

Frog physiology

Powers:

- Can transform into a frog,
- (whilst in frog) roll advantage in acrobatics and evasion.
- (whilst in frog) attackers roll disadvantage on attacking this character.
- (whilst in frog) Can breathe underwater.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- 4x damage taken whilst in frog mode.(unless fighting something roughly the same size).
- Roll disadvantage on Con in cold environments, if the user fails, they fall unconscious.
- User cannot transform reactively.

Limitations:

- As strong as a frog whilst transformed.
- Frog form cannot be bigger than $\frac{1}{4}$ of a meter, and no smaller than 5cm.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-frog hybrid after a successful S-P roll of 15 or above.
- +1 SpDex.
- Can roll acrobatics to leap up to 2x this character's movement speed in either distance or height (cannot be reactive).
- Can extend tongue up to 10m.
- Tongue can be sticky.

4) [Ability] Leap

- User can roll acrobatics to reactively use their frog jump height as an ability to leap towards (if attacking) or roll evasion to leap away (if evading) from their target.

[Buff] + 5 m to jumping distance, +1 m to tongue range, +1 to SpDex.

5) [Ability] Cling

- User can cling to walls / ceilings; this character can roll acrobatics whilst on walls on the ceiling.

[Buff] + 5 m to jumping distance, +1 m to tongue range, + 1 to acrobatics.

6) [Ability] Tongue based combat

- User can attack using the users extended tongue in frog hybrid mode.
- User roll Str o Dex to attack with the tongue and deals 1d6 blunt damage, +1 dice up for every buff taken with this power. (Neither SpDex, nor SpStr increases this abilities damage).

[Buff] + 5 m to jumping distance, +1 m to tongue range, +1 to SpDex.

7) [Ability] True Amphibian

- User is able to breathe underwater as well as breathe air whilst in Hybrid mode.
- User moves at 2x their normal distance in water.

[Buff] + 5 m to jumping distance, +1 m to tongue range, + 1 to evasion.

8) [Ability] Bile spit

- User rolls S-P of 15+ to spit out a bile that deals 1d8 poison damage, +1 dice up for every buff taken with this power.
- Range is equal to tongue reach distance.

[Buff] + 5 m to jumping distance, +1 m to tongue range, +1 to SpDex.

9) [Ability] hallucinogen Secretion

- User can secrete poisonous substance from their skin, using an S-P roll of 20+.
- Anyone touched by the poison must roll 15+ with Survival otherwise they begin to hallucinate and roll disadvantage with Wis based rolls.
- The poison's affects last as long as the severity states with the poison ailment.

[Buff] + 10 m to jumping distance, +2 m to tongue range, + 1 SpDex

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Amphibious Autarch :

- User can become the "Amphibious Autarch" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Amphibious Autarch hybrid mode, the user has +1 to all stats the power affected, as well as double the users bite damage, as well as adding the ability to deal 2x poison damage if the user had the ability "Bile spit".
- Whilst in the "Amphibious Autarch" hybrid mode, the user can roll advantage with Cha based stats against anyone with the same powers as the user of this power.