

## 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.

- 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)