

### Titan child

#### Lore:

- Known as the “Multi-Enhanced”, the titan children have super reflexes, strength, and durability, as well as a healing factor.
- The titan children have been compared to demigods, due to their physiology, and doubled life span.

#### Power :

- +1 SPStr
- +1 SPDex
- +1 SpCon
- Roll 10+ SP for 1d8 of healing
- Roll 15+ SP for 1d10 of healing + remove 1 ailment/ injury.
- This power can be activated via S-P, Con, or Willpower.

#### Weaknesses :

- User takes 3x Animate damage
- If the user takes damage from an attack where Animate damage alone is enough to surpass this character's vitality, player must roll 1d4 for the amount of in combat rotations or minutes this character is affected by a unique ailment called “Mortality”.
- Whilst affected by “Mortality” this character is unable to heal and no longer has super Con, as well as loses any defence or resistance from this power.

#### Limitations :

- healing cannot regrow limbs or organs.
- Buffs will grant a boost to one chosen stat each level.
- None of the 3 super stats can be buffed past +10.

#### Level:

1) +1 S-P

2) + 1 S-P

3) Titan blood :

- This character's blood radiates power, and glows dimly a yellowish-orange colour.
- This “Titan blood” is poisonous to all humans, however, it can heal those with any powers that are similar to this character's powers (SPStr, SPDex, SPCON, healing factor)
- If the blood is introduced into the blood stream or ingested by creatures they are healed or dealt damage based on this character's self healing dice respectively.
- For every buff taken with this power healing dice increases by one dice up.

4) [Ability] haste :

- whenever the user rolls for a dexterity based action and achieves a roll of 20+ they are granted a bonus action during their turn.
- This even includes if they attacked, however, this ability can only be used once each rotation.

[Buff] increase the 3 super stats by +1.

5) [Ability] boundless :

- whenever the user rolls for a strength base action, and if they achieve a roll of 20+ so long as the action is not being rolled against to be contested this character succeeds the Str based roll check.

[Buff] increase the 3 super stats by +1.

6) [Ability] Restore :

- When rolling S-P or SpCon to heal, if the user rolls 20+ this character, not only removes 2 ailments/ injuries at a time but can now also regrow a limb or organ.

[Buff] increase the 3 super stats by +1.

7) [Ability] Divine constitution :

- User is granted physical damage resistance of +2 for every +1 SpCon they have.

[Buff] increase the 3 super stats by +1.

8. [Ability] Demi god's blood :

- User is now immune to poisonous substances and therefore immune from poison damage. This doesn't include immunity to corrosion.

[Buff] increase the 3 super stats by +1.

9) [Ability] Paths of Titan-hood :

- Whenever this character rolls a natural 20 when using 1 of the 3 super stats a special affect activates ; SPStr = max damage without needing to roll damage dice, SPDex = max damage without needing to roll damage dice, SpCon /SP (when healing)= user heals their maximum amount possible with their healing dice without needing to roll the healing dice.

[Buff] increase 1 of the 3 stats by +2.

10) [Evolution] : “Atlas” Path

- +2 SPStr
- The user rolls 20+ with Str and or labour, this character can lift anything up to 100m x whatever the user’s SPStr modifier is regardless of weight.
- If this character deals any Str based attacks against anyone who uses blocking, the target must roll blocking with disadvantage.
- Any and all physical attacks dealt by this character, half all physical damage resistance.

[Mutation] : - “Hermes” Path

- +2 SPDex
- User rolls 15+ S-P to activate “speed mode”, which, whilst active, multiplies the users move speed by x2 for every +1 SPDex the user has. (This ability lasts until the user is nullified, knocked unconscious, or the user decides to stop it).
- Whilst in speed mode the user can roll move speed, Dex or S-P reactively for evasive manururs and counter attacks.
- User can also use “speed mode to run on air, allowing a flight height equal to their current move speed distance in meters off the ground.

[Ascension] : “Achilles” Path

- +2 SpCon
- Whenever the user takes damage that is less than this characters total vitality, this character can the roll Con (+SpCon); if they achieve 15+ all damage is halved, if 20+ is achieved all damage is neutralised. This ability can only work if the damage dealt not only does not surpass the vitality of this character but also is no more than one damage type.
- User must choose one of this characters limbs or organs. This body part will then be permanently immune to injuries ailments or even destruction, except against pure Animite / purely Animite damage, or nullification.
- If the body part is removed from the user, the player rolls 1d4 for the amount of days they have before they fully regenerate from said body part. Once time is up the left over body is destroyed and then in 1 minute the new body regenerates from the body part. Afterwards the user must wait the amount of days it took before regenerating, before they can roll another D4 if this happens again. During the time that this body part is removed, if it is nullified or pierced / destroyed with pure Animite / Animite damage the user dies indefinitely and does not regenerate.