

## Copying

### Powers:

- upon tactile contact the user must roll 10 or above with S-P To copy the power of the person the user touched.
- The user can use all facets of the powers they've copied.
- This power can be activated via S-P, Con, or Int.

### Weaknesses:

- User can only copy the superpowers, meaning the abilities of the affected; Superhumans, Anomalies, Omegans and husks.
- User only copies one power from an anomaly at a time.
- User must touch the people who they're copying powers from with their hands.
- User can only use one power at a time.
- If nullified, the user loses all powers in the users' copying stockpile.

### Limitations:

- maximum powers that can be copied at a time is 2.
- Once Powers are copied the user must roll 1d6 for how many rotations/ minutes the user has the copied powers.
- Whilst the user does gain the powers equal to the level of targets' power levels, the user cannot add the targets boons or core improvements, meaning the powers are only as powerful as they were made through power levels and unique attributes.
- User does not gain any racial features or abilities from those they copied the powers from.

### Blood transfusion (weapons/ objects) :

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### Blood transfusion (clothing / amour) :

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### levels:

1) S-P +1

2) S-P +1

3) Stacked usage

- Every power this character has copied can be used all at once to deal an attack or use a combined ability.
- This will reduce all powers time limits immediately after.
- The damages are all combines but must be based on melee or ranged. (if the melee based powers increase different stats, user must chose which stat they are attacking with).
- If the user combines all abilities instead of attack, this lasts for 1 rotation.
- User requires to roll 20+ to activate this ability.

4) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

5) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

6) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

7) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

8) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

9) [Ability] Time limit for copying increased by 2 dice up

[Buff] Stock for copied powers increase by +2

10) [Mutation] Ability observation

- User can now copy any powers so long as they have seen them use those powers, instead of touching the target to copy their powers.
- To copy powers through sight the user must roll 15+.
- User can also copy abilities and techniques from trades, proficiencies or even signatures and use them after rolling 20+ with S-P up to 1 minute/ 1 in-combat rotation after user seeing it's use.
- Copied abilities, trades, and signatures can be used and accessed permanently after copying including signatures and SPMA's, however if they require a stockpile, item/weapon, or even another ability to be activated first, the user cannot access these observed techniques without them.
- If the user fails the S-P roll required for this ability they cannot copy the ability technique or signature again unless the user sees it again.
- The amount of times the user can use the copied techniques (etc.) is based on how many times the technique itself can be used ; per day, long rest or short rest.
- The amount of observed abilities the user can have is based on the amount of powers this character can copy x2.
- Note: the user can learn and use SPMA's outside of their observation stockpile, and even use them without needing to have a power copied once they've learnt it, so long as they have access to whatever the technique requires (this includes stockpiles, items/weapons, or other abilities/ affects to be active beforehand that aren't just the power they're based on)

[Evolution] Favouritism :

- Upon this character copying a power the user now has unlimited time on that power, these are called “favourites” or “favourite power(s)”
- If user copies the powers of someone who has more than 1 power, the user can then choose which one they will favourite.
- If the user rolls 25+ S-P they can choose which one of the powers they have currently in their copied stockpile. (user cannot change their favourite without copying new powers or the previous powers again.)
- Chosen favourite power will stay the favourite until the user rolls 25+ S-P to choose another when copying.
- If nullified favourite powers are also removed.
- The user can have the same amount of “favourites” as  $\frac{1}{4}$  the amount of separate power this character can currently copy at a time. (1 favourite is granted minimum).