

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. Immune to blunt 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 10m stretch, 15+ requirement for 20m stretch, 20+ S-P requirement for 30m stretch, 25+ for further stretching.

[Buff] Increase stretch length by 5m.

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 50lbs 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.

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.