

Havoc Child (Primordial elemental empowerment)

Lore:

- Known as the havoc children cause due to the extreme nature of their abilities: these particular omegans have the power to generate extreme high and low temperatures as well as electricity and dense photons from their body.
- The havoc children can generate these four elements however, during which their bodies are severely susceptible to the opposite elemental damage.
- These omegans got their names due to the destructive power they own, however, it is rare to see a havoc child at later points in their lives.

Powers:

- Upon tactile contact and an S-P roll of at least 10, the user can deal elemental damage to whatever they are touching.
- This means the user can roll S-P before an attack or after a grapple.
- The elements that this character can summon are ; Fire, Cryo, Lightning, and Energy.
- User cannot harm themselves with their own powers.
- All elemental damage is 1D10.
- Upon using/ generating elemental damage types, user gains said elemental resistance equal to the maximum amount of damage possible through their own damage dice (example : d10 = 10).
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Whilst the user is using fire, they have a weakness to cryo by 2x.
- Whilst the user is using cryo, they have a weakness to fire by 2x.
- Whilst the user is using lightning, they have a weakness to energy by 2x.
- Whilst the user is using energy, they have a weakness to Lightning by 2x.

Limitations:

- Tactile ability only, therefore no ranged capabilities.
- Elemental damage only lasts as long as the initial hit lasts.
- Elemental resistance lasts up to 1 minute / combat rotation after initial use of said element.
- As soon as user generates a different elemental damage type, the resistance is changed to that elemental damage type.
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Levels:

- 1) Super-Power +1
- 2) Super-Power +1
- 3) Natural devastation: user can access / generate 3 more physical damage type upon tactile contact with and object or creature : Impact blast : upon tactile contact and an S-P roll of 10+, this character deals 1d10 impact damage to whatever this character was/ is touching (+1 dice up for every buff taken). If the user rolls 15+ they can deal the impact damage and knock the target back by 1m for every point of damage dealt with this attack. Natural severance : user can deal 1D10 of slashing damage (+1 dice up for every buff take Lbs with this ability). Natural Puncture : user can deal 1D10 of piercing damage (+1 dice up for every buff taken).

- 4) [Ability] Damage sense : user rolls S-P of 10+ to sense damage being dealt towards anything (including durability of object) within 10m, +10m for every buff taken. This ability also allows the user to know how much damage is being dealt.

[Buff] increase elemental damage by 1 dice up.

- 5) [Ability] Elemental warrior

- This character must roll and succeed a Super-power roll of 15 or above to then transform into a powered up mode that grants the user an increase of damage to 1 selected element (damage type) the users chooses.
- The increase to elemental damage is increased by 2 dice above.
- The abilities under "Natural devastation" are increased in damage by 2 dice up whilst this form is activate.
- To change the elemental mode the user must roll 15 or above again.
- Cannot use any other elemental damage types other than the chosen one, except "impact blast", "Natural puncture", or "Natural Severance".

- 6) [Ability] Havoc Zone : roll S-P of 15+ to imbue an area of up to 2m diameter (+2m per buff taken) of an elemental damage of this characters choice and capabilities. This lasts 1d4 turns (+1 dice up for every buff taken. Damage dealt is equal to half of the maximum damage potential from the damage dice. If the user achieves an S-P roll of 25+ to make this ability last an hour on the affected area.

[Buff] increase elemental damage by 1 dice up.

- 7) [Ability] Dual element transformation : roll 20+ to activate Elemental Warrior, however, the player gets to choose 2 elements rather than one for the transformation.

[Buff] increase elemental damage by 1 dice up.

- 8) [Ability] primordial weapon : Roll 15+ with S-P to create a weapon of any shape made out of whatever element the user has available at the time. These Primordial weapons deal damage equal to half of the maximum damage through damage dice.

[Buff] increase elemental damage by 1 dice up.

- 9) [Ability] Damage redirect : user can roll S-P to reactively deflect any incoming; fire,cryo ,lightning, energy, piercing, slashing, blunt or impact damage. If this characters S-P roll matches the opposing roll then the attack is neutralised, if this characters S-P roll is higher than the opposing roll, the damage is dealt back against the attacker and if the character rolls 5+ higher than the opposing roll, the damage the opponent deals is dealt them plus this character rolls their own damage dice based on that element to add to the damage dealt. This works with ranged or melee attacks, however can only work if the attack is directed at this character.

[Buff] increase elemental damage by 2 dice up.

10) [Mutation] Damage sponge

- Any damage this character takes will be stored as a stockpile, this stockpile is as large as the user's maximum health and upon an S-P roll of 20+ the user can unleash a blast that deals as much of the stockpile the user has and wants. (Damage dealt is considered as just damage, so it'll damage anything that isn't using "Intangibility".)
- The blast can be ranged up to 10m + 10m for every buff taken with this power.
- Whilst in Elemental Warrior mode this character is immune to the elemental damage they are using.
- Whilst in Elemental Warrior mode the user can also use the stockpile to heal themselves, upon a roll of 20+. If the amount of health healed exceeds the user's vitality, they are healed of any and all injuries / elemental ailments based on the elemental damage types this character wields with this power.
- If the user took the ability "Dual elemental warrior mode" the user gains double the amount of stockpile points if they are hit by a damage type that would have dealt them double damage, as well as gaining points into their stockpile based on the damage they would have taken, even if they are immune to said damage at the time.
- If the user took the ability "damage sense" the user can now determine how much damage objects or creatures have been dealt from their current health pool. (Note: this does not inform the user of how much health those sensed by this power have, but merely how much has been taken so far).

[Evolution] Amplifier :

- User now can deal any and all elemental damage they have access to, via blasting them up to a distance of 10m +10m for every buff taken. (B)
- Whilst in Elemental warrior mode any time this character rolls S-P and achieves at least 1 increment or higher than the original roll requirement of any elemental abilities or attack, this character can then roll 1d4 to multiply the damage by whatever the result of the dice is. The same can be done with range although the user must choose if the affects range is being multiplied or the damage, however, if the user of this ability rolls 2 increments above the can multiply both by the d4.
- User can also multiply any other damage type they can generate by 1d4 reactively so long as it's within this powers range, they must roll 15+ with S-P to reactively do so.
- If the user took the ability "Damage Redirect" the user can choose whenever they achieve 5+ higher than the attacker, to either add there own damage to the attack when sending back, or rolling 1d4 to multiply the damage the opponent was supposed to deal.
- If the user took the ability "damage sense" the user can now determine how much damage objects or creatures have been dealt from their current health pool. (Note: this does not inform the user of how much health those sensed by this power have, but merely how much has been taken so far).

[Ascension] Havoc Assault mode :

- Upon taking this ability each time this character lands an attack, add that damage to the next attack as a damage modifier, this can only happen as long as this character achieves a 15+ with the attack they land. The modifier is based on the damage rolled and does not stack with the previous modifier but instead replaces it each time.
- With this ability, all four elemental variations of Elemental Warrior modes grant an extra boost based on which element they are, as well as this their boosts are increased by the amount of buffs the player has taken with this power (written in brackets) ; lightning = +1 SPDex (+1 per buff), energy = SPStr +1 (+1 per buff), cryo = +1 SpCon (+1 per buff), and fire = +½ of max damage potential (this is increased due to buffs increasing damage).
- If the user took the ability "primordial weapons" the user can roll S-P or 15+ to infuse the damage of the last attack's damage dice to the primordial weapon(s), which stay in the weapons until the next infusion, which will replace the last infusion.
- If the user took the ability "damage sense" the user can now determine how much damage objects or creatures have been dealt from their current health pool. (Note: this does not inform the user of how much health those sensed by this power have, but merely how much has been taken so far).