

Kraken

Powers:

- Roll 10 + with S-P to transform into a 10m diameter Kraken.
- The user (whilst in this form) gains 10 auxiliary health.
- Whilst in this form the user can hold 8 separate objects, items, or creatures , 1 in each tentacle.
- +2 super str.
- +1 Super Con
- User has suction cups on their tentacles (whilst in kraken) which allow the user to stick to most solid surfaces.
- This power can be activated via S-P or Con.

Weaknesses:

- Cannot evade attacks due to size , however, when attacked must Con to resist damage.
- Whilst not in water , whilst in kraken mode, user will take 1d6 of damage each rotation/ minute.

Limitations:

- Movement speed - 5 m when on dry land.

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) Majestic control :

- When successfully transformed the user no longer has to roll willpower to stay in control.
- Whilst in kraken mode user gains +4 physical damage resistance.

4) [Ability] Creature of the deep :

- Whilst in kraken form the user can see in the dark.
- User gains a physical resistance of +4 (this increases by 2 for every buff).

[Buff] +1 super Str.

5) [Ability] Octo- grab :

- User rolls Str or S-P to implement all 8 of their appendages at once (in one action) to grab up to 8 targets.
- Each tentacle must attempt to grab separate targets, if there are no other targets to grab then those tentacles lose their opportunity for this action.
- User must be in kraken form to use this ability.

[Buff] +1 super Str.

6) [Ability] Cephalopod camouflage :

- Upon rolling a 20+ the user becomes the exact same colour and pattern as their surrounding, becoming camouflaged.
- Opponents trying to land an attack must roll disadvantage, if they fail a Wis or perception roll of 15+.

- User must be in kraken form to use this ability.

[Buff] +1 super Str.

7) [Ability] Octo regeneration :

- User can also use the ability to regenerate 1d8 of health after a successful 10+ or D10 on a successful 15+ S-P roll.
- This ability can only be used in kraken mode, and increases by 1 dice up every separate buff taken with this power.

[Buff] +1 super Str.

8) [Ability] Octo Regrowth:

- User can regenerate limbs that have been cut off using S-P of 15+ for 1 at a time or 20+ for 2 at a time.
- This ability can only be used in kraken mode.

[Buff] +1 super Str.

9) [Ability] Size Manipulation :

- User can now transform into their kraken form but as any size, between 1m diameter and 10m diameter.
- User must roll 10 or above to transform into kraken of 1-5m kraken. (this mode has half damage resistance and half Str modifiers)
- User must roll 15 or above to transform into kraken of 1-10m kraken. (1-5m mode has half damage resistance and half Str modifiers, however, 6-10m kraken has normal resistances and Str).
- 1-5m kraken gains the ability of Dex based reactions on dry land, however, still with move speed penalty.

[Buff] +1 super Str, +1 SPCon.

10) [Evolution] Hybrid mode :

- Upon rolling 15+ this character can now transform into a kraken-human hybrid, this grants all stats and abilities from the kraken form to that user without the down sides of requiring water or being unable to dodge at this mode makes the user no larger than 2m tall.
- User can choose how many tentacles they have (between 0 and 6).
- User can use tentacles to hold items however, only the original arms can have fingers.
- User is amphibious whilst in this form.

[Mutation] Owner of the deep :

- After taking this ability, this characters kraken transformation is now 16m diameter, immune to any attack that utilise water, and has an auxiliary health stockpile of 10hp.
- User can have 5 more auxiliary hp for every buff they took.
- Auxiliary health does not replenish until 6 hour after it was depleted.(if user has the "Octo-Regeneration", the user can replenish auxiliary health).