

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 / armour) :

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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.

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 S-P instead of perception as long as the user rolls 15+.
- 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 ever 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

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 anthrophial, Wasps)