

# Special Huskonian powers

All powers require a 10 or above on S-P rolls to activate unless stated is passive.

## Notes:

If a buff states that a buff “increases damage dice by 1”, this means that instead of rolling the usual dice set out originally (example; fire mimicry fire damage = D6) or then increased to the next dice (D8) underneath will be a table of how dice increase.

| <u>D4</u><br>(Original<br>damage) | <u>D6</u>                 | <u>D8</u><br>(2d4)        | <u>D10</u>  | <u>D12</u><br>(2d6)        | <u>D10 +</u><br><u>D4</u>  | <u>D12+</u><br><u>D4</u><br>(2d8<br>/4d4) | <u>D12+</u><br><u>D6</u>  | <u>D12+</u><br><u>D8 /</u><br><u>2d10</u> | <u>D12+</u><br><u>D10</u> |
|-----------------------------------|---------------------------|---------------------------|-------------|----------------------------|----------------------------|-------------------------------------------|---------------------------|-------------------------------------------|---------------------------|
| <u>2D12 (4d6)</u>                 | <u>2D10+</u><br><u>D6</u> | <u>2D10+</u><br><u>D8</u> | <u>3D10</u> | <u>2D10+</u><br><u>D12</u> | <u>2d12+</u><br><u>d10</u> | <u>3D12</u><br>(6d6)                      | <u>3D10+</u><br><u>D8</u> | <u>4D10</u>                               | <u>5D10</u>               |

## Special

### Invisibility :

After activating this power the user becomes impossible to spot through sight alone, therefore others must roll disadvantage on perception to locate the user of this power. Invisibility lasts 1d4 of turns / minutes. Those who fail to perceive this character whilst invisible are unable to react against the characters attack, and must roll disadvantage when trying to aim or directly attack this character.

**Results of buffs :** Each buff can increase the time limit by 1 dice up or by +1 modifier.

**Feats:** With each feat this character can take can remove the possibility to be perceived in other ways, each ability must be at least 1 roll increment higher if the user wishes to add invisibility to the other ways to hide their presence.

**Final ability :** User can either have a buff that is worth 2 buffs, or have an ability to reflect and be immune to light energy, whenever invisible.

### **Aura detection :**

The user can sense the life force of all living creatures within 50 m radius, even through walls. This power does not work on dead or inorganic things unless said things have a life force inside them (I.E.: reanimated, or inorganic shapeshifters).

**Results of buffs :** user can buff this power by increasing the range by 30m each level.

**Feats:** Each ability this user can grant this character to see a different thing or concept the user can sense, either instead of biological auras (meaning the user rolls the same as the original requirement) or something on top of the original power (increasing the roll requirement by an increment for each.

1. **Emotional Aura** – Detect the dominant emotional state of living creatures (e.g., fear, anger, joy) within range.
2. **Injury Detection** – Pinpoint creatures that are injured or sick, including the severity of their condition.
3. **Hostile Intent** – Identify if a creature within range harbors immediate hostile or aggressive intent toward the user.
4. **Heartbeat Sense** – Detect and track creatures based on their heartbeat, useful for locating concealed or motionless targets.
5. **Breathing Patterns** – Identify creatures by their breathing rhythms, detecting stress or signs of deception.
6. **Heat Signature** – Sense the body heat of living beings, allowing detection of creatures even through obstacles or in low-visibility conditions.
7. **Environmental Disturbance** – Notice physical disruptions in the environment caused by movement, such as vibrations, displaced air, or noise.
8. **Adrenaline Surge** – Detect sudden spikes in adrenaline, indicating readiness for action, panic, or a fight-or-flight response.
9. **Scent Tracking** – Identify and track living creatures based on their unique scent profiles within the detection radius.

**Final buff:** multiply sensing range by 2x.

**Final feat:** Add two new detection types instead of one, allowing the user to expand their sensing capabilities.

**Final ability :** User gains the ability that allows the user to detect and even track auras (or whatever else the user can sense using this power), through great distance and even dimensions using an S-P roll of 20+. The user can continue to track any one they have sensed before using this power, however they must choose one target to track / sense at a time using this particular ability. This ability has no time limit and won't dissipate unless the user chooses to, or upon nullification.



## **Super intelligence :**

User has +1 to Super Intelligence passively and has it so long as the user is not nullified.

**Results of buffs :** If the user chooses they can buff this power by either increasing this stat (max +10 SPInt on top of int modifier), or any auxiliary stats underneath Int (max +3 on top of any Int auxiliary stat).

**Feat:** For every feat taken, the user can choose 1 auxiliary stat this character now has to roll advantage with once every day in game.

**Final ability :** User can either have a buff that is worth 2 buffs, or an SPMA utilising SpInt with 1 roll increment lower for a roll requirement.

## **Biological Symbiosis :**

User can mesh their biological form with another biological creature. Doing so on a willing creature, will add both the target creature and this character's health together, until they reach 2 or less HP then the user of this power is removed from the target.

If this character wishes to instead possess an unwilling creature they must roll S-P of at least 10+ and beat the willpower roll of the targeted creature. (Whilst possessing a creature user uses up the creature's health pool until it runs down to 0, at this point the user of this power is rejected from the creature's body and takes any left over damage that went past the creature's own health).

Limitations:

- User must be touching a living creature to possess/ merge with them.
- If the user possesses a dead creature, the user will have until the user's health goes to 1.

Weaknesses:

- User of this power cannot access their other powers whilst in possession of a creature.
- Whilst possessing/ merged with a creature the user takes their Animate damage multiplier + the multiplier of the creature's damage when hit by Animate damage.
- Psychic damage can target the user of this power without needing to damage the merged/ possessed creature.

**Results of buffs :** The amount of buffs the user takes with this power, increases the possessed creature with that exact amount of buffs on their powers or even adding the amount of buffs as a modifier towards 1 selected stat. (the selected stat cannot be willpower).

**Feat:** When possessing an unwilling host, the user starts with a time limit of 1d4 minutes when this ends the user and host will make contesting rolls again. For every feat taken this time limit gets an increase by 1 dice up.

- Final buff: If the user chooses this ability as their level 10, the user can either gain 2 additional buffs for the possessed/ merged, or 2 additional dice up for the possession time dice.
- Final Feat: If the user chooses this ability as their level 10, the user can gain access to their other powers whilst in possession/ being merged with another creature.

- **Final ability :** User can possess multiple creatures at at time, via possessing 1 and then touching another whilst rolling and succeeding an S-P roll with a requirement 1 increment higher than the last. (example 1= 10+, 2= 15+, 3= 20+, 4 = 25+, 5 = 26+, etc.)

### **Blood manipulation:**

User can manipulate their own blood; upon tactile contact the user can manipulate their own blood inside or outside of their own body, to either enhance, deal damage, or prevent bleeding ailments. The damage of this ability is d6, and the range the of the blood manipulation is up to 10m, however, all points of damage dealt takes away from the users health before each attack.

Buff: increase damage by 1 dice up.

Feat: increase manipulation distance by 10m.

Final ability :

- Remote blood control:
- Double buff:
- 

### **Enlargement :**

- Roll 15 or above on S-P to multiply this character's size by 2x, this grants the user +2 auxiliary hp for every point in the user's Con score, as well as every +1 SpCon modifier.
- Whilst in this mode all of the users damage dice are increased by 1 dice up.
- This transformation lasts as long as the user wishes, however, once the auxiliary health has been depleted the user will transform back into their original size and will be unable to transform back into this mode until they have had a short rest.

Due to the size increase the user will not be allowed to evade attacks, however, is allowed to use block or use S-P as long as the power is reactive.

**Results of buffs :** Each buff to this power will increase the maximum size of this transformation by +1 to the multiplier as well as the auxiliary health by 2 points.

**Feats :** Each feat will increase the damage dice by 1 above whilst in enlarged mode.

**Final buff :** with this, the use can have a buff worth 2 buffs.

**Final feat :** with this, the use can have a feat worth 2 feats.

**Final ability :** User can have the ability to transform twice every short rest.

### **Animite sharing (healing) :**

- The user floods animite affected beings (superhumans, anomalies, husks) with 1d8 of healing radiation.

Weaknesses:

- This power cannot work to heal the user, nor humans.
- This power cannot regrow or regenerate severed limbs/ removed organs.
- This ability requires tactile contact.

**Results of buffs :** Each buff can increase the healing by 1 dice up, or +1 modifier to heal.

**Feats:** Each feat increases the amount of injuries or ailments removed by +1, for every 2 ailments the user can heal, the user can also regrow or regenerate removed/ severed limbs/ organs.

**Final buff :** User can have a buff that is equal to 2 buffs.

Final feat: User gains the ability to resurrect any affected once a day, per creature, upon rolling a 25+ S-P.

Final ability: the user can directly heal themselves with this ability.

### **Super Charisma :**

- User has +1 to Super Charisma passively and has it so long as the user is not nullified.

**Results of buffs :** If the user chooses they can buff this power by either increasing this stat (max +10

SpCha on top of wis modifier), or any auxiliary stats underneath Cha (max +3 on top of any Cha auxiliary stat).

**Feats :** each time a feat is taken, this power 1 advantage roll for a pre chosen auxiliary stat under charisma, these can be used once per day each, or gains a perk that can be based on the user's SpCha and even abilities based on the auxiliary under Charisma utilising SpCha.

**Final ability :** User can either have a buff that is worth 2 buffs, or an SPMA utilising SpCha with 1 roll increment lower for a roll requirement.

## **Mutation control**

- The user chooses mutations: alterations to their body that they grow/ regrow.
- For each separate mutation is worth 1 or more ability points, meaning how many increments the roll requirement will be.
- At the beginning the user can have 1 mutation that is worth 1 ability point (roll requirement of 10+).
- When creating a mutation the player must specify where on the body or what body part the mutation affects or comes from.
- Anything that grants range begins with 10m, or if it's flight, flight height can be based on movement speed.
- Anything that grants damage output or resistance starts at 1d6 or +6.
- Super stats given, start at 2 ability points, then 1 ability point for every additional SpStat given to the chosen stat.

**Results of buffs:** increase range, damage, resistance, or speed by 1x the original range, 1 dice up, +2 additional resistance, or +1 to the multiplier.

**Feats:** one more mutation. (Each mutation can be considered as a named ability, meaning it can added to advanced techniques or even taught to those with mutation control or similar body altering properties)

**Final ability:** once per long rest, the user can activate any mutation without the need to roll for it, this will act as a quick action and therefore will not spend an action in combat.

**Final buff:** user gains a buff worth two.

**Final feat:** User gains a mutation that can be 1 increment lower on its roll requirement.

## **Environmental symbiosis :**

- The player must choose 1 of 4 different types of environments that this character will be symbiotically adaptable to, once chosen the character may roll S-P once in the said environment, and gains the stated attributes, this power has unlimited time to it, however, once removed from the environment, or if the environment changes the powers will deactivate and must be reactivated once back in the proper area.
- Underneath is a table of the environments and how they'll benefit from the forms.

**Results of buffs :** each buff can increase all of the current stats and affects by 1 increment (if Sp stats or multipliers) and by +2 (for resistances). Only applies to 1 chosen symbiosis mode per buff.

**Feats :** User could grant themselves another environment symbiosis transformation, granting more coverage whenever entering said environments. Or the user can create their own ; to do so this environment must be stated and have a guideline or guidelines as to what makes up this environment, and can grant up to 3 bonuses (+8 for resistances, +1 for super stats, ability / immunity to an affect that would happen in that environment, or multiply the move speed / weight). The user could also grant more abilities to a pre-existing symbiosis mode (1 per level) using the same rules as creating a symbiosis mode, by rolling an increment higher to attain said symbiosis mode.

**Final ability :** User can either gain a buff worth 2 buffs. Or a new environment symbiosis that is worth either 2x the amount a new form usually grants, or a dual environmental symbiosis mode (between any 2 of their pre-existing symbiosis modes) with a 15+ S-P roll requirement.

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|------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Water                                                                  | Waterbreathing, 2x move speed in water, +1 SpStr whilst in water.                                                                                          |
| Dark                                                                   | Advantage to stealth, 2x move speed, darkvision (can see in the dark without disadvantage)                                                                 |
| Underground/<br>Subterranean<br>(Caves, tunnels,<br>deep vaults, etc.) | Darkvision, +1 SpWis, advantage with perception.                                                                                                           |
| Grasslands /<br>flatlands (open<br>meadows / streets)                  | 2x Move speed on land, +1 SpDex, +8 Poison resistance.                                                                                                     |
| Cold                                                                   | +8 Cryo resistance, freezing immunity, +1 SpCon                                                                                                            |
| Sunlight / Heat                                                        | +8 Fire resistance, +1 super str and +1 dice up on either healing, damage or time dice for any abilities (excluding time W/overdrives) whilst in sunlight. |