

Defense 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) os then increased to the next dice (D8) underneath will be a table of how dice increase.

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

Defensive powers

Elemental blood :

The character possesses blood infused with a chosen elemental type — Molten, Cryo, Poison, or Corrosion. The user’s blood deals 1D6 elemental damage of the selected type. When the character is wounded and caused to bleed, their blood violently sprays from the wound. This does not cause the user to take additional bleed damage compared to a character without this power. The user is immune to the effects of their own blood.

When bleeding, characters within 2 meters in the direction of the wound must roll a Reaction higher than the user’s S-P roll to avoid taking elemental damage. Items hit by the blood suffer durability damage based on the corresponding elemental damage type (e.g., melting for molten, freezing for cryo).

Results of buffs : Each buff can increase the damage by 1 dice up or by +1 modifier and range by 2m.

Feats: Each feat allows the user to add a new ailment to their elemental blood, usable independently. Targets must roll Endurance/Constitution against the user's S-P roll to resist the ailment. The severity or damage of the ailment depends on the target's roll result.

Example Ailments:

- Molten Blood: Causes burning
 - ongoing fire damage
 - Starts dealing: d6
 - Lasts for: d4
- Cryo Blood: Causes frostbite
 - Ongoing damage weakness
 - Starts at : +6 physical/cryo weakness
 - Lasts: until removal/ recovery.
- Poison Blood: Causes poisoning
 - Ongoing poison damage
 - Starts dealing: d6
 - Lasts for: d4
- Corrosion Blood: Causes armor degradation
 - reduces defense/ increases weakness
 - Starts at: -3 to defence/ +3 weakness to physical/ corrosion.
 - Lasts for: until removal/ recovery.

Final buff: a buff that is worth 2 buffs.

Final feat: upon taking this the user can deal half of their elemental damage upon tactile contact without needing wounds, this is activated via an S-P roll of 10+.

Final ability : When caused to bleed, roll 20+ S-P to deal 2x corrosive damage.

Self softening :

User can roll S-P of 10 or above to soften their body to such an extent that they become immune to blunt damage and can squeeze themselves into small spaces, such as through tunnels / vents. While softened, body parts can be stretched up to an extra 2m. Movement speed is halved while softened. Softness lasts for 1d4 minutes/ rotations, but can have the time reset by a successful S-P Roll.

Results of buffs : Each buff can increase the duration of softening by 1 dice up or by +1 modifier. Either choice also buffs stretch distance by 1m.

Feats: User can make abilities, using the same rules as SPMA's, however, require 1 lower roll increment to use.

Final buff: user no longer has a time limit when transforming in to soft mode.

Final ability : User gains the following ability: roll S-P of 15+ to activate the 'soft mimic' transformation. Whilst in this transformation, the user does not take physical or spatial damage, but their body can be torn/blown apart. Roll S-P of 10 or above to remotely manipulate detached body parts in this mode. The body is pliable, like a dough, and parts can be reattached as such, with no consequences. Once the transformation ends, detached body parts will naturally move back to

reattach to the main body. If body parts are prevented from reattaching after detransformation, the user will be missing the corresponding body parts, but with no wounds and will be able to reattach them when they once again come into contact with them. The same duration rules as the original power apply.

Regenerative Shedding :

Roll s.p., if the roll is 10+ the user sheds skin and removes 1 ailment except poison or injury, except head trauma, if the roll is 15 or above the user sheds their entire body and heals 1d10 + removes 1 ailment except poison or injury, except head trauma.

Results of buffs : User can increase both types of healing dice by 1 dice up each time the user decides to buff this power.

Feats : every feat taken is 1 ailment/ injury removed every time the user heals. (Every 2 injuries/ ailments removed = 1 limb or organ regrowth)

Final ability (resurrective shedding):

If the user chooses this for their level 10

- Upon dying this character must roll 25+ S-P to shed their old body and come back to life.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single long rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- If the user's head is destroyed or nullified before they resurrect, the user of this power dies indefinitely.

Final feat (passive regeneration):

if the user chooses this for their level 10, upon getting hit the user can either remove as many injuries/ ailments as they can, or roll their healing dice to recover health, this can only happen upon the user being hit and them having injuries/ ailments or missing health.

Final buff: if the user chooses this for their level 10 can they will have a buff that is worth 2 buffs.

Super wisdom:

User has +1 to Super wisdom 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 SPWis on top of wis modifier), or any auxiliary stats underneath wis (max +3 on top of any wis auxiliary stat).

Feats: Perks can be based on the users SpWis and even abilities based on the auxiliary under Wisdom utilising SpWis.

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

Super durability (Super Constitution) :

- Those with this ability have +8 physical resistance, and also grants +1 S-P Con.
- (this power grants +6 physical resistance then increases by +2 for every +1 to SPCon).

Results of buffs : User may increase S-P Con by +1 and physical resistance by +2 per level.

Feats : User can grant themselves a new damage resistance which has as much resistance as the user's physical resistance.

Final ability :

1. User can make a new or already existing resistance have double the damage resistance to that damage type. (This can only be for one resistance and cannot effect any others, even if the one chosen is physical)
2. A buff worth 2 buffs.

Adaptive regeneration :

- Roll 10 or above to heal 1d8 of health.
- However much health is healed is also the amount of resistance granted to the most recent damage type taken, the amount of resistance is a result of the healing and only lasts till the end of combat.
- This power can stack resistances, however, after combat the resistances last 1 minute, if the user adapts to damage outside combat, the adaptations last for an hour unless combat begins with this character involved.
- This power cannot create a resistance towards animate or spatial damage.

Results of buffs : User can increase healing dice by 1 dice up each time the user decides to buff this power.

Feats : upon receiving a feat, the user can remove 1 ailment/ injury per feat every time they heal. (Every 2 injury/ ailments = 1 limb / organ regrowth).

Final ability : Adaptive resurrection

- Upon dying this character must roll 25+ S-P to regenerate back to life.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single long rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- If the users body is destroyed or nullified before they resurrect, the user of this power dies indefinitely.

- If the user succeeds they regenerate, removing all injuries and ailments and gain the maximum of whatever their healing dice can normally grant and are immune to whatever killed them.
- If the user dies again and resurrects the user, this power again they lose that immunity and gain an immunity to whatever killed them that time.

Final Feat:

- User can heal every time the user get hit, the user will not have to roll S-P but will have to roll healing dice. (Adapting to this the damage still applies, and injuries will only occur if, after healing, the damage is still higher than the users vitality)

Reactive skin :

- User of this power selects a damage type. Upon being attacked: the user rolls S-P to deal damage to that attacking force, if the attack is purely made from the exact damage type this user has for this ability, all damage is cancelled out. This ability can be rolled even if the user already rolled / failed a reaction against an attack, this ability however, also damages whatever/ whoever touches the user without requiring said user's knowledge, meaning the user does not have to be aware for this ability to activate. Damage from this power starts at 1d6. Damage types that can be chosen are: Physical, Fire, Cryo, Energy, Darkness, Lightning, Poison, Corrosive, Molten, Decay. (This ability can also be added to unarmed melee attacks)

Buff : damage dice increase by 1 dice up per buff.

Feats : user can gain more damage types per feat for this ability, both to deal a different damage type and to cancel a new type of damage if hit. (Note: if the attack hitting this character has multiple damage types this character can only cancel the ones this character has access to)

Final Ability :

1. The user can either choose one of their damages to deal 2x damage via this power,
2. The users' power can react to any and all damage types the user has available via this power and can reactively be used all at once/ combine whenever the user needs to, however, this does not add the damages together, but instead 1 set of dice are rolled and the damage is considered crossbred with any and all the user has available via this power.

Wall Fazing :

- Using this power the character can pass through solid objects, this ability can be used reactively to pass through solid mass to dodge attacks, but not pass through attacks.

Bufs : User can buff this ability by increasing their move speed whilst fazing through solid mass by 5m.

Feats : user can choose different states of matter as well as elemental types they can faze through as well as making this ability reactive. Each new ability can be added to the main power and therefore no need to increase the roll requirement.

Final ability :

1. user can either buff this ability worth 4 buffs.
2. Grants an ability that allows the user to faze into pocket dimensions as well as faze out of them.

Elemental resistance aura :

- Upon activation the user has an elemental damage immunity for 1d6 of turns / minutes. User can choose 1 damage type to start with and with each level of this power, the player can choose to either increase the time limit by 1 dice up or a new elemental resistance mode.
- The user must choose 1 damage type or effect that the user is personally immune to for the duration of this ability.
- The user can only have 1 immunity active at a time. The user can never gain immunity to Animate or willpower.

Results of buffs : User can increase time limit by 1 dice up or by +1 modifier.

Feats : Each ability the user takes with this power can be another resistance aura which will grant the ability to half any incoming damage from the selected damage type. The user can make it an immunity if they choose the same ability again with another level upon levelling up this power. The user can also make an ability to become immune to an affect rather than damage instead.

Final ability :

1. A buff worth 2 buffs.
2. User gains an aura mode that grants resistance to 2 effects/ damage types at a time, requiring an S-P roll of 20+.
3. Create an aura mode which either is an immunity, or two resistances in one.

Elemental empowerment stockpile :

- The user with this power is immune to 1 elemental damage, however, whatever chosen elemental damage the user should have taken whenever hit by or in fire the user adds those points to a stockpile.

- The user can then spend 1 point from their stockpile to increase a damage, healing or time dice roll by 1 dice up. Users maximum stockpile is 10 and can only use 1 point at a time to boost stated actions.
- (The user can only ever have one elemental damage, elemental damages that the user can have are ; fire, lightning, energy, dark, cryo, and poison).

Results of buffs : increase their max stockpile by 2 points.

Feats : increase the amount of points the user can use at a time by +1, which increases the amount of damage to the combat power.

Final ability :

1. A buff worth 2 buffs.
2. Upon roll S-P of 15+ the user can control and generate the elements they stockpile, for a time limit equal to their stockpile number, and a range of 10m + 10m per feat. Every use of the element removes an extra point of stockpile that turn, however, the user can still absorb that element from other sources (meaning not from this stockpiling power).

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:
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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.

Adhesive Spit

- The user creates sticky glue-like spit, which immediately hardens upon contact.
- The user can spit it out up to a range of 10m.

Results of buffs:

Feats:

Final ability:

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.

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/ Subterranean (Caves, tunnels, deep vaults, etc.)	Darkvision, +1 SpWis, advantage with perception.
Grasslands / flatlands (open 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.