

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) :

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Blood transfusion (clothing / amour) :

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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.
- 7) [Ability] Stampede
 - User can deal a stamp attack that deals their melee damage with their weight modifier as extra damage.
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[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.