

Mortality child

Lore:

- Individuals who possess the ability to self-heal and heal others are considered the apex of vitality.
- Although it is unclear how their powers operate, it is evident that they do not conform to the principles of biokinetics.
- Mortality children are speculated to live longer than humans without mutations, evolution, or ascension, with some estimates ranging from twice to ten times the average lifespan.

Powers:

- Upon an S-P roll of 10+ and tactile contact with another being the user of this power can heal 1d10 of health.
- User can heal 1 injury/ ailment upon attempting to heal themselves and achieving a 15+.
- User can heal 1 injury/ ailment upon attempting to heal another being and achieving a 15+.
- User can heal themselves for 1d10 of health upon an S-P roll of 10+.
- User can choose to passively heal themselves for half the maximum amount they can heal via dice rolls.

Weaknesses:

- 3x Animate weakness.
- User of this power takes 2x psychic damage.
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Limitations:

- All healing abilities are tactile.
- User cannot regrow limbs, extremities or organs when healing injuries.
- This power does not work on inorganic objects, nor creatures that are not made of flesh.
- Upon healing themselves or another, causes this character to end their turn in combat, even if it was their first action.

Blood transfusion (weapons/ objects) :

- Upon taking the mutation path called "Death Avatar" power stone objects with this character's blood
- Upon taking the evolution path called "Life giver" power stone objects with this character's blood
- Upon taking the ascension path called "Soul manipulation" the user can infuse their blood into objects to make a "Soul stone" or infuse their blood into another power stone / power stone object alongside a new soul. This soul-infused power stone can be implanted into another individual and grant them the powers of the stone regardless of the powers they had beforehand as long as it fits their race. The new soul has willpower, int, wis and cha based on random rolls for the race the power stone is from, and there can only be 2 souls per body. The new soul can also level up; however, if the body they are inside has already reached maximum milestones they cannot increase the health of the vessel any further. Each soul can only access their own powers unless said powers have passive features that cannot be turned off, or the other soul allows access to their powers. Weaknesses are added together, this includes animate weakness multiplier. (Note: if the power stone is taken from the dead Mortality child, there is a good chance the soul inside can be the original user's soul, however, destroying it doesn't necessarily destroy the soul inside. Some have the belief that it is merely no longer tethered to the physical world.

Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Advanced healing
 - User can heal without ending their turn, healing themselves or another takes an action each.
 - Upon healing and removing 2 or ailments with this power the user can regenerate organs or limbs.
 - Upon normal healing the user can remove 1 injury / ailment.
 - Upon healing with 15+ the user heals 2 injuries/ ailments.
- 4) [Ability] : Healing aura
 - Upon 15+ the generates an aura of healing for 1d4 turns / minutes.
 - The radius of which can be up to 5m +5m for every buff taken.

[Buff] Increase healing dice by 1 dice up, increase amount of injuries / ailments cured via healing by 1.

- 5) [Ability] : Syphon
 - User can absorb health from a creature, whatever damage is dealt to it is then added to the user.
 - Damage is based on the user's healing dice.

[Buff] Increase healing dice by 1 dice up, increase amount of injuries / ailments cured via healing by 1.

- 6) [Ability] : Bountiful blessing:
 - User can grant a target additional, temporary auxiliary health.
 - Upon tactile contact and a roll of 20+ the target gains d4x10 hp, which lasts d4 minutes/ rotations.
 - Once over the target cannot be granted this effect again until 24 hours later.

[Buff] . Increase healing dice by 1 dice up, increase amount of injuries / ailments cured via healing by 1.

7) [Ability]: Regenerative blessing

- Upon rolling 15+ and tactile contact, the user grants passive regeneration equal to this user's healing dice.
- Each time it is the targets turn they are healed at the beginning of their turn.
- Any time the target heals or gets healed by another source, this regeneration is added on top.
- This affect lasts for 1d4 rotations/ minutes.

[Buff] . Increase healing dice by 1 dice up, increase amount of injuries / ailments cured via healing by 1.

8) [Ability] : Life line

- via tactile contact and a roll of 20+ the user connects to a creature via this perk.
- Whilst affected by this ability, any amount of healing either creatures receive will also be given to the other.
- Any damage dealt to either will be halved and also taken off of the other creatures health.
- This ability ends when either the user decides it so, or one of the beings attached to this "life line" die.
- If one creature dies whilst under this abilities affect, but the other creature still had health, they will not suffer the same fate.

[Buff] Increase healing dice by 1 dice up, increase amount of injuries / ailments cured via healing by 1.

9) [Ability] : Extra life

- Upon tactile contact and a roll of 25+, the user gives a target the ability to resurrect.
- Upon death of a creature who has been granted this effect will come back to life and be fully restored to the way they were when first given this effect.
- Upon coming back to life the target is given half or their maximum + the healing dice of this power.
- Upon being brought back this creature cannot have another "Extra life" placed upon them for 24 hours. However if this ability is used to bring back someone already dead, they cannot be brought via this ability for the 24 hours + the amount of time they were dead / undead.
- This ability can be placed upon the original user of this power, however, this ability cannot be stacked.

[Buff] Increase healing dice by 2 dice up, increase amount of injuries / ailments cured via healing by 2.

10) [Mutation] Death avatar :

- User can now wield their healing powers to also deal damage.
- User heals and deals x2 damage.
- Upon taking injuries, ailments, or fatal moments, the user of this ability can roll S-P to contest it, upon beating the roll requirement / contesting roll the user removes said injury/ ailment, fatal moments via either instantly healing or it mysteriously disappearing.
- User can roll S-P reactively to heal whilst getting hit; user must achieve an S-P roll equal to or higher than the attacker's roll to enable this character to heal, the amount healed is equal to the amount of damage dealt by the attack, if the amount is more than this character can heal then they heal as much as their maximum healing dice. If the user rolls 5 or above higher than the attacker this character can counter attack, so long as they either have a ranged attack or are able to get to the target within their move speed. Users of this ability can use this against environmental or other continuous damage, however, they must roll 15+ each time they are supposed to take damage.
- If the user took the ability "Syphon" the user can damage beings even if they are physical, meaning if they aren't tangible or are psychic projections.
- If the user took the ability "Extra life" the user can relatively roll S-P against anyone attempting to resurrect within a radius of the players' move speed. If successful, the target(s) cannot resurrect. The user can also choose if individuals resurrect or not, if they have been granted an "Extra life" from the user of this power.

[Evolution] Lifegiver :

- User no longer needs tactile contact for any of their abilities; instead the user gains a range of 10m +10m for every buff taken.
- User heals x2 more health.
- User can heal / effect multiple targets at once with their abilities, for every increment higher than the intended roll requirement the user rolls the user can add one more target that's effected by the said ability.
- User of this power can choose to sacrifice their health when healing others, however, if the user is healing someone they are attached to via the ability "Life line" the user will only gain the amount of health healed via the dice.
- If the user took the ability "Regenerative blessing" the user can grant the blessing for 2d4 minutes/ in-combat rotations.
- If the user took the ability "Bountiful blessing" the user can roll 2d4x10 for auxiliary health, for 2d4 minutes.

[Ascension] Soul manipulation :

- User now generates a visually obvious energy that can heal creatures, as well as use their abilities with this power from a distance, this energy deals psychic/energy damage if the user wishes to harm the target instead of healing them.(B)
- This psychic energy has a range of 10m +10m for every buff taken.
- The user can instill life into inanimate objects and non-solid substances, giving them health equal to the user's healing roll. Non-solid substances (like gases, liquids, or plasmas) are immune to physical damage and the elemental damage type it is made from, are malleable, and their damage is based on the power's effect and environmental factors.
- These objects share the user's stats and can gain extra points based on the user's S-P modifier. The size of the objects can't exceed half the user's range.
- Upon physical contact, the user can alter a creature's stats by increasing one stat at the expense of decreasing others, including auxiliary stats, central stats, or Super stats (if the target has any). If the target is unwilling they must beat this character's roll, and the effect will become permanent if this character rolls 25+, anything less and the target will return to normal after 1d4 minutes time.
- If the user took the ability "Life Line" the user can animate objects and sacrifice their own max hp for said creatures.
- If the user took the ability "Bountiful blessing" upon physical contact, the user can buff a target's damage based on the user's damage dice or grant them Super stats, similar to how they grant inanimate objects SpStats. This can only be permanent if the user achieves 26+ with their powers.