Spatial

Power:
- can create distortions that can bend up to 10M in any direction or shape, as well as create nearly invisible spatial projectiles that can pass through armour.
- Spatial damage this character can deal is 1d8 of Spatial damage.
- This power can be activated via S-P, Dex, or Willpower.

Weaknesses:
- Must be able to move limbs to create distortions.
- This power cannot be used reactively.

Limitations:
- Spatial projectiles range; 40M.
- Spatial distortions can only be used on 1 thing at a time.

Blood transfusion (weapons/ objects) :
- Weapons made from this power makes any attacks dealt with this weapon ignore all physical damage resistance / immunity.
- If legendary, the weapon can also have the ability to deflect or repel anything that touches the weapon, as well as create a pocket dimension portal. (This ability can only activate if the user of the weapon has either this power, catalyst physiology, or willpower overflow).
- If a blood transfused object was made when the donor had the mutation perk (Spatial distortion enhanced physiology) the weapons can cut through or destroy spatial distortions, as well as any melee attack the doesn't hit then generates a spatial distortion that deals the spatial damage the donor was capable of.

Blood transfusion (clothing / amour) :
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levels:
1) S-P +1

2) S-P +1

3) Pocket Dimension :
    - User can roll 10+ with S-P to send themselves into a pocket dimension, this space is inaccessible by others unless they have items or abilities to do so.
    - User requires 15+ to create a portal to their own personal pocket dimension, that the user as well as others can access.
    - Portal to the pocket dimension can only be made as far away from the user as the tip of their fingers.
    - Portal can be 2m wide and tall, however, cannot be moved once created and only lasts 1 minute / rotation.

4) [Ability] linked space :
    - User can create portals that are linked to each other, granting greater transportation.
    - These portals allow for anything to go through and then come out wherever the second portal is.
    - User require a 15+ to create these portals, however, the range is based on spatial projectile distance.

    [Buff] Spatial damage dice increase by 1, increase range by 10m.

5) [Ability] Mirrored Space : (Reactive spatial ability)
   ● User creates solid space which inverts space right in the opposite direction it was struck from.
   ● This ability reflects any damage back at the opponent who attacks the user of this ability, plus the damage of the spatial damage the user can deal.
   ● Roll requirement is 15+ when using this ability against no other competing rolls, however, user only requires to get equal or above to have this ability activated against other rolls.

   [Buff] Spatial damage dice increase by 1, increase range by 10m.

6) [Ability] Spatial Trap :
   ● User can create solidified space around a target, which the target will be unable to leave, unless the target has intangibility, teleportation, or something similar.
   ● User must dedicate one hand whilst keeping the target inside the trap and must roll 15+ S-P each rotation.

   [Buff] Spatial damage dice increase by 1, increase range by 10m.

7) [Ability] Fazing manipulation :
   ● User can make solid objects as well as parts of solid objects intangible.
   ● User must touch the target, and must roll 15+ with S-P.
   ● This affect lasts for 1 minute / rotation.

   [Buff] Spatial damage dice increase by 1, increase range by 10m.

8) [Ability] Spatial distortion constructs :
   ● User can create solid space in the form of any shape the user wishes.
   ● The size of the construct is based on the spatial distortion however, the user can leave the construct indefinitely till the user is either nullified or made unconscious.
   ● To destroy constructs, someone or something must deal damage equal to, or more than the max damage this character can do with spatial.

   [Buff] Spatial damage dice increase by 1, increase range by 10m.

9) [Ability] Slip-Space :
   ● User can roll S-P 15+ to move themselves through space, instead of move speed.
   ● User can use this ability reactively and distance is equal to spatial projectile range.
   ● This ability adds the user spatial damage as launch damage, which adds to the users melee damage, if they land an attack, or dealt back to the user if fails.
   ● This ability cannot be used to move through solid objects.

   [Buff] Spatial damage dice increase by 2, increase range by 20m.

10) [Mutation] Living distortion :
- User is now immune to spatial damage.
- User can deal spatial damage on top melee attacks, so long as they succeed 10+ S-P rolls on top of Str or Dex rolls.
- If the S-P roll is higher than the targets' roll, however, if the str or dex roll is lower, then the user can still at least deal spatial damage.
- User can break out of any pocket dimensions as well as spatial traps without the requirement of rolls, so long as the users power aren't nullified. .

[Evolution]   Quantum Manipulation :
- User has the ability to increase or decrease the size of creatures or objects upon tactile contact.
- Size can be increased by up to 10x or decrease by 10x the targets size.
- Roll requirement is 15+ to increase or decrease size by 2x.
- Roll requirement is 20+ to increase or decrease size by up to 5x.
- Roll requirement is 25+ to increase or decrease size by up to 10x.
- Increased size grants +2 do damage mod, damage resistance(if have any), as well as reach, per multiplier of size increased.(whilst larger, the target is unable to roll for evasion or acrobatics reactively).
- Decreased size grants -2 to damage mod (if use deals minus damage they deal damage to themselves), -2 to damage resistances, and divides the range of all attacks and abilities by whatever the multiplier is.
- Size manipulation lasts 1 minute per +1 S-P the user of this power has, however, lasts indefinitely when used on none living things.(until the user become nullified)
- User can access other pocket dimensions so long as the user is within the range of the pocket dimension users, as well as use their powers to follow anyone who has used portals or teleported within the last 5 minutes, however, the user must be within touching distance of the location the target teleported from.