th tail of the regenerative fox:

- Upon taking this ability, the user's creature mode has an additional tail and whenever in creature mode, the user can heal themselves with 1d10 after rolling 10+ with S-P.
- Upon rolling 15+ with S-P the user can heal 1 injury/ ailment.
- Upon rolling 20+ with S-P the user can regrow 1 of their own limbs / organs that was removed or damaged.
- For every buff taken under this power, the healing dice increases by 1 dice up.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

6) [Ability] 6th tail of the trickster fox:

- Upon taking this ability the user's creature mode has an additional tail and the user can make inanimate objects appear differently via illusions upon tactile and an S-P roll of 15+.
- The size of an object must not exceed the user's psychic range, and can only affect other objects at the same time if they are inside the initial affected object.
- Objects look and smell different and will keep their illusionary properties until the object takes damage or deals damage to others.
- User gains 5m of psychic range per buff under this power.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

7) [Ability] 7th tail of the cloud-walking fox:

- Upon taking this ability the user's creature mode has an additional tail and the user can generate clouds beneath their feet enabling them to walk on air an equivalent distance from the ground as their move speed.
- User can even roll S-P reactively if falling to create a cloud beneath to break their fall.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

8) [Ability] 8th tail of the: Mystic Fox

- Upon taking this ability the user's creature mode has an additional tail and the user can now use their claws to scratch through spatial constructs and distortions, destroying them.
- Their claws can cut open pocket dimension, allowing them to escape without needing to deal damage to the outer walls.

[Buff] increase SpDex by +1, increase psychic/fire damage by 1 dice up, increase slashing damage by +2.

9) [Ability] 9th tail of the timeless fox:

- Upon taking this ability the user's creature mode has an additional tail and the user can now sense time distortions, created from time manipulation.
- User can passively move through stopped time if someone has stopped it near them.

[Buff] increase SpDex by +2, increase psychic/fire damage by 2 dice up, increase slashing damage by +4.

10) [Mutation] Divine fox

- Upon user choosing this ability the users' Kitsune mode can now manipulate their own Psychic-fire as well as manipulate fire and turn it into psychic-fire, however, if contesting against a fire based power user, this character must succeed over the opposing roll.
- If this character succeeds in turning flames into psychic-fire, the flames will be considered psychic-fire until put out, or an opponent manipulates it to change it back.
- Upon taking this ability the player must choose one of three ways that the Kitsune mode changes permanently:
 1. Fox of the underworld -
 - Kitsune form can meld into the shadows upon rolling S-P of 15+, allowing them to become invisible, and immune to physical damage during this.
 - Kitsune form can either stick with being able to generate and manipulate psychic-fire, or psychic-dark, however, once chosen the user cannot use the other.
 - If the user chose psychic-dark they cannot generate or manipulate psychic-fire, but can manipulate their own shadow and generate/ manipulate darkness.
 2. Fox of the natural world -
 - Kitsune form can breath under water, and levitate up to 2m of the immediate ground, whatever was rolled with S-P to levitate is now also the roll required for opponents to hit this character with non-AOE (area of effect) attacks, as this counts as an automatic finesse-based dodge.
 - Kitsune form can either stick with being able to generate and manipulate psychic-fire, or psychic-physical, however, once chosen the user cannot use the other.
 - If the user chose psychic-physical they cannot generate or manipulate psychic-fire, but can manipulate water, earth/rock, and air.
 3. Fox of the spirit world -
 - Kitsune form becomes a psychic fox, meaning they no longer take physical damage.
 - Kitsune form grants 10m to their psychic-fire range for every buff taken under this power.
- If the user took the ability "5th tail of the regenerative fox" upon going into fatal moments or dying whilst being in their kitsune mode the user can resurrect upon rolling 20+ with S-P. Each resurrection will remove a tail and each tail removed also removes an ability (example: tail 1,2,or 3 remove the user's "majestic control" ability).

Power Compendium

[Evolution] Hybrid mode

- Upon rolling 15+ with S-P the user can become a hybrid of their original form and their Kitsune form, whilst in this form the user can access their original limbs, meaning if they had hands, they have in this hybrid form.
- The user's size is based on the user's original form and not the Kitsune form.
- Whilst shapeshifted, the user will no longer be forced out and into their kitsune mode upon simply taking damage, unless the damage is higher than their vitality, or the user of this ability takes an injury.
- If the user was in their hybrid mode before shapeshifting, and then the user is forced out of their shapeshifted form, the user can revert to their hybrid mode, instead of their kitsune mode.
- If the user took the ability "5th tail of the regenerative fox" upon going into fatal moments or dying whilst being in either the kitsune or Kitsune-hybrid mode the user can resurrect upon rolling 20+ with S-P. Each resurrection will remove a tail and each tail removed also removes an ability (example: tail 1,2,or 3 remove the user's "majestic control" ability).
- When the user shapeshifts, using this power, the user can redistribute their Super stats (i.e.: SpCha, or SpDex) throughout their other 6 central stats.

Power Compendium

Elephant monomorph

Powers:

- User turn into an elephant upon an S-P roll of 10+.
- Whilst in the creature mode, the user of this power becomes a 3m tall elephant with +1 SpStr, and SpCon.
- The user also gains tusks that deal +2 piercing or blunt damage.
- The user also has a prehensile trunk that allows the user to grab and hold things.
- Creature mode body weight is 4x their own.

Limitations:

- Whilst in creature mode the user has no hands.
- User cannot speak whilst in creature mode.

Weaknesses:

- User takes 1.5x sonic damage in creature modes of this power.
- If this character transforms into their creature mode in a space smaller than their creature mode they will take 1d12 damage which cannot be resisted.

Levels:

1) +1 S-P

2) +1 S-P

3) Hybrid mode:

- Upon rolling 15+ with S-P the user becomes a hybrid between their original form and their creature form.
- Whilst in hybrid mode the user gains the capacity to speak as well as their original forms limbs.
- User is no longer 3m tall, nor are they 4x their body weight in hybrid mode.
- Users tusks deal +2 additional damage in both hybrid and creature mode.
- Hybrid mode keeps the creature mode SpStr and SpCon.

4) [Ability] Elephant hearing

- User can roll audio-based perception and insight with S-P advantage.
- The user can also hear/ sense vibrations with their trunk and feet, meaning they can still sense audio without their ears.

[Buff] +1 SpStr, +1 tusk damage modifier.

5) [Ability] Trunk jet

- The user can store a liquid in their trunk for 1 shot dealing 1d8 (+1 dice up per buff taken with this power).
- The range of the trunk jet is 5m +5m per buff taken with this power.

[Buff] +1 Con, +1 tusk damage modifier.

Power Compendium

6) [Ability] Tough Tusks

- Users creature and hybrid modes tusks are doubled in their damage resistance.
- User gains an additional +1 to tusk damage modification for every buff taken under this power.

[Buff] +1 SpStr, +1 tusk damage modifier.

7) [Ability] Trunk wielder

- User can wield melee weapons with their trunk, using either Dex, Str, or S-P.

[Buff] +1 SpCon, +1 tusk damage modifier.

8) [Ability] Elephant roar

- User can roll intimidation with advantage, whilst in creature or hybrid modes.

[Buff] +1 SpStr, +1 tusk damage modifier.

9) [Ability] Mammoth mode

- Upon rolling 25+ the user can turn into a mammoth.
- Whilst in this mode the user is 2x the size of their elephant mode.
- This mode has fur which grants +8 cryo resistance (+2 per buff taken under this power), but the user takes 1.5x fire damage.
- User deals 2x damage with melee attacks.

[Buff] +1 SpCon, +1 SpStr, +2 tusk damage modifier.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Imperial elephant

- User can become the "Imperial Elephant" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Imperial elephant hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the "Imperial elephant" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: elephant anthropial, elephant)

Power Compendium

Natural element stockpile

Powers:

- User starts with a stockpile of an internal energy which can be converted into a damage type and expelled from the user.
- The player must choose one of these damage type for the stockpile to turn into:
 - Fire
 - Cryo
 - Energy
 - Darkness
 - Lightning
 - Poison
 - Psychic
- The user starts with a stockpile of 10 points.
- The user can use points from this stockpile to deal damage from 1d6 and the 1 dice up per point used in each expulsion of power.
- User can activate this power with either S-P, Con or Willpower.

Weaknesses:

- User cannot regain stockpile points until they rest:
 - Short rest: restores half maximum stockpile points.
 - Long rest: restores all points.
- The element that is ejected cannot reach past 1m of the users body.

Limitations:

- Whatever element was chosen, the user cannot choose another, as that is only element that can convert their stockpile into.
- Each damage expulsion is tactile range and only deals damage upon contact with physical mass.

Note:

- If the user of this power gains Boons they will not be able to increase the damage output from their first stockpile point, however, they can increase max stockpile.

Blood transfusion :

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Levels:

- 1) S-P +1
- 2) S-P +1
- 3) Ranged expulsion:
 - The user can expel their element from themselves with a range of up to 10m +10m per buff under this power.

Power Compendium

4) [Ability] New element:

- The user can wield an additional element to wield, in addition to their primary element. However, they cannot use their original element or any other granted elements simultaneously.

[Buff] the stockpile increases by 2 points.

5) [Ability] New element:

- The user can wield an additional element to wield, in addition to their primary element. However, they cannot use their original element or any other granted elements simultaneously.

[Buff] the stockpile increases by 2 points.

6) [Ability] New element:

- The user can wield an additional element to wield, in addition to their primary element. However, they cannot use their original element or any other granted elements simultaneously.

[Buff] the stockpile increases by 2 points.

7) [Ability] New element:

- The user can wield an additional element to wield, in addition to their primary element. However, they cannot use their original element or any other granted elements simultaneously.

[Buff] the stockpile increases by 2 points.

8) [Ability] New element:

- The user can wield an additional element to wield, in addition to their primary element. However, they cannot use their original element or any other granted elements simultaneously.

[Buff] the stockpile increases by 2 points.

9) [Ability] Stock Healing:

- User can use their stockpile to heal themselves to the same amount of dice as their damage output with this power. (D6 for 1 point then 1 point per 1 dice up)
- The user can also use 1 point to heal an injury/ ailment or 2 points per regrowth of organ/ limb.
- Instead of using points, this character can instead heal ailments, via rolling 15+, or can regrow a limb/organ via rolling 20+.

[Buff] the stockpile increases by 4 points.

Power Compendium

10) [Mutation] Recharge:

- User can now roll their powers or that stats to activate thus to recover their stockpile:
 - 26: all stockpile recovered
 - 25+: ½ maximum stockpile recovered
 - 20+: 1/4 maximum stockpile recovered
 - 15+: 1/10 of the maximum stockpile recovered
 - 14 or less: none
- If the user fails to roll 10+ 3 times or rolls a Nat 1 in the same day, this character must wait until a short rest before being able to use this method to recover stockpile.

[Evolution] Life Force:

- Upon taking this ability, this character can use their own Hp to deal damage with this power instead of using their own stockpile, even if their stockpile is empty.
- When using HP, this character does not roll dice but instead deals the exact amount of damage equal to the amount of HP sacrificed.
- The amount of health sacrificed can be no greater than 50 at a time.
- If the hp output is greater than the users vitality, they must roll Con else they take an injury/ ailment fitting to the damage type dealt.
- If the user took the ability "Stock Healing" they can sacrifice HP to heal injuries/ ailments, however they cannot use this method to heal HP.

Power Compendium

Matter eating

Powers:

- The user can Roll S-P to eat solid or liquid matter, regardless of what it is made out of.
- Upon biting into objects, the user ignores physical resistances/ immunity, so long as the substance is a physical substance.
- Upon biting creatures the user ignores physical resistances or immunities, as long as they are tangible/ a substance that is possible for this power to consume.
- User does not take physical damage from objects they consume with this power, regardless of what it is made of.

Limitations:

- If an object or substance can fit inside the users mouth and has not been bitten, chewed or swallowed, the object does not take damage.
- When biting with this ability the user deals 1d10 damage, this includes being made from whatever substance the user can eat with this power.

Weaknesses:

- User cannot use this ability without the function of their mouth.
- User cannot use this power to eat fire, lightning, energy, darkness, air, or spatial constructs.

Levels:

1) +1 S-P

2) +1 S-P

3) Advanced digestion :

- Upon user consuming objects/ substances, if the object / substance has a secondary function upon it taking damage, the user can roll S-P or Metabolism to nullify the ability on said object/ substance.
- The S-P or Metabolism roll must be 15+.

4) [Ability] Poison pallet :

- Upon taking this ability, the user can eat any solid or liquid that is poisonous or deals poison damage without taking any damage.
- The user can eat or drink poison without taking poison damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

5) [Ability] Corrosive consumer:

- Upon taking this ability, the user can eat any solid or liquid that is corrosive or deals corrosive damage without taking any damage.
- The user can eat or drink poison without taking corrosive damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

Power Compendium

6) [Ability] Fire eater:

- Upon taking this ability, the user can eat any solid or liquid that deals fire damage or actual fire without taking any damage.
- The user can eat or drink fire without taking fire damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

7) [Ability] Ice-cold crunch:

- Upon taking this ability, the user can eat any solid or liquid that deals cryo damage without taking any damage.
- The user can eat or drink ice without taking cryo damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

8) [Ability] Lightning lapper:

- Upon taking this ability, the user can eat any solid or liquid that deals lightning damage or actual lightning without taking any damage.
- The user can eat or drink lightning without taking lightning damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

9) [Ability] Hardlight appetite:

- Upon taking this ability, the user can eat any solid or liquid that deals energy damage or actual light beams without taking any damage.
- The user can eat or drink energy without taking energy damage whilst consuming it.
- This does not work on regular light, instead it works on hard light, energy beams/ blasts, or energy constructions.

[Buff] Damage from biting using this power increases by 2 dice up.

Power Compendium

10) [Mutation] Digestive manifestation:

- User with this ability can stockpile up 4 substances they most recently are using this power.
- This quantity of the substances are equal to 5m before it takes up another stockpile point, however, this is only for solids or liquids.
- If the user took any abilities that enabled them to eat fire, lightning, or energy, the user can only stockpile one bite per each point in their stockpile.
- The user can manifest anything from their stockpile, which can manifest from any part of the user's body, and in any shape the user decides.
- The damage output from manifesting is based on the users damage with power, is the substance is a solid they can manifest the substance like an armour granting them a resistance equal to half of the maximum damage output possible from this power.
- If the user is able to manifest fire, lightning, and or energy, the user does not take damage from manifesting it, however, the user will not have resistance to other forms of said damage types via outside sources.
- If any substance the user consumes deals damage (ei: fire, lightning, etc.) the user deals the damage of their own powers + the damage of the substance, be that from tech, environmental, or powers.

[Evolution] Metabolic restoration:

- Upon eating matter the user heals based on the damage they dealt/ can deal using this power.
- If the user took multiple abilities under this power, the user can eat crossbreed damage types, such as solar (fire/energy).
- The user can even cure ailments via eating the substances that caused the ailments, for example, the user eats fire to cure burns, the user eats solid matter to stop a bleeding wound. (This ability cannot regrow organs or limbs).

Power Compendium

Cryo-genesis

Powers:

- Upon tactile contact, the user can cool down and freeze said object, substance, or creature - dealing cryo damage and generating ice.
- Upon creating ice on a surface, the user can create an ice path which can either deal physical damage (Blunt, piercing, or slashing).
- The user can also create ice all around the location they touched and then froze, however, freezing area of effect range has a radius equal to half of the ice path range.
- User has cryo resistance equal to their maximum cryo damage they can naturally deal without SPMA's or Signatures.
- Ice can effect movement speed via halving movement speed, or those one the ice who cannot gain traction can also attempt to roll Dex with disadvantage, in attempt to utilise their entire move speed, upon failing to succeed a roll of 15+ the targets fall to prone or slide uncontrollably in a direction of the narrators choice.

Limitations:

- Range of the ice path is 10m from the user.
- Radius of the ice area is equal to half of the ice path range.
- User deals damage weather it be physical or cryo of 1d8.

Weaknesses:

- User must physically touch a sold or liquid to generate ice.
- User must use this power through their hands only.
- If user user is in too hot of an environment the user will roll to use these with disadvantage.

Levels:

- 1) +1 S-P
- 2) +1 S-P
- 3) Cryo footprint:
 - User can wield their powers via feet as well as their hands.
- 4) [Ability] Brittle cold:
 - Upon rolling 15+ the can choose to generate cold, that upon hitting a target, so long as the target can take cryo damage, this ability freezes a small spot on the target.
 - This frozen spot will last 1d4 turns and can make it possible for targets to take physical damage as long as it's on the brittle cold frozen spot.
 - Target takes 1.5x more physical damage and roll's disadvantage with fortitude rolls on the spot.
 - This abilities roll requirement increases by 1 increment after every use until the user takes a short rest.

[Buff] increase damage by 1 dice up, increase range by 10m.

Power Compendium

5) [Ability] Icicle weapons:

- Upon an S-P roll of 15+ the user can create weapons made of ice which deal physical damage equal to half of the user's cryo damage from their dice (not including their SPMA's or signatures).
- These weapons cannot be any larger than 2m.

[Buff] increase damage by 1 dice up, increase range by 10m.

6) [Ability] Personal cold:

- Upon rolling 15+ with S-P the user generates cold from their body, which upon tactile contact with the user will deal half of the maximum cryo damage possible from users cryo damage dice with this power (it including SPMA's or signatures).
- Upon successfully rolling for this ability, this will last 1 minute/ in-combat rotation.
- If the user successfully rolled for this ability last minute/ last in-combat rotation the user may roll again to maintain this ability, if successful this does not use the actions of this character for this turn.

[Buff] increase damage by 1 dice up, increase range by 10m.

7) [Ability] White Zone:

- Upon the user rolling S-P of 20+ the user creates ice from whatever they are touching and emits a cold aura with radius equal to half of the user maximum ice path range.
- In this aura, anyone and anything will be dealt cryo damage whether they are touching the ice or in the air.
- This ability lasts for 1d4 turns +1 dice up for every buff take under this power.
- This ability can be used once per short rest.

[Buff] increase damage by 1 dice up, increase range by 10m.

8) [Ability] Cryo constructs:

- User can create solid space in the form of any shape the user wishes.
- The size of the construct is based on the users ice path range.
- the user can leave the construct indefinitely till the constructs are broken or melted.
- To destroy constructs, someone or something must deal damage equal to, or more than the max damage this character can do with cryo.

[Buff] increase damage by 1 dice up, increase range by 10m.

9) [Ability] Cold embrace:

- Upon roll S-P of 25+, for 1 minute/in-combat rotation, the user of this power deals 3x cryo damage.
- This ability can only be used once per long rests.

[Buff] increase damage by 2 dice up, increase range by 20m.

Power Compendium

10) [Mutation] Cryokinesis:

- Upon taking the mutation the user of this power can now telekinetically control ice within a radius equal to 5x their ice path range with this power.
- The user can touch existing ice and increase it's size based on the user's tactile ice range.
-

[Evolution] Cryogenic blast:

- The user can now blast cold blasts from their hands which can deal cryo damage as well as utilise any of their previous abilities without needing tactile contact with solids and liquids beforehand.
- The range of the ice blasts are 2x the user's ice path range.

Power Compendium

Bat

Powers:

- User can turn into a bat.
- Whilst in bat mode the user can fly up to 20m off of the immediate ground.
- User can roll advantage with audio based perception or insight whilst in bat mode.
- User gains fangs which deal +2 piercing damage whilst in bat mode.
- Bat mode gains advantage when climbing.

Limitations:

- Bat mode becomes 0.5m large.

Weaknesses:

- User takes 1.5x sonic damage in any mode from this power.
- User takes 2x physical damage in bat mode.

Levels:

1) +1 S-P

2) +1 S-P

3) Hybrid mode

- User of this power can transform into a hybrid between their original form and their creature mode, after succeeding an S-P roll of 15+.
- Hybrid mode gainsHybrid mode gains the ability to speak, and use their hands (if they had any in their original form), however, their arms are also their wings, so they may not be able to hold objects whilst flying.
- +1 SpDex
- +1 SpWis
- User keeps their fang modifiers.

4) [Ability] Sonic Sonnar

- User rolls S-P to scream in a direction which can help the user see without needing eyesight.
- This can be used instead of sight based perception.

[Buff] +1 SpDex, +1 fang modifier whilst in hybrid mode.

5) [Ability] Sonic screech

- User can create a scream dealing 1d8 sonic damage up to 10m +10m per bud taken under this power.
- The damage dice increases by 1 dice up per buff taken under this power.

[Buff] +1 SpWis, +1 fang modifier whilst in hybrid mode.

6) [Ability] Nocturnal

- User can see in the dark whilst in creature and hybrid modes.
-

[Buff] +1 SpDex, +1 fang modifier whilst in hybrid mode.

Power Compendium

7) [Ability] Vamp-Bat saliva

- When inflicting a bleeding ailment/ injury via biting, whilst in creature or hybrid modes, the targets time limit is indefinite until something else can stop it.
- This can also work if the user gets any of their saliva on a targets bleeding wound.

[Buff] +1 SpWis, +1 fang modifier whilst in hybrid mode.

8) [Ability] Toxic resistance

- Whilst in creature or hybrid mode the user is resistant to poison up to +6.
- This increases by +2 for every buff taken.
- This also makes the user resistant to disease.

[Buff] +1 SpDex, +1 fang modifier whilst in hybrid mode.

9) [Ability] Mega Bat

- Upon rolling S-P 20+, the user can transform into a 2-meter tall mega bat.
- While in this form, the user's fang damage is doubled (after all modifiers).
- The user gains +2 SpStr (only in Mega Bat mode) due to increased mass and musculature. This is on top of the SpDex from what they would gain from hybrid mode.
- Mega Bat mode allows the user to fly at 2x their normal bat-mode flight speed.
- Mega Bat mode ends if the user is knocked unconscious, restrained, or chooses to return to normal/hybrid form.

[Buff] +1 SpDex, +1 SpWis, +1 fang modifier whilst in hybrid mode.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Bat ruler:

- User can become the "Bat rules" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Bat rules hybrid mode, the user has +1 to all stats the power affected, as well as double the users move speed whilst flying.
- Whilst in the "Bat ruler" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: bat anthropial, Bats)
- If the user took any of the abilities, they are 2x as effective whilst in "Bat rules" mode.

Power Compendium

Horse

Powers:

- User can turn into a horse.
- Whilst in horse mode the user has 2x their move speed, +1SpCon, and +1SpStr.
- Whilst in this form the user can add 1d8 damage to melee attacks, utilised by those who are riding atop the back of the user when moving.

Limitations:

- User cannot speak in their creature modes.
- User does not have hands in the creature modes and therefore cannot pick up objects or wield weapons.

Weaknesses:

- Whilst in the creature and hybrid modes, the user will take 1.5x sonic damage.
-

Levels:

1) +1 S-P

2) +1 S-P

3) Hybrid mode

- User of this power can transform into a hybrid between their original form and their creature mode, after succeeding an S-P roll of 15+.
- Hybrid mode gains the ability to speak, and use their hands (if they had any in their original form).
- Still has +1 SpStr.
- Has +2 SpCon instead of just +1.
- Keeps the move speed multiplier.

4) [Ability] Wise Creature

- All creature and hybrid modes under this power grants +1 SpWis, +1 SpWis per buff taken under this power.

[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

5) [Ability] Equas speed:

- user can roll move speed with S-P advantage.
- This includes with initiative.

[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

6) [Ability] Strong Steed

-

[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

Power Compendium

7) [Ability] Mammalian Stamina:

- User can roll Endurance with S-P advantage.

[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

8) [Ability] Agile Stallion

- All creature and hybrid modes under this power grants +1 SpDex, +1 SpDex per buff taken under this power.

[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

9) [Ability] Sleipnir mode

- Upon rolling 20+ S-P the user can transform into a larger, four-legged horse.
- In this mode the user's move speed is 4x rather than 2x.
- The user can deal 2x damage with their kicks.
- The user rolls advantage on move speed and con-based rolls.

[Buff] +1 SpCon, increase the "mount damage" bonus by 2 dice up, and +4m to move speed in creature and hybrid modes.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Equestrian Royalty

- User can become the "Equestrian royalty" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Equestrian royalty hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the "Equestrian royalty" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: horse anthropial, horses)
- The additional damage normally added to those riding atop the user can not be added to all melee attacks from the user whilst in this hybrid mode, as long as the user has moved 1/10 of their move speed prior to each attack.

Power Compendium

Bear

Powers:

- User can turn into a horse.
- Whilst in horse mode the user has teeth and claws which deal +3 piercing or slashing damage , and +1SpStr.
-

Limitations:

- User cannot speak in their creature modes.
- User does not have hands in the creature modes and therefore cannot pick up objects or wield weapons.

Weaknesses:

- Whilst in creature or hybrid forms, the user takes 1.5x fire damage.
-

Levels:

- 1) +1 S-P
- 2) +1 S-P
- 3) Hybrid mode
 - User of this power can transform into a hybrid between their original form and their creature mode, after succeeding an S-P roll of 15+.
 - Hybrid mode gains the ability to speak, and use their hands (if they had any in their original form).
 - User gains +2SpStr, Instead of +1.
 - User can still access their teeth and claws from their creature mode.
- 4) [Ability] Tree climber
 - All creature and hybrid modes under this power gains S-P advantage when climbing walls and trees.

[Buff] +1SpStr, +2 Claw and teeth modifiers whilst in creature and hybrid modes.

- 5) [Ability] Forest tracker
 - All creature and hybrid modes under this power gains S-P advantage on scent-based perception and insight rolls.
 - The user can also track down creatures up to day after they passed through the area they are in, providing they roll 15+ with perception.

[Buff] +1 SpCon, +2 claw and teeth modifiers whilst in creature and hybrid modes.

- 6) [Ability] Polar fur:
 - All creature and hybrid modes under this power gains +8 cryo resistance.
 - Cryo resistance increases by +2 per buff under this power.

[Buff] +1 SpStr, +2 claw and teeth modifiers whilst in creature and hybrid modes.

Power Compendium

7) [Ability] Naturally inoculated diet:

- All creature and hybrid modes under this power gains the ability to be immune to poison when eating it or drinking it.
- This ability also means if a substance is supposed to deal poison damage it with heal points of health instead.

[Buff] +1 SpCon, +2 claw and teeth modifiers whilst in creature and hybrid modes.

8) [Ability] River hunter:

- All creature and hybrid modes under this power gains 2x move speed in water.

[Buff] +1 SpStr, +2 claw and teeth modifiers whilst in creature and hybrid modes.

9) [Ability] Bjorn mode:

- Upon rolling S-P of 20+, the user transforms into a bear mode, that is 2x the original bear size.
- Whilst in this mode the user gains +1 SpStr, and SpCon.
- Whilst in this mode the user gains physical resistance of +8, +2 for every buff taken.
- The user's body weight is multiplied by 2x in this mode.

[Buff] +1SpStr, +1 SpCon, +4 claw and teeth modifiers whilst in creature and hybrid modes.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Ursid Supreme

- User can become the "Ursid supreme" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Ursid supreme hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the "Ursid supreme" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: bear anthropial, bears).

Power Compendium

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.

Power Compendium

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 target's 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 whose 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.

Power Compendium

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.

Power Compendium

Empathy

Powers:

- Upon tactile contact, the user is able to alter a creature's emotional state, as well as read emotions.
- If the target is already feeling the emotional state the user is trying to grant/ increase the user can either roll advantage or the target rolls disadvantage.
- This ability can even be used to awaken the targets upon an S-P roll of 15+.

Limitations:

- User must physically touch the creature(s) they wish to read or manipulate the emotions of.

Weaknesses:

- User cannot manipulate their own emotions using this power.
- User must be conscious to use this power.

Levels:

1) +1 S-P

2) +1 S-P

3) Calmness

- Upon placing the target into a calm emotional state, the target cannot break out of the emotional nor be effected by Cha checks that are lower than the roll the user achieved with this perk.
- Whilst under this effect, the target cannot roll advantage or disadvantage with willpower, charisma, or intelligence.
- Once placed into this emotional state, all bleeding or poison ailments stop temporarily until this emotional state ends.
- Without breaking or being broken out of this state, this effect will last for 1d4 turns/ in-game minutes.

4) [Ability] happiness, excitement, ecstasy

- Upon placing the target into an emotional state of either happiness, excitement, or ecstasy.
- Once the target is under this effect, the roll requirement to break out or be broken out is equal to the roll achieved by the user of this power.
- If the target is caused an injury or their vitality is broken they must roll willpower, nerve, or wisdom, not to be broken out of this emotional state.
- Whilst in these emotional states the target's dice (damage, healing, time limits, etc.) are multiplied by 1 multiplier higher (normal damage = 1.5x, 1.5x = 2x, 2x = 3x, etc.).
- Whilst in these emotional states the damage the target takes is multiplied by 1 multiplier higher.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

Power Compendium

5) [Ability] Anger, hatred, rage

- Upon placing the target into an emotional state of either anger, rage or hatred.
- If the target failed by 1 increment, they feel the emotion towards one person of their choice.
- If the target failed by 2 increments they feel the emotion towards all but one person of their choice.
- If target fails by 3 or more increments they feel the emotion towards all indiscriminately.
- The target will attack those closest to them of which they feel these emotions towards, and all attacks are with advantage.
- Whilst in this emotional state, the target rolls disadvantage with Inelegance, Wisdom, and Charisma (except intimidation).
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

6) [Ability] Love, Fear, Disgust.

- Upon placing the target into an emotional state of either hope, courage, or denial, the target is effected in these particular ways.
- If the target failed by 1 increment, they feel the emotion towards one person of their choice.
- If the target failed by 2 increments they feel the emotion towards all but one person of their choice.
- If target fails by 3 or more increments they feel the emotion towards all indiscriminately.
- Whilst in these emotional states the target will roll disadvantage when attempting to attack the object of their emotion.
- Whilst in these emotional states the target can roll advantage when attempting to evade/ escape the attacks of the object of their emotion.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

7) [Ability] Sadness, despair, melancholy

- Upon placing the target into an emotional state of either sadness, despair, or melancholy, the target is effected in these particular ways.
- Whilst in this emotional state the user cannot reactively evade/ dodge incoming attacks.
- Whilst in these emotional states, each time it is someone's turn the target and all those around the target must roll endurance, nerve, or willpower of 15+, otherwise they are fatigued until this emotional state is over.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

Power Compendium

8) [Ability] Hope, courage, denial

- Upon placing the target into an emotional state of either hope, courage, or denial, the target is effected in these particular ways.
- Whilst in these emotional states, the target gains 10 auxiliary health +10 for every buff taken.
- Whilst in these emotional states, the target will not go unconscious or suffer from fatal moments (unless decapitated) until the end of this emotional state.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

9) [Ability] Desire, Greed, Jealousy

- Upon placing the target into an emotional state of either desired greed, or jealousy towards a person, object, or concept which is the source of their emotion.
- Whilst in these emotional states, the target rolls advantage with anything to do with their source of this emotion, and disadvantage on all rolls that have nothing to do with the source of this emotion.
- Whilst in these emotional states the targets effective range (move speed and ranges) are all doubled.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 2 dice up.

10) [Mutation] Self-actualisation

- User can now manipulate their own emotions and grant themselves the same benefits form the abilies.
- User can even roll for these powers on themselves to help against Cha rolls against them, for example taunt.

[Evolution] Emotional control

- User can now manipulate emotions without tactile contact, the user gains a range of 10m, +10m for each buff taken under this power.
- The user can even control what the user fears, hates, loves, etc by choosing the source of the emotion.