

Structure

Powers:

- Can deconstruct anything within a 10M radius, and can reconstruct it into any shape, if the reconstruction deals damage roll 1d8 for anyone who gets hit.
- User can use this power reactively.
- This power can be activated via S-P, Dex, or Wis.
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Weaknesses:

- Must Physically touch object with hands.
- User cannot affect gases.

Limitations:

- can only deconstruct one object at a time (cannot touch dirt and deconstruct tree).
- User cannot affect liquids.

Blood transfusion (weapons/ objects) :

- When blood transfused, user of this power can use their powers through this weapon, when doing so add half of the donors S-P modifier to the users S-P modifier. (can only be used by users of this power, or catalyst physiology).
- If legendary, the weapon can also break down the structure of anything that has been hit by this weapon, damage is half of the maximum capability of the donors damage added as a modifier.

Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Rewind-Reconstruction (once per short rest)

- After deconstruction, the user can instantly as a bonus action, reconstruct the object either back to how it was originally or into a new shape roughly the same size of the total amount of material that was affected. This can be used even as the user's turn is ending.
- This ability requires no extra rolls, however, when the user decides to activate this ability they cannot use it again till after a short rest.
- User has the ability to do so only for up to 60 seconds after the object has been manipulated via this power.

4) [Ability] Structure Bonds Manipulation :

- Upon succeeding a S-P roll of 15+ the user can make the structure of what they touched either rubbery or like liquid.
- This ability can last for the damage in terms of minutes (in-combat rotations)

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction"

5) [Ability] Bio-structure :

- This ability grants the user the ability to use this power and all its abilities on living targets, allowing the user to deal damage directly which cannot be resisted unless the target is not physical/ is intangible.
- If the target is hit by this attack they must roll Con, if the target fails to roll a 15+ the target gains an injury equal to the level of severe, if however, they roll 9 or less they take an Extreme injury, and if 1 or less on Con they take an extreme injury as well as taking 2x damage.
- If biostructure was used as this characters' first action they have one more action still, even if this ability was used against a foe.
- If the user wishes to reconstruct the damage as well as remove the most recent damage dealt to the target, along with the damage dealt from this ability, however, can only heal physical or spatial based injuries.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction"

6) [Ability] Connectivity :

- User can now deconstruct objects that are in contact with whatever the user is in contact with , so long as it's within this powers range of where the user is.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

7) [Ability] Structural delay :

- Upon the user rolling a +15 with S-P whilst holding an item will be able to imbue said item the ability to deconstruct whatever it next touches.
- The imbued item can have a delay on its deconstruction which is determined by the S-P modifier (in days, hours, or minutes).

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

8) [Ability] Full body usage :

- User no longer requires to use this power on just their hands.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

9) [Ability] Structure Assimilation :

- User can deconstruct matter and then reconstruct it to their own body, this can grant the user defence, SPStr, and extra health based on the users S-P modifier.
- This ability can be stacked , however, the user must roll Con every minute, each time the user fails to achieve a 15+ the user takes damage equal to the amount of auxiliary health they have added , which is then taken from their original health.
- The only part of this ability that can be stacked is the auxiliary health. (unless the user has “Bio-Structure”).
- If the user has and uses the perk “bio-structure” with this power the user gains auxiliary health equivalent to the amount they dealt to the target, after assimilating the targets health user must roll Con every minute / in-combat rotation, each time the user fails to achieve a 15+ the user takes damage equal to the amount of auxiliary health they have added.
- User can also access any abilities or powers that the target has whilst the auxiliary health that was taken from them is still in the stockpile (this includes powers and racial abilities).
- The player must state where the grafted biological material is implanted onto this character, if the character has a damage resistance before assimilation that location no longer has it. The only ways to avoid this, if the user has a transformation they must transform before assimilation.
- When the user loses all their original health they fall unconscious and this ability deactivates.

[Buff] Increase Damage by 2 dice up, + 2 more use of “Rewind-Reconstruction”.

10) [Mutation] Precise Separation :

- This ability allows the user to deconstruct and reconstruct mater so precisely they can separate and fuse materials together on a molecular level.
- User can separate materials into their previous components or even elements. This means an alloy can be separated into the metals that made it. (This can also work on blood transfusion and Animite infusion objects)
- User can use this ability to separate liquids, either with other materials therefore purifying it or into gasses.
- The reverse is also possible, allowing the user to constitute materials together (as long as this character has at hand).

[Evolution] Great Structure manipulation :

- This powers range is now increased to 10x the original radius and if the user controls a minimum of at least 2x their original amount they can deal 2x damage (this does not increase any further).
- To control up to 2x the user must roll 15+ with S-P, to control up to 5x original amount the user must roll 20+ with S-P, to control up to 10x the user must roll 25+ with S-P.