

Organic shapeshifting

Powers:

- upon success of S-P, user turns into any humanoid form that is no larger than 1M taller or 1M smaller.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- user must roll willpower and get 10 or above to stay in their transformed state when taking damage above their vitality.

Limitations:

- only gains appearance and does not gain stat boosts or powers.

Blood transfusion (weapons/ objects) :

- Blood transfusion is impossible unless legendary.
- If legendary, the weapon can turn into living / organic object of any size equal to that of what the donor was capable of + the weapons size. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 15 or above).
- If a blood transfused object was made when the donor had the evolution perk (multi-shift), the object / weapon can , not only transform into any living creature / organic object, but can turn into 1D4 amount of separate creatures. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 20 or above).

Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Polymorphism:

- This ability allows the user to transform into other creatures that are not specifically humanoid.(roll 15 + with S-P)
- Upon transforming, if the being/ creature has claws, talons or spikes this character can roll a D6 added on to melee damage, as a modifier.
- This can also apply if the character only wants to grant a single part of the body to have Claws, talons or spikes.

4) [Ability] Natural Attribute shifter :

- User can transform body parts to mimic other creatures abilities, (I.e. gills, heat resistant skin, etc.)
- These abilities must be natural and must exist on said creature the user is mimicking.
- These new body parts have their respective attributes, (I.e. wings grant basic flight, gills grant water breathing, etc.)

[Buff] Increase Polymorphism buff by +1 modifier to damage, creatures size potential is 1m larger.

5) [Ability] Partial shapeshift :

- User can shapeshift a single part of their body, upon a successful S-P roll of 10 or above.

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

6) [Ability] Form of nature

- User can transform their body into plants, or at least create plant from their flesh.

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

7) [Ability] shifter regeneration

- User of this ability can regrow severed limbs, or extremities, as well as heal broken bones.
- To activate this ability the user must roll 20 or above with S-P.
- When using this ability, this character cannot attack during this turn.

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

8) [Ability] Unnatural creature mode

- So long as the user knows of them, the user can transform themselves into an abomination level creature.
- This ability requires the character to know a creature within that tier and a S-P roll of 20 or above.
- If creature has an increased stat or even an ability this character can gain access to all of those abilities, Super stats and all others, this includes weakness, except weakness that effect the user's mind as they still keep their own intelligence.

[Buff] Increase Polymorphism buff by 1 dice, creatures size potential is 1m larger.

9) [Ability] Undoubtedly

- User can shapeshift into any humanoid form they've seen, even down to the DNA.
- This form can copy any Physical stats of the form they choose including super stats, however, cannot copy or grant the user the abilities of emitter type powers from said creature.
- This ability requires a 20+ with S-P
- The stats that are included are : Str, Dex, Con, Vitality, and defences / resistances.

[Buff] Increase Polymorphism buff by 2 dice, creatures size potential is 2m larger.

10) [Mutation] Multi-shift :

- Roll requirement (S-P) ; 20 or above
- Can split self into multiple creatures at a time, however, the amount of separate creatures this character becomes, the user must divide their health into said number for the number of creatures.
- User can be any distance away from their multi-shift clones, and even has a hive mind, meaning they all know what each other are doing / thinking.
- When separated, if nullified the copies disappear, until there is only one left.
- User gains no more actions from clones, however, the user is given the ability "Swarm attack". Here multiple of this character can attack enemies within their immediate move speed at once, all are able to attack at the same time: if the same target, all attacks are rolled once, but the target rolls up to 4 times as this character multiply damage no more than 4 times, if the creatures are near separate creatures they attack those closest to them.
- After using "swarm attack" the user cannot use it for the amount of minutes based on how many creatures utilised.
- Swarm attack requires the user to roll 20+ with SP

[Evolution] Chimaera Mode :

- User can transform into 1D4 + 1 creatures at a time.
- This allows the user to access multiple abilities from different creatures' body parts at a time. Specifically, this allows all abilities to be accessed, which would naturally be available, to the creature's body part.
- Requirement is a roll of 20+ with S-P