

### **Biology manipulation**

#### **Powers:**

- This power grants the ability to manipulate living flesh.
- This ability even allows the ability to heal others using 1d8.
- This power also grants the user the ability to heal themselves using 1d8.
- Upon rolling 15+ with S-P user can heal / seal up injuries that were dealt via physical damage (example: cuts, bruises, etc.)
- This power can be activated via S-P, Int, or Cha.

#### **Weaknesses:**

- User cannot manipulate dead flesh.
- This power is tactile contact only.

#### **Limitations:**

- The healing can, at best, heal wounds and burns, but cannot heal broken bones without.
- User cannot regenerate limbs.
- User is unable to use the power to deal damage.

#### **Blood transfusion (weapons/ objects) :**

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#### **Blood transfusion (clothing / armour) :**

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#### **Blood transfusion (item / unique objects) :**

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#### **Levels:**

1) S-P +1

2) S-P +1

3) Bone Manipulation :

- User can roll S-P to control either their own or a targets bones, either to fix them or shape them, as well as heal broken bones.
- User can now perfectly reattach extremities and limbs (thanks to being able to control the bone and flesh).
- Damage that the bones can do damage equal to this characters healing dice or deal the injury of breakage to the bones, against the targets Con.

4) [Ability] Bio-Boost :

- User can buff someone's damage output by this characters damage dice, boost move speed in meters by this characters damage dice or increase a character's physical stats by this characters S-P Modifier.
- Physical stats that are boosted are considered as Super stats, however cannot exceed Super stat limit (+10) this means it will reach this limit on those who have super stats of their own.
- This lasts 1d4 + 1 dice up for every buff taken with this power.
- Each target affected by this ability cannot have this affect happen to them again until 24 hours.

[Buff] Healing and damage dice increased by 1 dice up.

5) [Ability] Biomass devastation :

- User can use their powers to deal damage instead of heal, this damage is unblockable and ignores damage resistances, however the victim must be tangible and count as biological.

[Buff] Healing and damage dice increased by 1 dice up.

6) [Ability] Ailment Calamity :

- user can increase or decrease the severity of ailments and or injuries using this power. User must roll 10+ to increase 1 ailment/ injury to its next stage of severity, 15+ to increase 2 ailments/injuries by its next stage of severity or 1 by 2 stages above its severity, and if the user gets 20+ the victim will have either 3 ailments/injuries increased to the next stage of severity or 1 ailment / injury to 3 stages above its original severity (if it can't go any further, increase the new damage roll of the the added damage by 1 dice or 3 dice up respectively).
- This ability can be used to create injuries but only if the victim has taken damage and it can only be an injury based off of the damage type they took on the most recent hit.
- Whatever S-P roll the user achieved with this ability (so long as it was successful), the target must then roll Con, or whatever Con based auxiliary stat roll based on the ailment / injury the user is attempting to inflict / make worse.
- If the opponent achieves a roll equal to or greater than the user when using this ability, they are not affected.
- When using this ability in reverse, this ability does not regrow organs or limbs, it merely halts blood loss, poison continuation, or even paralysis.
- This ability cannot worsen the ailment "unconscious", nor can any ailment from this power make the target go into "fatal moments" unless the ailment damage deals more than the targets vitality.

[Buff] Healing and damage dice increased by 1 dice up.

7) [Ability] Advanced regeneration :

- When rolling 15+ on using this power, this character can either ; heal someone with their dice and S-P Modifier , or remove up to 2 ailments and no hp.
- This ability can grant the ability to heal as well as remove injuries, however the user must roll 20+ and they will remove up to 2 ailments/ injuries along with their healing dice.
- User can also create additional extremities/ limbs, not just healing missing ones.

[Buff] Healing and damage dice increased by 1 dice up.

8) [Ability] Organ creator :

- Rolling 20+ allows user to turn some of a donors blood into an organ, organ can only be one that is possible to naturally grow from said donors species.
- Rolling 15+ user can heal damaged organs.

[Buff] Healing and damage dice increased by 1 dice up.

9) [Ability] Hand on Heart :

- User must roll 20+ to bring a creature back to life , however, the creature / being , must be organic and must have most of the body intact as well as a heart and brain.
- Once this person is revived they cannot be revived again for 24 hours and if they reach 0 go before this time is up they will die permanently.

[Buff] Healing and damage dice increased by 2 dice up.

10) [Mutation] Necrosis Manipulation :

- After choosing this power this character can now only control and manipulate “dead” flesh from creatures, this also means any abilities this user has still work on the living, however the user must have the perks to be able to do so.
- Upon tactile contact the user of this ability can deal decay damage after rolling 15+ with S-P, with a higher roll of 25+ the damage the victim took is removed off of their maximum health until they can remove the corrupted flesh or heal it (To heal corrupted flesh victim required to be healed from 2 ailments worth), whilst infected with corrupted flesh the user of this can control the victim from a distance, if the victim is fully corrupted (meaning that all their max health is taken away) they are considered undead and fully under the control of the user of this power.
- The user of this power can also use any perks they have acquired and even control the dead like puppets. (User must roll 1 increment higher for each undead to control at a time : example 10+ = 1, 15+= 2, 20=3, 26=5, etc.)
- If this character has the ability “Hand on heart” they can bring those who are dead into a state of “undeath” making them “undead”, this means they are no longer able to : heal naturally via resting, bleed, require food or to breathe, and biological manipulation no longer works on them. This means those “undead” require the user of this power to either maintain them / heal them or undo their undeath via an S-P roll of 25+.

[Evolution] Biokinesis :

- User can manipulate and sense any biological matter that came from a creature, so long as this character is within range (range is determined by 10m +10m for every buff the user chose) . This can even grant the ability of literally controlling a living being using S-P Rolls against either their Str or personal abilities.
- Whenever the user of this power rolls S-P and succeeds to get 1 increment than the roll requirement higher, this power can be used on 2 targets at a time instead of 1.
- If the user rolls 2 increments or more higher than the roll requirement of any of this powers’ abilities, the user can affect as many targets as their want, so long as they are within this powers’ range.
- This ability can also enable the user to blood transfuse body parts , however, this can only work if 2 conditions are met. 1) the blood transfusion is performed with a successful 28+ or natural 20 with S-P And 2) the donor and the patient has to be either the same person or have the exact same powers. (These abilities can be based off the weapon, clothing or item blood transfusion).
- User can use any of this powers, effects or abilities reactively, so long as the S-P is equal to or greater than the attackers. This power will work so long as the roll requirements of any abilities are met.
- If the S-P reactive roll is 5 or more points above the attackers’ roll, this character can use their ability / affect and stop the attacker from dealing an attack to them. (so long as this character meets the roll requirement for the ability they attempted to use against the attacker).