

Body augmentation

Powers:

- When active the user can have a short burst of +3 super str.
- If attacking, the user rolls 3 dice above their melee damage.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- when using power for melee attacks the user must roll a 15 on Con, if fails the user takes half of the damage of their attack, if 5 or under the user takes full damage they dealt as well as the limb(s) used is broken, and if 1 on Con the user takes 2x damage and breaks the limb(s) used.

Limitations:

- can activate power for no longer than 3-10 seconds /1-2 actions at a time.
- Little to no ranged capabilities.

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) Head to toe :

- User has roll 15 or above on super power to then gain the augmentation all over this characters body.
- Each time this character has their vitality broken or take an injury, this character must roll a S-P of 15+ to keep this ability going.
- Whilst in this mode, the user can use their boosted stats passively, without needing to roll S-P as well as the boosted stat (for example Str).
- Whilst in this mode user does not have to roll Con to not receive recoil when attacking.

4) [Ability] Augment mode (Defence):

- User can augment their body's physical toughness and grants themselves super Con equal to the amount of SpStr the original mode can grant.
- For every +1 SpCon this character gain +2 physical resistance.

[Buff] Augmentation modifier + 1.

5) [Ability] Augment mode (perception) :

- With this mode the user gains the ability to roll perception with SP advantage.

[Buff] Augmentation modifier + 1.

6) [Ability] Augment mode (Speed) :

- User can augment their body's speed and grants themselves super Dex equal to the amount of SpStr the original mode can grant.
- For every +1 SpDex this character gain +2 m to move speed.

[Buff] Augmentation modifier + 1.

7) [Ability] Augment mode (Healing) :

- User can activate a mode which grants healing every minute equal to 1d4 + 1 dice up per +1 super stat the usual power would grant to other modes.

[Buff] Augmentation modifier + 1.

8) [Ability] Augment mode (Reactive switch) :

- User can switch augmentation modes reactively.

[Buff] Augmentation modifier + 1.

9) [Ability] Dual Augment Mode

- User can roll 20+ to have 2 separate augmentation modes activate at a time.

[Buff] Augmentation modifier + 2.

10) [Mutation] Empowerment manipulation

- User can grant augmentation to others temporarily, via an S-P roll of 15+.
- The target is augmented by the same amount as the user can be augmented.
- Augmentation lasts 1d4 minutes +1dice up, per buff.
- After augmentation modes are over on targets, they must wait the equal amount of hours, it lasted in minutes.
- User can augment other creatures/ peoples powers by the amount the user would get in SP stats, this increases them as if it is temporarily buffed by said amount.
- Note: the user can augment their own other power if they are an anomaly, however, without dual augmentation, the user cannot be augmented whilst augmenting their other power.

[Evolution] Permanent Augmentation

- At least one augment mode is passively active at a time.
- User does not need to roll to activate an augmentation mode, unless they are attempting to swap between modes.