

Fish

Powers:

- User can transform into a 0.5m fish.
- In their creature mode this character suffocates outside of water, but can breathe in water.
- Whilst in creature mode the user has 3x move speed whilst in water.
- Whilst in creature mode and in water the user can roll move speed or evasion to evade attacks reactively.

Limitations:

- Whilst in creature mode, if the user is out of water their move speed becomes 1/10 of the user's original move speed.
- Whilst in creature mode the user does not have the ability to speak.
- Whilst in creature mode the user has physical become the creature, and therefore does not have access or use of their original body.

Weaknesses:

- Whilst in creature mode the user takes 2x physical, and 2x lightning damage.
- User cannot breathe outside of water when in creature mode.

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.
 - Hybrid mode is granted +1 SpDex, and +4 physical resistance.
 - The user can have access to their original height, limbs and speech capabilities whilst in hybrid mode.
 - Hybrid mode grants water breathing as well as the ability to breathe in other climates the user can breathe in their original form.
 - The user does not take 2x physical damage in hybrid mode, however, they still receive 2x lightning damage.
 - Whilst in water the hybrid mode both keeps the ability of 3x move speed as well as the ability to reactively roll move speed instead of evasion.
 - User has their normal move speed outside of water whilst in hybrid mode.
4. [Ability] Piranha teeth
 - Upon taking this ability, both hybrid and creatures modes are granted teeth that enable the user to deal +4 piercing damage upon biting.
 - Bite damage is based on Str or Dex and increased via SpStats as well as unarmed proficiencies.
 - The piercing modification is increased by +2 per buff under this power.

[Buff] increase SpDex by +1, increase physical resistance by +2.

5. [Ability] Angler lure

- Upon taking this ability, both hybrid and creatures modes are granted a lure that sticks out from their head.
- This lure generates light up to a radius of 10m.
- The user can roll Cha or S-P to use the lure to distract targets; these opponents must roll and beat the user's Cha or S-P via Willpower or Wis, otherwise they will be rolling disadvantage until they break out of it or are hit.

[Buff] increase SpDex by +1, increase physical resistance by +2.

6. [Ability] poison barbs

- Upon taking this ability, both hybrid and creatures modes are granted the ability to protrude small barbs around their body which deal +2 piercing damage.
- If the targets take the initial piercing damage from the barbs the target is also dealt an additional 1d6 poison damage.
- The poison damage increases by 1 dice up per buff under this power, and the barbs gain an additional +1 to piercing damage.

[Buff] increase SpDex by +1, increase physical resistance by +2.

7. [Ability] Deep pressure creature

- Upon taking this ability, both hybrid and creature modes are granted double physical damage resistance to construction damage.
- +1 SpCon whilst in hybrid mode.

[Buff] increase SpDex by +1, increase physical resistance by +2.

8. [Ability] Ray Tail

- Upon taking this ability, both hybrid and creatures modes are granted a tail that can be used to wrap around things and is up to 1m long.
- This tail grants +5 piercing damage to attacks with it.
- The piercing modifier gains +2 for every buff taken under this power.

[Buff] increase SpDex by +1, increase physical resistance by +2.

9. [Ability] Eel shock:

- Upon taking this ability, both hybrid and creatures modes are granted the ability to deal 1d6 of lightning damage from their body upon tactile contact.
- This lightning damage will increase by 1 dice up for every buff taken under this power.
- If the user is ever struck by lightning/ lightning based attacks, the user rolls S-P and upon successfully matching or achieving a higher roll than the opponent the user negates the lightning damage. (20+ if environmental)

[Buff] increase SpDex by +2, increase physical resistance by +4.

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] School leader:

- User can become the “School leader” in hybrid mode if the user rolls 20+ S-P.
- Whilst in School leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users swim speed.
- Whilst in the “School leader” 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: fish anthropial, Fish)
- If the user took any of the abilities, they are 2x as effective whilst in “School leader” mode.