Spatial child (Spatial mimic)

Lore:
- The only Omegan mimic, the Spatial child has the power to turn their body into gaseous-like space, which turns the user into a silhouette.
- The power makes the user immune to damage via spatial distortion.

Powers :
- User is immune to spatial damage.
- User can generate spatial blasts that deal damage, which ignores physical resistance. (B)
- User can turn one of their limbs into pure solidified space, which can pass through any matter the user chooses.
- User can manipulate any spatial distortions. (E)
- This power can be activated via S-P, Con, or Dex.

Weaknesses :
- 3x Animite damage weakness
- User takes 1.5x psychic damage
- User cannot pass spatial mimic body / body parts through Animite and Animite infused objects.
- Although the spatial body / body part can pass through objects, the user is not immune to elemental damages.
- If the user takes damage whilst in mimicry mode, that is above the user's vitality they must roll endurance, if failed this character is forced out of their transformation and dealt the ailment "mimic fatigue".

Limitations :
- 1d8 spatial blast / manipulation damage.
- Spatial blast range is 30m.
- Spatial manipulation range is 10m.

Blood transfusion:
- Upon taking the mutation path
- Upon taking the evolution path
- Upon taking the ascension path

Levels:
1) +1 sp
2) +1 sp
3) Mimicry mode :
   - User rolls 15+ to transform entire body into solid space shaped still as their original form.
   - Whilst in this mimicry mode the user is immune to physical damage as well as poison damage.
   - This transformation last until the user is forced unconscious, dies, nullified, or chooses to end the transformation themselves.

4) [Ability] Pocket dimension :
   - User can roll 10+ with S-P to send themselves into a pocket dimension, this space is inaccessible by others unless they have items or abilities to do so.
   - User requires 15+ to create a portal to their own personal pocket dimension, that the user as well as others can access.
   - Portal to the pocket dimension can only be made as far away from the user as the tip of their fingers.
   - Portal can be 2m wide and tall, however, cannot be moved once created and only lasts 1 minute / rotation.

[Buff] increase spatial damage by 1 dice up and either increase range of spatial blast or

spatial manipulation by 10m.

5) [Ability] link portals :
   - User can create portals that are linked to each other, granting greater transportation.(E)
   - These portals allow for anything to go through and then come out wherever the second portal is.
   - User require a 15+ to create these portals, however, the range is based on spatial projectile distance.

[Buff] increases spatial damage by 1 dice up and increases both range of spatial blast as well

as spatial manipulation by 10m.

6) [Ability] Elemental regrowth :
   - Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
   - This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] increases spatial damage by 1 dice up and increases both range of spatial blast as well

as spatial manipulation by 10m.

7) [Ability] Spatial torrent :
   - Upon attempting transform into mimicry mode, if this character rolls 20+ the user transforms a upon tactile contact passively deal damage equal to half the maximum damage the user can roll with spatial damage.

[Buff] increases spatial damage by 1 dice up and increases both range of spatial blast as well

as spatial manipulation by 10m.

8) [Ability] Spatial constructor :
   - User can create solid space in the form of any shape the user wishes.
   - The size of the construct is based on the spatial distortion however, the user can leave the construct indefinitely till the user is either nullified or made unconscious.
   - To destroy constructs, someone or something must deal damage equal to, or more than the max damage this character can do with spatial.
   - User rolls 15+ to create melee weapons made of solidified space.
   - Theses weapons have a damage modification of half the maximum damage this character can deal with spatial damage. And the damage counts as spatial therefore ignoring physical damage resistances.
   - These weapons can also be used to with block or the skill "Parry" to deflect any incoming projectiles back at the opponent.

   [Buff] increases spatial damage by 1 dice up and increases both range of spatial blast as well as spatial manipulation by 10m.

9) [Ability] Slip-space movement :
   - User can roll S-P 15+ to move themselves through space, instead of move speed.(E), (S)
   - User can use this ability reactively and distance is equal to spatial projectile range.
   - This ability adds the user spatial damage as launch damage, which adds to the users melee damage, if they land an attack, or dealt back to the user if fails.
   - This ability cannot be used to move through solid objects. Unless if in mimicry mode.

   [Buff] increases spatial damage by 2 dice up and increases both range of spatial blast as well as spatial manipulation by 20m.

10) [Evolution] Portal mimicry :
   - Upon a roll of 20+ this character transforms into a different version of their "mimic mode" where the user is able to absorb any non-Animite based projectile. This form lasts 2d4 minutes/ rotations. (Cool down is equal to the amount of minutes this form was used for, in minutes)
   - Whilst in their form, User can summon anything from their portal or pocket dimension (if this character had that ability) without requirement of roll.
   - Whilst in this form the user can also summon damage from the pocket dimension that was absorbed in this form, and deal the sum total amount of damage of all the separate projectile attacks absorbed, or can use as many as they want, out of the amount they have. (This requires an S-P roll of 10+)
   - If the user took the ability "Pocket Dimension", all substances that was absorbed into the user via this evolution, can be stored inside the users pocket dimension for as long as the user wishes.
   - If the user took the ability "

[Mutation] Dimensional embodiment :

- User chooses an element that they are immune to. (This choice is permanent and can only be one elemental damage type)
- Whatever element was chosen is also the elemental damage this character can either separately from, or alongside their spatial damage as a crossbreed.
- Any spatial abilities can be imbued with the elemental damage type chosen meaning they can deal spatial/elemental damage.
- Upon the user transforming into their mimicry mode, they deal passing elemental damage upon touching other objects or creatures equal to half the maximum damage of their damage dice. (Note: the passive mimicry damage only counts as the chosen elemental damage).
- Once this mutation has been taken, this power deals 1.5x damage with all spatial related abilities/ attacks.
- If the user took the ability "Spatial torrent" the user deals spatial/elemental crossbreed mimicry damage whilst in mimicry mode.
- If the user took the ability "pocket" the pocket dimension deals the chosen elemental damage to anything within the dimension, unless the user grants immunity to their own pocket dimension or those within already are resistant/ immune.

[Ascension] Dimensional transference :

- user can make themselves 2 dimensional rolling S-P of 15+ or 10+ (if in mimicry mode).
- User can even enter 2D dimensional space as another reality.
- User can make objects or creatures 3 dimensional using an S-P roll of 20+ so long as there is a 2D picture of this character within tactile range.
- User does this by pulling the objects / creatures from a theoretical dimension which brings the object or creature into reality, meaning health (durability), stats and abilities are based on the object or creature being featured on said 2D image. (If the being in question does not have official stats, it will have the same stats as the users, and health equal to the user's vitality).
- If the user is inside 2D spatial reality they can bring creatures/ objects back from said reality and make them real in their original plain of reality.
- If the user took the ability "pocket dimension"the user
- If the user took the ability "