

Void child physiology (Dark matter enhanced physiology)

Lore:

- The void children are those with similar powers to that of Animon children: with the innate power to be a vessel for generating darkness, this darkness is also called shadow matter, dark matter, void essence, or void energy.
- The void is considered to be another dimension where no normal matter can exist, hence why the essence reacts aggressively with normal matter.
- The void children are somehow not only able to resist but generate and become stronger via the void essence.

Powers:

- +3 S-P Str,
- User can generate a beam of darkness from their hands, dealing 1D8 Dark energy damage.(B)
- Dark Energy resistance equivalent to their natural damage output (excluding S.P.M.A., signatures, perks, Etc.)
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Cannot generate dark energy if covered in damaging light energy, or in a phantom gate.
- User of this power takes 1.5x energy damage.
- Takes 3x animite damage.

Limitations:

- Dark energy attack range 30M.

Note: If the users' darkness deals more damage than the energy it's targeting it consumes it.

Blood transfusion (weapons/ objects) :

- Legendary blood infusion with this power grants both 1 of the 6 abilities from blood transfusion, and a unique ability based on which ever of the level 10 branches the player chooses for this character.
 - a. (Sentinel) : The item infused can be controlled and be manipulated as if the user has telekinesis for those specific items with this ability, as well as the item is a node in which the user can teleport to via "void portal", if the user has the ability.
 - b. (Adaptive) : The infused item(s) can store a copied ability for the user to copy later on if they wish to do so.
 - c. (Enforcer) : The infused item(s) not only repair themselves, but also grant passive healing to the user which does not take an action, however, this ability cannot be stacked based on how many items with this ability the user has on them.

levels:

1) S-P +1

2) S-P +1

3) Void sense :

- User rolls S-P to sense and distinguish solids , liquids and gases.
- Can be used to see through objects and darkness.
- Must roll 10 or above for this vision to have a 30 Meter radius.
- Must roll 15 or above for this vision to have a 60m radius.
- If the roll gets 20 or above for this vision to have a 90 M radius.
- If a Nat 20 the player had this vision with a 200m radius.

4) [Ability] Void Portals:

- Roll S-P roll and get 10 or above to open a Void portal
- Void portals are personal pocket dimensions made of darkness.
- Void portals cannot be used as transport by the creator, however, can be used to carry any amount of items and beings inside.
- Time does not move inside the void dimension.
- No injuries that were obtained inside the phantom gate will exist for any longer than a few seconds, this also applies for anyone trying to heal inside the void dimension.
- Death inside the void is impossible.
- Void dimension cannot affect the outside world.

[Buff]: Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

5) Void Warrior:

- Roll S-P and get 15 or above to activate this transformation
- If success this characters super strength modifier is now passively added to their strength rolls as well as SPStr damage.
- This character is granted +10 vitality.
- Whatever the roll was that was achieved when rolling S-P to activate this transformation grants the user the level of passive void sense.
- Whilst in this form the user can also tell what exactly the solids, liquids, and gases are, so long as they know what they are. (If they don't know what matter it is, this character will at least know if it is a hazardous substance).
- This transformation lasts until the user is forced unconscious, dies, is put into fatal moments, nullified or chooses to detransform themselves.

6) [Ability] Levitation:

- Roll Super and get 10 or above to activate.
- If successful the player is unaffected by floor based traps and increases move speed by 10 points.
- If user is hit by an attack while using this ability, roll superpower and get 15 or above to maintain floating.
- This ability ends when the player states, if they become unconscious or if they are tackled / hit into the ground.
- User can only levitate 2m off of the ground.

[Buff] Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

7) [Ability] Essence of the void :

- Upon an S-P roll of 15+ when attempting to generate darkness blast, the user can deal a second damage type.
- The user must choose one of these 4 damage types, once chosen the user cannot choose again.
- The elemental damages of choice are ; Cryo, Decay, Spatial, and Poison.
- These blasts count as both dark energy as well as the chosen elements meaning if the user has an immunity or resistance to either or both elements the damage is counted as the one that the target has the least amount of resistance to.

[Buff] Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

8) [Ability] Void portal mastery :

- If the user has not got the ability "Void gate" then this ability becomes said ability instead, of this ability. If the user has got the aforementioned ability beforehand, this character is able to summon a void gate from the time of any of their limbs using an S-P roll of 10+, as well as be able to create up to 2 void gates at a time.

[Buff] Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

9) [Ability] Insane darkness :

- User rolls 20+ with S-P to generate an all encompassing area of effect wave of darkness completely surrounding the user.
- The range of this power is a diameter equal to half of the user's maximum range.
- This ability deals 1.5x damage.
- Anything engulfed inside the proximity of this ability that counts as ; elemental/ spatial constructs, elemental zones, or other power created affect zones, will be neutralised.

[Buff] Increase either energy damage by 2 dice up as well as +20m to the energy blast range or SPStr by +2.

10) [Ascension] Sentinel :

- +1 Super Str
- Whilst transformed this character can manipulate their energy into any shape they wish and can even create constructs out of their darkness.
- This character rolls 2x dark energy damage whilst transformed.
- User can teleport through any darkness they are in or their own darkness is touching, the range of which they can teleport is only as far as both their range with darkness manipulation or the size of the shadows (if they are smaller than the users range).
- if the user had the ability Dark gate they can create void realm portals, enabling them to go to the void. (If the narrator allows this).
- If the user has the ability Levitation, whilst in the Void Warrior transformation the user can fly with a flight height equal to this character darkness beam range.

[Evolution] Enforcer :

- +2 Super strength
- +1 Super Con, +1 SpCon for every buff taken with this power.
- Whilst transformed this character's physical damage is equal to the maximum amount of physical damage output they can achieve without weapons, in a single attack. (This can include signatures or proficiency techniques).
- This characters darkness damage dice can be used to heal themselves, if they roll 15+ they can heal and remove 1 injury, 20+ they can remove 2 or even regrow organs or limbs that have been removed.
- If the user has the ability Levitation, whilst in the Void Warrior transformation the user can fly with a flight height equal to this character darkness beam range.
- If the user of this power has the ability 'Escence of the Void', whenever this character is in the Void Warrior transformation the user adds damage resistance of the chosen secondary elemental damage type equal to their energy resistance.

[Mutation] Adaptive :

- +2 Super Str.
- Whilst transformed in the "Multiversal warrior" mode upon touching / hitting someone with the user's darkness, the user copies all the powers the target has, for as long as their in the "Void Warrior" transformation.
- User can also copy any stats the target has that the user doesn't.
- Upon an S-P roll of 15+ User also has the ability to use S-P rolls on top of all stat rolls against all of those who are currently in combat with this character.
- If the user has the ability Levitation, whilst in the Void Warrior transformation the user can fly with a flight height equal to this character darkness beam range.
- If the user has the ability 'Insane Darkness', whilst in the Void Warrior transformation the user can choose to use the aforementioned ability but with whatever power the user copied.