

Absorption empowerment

Powers:

- The user of this power can absorb physical objects, and turn it into power for the stockpile using 1d10.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to SPStr, SpDex, SpCon, (for 1 turn)
 - 4-5 : +1 to SPStr, SpDex, SpCon, (for 2 turns)
 - 6-7: +2 to SPStr, SpDex, SpCon, (for 3 turns)
 - 8-9: +2 to SPStr, SpDex, SpCon, (for 4 turns)
 - 10 : +3 to SPStr, SpDex, SpCon, (for 5 turns)
- This power can be activated via S-P, Con, or Str.

Weaknesses:

- Can only absorb power through hands.
- Cannot absorb air.
- If forcibly de-transformed, the users stockpile is emptied to 0.

Limitations:

- Stockpile can go no further than 10.
- Cannot add to stockpile while user is in power mode transformation.
- When absorbing an item the area that can be absorbed is 1m.
- Power is tactile.

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) Reactive Absorption
 - Roll S-P And match or get above the opponents roll to absorb the opponents damage into the stockpile.
 - Can only be elemental attacks.
 - Whatever the damage of the elemental attack was x2 and add it to the stockpile.
- 4) [Ability] Glutton (Stockpile stacking) :
 - User of this ability can keep absorbing to add to their stockpile, whilst also in their empowered mode.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.
- 5) [Ability] Mass Absorption (Defense and weight increases based on stockpile) :
 - When in empowerment mode, whatever was / is currently in the stockpile is this character's physical damage resistance.
 - For each point in their stockpile whilst in empowerment mode, every point in the stockpile increases this characters' body weight by 10lbs.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

6) [Ability] Stockpile Recall :

- Whatever was the most recent thing absorbed by this character is the damage type this character is able to shoot out as a beam that has a range of 10m.
- If the user absorbed an elemental damage type then the beam will be that damage type, however, if the user absorbed physical objects or health from a creature the damage counts as an impact blast.
- Damage is 1d10.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

7) [Ability] Elemental Assimilation :

- If the user of this power absorbs elements, they are granted elemental damage resistance equal to the amount of points in their stockpile whilst in empowerment mode.
- The resistance is based on the most recent elemental damage absorbed, and does not work with physical damage.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

8) [Ability] Grand Scale Absorption :

- User absorption deals 2x damage if the user rolls 20+ when absorbing.
- If the user adds this to pure techniques, it will only double if the roll is 2 increments higher than its roll requirement.
- This also effects reactive absorption.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

9) [Ability] Singularity Mode :

- User roll 25+ with S-P or another stat the activates this power, to begin a passive absorption field around the user up to 4m around the user.
- Anything within this range will lose health, durability or damage (if a projectile / elemental attack)
- This ability lasts for 1d4 rotations and dispels all projectile or elemental damage if the attacks rolled are less than the roll that activated this mode.

[Buff] D10x2 for stockpile when absorbing, for every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every 1 point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

10) [Mutation] Gift :

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if user has the perk).
- Upon tactile contact, the user of this power can give others some of their stockpile, which can affect them in the same ways it affects this character. (maximum amount possible to give is 10 points).
- Users' time limit, buffs, and even abilities are based off this characters when given to others and even stacks with their powers (all super stats cap at +10, so damage output with SpDex and SpStr are increased by 1 dice up per increase that would be given normally).

[Evolution] Total Recall :

- Area of effect dealing 1d10 per point in stock, damage type is the most recent element absorbed, this perk also grants 10 points to max stockpile.
- The radius of the blast is 1m per point used to power the explosion.
- After the explosion the user of this power loses the use of this ability (Total recall) for the amount of hours equal to the amount of points used in the explosion, as well as losing the use of this power (Absorption empowerment) for the amount of minutes equal to the amount of points that was used for this explosion.
- The extra 10 points granted do not increase the amount of SP stats that are affected, as the character is still limited by how many buffs they took, however they will have more time.