

Bear

Powers:

- User can turn into a horse.
- Whilst in horse mode the user has teeth and claws which deal +3 piercing or slashing damage , and +1SpStr.
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Limitations:

- User cannot speak in their creature modes.
- User does not have hands in the creature modes and therefore cannot pick up objects or wield weapons.

Weaknesses:

- Whilst in creature or hybrid forms, the user takes 1.5x fire damage.
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Levels:

- 1) +1 S-P
- 2) +1 S-P
- 3) Hybrid mode
 - User of this power can transform into a hybrid between their original form and their creature mode, after succeeding an S-P roll of 15+.
 - Hybrid mode gains the ability to speak, and use their hands (if they had any in their original form).
 - User gains +2SpStr, Instead of +1.
 - User can still access their teeth and claws from their creature mode.
- 4) [Ability] Tree climber
 - All creature and hybrid modes under this power gains S-P advantage when climbing walls and trees.

[Buff] +1SpStr, +2 Claw and teeth modifiers whilst in creature and hybrid modes.

- 5) [Ability] Forest tracker
 - All creature and hybrid modes under this power gains S-P advantage on scent-based perception and insight rolls.
 - The user can also track down creatures up to day after they passed through the area they are in, providing they roll 15+ with perception.

[Buff] +1 SpCon, +2 claw and teeth modifiers whilst in creature and hybrid modes.

6) [Ability] Polar fur:

- All creature and hybrid modes under this power gains +8 cryo resistance.
- Cryo resistance increases by +2 per buff under this power.

[Buff] +1 SpStr, +2 claw and teeth modifiers whilst in creature and hybrid modes.

7) [Ability] Naturally inoculated diet:

- All creature and hybrid modes under this power gains the ability to be immune to poison when eating it or drinking it.
- This ability also means if a substance is supposed to deal poison damage it with heal points of health instead.

[Buff] +1 SpCon, +2 claw and teeth modifiers whilst in creature and hybrid modes.

8) [Ability] River hunter:

- All creature and hybrid modes under this power gains 2x move speed in water.

[Buff] +1 SpStr, +2 claw and teeth modifiers whilst in creature and hybrid modes.

9) [Ability] Bjorn mode:

- Upon rolling S-P of 20+, the user transforms into a bear mode, that is 2x the original bear size.
- Whilst in this mode the user gains +1 SpStr, and SpCon.
- Whilst in this mode the user gains physical resistance of +8, +2 for every buff taken.
- The user's body weight is multiplied by 2x in this mode.

[Buff] +1SpStr, +1 SpCon, +4 claw and teeth modifiers whilst in creature and hybrid modes.

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] Ursid Supreme

- User can become the "Ursid supreme" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Ursid supreme hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the "Ursid supreme" 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: bear anthropial, bears).