

Power Compendium

Default power levelling tree structure

choose only one at completion of each level unless otherwise stated

1 & 2 = mandatory S-P (S-P) roll modifiers

3 = mandatory perk (ability [[Ability] / buff [[Buff])

4 - 8 = minimum of at least two perks (one of each [[Ability] Or [[Buff] minimum)

9 = power move / advantage roll / double damage

10 = power adaptation perks (mutation [Mutation] Or evolution [Evolution])

Blood transfusion

The rules of blood transfusion are that with the blood of anyone who has these powers can bestow special abilities or attributes to the materials or items that have had that blood forged or entwined into them.

Some blood transfusion items grants increases to damage as well as range, some even grant special abilities, whilst all grant the ability of amplifying the S-P rolls by 1.5x. This means whatever the players S-P modifier is , the item increas to es it by adding ½ of the number onto it (example: S-P = +5 without , however with amplification S-P = +7)

S-P modifier can't be buffed any higher than 1.5x. This means no matter how many blood transfusion items the user has, they will not stack their amplification.

Notes:

If a buff states that a buff “increases damage dice by 1”, this means that instead of rolling the usual dice set out originally (example; fire mimicry fire damage = D6) os then increased to the next dice (D8) underneath will be a table of how dice increase.

How damage increases based on buffs.									
D4	D6	D8	D10	D12 (2d6)	D10 + D4	D12+ D4 (2d8)	D12+ D6 / D10+D8	2D10	D12+ D10
2D12 (4d6)	2D10+ D6	2D10+ D8	3D10	2D10+ D12	3D10+ D4 (2d12+d 10)	3D12 (6d6)	3D10+ D8	4D10	5D10

Reactions

There are 4 types of reactions ;

Strike (S) : Melee based attacks, the user rolls against whoever is attacking them, if they succeed they attack the opponent (so long as the enemy is within their move speed) and they also take the opponents attack unless they achieve 5 above the attackers roll.

Evasive (E) : Certain powers allow the character to move regardless of their own dexterity, if they succeed against the attacker's roll they dodge the opponent's attack.

Blast (B) : User may a power that allows them to deal out attacks via ranged attacks, if the character rolls against the opponent and beats them their attack lands (so long as the target is within the powers' range) and if the roll is 5 higher than the opponents roll this character does not get hit by the attack.

Unique : Some powers will state how their abilities work reactively which don't fit in the aforementioned categories.

Super stats

Players have 6 central stats : Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Certain superpowers grant what is known as super-stats these all grant bonuses depending on each stat.

Super stat	effects
Super Strength (SpStr)	• Increase damage with str based attacks for every +1 to the stat, • multiply durability damage output by x2 for every +1, • increase throwing range by x2 for every +1. • Normal str rolls must be rolled disadvantage against SpStr rolls or SpStr rolls are advantage. • Against normal con, either SpStr rolls advantage or con rolls disadvantage.
Super Dexterity (SpDex)	• Increase damage with str based attacks for every +1 to the stat, • multiply durability damage output by x2 for every +1, • increase throwing range by x2 for every +1. • Normal Dex rolls must be rolled disadvantage against SpDex rolls or SpDex rolls are advantage.
Super Constitution (SpCon)	• Increase vitality by +2 for every +1 to the stat, • roll advantage against normal (non-super stats) when damage breaks through vitality.
Super Intelligence (SpInt)	• Normal Int or Deceit rolls must be rolled disadvantage against SpInt rolls or SpInt rolls are advantage.
Super Wisdom (SpWis)	• Normal Wis or Deceit rolls must be rolled disadvantage against SpWis rolls or SpWis rolls are advantage.
Super Charisma (SpCha)	• Normal Cha rolls must be rolled disadvantage against SpCha rolls or SpCha rolls are advantage.

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Fire mimicry

Powers:

- User has passive fire damage immunity.
- User can generate and manipulate fire **(B)** that deals D6 fire damage (upon Sp success)
- User can turn 1 limb into fire, upon a 10+ S-P roll.

Weaknesses:

- Water damage. (damage dealt with water must either deal more than or equal to the maximum damage this character can deal with fire in order to force this character out of their transformation).
- Water (must be engulfed entirely in water and fail a disadvantage roll with S-P to be forced out of this powers transformation)
- Low oxygen environments
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Limitations :

- range of fire is 20 M
- User can only control fire that comes from this character.
- Cannot control other flames that aren't immediately coming from this character.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).
- If legendary, the weapon is unable to be touched by anyone who has not got the following powers ; Phoenix mode/phoenix hybrid mode, fire mimicry, pyrokinesis, Catalyst physiology, or , the technique "willpower overflow".
- If the user blood transfuses a weapon when they have the mutation perk (lava mimicry), the weapons damage modifier will count as lava damage.
- If the user blood transfused a weapon when they have the evolution perk (star mimicry), the weapons damage modifier will count as energy/fire damage, meaning whichever damage type the victim of this weapons attacks has the lowest resistance will be taking that damage type.

Blood transfusion (clothing / armour) :

- The clothes that have this powers' blood transfused into them, are now granted a modifier that is equal to half of the users current maximum fire damage as a resistance to fire damage, and do not take any durability damage via fire.
- If legendary, the clothes are now granted whatever modifier of the users current maximum fire damage as a resistance to fire damage, and do not take any durability damage via fire.
- If the user has the evolution or mutation powers, the blood transfused clothing that is made from their blood grants resistance to their respective elements.

levels:

- 1) S-P +1

2) S-P +1

3) Flame body transformation. (fire mimic mode) :

- roll 15 or above S-P To transform into fire.
- Roll 1d4 for how many rotations/ in game minutes the form lasts.
- Water will nullify this form.
- Whilst transformed, physical attacks will pass through the user, unharmed (still takes Animate and Elemental damage).
- If attacked by hand to combat, deal half of maximum damage of Elemental damage, this is considered as "Mimicry damage".

4) [Ability] Dangerous Warmth :

- Due to this characters incredible warmth, whilst the user is in their flame body transformation anyone (friend or foe) within a 2m (+1m per buff) radius takes ¼ of this characters maximum damage potential.
- upon a failed Con roll of 10+ those in the radius take ½ maximum damage instead.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

5) [Ability] Feel the burn :

- User can roll S-P instead of Con to remove poisons and or corrosive substances from themselves.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

6) [Ability] Jet Fire:

- Upon succeeding a fire attack with a 15+ with S-P the victim will be repelled backwards up to 10m distance. If they come in contact with any physical object before reaching the end of that distance, they take an extra amount of damage equivalent to half of the attacks damage as impact damage.
- If user is in their flame transformation they can use this ability to access levitation and even flight, however the distance they can be off of the ground is equal to half of their range for fire generation.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

7) [Ability] Blaze Of Glory:

- Upon this character having their health taken down to 5 or less, this character gains the ability to deal 2x fire damage for 1d4 minutes / rotations.
- After the time limit is up, this character cannot access their fire mimicry powers for the amount of time they used this ability, as well as not being able to use this ability for the amount of hours they used this ability in minutes/ rotations.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

8) [Ability] Elemental Regrowth:

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] Fire damage increased by 1 dice up, time limit dice increased by 1 up, and range increased by 10m.

9) [Ability] Elemental shape shifting :

- User can use their ability to transform their fiery form into 4 different size types, the appearance is up to them, however it will be apparent to be made of fire.

No larger than 1m.	Opponents roll disadvantage on hittin you. Damage dealt is no more than half of the maximum damage capability on damage dice.
No larger than 2m.	Original form size, no changes.
Up to 8m.	Opponents get to roll advantage on hitting this character. This characters damage is modified by their mimicry damage (which is equal to half of their max damage).
Minimum of 10m size (max size is equal to half of users range)	So long as opponents succeed on their rolls landing a hit on this character is guaranteed. This character will roll 2x the damage they normally deal.

[Buff] Fire damage increased by 1 dice up, and range increased by 20m, Unlimited time for Transformation

10) [Mutation] Lava Mimicry:

- Body now transforms into lava.
- Can slow down as well as burn enemies.
- Increase damage dice to the set above the previous.
- Can melt and or assimilate rock and stone (roll a D6 each time you succeed to see how much rock you've assimilated into your next attack, this ability can be stacked, however, dissipates after combat.)
- Lava attacks deal molten damage.

[Evolution] Star mimicry :

- New transformation which requires 20+ S-P.
- Transformation now deals energy/ fire damage based on 2x the dice the users fire damage is in “flame body” mode.
- Upon transformation anything within a 5m radius of this user takes mimic damage.
- Any ability this character was able to do previously can now be done with energy/ fire, which means whatever the greatest weakness the target has out of fire and energy is the damage type applied.
- Whatever the users maximum energy damage is, is also the users energy damage resistance.
- Time limit of this mode is equivalent to the time limit of the users “flame body” excluding the “unlimited time limit” buff.
- Once this transformation is over or ended , cannot then use this ability again for the amount of hours the user uses this power in minutes.



Water mimicry

Powers:

- User can turn 1 limb into water (upon S-P success).
- User can manipulate the watery limb to extend up to 4m **(B)**.

Weaknesses:

- User takes 2x Electricity and cryo damage whilst the user's limbs / body is transformed into water.
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Limitations :

- The range of how far water limbs can be Manipulated is up to 4m length.
- User can produce water blasts which deal 1d6 impact damage.

Blood transfusion (weapons/ objects) :

- Weapons made from this power are constantly wet, generating a small amount of water form practically ever, except the handle. (weapon is also resistant to rusting by half of the users damage capability).
- If legendary, this weapon is now fully malleable and can turn into any form as long as it's no bigger than the original weapon, user can also deal damage dice with this weapon using the same damage dice as the donor.
- If a blood transfused weapon was made when the donor had the evolution perk (Ocean spirit), the weapon will generate as much water a minute as the donor could create. (this also applies with the legendary transformation ability).
- If a blood transfused weapon was made when the donor had the mutation perk (Snow mimicry), the weapon can now generate cryo damage.

Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Water form transformation. (Water mimic mode)
 - Upon a S-P roll of 15 or above, user of this power can turn themselves into living water.
 - User can deal 1d6 of impact damage.
 - User (whilst in this form) is immune to physical damage.
 - This transformation has no time limit, however, takes 2x lightning and cryo damage.
 - User is immune to corrosive however still takes poison (if the user takes poison damage that overall breaks past the users vitality the user must roll metabolism after they transform back).
- 4) [Ability] Slashing waves :
 - User can use their water form to deal slash damage with their water.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

5) [Ability] Purifier

- User can purify can body of water based on this characters range whilst touching it.

- User can also purify themselves or others, healing them from any poison damage they took.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

6) [Ability] Stay hydrated (Hydration stockpile) :

- User gets a stockpile of 10 points, plus 5 for every buff the user has.
- This stockpile allows parts of the body to be able to turn into water when attacked or struck, however, whatever damage was supposed to be taken is then taken away from the hydration stockpile instead.
- If the attack goes over the stockpile the rest of the damage is transferred.
- User must keep replenishing stockpile by drinking or being emerged in water. (roll 1d10).

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

7) [Ability] Pressure Bullet

- User can shoot small droplets of water with some much pressure its equivalent to that of a bullet.
- User must roll 15+ S-P to fire a droplet of water at a range of 2x this characters normal range and can deal 1.5x damage.
- Damage dealt with this attack is counted as penetration damage.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

8) [Ability] Elemental Regrowth

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] "water limb / water form" damage increased by 1 dice up, stretch distance increased by 4m.

9) [Ability] Tidal Wave

- User creates a large body of water that deals damage and knocks back any who are hit with it.
- User must roll 20+ to deal a 2x damage spread attack of water the range is based off this characters range and then the spread is based on half of the maximum range.
- User can use this ability again after a long rest.

[Buff] "water limb / water form" damage increased by 2 dice up, stretch distance increased by 8m.

10) [Mutation] Snow / Ice mimicry

- This mutation permanently alters this power so that the “water form” is now ice or snow which enables the user to be immune to cryo damage.
- Whatever damage dice the user was rolling before this perk, now deals cryo damage **(B)**.
- Users range with cryo damage is 10m +10m for every buff that was taken with this power.
- User no longer takes 2x lightning damage, and instead take the damage normally.
- User takes 2x fire damage.
- User gains the ability “flash freeze” - which enables them to freeze a body equal to a radius of 4M + 4M for every buff the user took from this power.
- The ability “Flash freeze” can also cover any targets in range (with an s-p roll of 20+) in ice which makes them have to roll labour to break out during their turn. This ability can also be used if the user grabs hold of a single target with an s-p roll requirement of 15+ and will also deal cryo damage.

[Evolution] Ocean spirit (liquid assimilation)

- User can roll S-P of 20+ assimilate with a body of water up to the size of 10m cubed +10m for every buff they took.
- Every 10m = +10 auxiliary health and +5 damage modification to water attacks.
- All physical attacks dealt whilst in “Ocean Spirit” form count as SPStr (SPStr modifier is equal to the user’s S-P modifier), therefore deals durability damage thusly, as well as makes those with normal Str roll disadvantage against the user.
- Whilst user still has auxiliary health, vitality is never broken through as it is not harming the user directly.
- Once auxiliary health is fully depleted, user cannot regain it from the same water source for 24 hours.
- Once assimilated with the body of water, the user must transfer themselves to a new , disconnected body of water if they wish to regain auxiliary health.(example a pool, and the user jumps into a lake, or even the ocean).

Living lightning

Powers:

- Lightning damage immunity.
- User can generate lightning **(B)** dealing D6 lightning damage (upon Sp success)
- Can turn 1 limb into lightning

Weaknesses:

- Being hit by non conductive materials, such as rubber count as being hit outside of transformation,
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Limitations :

- range of lightning is 20 M
- Can only manipulate the lightning that comes directly from this power.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum lightning damage capability as a modifier. (The modifier is equal to half of the users lightning damage capability from when they got the weapons made).
- If legendary, the weapon is unable to be touched by anyone who has not got the following powers ; Living lightning, electrokinesis, rubber physiology, Catalyst physiology, or , the technique "willpower overflow".
- If a blood transfused weapon was made when the donor had the mutation perk (Monarch of the storm) the weapon can become the epicenter of the storms that can be created using the power, as well as create them as long as the user has the ability to activate it. (living lightning, electrokinesis, catalyst physiology, or willpower overflow roll of 15 or above required).
- If a blood transfused weapon was made when the donor had the evolution perk (Spectrum) the weapon can either become empowered by original lightning; which grants the usual buff(s), red lightning ; which absorbs lightning and uses the potential damage to heal its wielder, purple lightning : which grants double the usual modifier, and white lightning; which allows the user to use S-P to roll for lightning based melee attacks or move speed, if the user has living lightning.

Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1

2) S-P +1

3) Lightning transformation. (Lightning mimic mode)

- roll 15 or above S-P To transform into lightning.
- Roll 1d4 for how many rotations/ in game minutes the form lasts.
- Rubber can hurt this form as well as pure Minnerol.
- Whilst transformed, physical attacks will pass through the user, as long as the attack conducts electricity the user will be unharmed (still takes Animite and Elemental damage).
- If attacked by hand to combat, deal half of maximum damage of Elemental damage, this is known as "mimic damage".

4) [Ability] Lightning Dash:

- User must roll S-P 15+ to dash whilst in lightning mode towards a target within the range of this character's lightning range.
- Whilst using this ability anyone normal Dex based reactions roll disadvantage against this ability.
- User can roll this ability reactively, however if they fail to achieve 15+ with this ability and fail to beat the attackers roll to hit this character, this ability fails and the user gets hit.

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

5) [Ability] Lightning weapons :

- User rolls 15+ to create a weapon made of lightning ,the weapons damage is a modifier equal to half the maximum damage this character deals in lightning damage dice.
- User has to roll S-P when in lightning mode and Dex or Str outside it when attacking with these weapons.

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

6) [Ability] Living Battery

- User can power pieces of tech using their ability to generate currents of electricity.
- User must be in tactile contact with the technology.
- The roll requirement for this ability is 10+, or whatever the techs roll requirement is to activate particular mechanical workings.
- If the user has this ability, and gets struck by lightning or electrocuted, the user transforms into their lightningmode. (this does not work if the user attempts to electrocute themselves with their own lightning, but does work with environmental electricity/ lightning damage).

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

7) [Ability] Lightning constructions

- User can create solid lightning in the form of any shape the user wishes.
- The size of the construct is based on half of the users maximum range, 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, half the damage this character can do with lightning.

[Buff] Increase lighting damage dice by 1 above, increase range by 10m.

8) [Ability] Elemental Regrowth

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerates limbs.
- Does not heal this character of any health.

[Buff] Increase lightning damage dice by 1 above, increase range by 10m.

9) [Ability] Electro-shapeshift

- User can use their ability to transform their Lightning form into 4 different size types, the appearance is up to them, however it will be apparent to be made of Lightning.

No larger than 1m.	Opponents roll disadvantage on hitting you. Damage dealt is no more than half of the maximum damage capability on damage dice.
No larger than 2m.	Original form size, no changes.
Up to 5m.	Opponents get to roll advantage on hitting this character. This characters damage is modified by their mimicry damage (which is equal to half of their max damage).
Minimum of 10m size (max size is equal to half of users range)	So long as opponents succeed on their rolls landing a hit on this character is guaranteed. This character will roll 2x the damage they normally deal.

[Buff] Increase lightning damage dice by 1 above, Unlimited time for Transformation, increase range by 20m.

10) [Mutation] Monarch of the Storm

- User is now able to generate thunder from their lightning, enabling them to deal sonic damage equivalent to their lightning damage.
- User can also manipulate other electrical fields meaning the user can manipulate lightning that doesn't just come from them.
- Upon rolling an S-P of 25+, the user can generate a "storm cloud" above them that is as high above the user as their maximum range, as well as the diameter of the cloud is based on the maximum range with this power.
- The whilst the "storm cloud" is active the user rolls a d100, and everyone within the diameter and under the cloud must also roll a d100. Any one who rolls under the user of this power must roll evasion, acrobatics, or even move speed and succeed with a 20+, otherwise those will be struck by lightning that deals the damage equal to the users rolls. This ability targets friend or foe.
- To keep the "storm cloud" going each rotation/ minute the user must succeed an S-P roll of 20+ each time it is their turn, if they succeed this will be counted as a free action, if failed the storm disperses and can't be reactivated again for 1 minute / rotation.

[Evolution] Spectrum

- User with this ability gains 3 new lightning modes based on colour.

- Red lightning mode (roll requirement 15+) : users damage is only a d6, however, the user can passively absorb lightning aimed at this character back into their health , healing them,(this ability can also work if the user wishes to shoot their own lightning at another source to then absorb it using 15+ S-P) as well as whilst in this mode the user can roll S-P to actively absorb energy as lightning to heal the user.
- White lightning mode (roll requirement 20+) : user can move the distance of their range with this power instead of move speed, evasion, or acrobatics. Whilst in this mode user adds 1.5x lightning damage to all lightning attacks. Whilst in this mode, user takes 2x damage from any attacks that cause the user harm whilst in lightning mode.(in the terms of travel outside of combat using this ability, the user travels 5x the users move speed in Kilometers per hour).
- Purple lightning mode (roll requirement 25+) : Whilst in this mode the user deals 2x damage, and 2x range with all lightning based attacks and abilities. This mode has a time limit based on the users' time limit dice, regardless if they got the "unlimited time" buff. After this transformation is over, the user cannot transform into this mode for the amount of minutes / rotations the user used it for.

Gel/ slime

Powers:

- User can create and control 1m cube of slime , so long as it's in tactile contact with the user.
- User can make up to 1 m cube of slime per 2 minutes (per 2 rotations of combat).
- Every 0.5m of slime allows the user to stretch 4M further.
- can turn 1 limb into slime (upon Sp success).
- Slime can either be sticky or slippery, if anything is on sticky slime they must roll str and beat this user's SP roll that created the sticky slime, if slippery slime they must roll dex that equals or beat the user's SP roll otherwise they are forced prone.

Weaknesses:

- Water makes the users slime dissipate and turn into uncontrollable sludge.
- Any slime attached to the user is connected to them, meaning they will feel pain / take damage through all the slime physically connected to them.
- Whenever an attack is dealt to the user, even if it doesn't hurt them, the user will lose a certain amount of extra slime (1-9 =0.5m, 10-19=1m, 20-29=2m, etc).
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the users vitality, the user must roll endurance and instead of taking an injury or ailment, the user takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage on endurance when taking damage in mimic mode(if said damage is more than the user vitality). If the user fails to roll 15+ on endurance again whilst this ailment is active, the user is forced out of their mimic mode and gains the ailment "mimicry Exhaustion".
- Mimicry exhaustion :
- This ailment makes the user roll disadvantage on power usage until, the user rolls and succeeds a 15+ on endurance or takes a short rest.

Limitations :

- The range of how far slime limbs can be stretched / manipulated, is 4m.
- Slime generation capacity = 1m cube.
- User can only control slime so long as it is a part of this user / in tactile contact with the user.

Blood transfusion (weapons/ objects) :

- Weapons made from this power can transform into slime and back into their weapon form, perfect for concealment.
- If legendary, weapons made from this power can be fixed and repaired instantly as long as someone can use ; slime mimicry, catalyst physiology or willpower overflow with a roll of 10 or above.
- If a blood transfused weapon was made when the donor had the mutation-perk (corrosive slime) can deal corrosive damage through it.
- If a blood transfused weapon was made when the donor had the evolution perk (remote slime manipulation) the weapons can turn into slime at the wielders will, as long as they the right powers; remote slime manipulation,

Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1

2) S-P +1

3) Slime form. (slime mimic mode) :

- Upon a S-P roll of 15 or above, user of this power can turn themselves into living slime and can manipulate their body as such **(E)**.
- User can deal 1d6 of impact damage **(S)**.
- User (whilst in this form) is immune to physical damage, however if this character takes damage and is supposed to take injury, they take exhaustion or fatigue instead.
- User can create 0.5m of extra slime upon a S-P roll of 10 or above, every time 1m extra slime is added on, damage is increased by a modifier of +1.
- Maximum capacity is 5m cube of slime.
- User can extend themselves up to 4m, this can increase depending on how much extra slime is created. Every 0.5m cube of slime added increases the range of stretching by 4m.
- After the user gains 2m cube of slime, every 1m cube extra will grant +1 S-P Str. (Attacks made by this much slime will count as SPStr attacks).
- If an opponent wishes to cause an injury it cannot work but instead can separate slime from the user's body.
- Whilst in slime mode the user is immune to ; physical, poison, and spatial, as well as does not require oxygen.
- This transformation has no time limit, however, user melts and is then unable to move when doused in water.

4) [Ability] Flammability :

- When set on fire, slime deals 2x fire damage, however, the user now takes 2x fire damage.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

5) [Ability] Sticky creations :

- User can create hardened slime with a 10+ S-P roll.
- Sticky creations can also gain physical damage modifiers if made into weapons based on half of the maximum amount of the users damage dice.
- The stick creations have a durability of 10.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

6) [Ability] Ballistic Viscosity :

- User must roll 20+ with SP or 15+ whilst in slime mode, This characters' slime mode is now so thick that melee attacks can now deal 1.5x impact damage.
- Whatever the users maximum damage with this power is now physical damage resistance, if the user wishes to coat other as a living armour.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

7) [Ability] Specialised Slime - roll S-P to create a super-adhesive slime. Target requires to beat the user's S-P roll in order to break free of the adhesive. If the user of this power rolls an S-P of 25+, then the adhesive is classed as super Str (Str based rolls require super stats to break free at this point).

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

8) [Ability] Elemental Regrowth :

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerates limbs, it does not affect ailments like poison, fatigue, etc.
- Does not heal this character of any health.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

9) [Ability] Water resistance :

- User no longer melts when in contact with water.
- User can also float on the surface of water.

[Buff] Increase impact damage by 2 dice up, increase slime creation rate by 2M, +1m cube of slime capacity.

10) [Mutation] Corrosive slime mimicry :

- Users slime mode is no longer just slime, as it's now a corrosive substance.
- Slime modes damage now deals corrosive damage instead, as well as deals passive damage equivalent to the half of the maximum damage if anyone touches the user whilst in slime mode.

[Evolution] Remote slime manipulation :

- User now can telekinetically manipulate slime within 10m +10m for every buff taken from this power. **(B)**
- User no longer has to be physically attached to extra slime to utilise and control it, meaning if they are in control of slime remotely and it is destroyed or damaged, the user won't take damage, so long as it's not physically attached to the user.

Melee Weapon physiology

Powers:

- User can choose 1 weapon to transform into :
- Small/throwing weapon: roll S-P of 5 or above to transform into specified weapon, which does d4+1 damage.
- One handed weapon: roll S-P of 10 or above to transform into specified weapon, which does d6+1 damage
- Two handed weapon: roll S-P of 15 or above to transform into specified weapon, which does 2d4+1 damage
- Once transformed, the user has 40 points of durability, in the stead of health (health is not applicable whilst transformed).
- Whilst in weapon mode, the user of this power's body weight becomes equivalent to the weight of the weapon which they become, if it were made of iron.
- Those who wield the user in weapon mode can channel their emission based powers through the user of this power.

Weaknesses:

- The user of this power cannot physically move on their own whilst a weapon.

Limitations:

- Once durability hits 0, the user turns back to their original form and can't transform for 2d4 rotations/minutes.

Blood transfusion (weapons/ objects) :

- Blood transfused weapons have to be legendary, otherwise they will not get any abilities when attempting to create a blood transfused weapon.
- If legendary , any weapon can become the donors weapon form they transform into usually, this weapon has the exact traits and capabilities as the donors from the point when they blood transfused this weapon.
- If a blood transfused weapon was made when the donor had the mutation perk (Weapon of legend) the weapon can do whatever the donor is capable of.
- If a blood transfused weapon was made when the donor had the evolution perk (ultimate weapon mode) the weapon can do whatever the donor is capable of.

Blood transfusion (clothing / armour) :

- Transforms with the user and may become a sheath or scabbard, if the user wishes.

levels:

- 1) S-P +1
- 2) S-P +1
- 3) [Ability A]Partial weapon extremities:
 - Can deal weapon damage via melee attacks at the cost of a limb transforming.
 - Cannot roll dexterity using a transformed limb.
 - Roll requirement for this mode is 1 requirement higher (example: 10+ to transform, is now 15+)

[Ability B] weapon possession / weapon resonance :

- Upon being wielded by a living being, user can roll S-P and beat the wielder's willpower to take control of them whilst in weapon mode.

- If it fails the being can still wield this character if they so choose, otherwise they will be inflicted with a D6 of damage per turn.
- User can roll S-P or willpower of 15+ to resonates with the wielder, as long as they roll 10+ on willpower.
- Whilst being wielded by a person that resonates with this character, this character's weapon form is the perfect weight for whoever wields it , regardless of Str or Dex.
- While resonating, the user of this power may grant their wielder one of their physical stats.

- 4) [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

- 5) [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

- 6) [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

- 7) [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

- 8) [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 20 points.

[Buff] Increase damage of all weapon modes by +1 damage modifier and 1 dice up, increase durability of all weapon modes by 10 points.

- 9) [Ability] Grants an additional weapon mode transformation (user can choose sizes offered at level 0), increase durability of all weapon modes by 40 points.

[Buff] Increase damage of all weapon modes by +2 damage modifier and 2 dice up, increase durability of all weapon modes by 40 points.

- 10) [Mutation] Weapon of legends:

- Upon choosing this perk can roll a D12 to see what extra ability your weapon form grants or the player can choose one if they wish :
- **1=fire** (user can deal d12 fire damage as well as generate fire that the user / wielder can control).
- **2=lightning** (user can deal d12 lightning damage as well as generate dark lightning that the user / wielder can control),
- **3=spatial** (user can deal d12 spatial damage, the user / wielder gains the ability to create spatial projectiles).
- **4=water** (User gains the ability to manipulate water as well).
- **5=air**(D12 to deal damage + control of element, Weapon can be thrown and come back as well as move on its own),
- **6=poison** (can generate D12 poison damage)
- **7= corrosive** (Can generate D12 Corrosive damage),
- **8=Ice** (can freeze water upon tactile contact, and control ice, can even deal D12 Cryo damage)
- **9=Nullify** (Can nullify anyones powers that come into contact with this weapon, this affect lasts as long as they are touching the target, user cannot be nullified whilst in this form, the wielder will not be affected)
- **10 = Thunder** (user can manipulate sound and deal D12 sonic damage.)
- **11 = dark Energy** (user can deal d12 dark damage as well as generate dark energy that the user / wielder can control).
- **12= light Energy** (user can deal d12 energy damage as well as generate light energy that the user / wielder can control).
- Whatever the ability ends up being can be accessed out of weapon form, so long as the user has the "Partial Weapon Extremities" perk.
- Range of elemental control is 20m +10m for every buff taken with this power.
- The user's weapon form is immune to the element they chose and can never take anymore than 2x durability damage.
- User cannot use the elemental abilities outside of this power's transformations.

[Evolution] Ultimate weapon mode

- User can now transform into one of two different modes, the user must choose one which will be their permanent new form that they can achieve upon an S-P of 1 roll increment higher than their original form :
- **Ultimate** : When transforming into this mode, the users transformation becomes a version of their original weapon mode that deals 1.5x more damage by adding 1.5x the amount of the maximum damage the user is capable of getting for the weapons damage modifier.
- Whilst in Ultimate mode the user can take no more than 2x durability damage and has 2x more durability.
- **Mechanical** : When user achieves a roll requirement above with S-P to transform into the chosen form they wish to become, user transforms into a mechanical variant of their weapon mode, which will deal the damage of the original weapon, plus the user rolls damage dice on top of that equivalent to whatever the user rolls to create the damage modifier for the weapon.
- Damage types added on top of this type of weapon are ; bleed or impact.
- Mechanical parts can either rotate, vibrate, or even launch apart from each other (as long as they are still connected by something), at a range of 10m +5m for every buff taken with this power.
- If the user chose partial transformation the user can also partially transform themselves with the chosen mechanisms from the weapon mode.

Ranged Weapon physiology

Powers:

- Upon success of S-P, Roll damage (1d6 if (cross)bow, 1d8 if gun) once transformed the user has 50 points of durability.
- User can be an automatic weapon or even a sniper instead (which either grants the user the ability to have greater ranger or starting damage.
- Those who wield the user in weapon mode can channel their emission based power through the user of this power.

Weaknesses:

- user cannot physically move on their own whilst in weapon form.
- User requires ammunition to shoot.

Limitations:

- once durability has been reduced to 0, user turns back to original form and can't transform for 2d4 rotations/ minutes, user must have/ carry ammunition.
- Range of bullets is ; 20m as pistol, 30m as automatic rifle, or 60m as sniper.
- Damage dealt using this power is ; d6 if (cross)bow, d8 if pistol, 2d4 if automatic rifle, d12 if sniper rifle.
- S-P roll requirement for pistol or (cross)bow is 10+, S-P roll requirement for automatic or sniper rifles are 15+.
- User can only choose one form they can transform into, till they get an ability that grants them to do otherwise.

Blood transfusion (weapons/ objects) :

- There are no abilities granted to weapons when blood transfused with this power.

Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) [Ability] weapon possession / weapon resonance :
 - Upon being wielded by a living being, user can roll S-P and beat the wielder's willpower to take control of them whilst in weapon mode.
 - If it fails the being can still wield this character if they so choose, otherwise they will be inflicted with a D6 of damage per turn.
 - User can roll S-P or willpower of 15+ to resonates with the wielder, as long as they roll 10+ on willpower.
 - Whilst being wielded by a person that resonates with this character, this character's weapon form is the perfect weight for whoever wields it , regardless of Str or Dex.
 - While resonating, the user of this power may grant their wielder one of their physical stats and even their power if they have a second super power.
- 4) [Ability] New ranged weapon transformation
 - User can choose to have one more weapon form.
 - Roll requirement is based on what weapon the user chooses as well as damage.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

5) [Ability] Accuracy enhancement

- Scope w/zoom-long range/sight-mid range/stock or grip- short range
- User has a scope that can grant / improve accuracy, insight, or perception to the wielder by + 1 for ever +2 to the S-P modifier the user has.
- The wielder can be granted no more than +3 to their auxiliary stats (this includes their own), however all stats that are affected / full can be granted advantage to those stats instead.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

6) [Ability] Suppressor (unnecessary for bows/crossbows)

- When the user is in their weapon mode and then fired, if the wielder is in stealth, they dont lose stealth after firing the weapon.
- User does not let out sound when being fired.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

7) [Ability] Thermal vision scope/sight attachment

- Once transformed, the user has a scope / sight that allows the wielder to see in thermal vision.
- This vision mode enables the user to see warmth as well as see targets through walls if the target's heat is great enough.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

8) [Ability] Heartbeat / motion sensor attachment

- Upon transforming the user gain an attachment or scope that allows the wielder to sense heart beats within a radius of 10m +10m per buff the user of this power took.(this ability doesn't work
- Or the user can use an attachment / scope, that enables the wielder to see any movement of physical objects or creatures (this ability doesn't work against intangibility).
- To swap between modes the user of this power must roll S-P of 15+.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

9) [Ability] Partial Transformation

- Can deal weapon damage via melee attacks at the cost of a limb transforming.
- Cannot roll dexterity using a transformed limb.
- User can also access their other abilities if they added any using this power.
- Roll requirement for this mode is 1 requirement higher (example: 10+ to transform, is now 15+)

[Buff] Weapon mode damage increase (2 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

10) [Mutation] Elemental Rounds

- Upon choosing this ability the user must choose an elemental damage that will add a d12 of damage.
- The elements the user can choose from are ; Fire, Cryo, Lightning, Spatial, Sonic, light Energy, dark Energy, Poison, Corrosion, Impact.
- User does not need to have ammunition to deal out damage, however, it will only deal d12 or their original damage prior to getting this ability (can only add both when using ammo).
- Once the user has chosen the element they permanently have the one chosen element.
- The User can also use this ability in Conjunction with "Partial Weapon Extremities"

[Evolution] Ultimate Weapon Mode

- User can choose to become either a variant of their original weapon mode but 2x stronger or self using / self firing weapon (turret), or even can turn into an explosive weapon.
- Once the user has chosen the particular form they must roll S-P 20+ to transform into the weapon mode.
- If the user becomes a self firing weapon, they do not require the ability "Partial Transformation" to be able to attack without a wielder.

Inanimate shapeshifting

Powers:

- upon success of S-P, user gains +4 damage resistance to every type of damage, except for 2 types which correspond to the main elemental weaknesses of the material of the object which they shapeshifted into.

Weaknesses:

- User cannot physically move on their own whilst an object.
- User takes 2x damage from one of the damage types which they have no resistance to.

Limitations:

- Once defence is broken and takes damage the user is forcibly transformed back into their humanoid form.
- Size of the object can be up to 2m large.
- And cannot be any smaller than 1m large.

Blood transfusion (weapons/ objects) :

- Blood transfusion is impossible unless legendary.
- If legendary, the weapon can turn into any non-living 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 mutation perk (Vehicular form), the object can be placed into a vehicle and grant it the ability to turn into a different vehicle. (to activate this ability, the user must either have this power, catalyst physiology, or roll a willpower of 20 or above).
- If a blood transfused object was made when the donor had the evolution perk (building form) the object can turn into a building, equal the size of what the donor was capable of. (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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- Requirement to transform into any mode is 5 less.
- Vehicle mode can now access flying vehicles.
- Requirements to transform into any mode are 5 less.

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Mimic mode:
 - Any object that the user transforms into can also have offensive capabilities, as long as this character rolls S-P and gets 15 or above.
 - The transformation can have a fang filled mouth that can deal a D8 of damage however within a range of 5 M.
 - These mimic forms can be mobile ,however, movement speed is halved.
- 4) [Ability] Smaller object form :
 - Upon rolling 15+ the user can become something as small as 0.5m diameter.
 - Or if the user rolls 20+ the user can become something as small as 0.1m diameter.

[Buff] Mimic Damage increases by 1 dice up.

- 5) [Ability] Mode size increase :
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage Increase by 1 dice up.

- 6) [Ability] Mode size increase :
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 7) [Ability] Mode size increase
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 8) [Ability] Mode size increase
- User can become 1m larger .
 - +2 damage resistance

[Buff]Mimic Damage increase by 1 dice up.

- 9) [Ability] object weight change
- For every meter the users transformation is in size their weight can now be a multiplication of 2x of the users original weight.
 - If the user has the ability "smaller object form" they can become as light as that specific object they chose to become.
 - +2 damage resistance

[Buff] Mimic Damage Increase by 2 dice up.

- 10) [Mutation] Tech-Shifter
- User can now become motorised / technological objects that are fully functional.
 - This means the user can become any vehicle with their size range.
 - The speed of the vehicle is based on the users S-P and the user , whilst in vehicle mod can roll S-P instead of evasion.
 - If the vehicle they turn into has guns they cannot be used without ammo, the user must have ammunition on their person before transformation and the damage of the guns will be based off this users mimic damage.
 - To turn into vehicle mode user must roll 20+ with S-P.
 - To turn into flying objects the user must roll 20+ with S-P, and cannot fly any higher off the ground than the user's move speed distance.

[Evolution] Building form :

- User can now become large objects like buildings, user can do this as their total size is now increased to 10x that of their original size.
- Whilst in building form the user does 2x mimic damage and even has +1 SPStr for every 10m they are in size.
- S-P requirement of 20+ to transform.

Organic shapeshifting

Powers:

- upon success of S-P, user turns into any humanoid form that is no larger than 1M taller or 1M smaller.

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.(roll15 + 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

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

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

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 1 of those abilities.

[Buff] Increase Polymorphism buff by 1 dice

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.

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

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.

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.

Structure

Powers:

- Can deconstruct anything within a 10M radius, and can reconstruct it into any shape, if the reconstruction deals damage roll 1d8 for anyone who gets hit.
- User can use this power reactively.

Weaknesses:

- Must Physically touch object with hands.
- User cannot affect gases.

Limitations:

- can only deconstruct one object at a time (cannot touch dirt and deconstruct tree).
- User cannot affect liquids.

Blood transfusion (weapons/ objects) :

- When blood transfused, user of this power can use their powers through this weapon, when doing so add half of the donors S-P modifier to the users S-P modifier. (can only be used by users of this power, or catalyst physiology).
- If legendary, the weapon can also break down the structure of anything that has been hit by this weapon, damage is half of the maximum capability of the donors damage added as a modifier.

Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Rewind-Reconstruction (once per short rest)
 - After deconstruction, the user can instantly as a bonus action, reconstruct the object either back to how it was originally or into a new shape roughly the same size of the total amount of material that was affected. This can be used even as the user's turn is ending.
 - This ability requires no extra rolls, however, when the user decides to activate this ability they cannot use it again till after a short rest.
 - User has the ability to do so only for up to 60 seconds after the object has been manipulated via this power.
- 4) [Ability] Structure Bonds Manipulation :
 - Upon succeeding a S-P roll of 15+ the user can make the structure of what they touched either rubbery or like liquid.
 - This ability can last for the damage in terms of minutes (in-combat rotations)

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction"

5) [Ability] Bio-structure :

- This ability grants the user the ability to use this power and all its abilities on living targets, allowing the user to deal damage directly which cannot be resisted unless the target is not physical/ is intangible.
- If the target is hit by this attack they must roll Con, if the target fails to roll a 15+ the target gains an injury equal to the level of severe, if however, they roll 9 or less they take an Extreme injury, and if 1 or less on Con they take an extreme injury as well as taking 2x damage.
- If biostructure was used as this characters' first action they have one more action still, even if this ability was used against a foe.
- If the user wishes to reconstruct the damage as well as remove the most recent damage dealt to the target, along with the damage dealt from this ability, however, can only heal physical or spatial based injuries.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction"

6) [Ability] Connectivity :

- User can now deconstruct objects that are in contact with whatever the user is in contact with , so long as it's within this powers range of where the user is.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

7) [Ability] Structural delay :

- Upon the user rolling a +15 with S-P whilst holding an item will be able to imbue said item the ability to deconstruct whatever it next touches.
- The imbued item can have a delay on its deconstruction which is determined by the S-P modifier (in days, hours, or minutes).

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

8) [Ability] Full body usage :

- User no longer requires to use this power on just their hands.

[Buff] Increase Damage by 1 dice up, + 1 more use of "Rewind-Reconstruction".

9) [Ability] Structure Assimilation :

- User can deconstruct matter and then reconstruct it to their own body, this can grant the user defence, SPStr, and extra health based on the users S-P modifier.
- This ability can be stacked , however, the user must roll Con every minute, each time the user fails to achieve a 15+ the user takes damage equal to the amount of auxiliary health they have added , which is then taken from their original health.
- The only part of this ability that can be stacked is the auxiliary health. (unless the user has "Bio-Structure").
- If the user has and uses the perk "bio-structure" with this power the user gains auxiliary health equivalent to the amount they dealt to the target, after assimilating the targets health user must roll Con every minute / in-combat rotation, each time the user fails to achieve a 15+ the user takes damage equal to the amount of auxiliary health they have added.
- User can also access any abilities or powers that the target has whilst the auxiliary health that was taken from them is still in the stockpile (this includes powers and racial abilities).

- The player must state where the grafted biological material is implanted onto this character, if the character has a damage resistance before assimilation that location no longer has it. The only ways to avoid this, if the user has a transformation they must transform before assimilation.
- When the user loses all their original health they fall unconscious and this ability deactivates.

[Buff] Increase Damage by 2 dice up, + 2 more use of "Rewind-Reconstruction".

10) [Mutation] Precise Separation :

- This ability allows the user to deconstruct and reconstruct mater so precisely they can separate and fuse materials together on a molecular level.
- User can separate materials into their previous components or even elements. This means an alloy can be separated into the metals that made it. (This can also work on blood transfusion and Animite infusion objects)
- User can use this ability to separate liquids, either with other materials therefore purifying it or into gasses.
- The reverse is also possible, allowing the user to constitute materials together (as long as this character has at hand).

[Evolution] Great Structure manipulation :

- This powers range is now increased to 10x the original radius and if the user controls a minimum of at least 2x their original amount they can deal 2x damage (this does not increase any further).
- To control up to 2x the user must roll 15+ with S-P, to control up to 5x original amount the user must roll 20+ with S-P, to control up to 10x the user must roll 25+ with S-P.

Nature

Powers :

- The user can sense plant life from up to 10 M from their current location and does not require to see it , as long as they roll a successful perception roll.
- Upon tactile contact with plant life, this character must achieve a 10+ S-P to control and manipulate it, this includes accelerating the growth on the plants and damage dealt with these plants starts at 1D6, this is secondary plant control.
- If the user gets 15 or above with S-P the plants strength mimics that of S-P Strength, and grants the user the capability to deal damage via 1D10, this is primary plant control.

Weaknesses :

- User must be touching plant life to control it.
- User cannot control plants that have been burnt or melted.

Limitations :

- Plant growth range starts at 10m

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) "Ones' surroundings":

- The user can manipulate plantlife from a distance as long as this user is in tactile contact with the ground that's in contact with the plant(s).
- This abilities radius is 10 M.
- Must roll 10 or above with S-P

4) [Ability] Plant Sense:

- The ability to sense plant life around their location is now automatic and is increased to 15 M.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

5) [Ability] Nature's friends:

- User now has the ability to speak to animals.
- User can even use Cha to charm or tame animals.
- This ability will work on any creature including non-hybrid mode transformed beings.
- This will not work on mythical creature types or abominations.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

6) [Ability] Fruit bearer :

- Upon an S-P roll of 15+ any fruit grown with this ability now grants the users' secondary damage dice amount of healing to anyone who eats them.
- If the user rolls 20+ with S-P The user can make their secondary damage dice as an amount of healing fruits they grow at once.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

7) [Ability] Dark side of nature :

- Same as fruit bearer, but with poisonous fruits.

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

8) [Ability] Abomination Caller :

- User now has the ability to speak to and understand abominations.
- User can even use Cha to charm or tame mutated creatures.
- This ability will not work on any natural creatures.
- This ability will work on mythical creature type power users. (whilst in creature mode only, this doesn't include hybrid mode).

[Buff] "One with my surroundings" radius increase by 10m, Plant Damage Increase by 1 dice up.

9) [Ability] Chloromancer :

- can grow and control vines and branches from broken off wood and severed plants.

[Buff] "One with my surroundings" radius increase by 20m, Plant Damage Increase by 2 dice up.

10) [Mutation] Spirit of the woods :

- This ability grants the user to assimilate themselves into any plant life, so long as its no smaller than 0.5m smaller than the user.
- Whilst assimilated, the user can control the plant with advantage, however, whilst inside, the plant the user has a hp equal to 10 points for every 5 meters in its original form before assimilation, if this Hp runs down to 0 the user will start losing their own health whilst inside the plant. (Plants take 1.5x lightning damage, and 2x fire damage)
- The user cannot fully control a plant whilst assimilated if it is larger than their plant control range.
- The user can also turn their body into whatever plants they touch and even become living plant life upon rolling 20+ S-P, this "plant mimicry mode" ability grants the user many advantages, including but not limited to healing their broken body using their plant damage dice whilst in plant mode as they are the very thing they can manipulate. (which also means they can fix their broken body parts whilst in this mode)
- The plant mode takes 1.5x damage from corrosive and lightning and 2x damage from fire.
- The user does not take bleed damage, whilst in plant mimic mode, nor do they take the ailment paralysis.
- User can be broken apart however, if their health is not at 0 they are still able to function and cannot be knocked out of this mode unless their health goes to 0.
- If broken out of this mode, the user cannot use plant mimicry mode for 1d4 hours.

[Evolution] Nature's law:

- User can control plant life without touching it or the ground near it, they must, however, be within their range of the plant life.
- This ability allows the user to blood transfuse any plant with the powers of superhumans and anomalous. (Roll requirement : 20)
- Once blood transfused the user of this power can choose one passive ability and one activational ability from the donor's powers.
- The user can also combine two plants together to grants the combined plant with both abilities / physical attributes from each. (Roll requirement : 15+)
- If the user wishes to grant the plant with a new ability it will overwrite the previous ability, however, for every new / extra ability the user must roll 1 higher increment than the roll requirement of 15+.

Amalgamation

Powers:

- During combat the 4 superhumans, anomaly's, or omegans powers are now also this characters to use and control.
- User can wield any powers reactively if said powers can be used reactively.

Weaknesses:

- gains weaknesses to all powers assimilated, this includes Animite damage multiplier.
- user of this power can never gain strength, power, or abilities from cyborgs.

Limitations:

- radius of powers that can be copied is 30M around the user.
- user can not gain powers or abilities from husks or humans.

Blood transfusion (weapons/ objects) :

- Making blood transfused weapons grants no abilities or bonuses.
- If legendary , Objects made with this power can assimilate other power based objects into it , such as single stones.(weapons can also get this ability).

Blood transfusion (clothing / amour) :

- Clothing made from this power grants the usage of single stones and other blood transfused items abilities to be accessed as long as its part of the clothing/ armour.

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Amalgam mode (1d4 out of combat minutes)
- 4) [Ability] Increase Amalgam mode time limit by 1 dice up.
[Buff] Increase the number of power sources limit by 1, and radius by 10m.
- 5) [Ability] Increase Amalgam mode time limit by 1 dice up.
[Buff] Increase the number of power sources limit by 1, and radius by 10m.
- 6) [Ability] Increase Amalgam mode time limit by 1 dice up.
[Buff] Increase the number of power sources limit by 1, and radius by 10m.
- 7) [Ability] Increase Amalgam mode time limit by 1 dice up.
[Buff] Increase the number of power sources limit by 1, and radius by 10m.
- 8) [Ability] Increase Amalgam mode time limit by 1 dice up.
[Buff] Increase the number of power sources limit by 1, and radius by 10m.

9) [Ability] Body Count:

- Power stockpile ability (can stockpile powers via tactile contact with conscious “power sources”, whilst in use the user cannot be an amalgam if any other beings around it unless they cancel this ability, the amount of powers that can be stockpiled is half of the amount the user can normally assimilate)
- Roll requirement 20+ S-P.

[Buff] Increase the number of power sources limit by 2, and radius by 20m

10) [Mutation] I am all :

- This ability grants the user the power to amalgamate not only superhumans and anomalies, but husks, humans, and omegans capabilities and powers.
- The user can choose to have the assimilated sources stats instead of their own.
- User cannot stack similar powers together and increase their value, however they can use multiple powers and stack transformations, but must choose which stats they have if multiple powers grant the same abilities (stats, resistance, same damage types, etc.) example : if two powers have super strength, the user must choose which stat they want to add to their roll(s).
- Separate passives can stack, however, similar passives cannot, the user must choose which ones they want from each source.

[Evolution] Gluttonous form:

- user rolls S-P 20+ to activate a form where this character can stack all powers currently assimilated

- the user then rolls their amalgam mode time limit dice, this shows how long “Gluttonous form” will last in minutes/ combat rotations.
- the user can stack all similar powers and damage dice together.(super stats, elemental damage types, etc.)
- Damage combined via similar powers are rolled based on their separate values altogether, meaning the stacked damage does not cap at 5d10s.
- The amount of time the user was in this mode, is the amount of time this character must wait to use it again.
- User can use any and all of the abilities currently assimilated reactively.
- Whilst in “Gluttonous form” user can use 2 separate emission power at the same time as long as the user successfully rolls to activate the power and achieves at least 1 increment higher than its roll requirement.
- Whatever transformation abilities the user amalgamates to, upon activating this mode all abilities with roll requirements equal to or lower than whatever the user rolled to activate this mode all activate at once.

Wasp physiology

Powers:

- Can transform into a wasp,.
- whilst in this form the user can fly and deal 1 point of pierce damage.
- attackers must roll disadvantage on physical attacks.
- user gets to roll advantage on evading.
- Whilst in Wasp mode / wasp hybrid mode the user can cling to walls.

Weaknesses:

- Whilst in wasp form user takes 4x damage.
- Whilst in wasp form or hybrid mode, this character rolls disadvantage against aerosole poisons (poison gasses).
- User cannot transform reactively.

Limitations:

- As strong as wasp whilst in wasp mode, cannot hold weapons in wasp mode.
- User can fly up to their own move speed as a distance off the immediate ground / liquid.
- Whilst in wasp mode, user needs to roll 10+ to fly, and this can be used reactively.

Blood transfusion (weapons/ objects) :

- If donor has "Poisoning sting" perk, the weapon will do whatever the donors poison damage was added as a poison damage to the weapon. (if the donor did not have the perk, this weapon gains no abilities).
- If legendary, the weapon grants a modifier that is equal to half of the donors modifier when the user tries to transform into wasp or wasp hybrid mode. (weapons transform with the character).

Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Hybrid mode
 - Player transforms into a human wasp hybrid, after succeeding a S-P roll of 15 or above.
 - Exoskeleton grants +4 physical resistance.
 - Flight that can be activated upon 15+ S-P roll.
 - +1 super strength.
 - +1 super Dexterity.
 - User now has hands.
- 4) [Ability] Stinger blade
 - User can protrude large sharp pikes upon a successful S-P roll of 10+, whilst in hybrid mode.
 - Damage modification of these stingers are based on the user's S-P modifier.
 - If user wishes to make more than one stinger, the user must roll for each one separately, as well as having an arm to make the stinger protrude from.

[Buff] increase exoskeleton by +2, increase super Dex by +1.

5) [Ability] Insectoid Limbs

- User can now have 4 arms instead of just 2 in hybrid mode.
- If user is utilising all four when using labour or grappling, user can roll advantage.
- This also grants opportunities with holding as well as wielding multi objects/ weapons, this includes the Ability "Stinger blades".

[Buff] increase exoskeleton by +2, increase super Str by +1

6) [Ability] Poisoning Sting

- User can add poison damage to melee attacks, such as bites, stings, etc. (with a roll of 15+ S-P)
- Poison damage is dealt with a d6. (this increases by 1 dice up every buff the user of this power)

[Buff] increase exoskeleton by +2, increase super Dex by +1.

7) [Ability] Pheromone sense

- User can roll S-P instead of perception as long as the user rolls 15+.
- This only works for scent based perception.

[Buff] increase exoskeleton by +2, increase super Str by +1

8) [Ability] Swarm control

- User must roll 20+ with S-P to summon a d10 swarm of wasps/ bees.
- In the swarm there is 10 wasps/ bees for ever point the user rolled on the d10.
- The user can tell the swarm what to do and the swarm can leave a distance of up to 1km away from the user ,and grant the user information.

[Buff] increase exoskeleton by +2, increase super Dex by +1.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter version of this powers creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.

[Buff] increase exoskeleton by +4, increase super Str by +1

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.
- User can now fly with an S-P requirement of 10+.

[Evolution] Hive Leader

- User can become the "Hive leader" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users flight distance.
- Whilst in the "Hlve leader" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (I.e: wasp anthropol, Wasps)

Canine physiology

Powers:

- Can transform into a canine.
- Whilst in this mode, user rolls advantage on scent and hearing based perception and insight rolls.

Weaknesses:

- Cannot see in colour.
- sense of smell and hearing can be overwhelmed.
- User cannot transform reactively.

Limitations:

- No thumbs and cannot hold items in paws whilst in canine mode.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Hybrid mode
 - Turn into a human-dog hybrid after a successful S-P roll of 15 or above.
 - +1 super Dexterity.
 - Can roll perception and S-P together (and choose the highest roll) when smelling or hearing.
 - Granted a tail.
 - User now has hands if they choose.
 - Bite does 1d6 of piercing damage.
- 4) [Ability] Rip and Tear
 - When transformed in any of the modes from this power, user gains claws that deal +1 slash damage.
 - And the user's bite damage now gains a modifier of +2 pierce damage.
 - Both of these modifiers increase by +1 for every buff taken with this power.

[Buff] Bite damage dice increased by 1 up, +1 to Super Dex.
- 5) [Ability] Blood hound
 - User gains +2 SpWis whilst in this power's transformations.
 - User gains +1 SpWis for every buff taken with this power, after taking this ability.

[Buff] Bite damage dice increased by 1 up, +1 to acrobatics.

6) [Ability] Puppy Eyes

- Thanks to this ability the user can roll Cha, Deceit, Taunt, Persuasion, and or seduction with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user's face can be visually seen.

[Buff] Bite damage dice increased by 1 up, +1 to Evasion.

7) [Ability] Hunter's Howl

- This ability grants the user the ability to roll Cha, Nerve, Diplomacy, and or intimidation with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to make sound.

[Buff] Bite damage dice increased by 1 up, +1 to Stealth.

8) [Ability] Canine-Cooldown

- This ability grants the user the ability to roll endurance with S-P advantage by panting.
- (S-P advantage is the ability where S-P is rolled alongside another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to pant (unable to work if their mouth is restrained).

[Buff] Bite damage dice increased by 1 up, +1 to Super Dex.

9) [Ability] Werewolf :

- User gains the ability to transform into a larger version of their hybrid mode upon rolling 20+ S-P.
- This mode gains +2 SPStr, +2 SPDex, +2 SPCon, as well as +2 piercing damage with biting and +2 slashing with claws.
- If the user has "Rip and tear" user can now deal 1d6 bleed with claws and biting.
- During a full moon the transformation cannot be forcibly reversed by others.
- SPStr increases bite damage dice.

[Buff] Bite damage dice increased by 1 up, +1 to Super Str.

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] Pack leader

- User can become the “Pack Leader” in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user gains an extra +1 to all stats the power affected, as well as double the users bite damage, as well as adding d6 bleed damage, +1 dice up for every buff taken, if the user took the ability “Rip and Tear”.
- Whilst in the “Pack Leader” hybrid mode, the user can roll advantage with Cha based stats against anyone with the same powers as the user of this power.

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.

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 ¼ of a meter, and no smaller than 5cm.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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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.

Spider

Powers:

- Can transform into a spider, whilst in this mode the user can walk and run on walls, as well as shoot webs that can shoot up to 1 M.
- Can deal 1 point of piercing damage when biting.

Weaknesses:

- 4x damage taken whilst in spider form (unless fighting something roughly the same size).
- Cannot wall cling on wet surfaces.
- User cannot transform reactively.
- Any webbing can be burned easily.

Limitations:

- Only as strong as a spider whilst transformed.
- can be no bigger than 5cm.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-spider hybrid after a successful S-P roll of 15 or above.
- User can deal an extra +1 piercing damage when biting.
- User rolls Str to bite and bite damage dice increases for every extra +1 SPStr the user may get / have. (This already is including the +1 SPStr this mode grants).
- User has hands in this mode.
- +1 super strength.
- +1 super dexterity.
- User can roll acrobatics to climb on walls.
- If user wishes to look more spider like, they can gain +2 to intimidation, however lose -2 to seduction.
- User can still project a string of webbing but now it can cover a distance of 10m whilst in Hybrid mode. (Webbing requires a roll higher than the roll that made it to destroy it with physical attacks).

4) [Ability] Wall cling expert

- Whilst on walls / ceilings this character can roll advantage on acrobatics.

[Buff] Bite damage modification +1 , +1 super str.

5) [Ability] Web Sling :

- Roll S-P to attach a web to an anchored down object, or at least something that can support the weight of this character.
- Whilst using webs to sling or move this character in any direction they gain acrobatics with S-P advantage. (Roll Acrobatics and then roll S-P, choose the best result).
- This ability can be used reactively instead of evasion, roll S-P.

[Buff] Bite damage modification +1 , +1 super Dex.

6) [Ability] Poison fangs :

- Bite attacks now add 1d6 poison damage.
- Poison damage dice increases for every buff.

[Buff] Bite damage modification +1 , +1 super str.

7) [Ability] Extra limbs :

- Whilst in hybrid mode this user can now grant themselves more limbs and utilise their multiple limbs.
- Upon becoming their hybrid mode the user can have up to 4 extra limbs and the user decides if they are 4 arms / legs, or 2 extra of each.
- When attacking a single target, the user can make two (non-biting) melee attacks, once per short rest.
- Roll gapple advantage (so long as the user is using all of their arms).
- And can wield multiple weapons (if they have a perk in S-PM.A they could utilize all the weapons they can carry with their arms).
- Extra legs grants the user extra stability, including points to cling to surfaces.

[Buff] Bite damage modification +1 , +1 super Dex.

8) [Ability] Webbing constructs :

- User can make objects out of their webbing using S-P roll of at least 15+.
- Constructs made are sticky and yet solid, the durability of the webbing constructs are equal to the roll that created them.
- Webbing is destroyed instantly against fire.

[Buff] Bite damage modification +1 , +1 super str.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- This includes bite damage, and poison.
- This doesn't include super Dex or Super Str.
- Whilst in any creature/ hybrid mode from this power, the user can cling to any non-wet, solid surface.
- Requirement to get out of webbing is 20+.

[Buff] Bite damage modification +2 , +1 super Dex.

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] Arachnid monarch:

- User can become the "Arachnid monarch" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Arachnid monarch hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the "Arachnid monarch" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.

Turtle

Powers:

- Can transform into a turtle.
- Whilst in "Turtle mode", the user can breathe underwater as well as +4 to movement speed in water.
- Shell on the users back can protect 4 point of physical damage.

Weaknesses:

- -10 points on move speed whilst in this form on the ground.
- Whilst in creature mode this character takes 2x damage, if they are smaller than 1m.
- User cannot transform reactively.

Limitations:

- Whilst in turtle mode, user has no hands, and cannot be any larger than 1M or any smaller a ¼ of a Meter.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

-

levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-turtle hybrid after a successful S-P roll of 15 or above.
- User gets +6 physical defence on their shell.
- Whilst in water this character has +5m to their move speed.
- This character no longer has a move speed penalty when on land.
- Has hands in this form.
- Hybrid mode cannot breathe underwater.
- Hybrid Mode is granted +1SpCon

4) [Ability] Amphibious Creature

- User gains the ability to breathe underwater.
- User gain 2x move speed distance in water.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

5) [Ability] Turtle Claws / Beak

- User gains claws and beak whilst in any of the modes this power has.
- Claws deal +2 slash as well as +1 for every buff taken in this power.
- Beak enables the user to deal 1d6 piercing damage with +2 for every buff taken.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

6) [Ability] Retraction

- User can retract their head and or limbs back into their shell; this ability can also be reactive using an S-P roll that beats the opponents contesting roll.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

7) [Ability] Night vision

- User can roll 15+ with S-P to activate this ability which allows the user to see in the dark.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

8) [Ability] Thick shell

- When transformed into the user's hybrid mode, the user can roll S-P of 20+ to double the physical damage resistance.
- This also grants a damage resistance of whatever the original physical resistance is, the resistances that are gained are for ; Cryo, Fire, Lightning, and Corrosive.

[Buff] Increase "Hybrid Mode" SpCon +1, increase shell defence modifier by +2.

9) [Ability] Island Turtle

- Upon an S-P roll of 20+ user becomes a turtle of 20m diameter as well as 10m tall.
- Whilst in this mode the user has 10 auxiliary health as well as +10 auxiliary health for every buff taken with this power.
- This form also has +3 SpStr and +1 SpStr for every buff taken with this power.
- This mode has all the same abilities and downsides as turtle mode, however, without taking 4x damage.

[Buff] Increase "Hybrid Mode" SpCon +2, increase shell defence modifier by +4

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] Turtle Majesty

- User can become the "Turtle Majesty" in hybrid mode if the user rolls 20+ S-P.
- Whilst in "Turtle Majesty" hybrid mode, the user has +1 to all stats the power affected, as well as an immunity to poisons that this user consumes.
- Whilst in the "Turtle Majesty" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- User can passively speak to turtles.

Bird

Powers:

- Can transform into a bird capable of flight, whilst transformed the user can fly as well as deal 1d4 of slash or pierce damage.
- Whilst flying the users move speed is increased by 10 points.

Weaknesses:

- Cannot fly without wing movement of wings.
- User cannot transform reactively.

Limitations:

- Whilst transformed roll disadvantage on strength and con rolls.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-bird hybrid after a successful S-P roll of 15 or above.
- User can either have hands be wings and roll strength to fly, or have wings on the back of this character as well as arms and roll for flight with S-P.
- +1 super Dexterity.
- Claws (if the user wishes to have them) can deal 1d6 +1 of slashing damage.
- Beak (if the user wishes to have one) can deal 1d6 + 1 piercing damage.

4) [Ability] Eye of a falcon

- User can see up to 1km using an S-P of 15+.
- User gains +1 super perception whilst using this ability.

[Buff] Increase damage of claws and beak by 1 dice up and +1 modifier to damage.

5) [Ability] Spatial awareness

- User rolls advantage with acrobatics whilst flying towards an enemy or whilst being attacked.
- User cannot counter attack using this ability.
- User can even use this against spatial or invisible attacks (so long as it takes up physical space.
- User must be in flight.

[Buff] Increase damage of claws and beak by 1 dice up, +1 to super dex.

6) [Ability] Bird of prey

- User can roll perception to “lock on”, this enables the user to attack and evade with advantage.
- Whilst locked on, the user is forced to roll disadvantage against anything that is not the “lock on” target.

[Buff] Increase damage of claws and beak by 1 dice up and +1 modifier to damage.

7) [Ability] Birds eye view :

- Whilst in mid air, user gains advantage with perception rolls.

[Buff] Increase damage of claws and beak by 1 dice up, +1 to super dex.

8) [Ability] Master of the skies

- Users flight height is 3x what it was originally
- User can directly fly towards a target, which allows the user to travel their entire flight height as move speed in 1 action.
- Whilst directly diving towards a target, the user can deal 1d4 extra damage for every 5m traveled during the dive.

[Buff] Increase damage of claws and beak by 1 dice up and +1 modifier to damage.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter version of this powers creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- This doesn't include super Dex or Super Str.

[Buff] Increase damage of claws and beak by 2 dice up, +1 to super dex.

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] Apex predator of the sky:

- User can become the "Apex predator" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users flight distance.
- Whilst in the "Apex predator" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.

Big Cat

Powers:

- User can transform into a big cat (lion, tiger leopard, etc.)
- (whilst in big cat mode) increase move speed by +6m.
- +1 SpStr. (Whilst in “big cat mode”).
- +1SpDex (Whilst in “big cat mode”).
- User gain claws and fangs which deal +2 piercing or slashing damage. (To bite attack roll Str, to claw is Dex).

Weaknesses:

- Sense of smell and hearing can be overwhelmed.
- When initial transforming the user must roll 10 or above on willpower to not attack the closest person or creature to them.
- User cannot transform reactively.

Limitations:

- Cannot hold any weapons in paws.
- All abilities of this power cannot be utilised out side of “big cat mode” or “hybrid mode”. (unless stated otherwise)

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Hybrid mode
 - Turn into a human-big cat hybrid after a successful S-P roll of 15+.
 - Claws and fangs damage increased by +1 slashing and piercing damage.
 - This mode can have hands.
 - User can speak.
 - User gains the “big cat mode” SpStr and SpDex modifiers.
 - User does not gain the move speed bonus from “big cat mode” whilst in this form.
- 4) [Ability] Cats eye
 - Whilst in “big cat mode” or “Hybrid mode” user can roll 10 with S-P to see in the dark.

[Buff] +1 SpDex, +1 to claws and bite damage.

5) [Ability] Leopard sprint

- With this ability user can roll S-P instead of evasion and move speed.
- User can chose how much their move speed distance is multiplied by (Up to 5x).
- Each time after using this ability user must roll endurance, if they fail to succeed with a 15+ user takes 1d4x whatever the multiplier the user used for the move speed.
- Minimum amount the user can multiply the move speed distance by is 2x.

[Buff] +1 SpStr, +1 to claws and bite damage.

6) [Ability] Tiger Claw

- With this perk the user can now roll Dex or Str to attack using claws.
- Once per short rest user can deal an attack that deals 2x damage when utilising claws. (user must roll 20+ with Str or Dex).

[Buff] +1 SpDex, +1 to claws and bite damage.

7) [Ability] Lions Roar

- This ability grants the user the ability to roll Cha, Nerve, Diplomacy, and or intimidation with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to make sound.

[Buff] +1 SpStr, +1 to claws and bite damage.

8) [Ability] Ambush Predator

- User can roll Stealth with S-P advantage (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.
- If the target fails to perceive the user, the user deals 2x bite damage.

[Buff] +1 SpDex, +1 to claws and bite damage.

9) [Ability] Feline parkour

- User can roll Acrobatics with S-P advantage (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
- S-P roll requirement is 15+.

[Buff] +1 SpStr, +1 SpDex, +2 to claws and bite damage.

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.
- User gains the "Big cat" move speed bonus even outside of said form.

[Evolution] King of the jungle

- User can become the "King of the jungle" in hybrid mode if the user rolls 20+ S-P.
- Whilst in "King of the jungle" hybrid mode, the user has +1 to all stats the power affected, as well as gains the ability to deal 1d6 bleed damage on top of any bite attacks.
- Whilst in the "King of the jungle" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- User can passively speak to cats and big cats.

Shark

Powers:

- User has the ability to transform into a type of shark, this grants user the ability to breathe underwater.
- Whilst in “shark mode” user gains +10 m to move speed whilst in the water.
- Whilst in “shark mode” user gains +4 piercing bite damage modifier.
- Bite attacks are done with Str.
- +1 SpStr.
- +1 SpCon.

Weaknesses:

- Must be in water.
- cannot swim backwards,
- User, whilst in shark mode, will take 1d6 of damage each rotation/ minute when out of water.
- User cannot transform reactively.

Limitations:

- Cannot move without being in water whilst in shark mode.
- Cannot hold weapons whilst in shark mode.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Hybrid mode :
 - Turn into a human-shark hybrid after a successful S-P roll of 15 or above.
 - + 1 SpStr, on top of the original +1 from “shark mode”.
 - Bite damage does + 4 Piercing damage.
 - In this form the user is able to survive on land without water, however takes 2x fire damage.
 - User can breathe underwater.
- 4) [Ability] Electoreception
 - Whenever in water, user can roll perception with S-P advantage whilst in “shark mode” or “hybrid mode”.
 - (S-P advantage is the ability where S-P is rolled along side another stat and the play can choose the best result, so long as the S-P roll archives the requirement)
 - S-P roll requirement is 15+.
 - The user can use this ability out of water if there’s anyone with electro powers or high voltage equipment within the vicinity of this character.

[Buff] +1 to SpStr, +1 SpCon.

5) [Ability] Shark skin

- User skin (whilst in “shark mode” or “Hybrid mode”) is so course, that it deals slash damage if the user rubs it against things.
- Skin deals 1d4 slash damage (+1 dice up for every +1 to SpCon).

[Buff] +5m to move speed when in water, +1 to bite damage.

6) [Ability] Conveyor Belt teeth

- User can roll Con to regrow their teeth if they are broken / removed.
- The user can also roll S-P of 20+ to grant themselves 1d4 more rows of teeth (multiplies teeth damage) for 1d4 of minutes / in-combat rotations.

[Buff] +1 to SpStr, +1 SpCon.

7) [Ability] Feeding frenzy

- Upon seeing / smelling blood within their move speed area the user can roll 1d4 to attack the blood covered target that many times.
- User must roll willpower of 15+ to not attack people they don't wish to attack.
- This ability can only be used against a once per long rest, per each creature.

[Buff] +5m to move speed when in water, +1 bite damage.

8) [Ability] Shark torpedo

- Whilst in the water the user can launch themselves into targets in water or launch themselves out of the water using move speed or S-P.
- User must roll 15+ with S-P or move speed to use this ability.
- User adds their S-P modifier or move speed modifier to the damage of this attack.

[Buff] +1 to SpStr, +1 SpCon.

9) [Ability] Maneater mode :

- Upon a roll of 20+ S-P the user can transform a shark mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- User gains +10m move speed instead of 5m.

[Buff] +10m to move speed when in water, +2 bite damage, +1 SpCon.

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, other than water breathing.
-

[Evolution] Apex predator

Rhino

Powers:

- Can transform into a rhino, whilst in the rhino mode the user can deal 1d8 blunt damage or 1d8 +1 pierce damage with the horn.
- +2 Super Str.

Weaknesses:

- whilst in rhino mode move speed is decreased by 2 points and weight is increased by 100 lbs.
- Sense of hearing can cause the user to be overwhelmed.

Limitations:

- Cannot hold weapons or items whilst in rhino mode.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-Rhino hybrid after a successful S-P roll of 15 or above.
- +2 super Strength.
- +5 vitality.
- Move speed is corrected back to its original state.
- Weight increases by 5 points of the users original weight.
- Has hands in this form.
- Users can choose to have a horn on their head that can deal + 1 piercing damage.

4) [Ability] Piercing horn : when transforming into rhino or hybrid mode, the user can now roll 1d4 to add to the rhino horns' piercing modifier.

[Buff] +1 super Str.

5) [Ability] Rhino Skin

- users' rhino and hybrid form gains +10 physical resistance + 2 for every buff taken with this power.

[Buff] +2 piercing damage modifier to horn.

6) [Ability] Great beast :

- User gains +1 Super constitution, +1 more for every buff taken with this power, whilst in creature mode or hybrid mode.

[Buff] +1 super Str.

7) [Ability] Stampede

- User can deal a stamp attack that deals their melee damage with their weight modifier as extra damage.
-

[Buff] +2 piercing damage modifier to horn.

8) [Ability] Rhinoceros charge:

- User begins to charge towards a target or targets, upon rolling S-P, SPStr, or SpCon of 20+.
- Anyone who tries to physically stop this characters movement, attempts to reactively blasts or hit the user of this ability, must roll disadvantage against said user of this ability.
- Those who attempt to use evasive reactions can roll with advantage.
- Upon hitting a target the user of this ability can keep running if they have not finished their move speed distance.

[Buff] +1 super Str.

9) [Ability] Mega Rhino :

- Upon a roll of 20+ S-P the user can transform a rhino mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.

[Buff] +4 piercing damage modifier to horn.

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] Pack leader

Crocodile

Powers:

- Can transform into a crocodile and whilst this mode is active , the user can deal 1d8 (1d6 +1 dice increase via super strength) piercing damage when biting as well as increase move speed in water by 5 points.
- +1 super str.

Weaknesses:

- Roll disadvantage to strength when opening mouth if something is holding it (Cannot add SPStr to these rolls).
- User gains no benefits from the crocodile mode if the user is not in it.

Limitations:

- Cannot hold weapons whilst in crocodile mode.
-

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Hybrid mode :
 - Turn into a human-Crocodile hybrid after a successful S-P roll of 15 or above.
 - User has hands in this form.
 - User can have a tail.
 - Bite damage deals +4 piercing.
 - +1 super strength.
 - +1 super con
 - Can breath underwater.
- 4) [Ability] Leathery skin :
 - Whilst in the hybrid mode, this ability grants the user +5 physical defence as well as +1 for every modifier the user has of S-P.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

- 5) [Ability] trap jaw :
 - upon rolling S-P or SPStr of 15+ to grapple someone or something with their jaw, whilst biting them, the user not only deals damage but also makes the victim of the bite roll disadvantage with Str or Dex to get themselves out of grapple.

[Buff] +1 super Str

- 6) [Ability] cold blooded :
 - whilst in hybrid mode or in creature mode the user gains a boost to move speed (+5m) and granted advantage to Dex rolls whilst taking fire damage as well as being inside a hot environment.
 - Along with this the user rolls disadvantage with Dex and loses 5m move speed whilst taking cryo damage or in a cold environment.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

7) [Ability] Lizard teeth :

- User rolls 15+ S-P to regrow teeth, if the player rolls S-P of 20+ the user can increase their bite damage modification by 1d4. These teeth last until the user turns back into their none creature or hybrid mode or their teeth get broken, the extra teeth can only be added once and cannot be stacked any further.

[Buff] +1 super Str

8) [Ability] Prehistoric tank :

- After taking this ability, for every buff taken the user gains +1 super con.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

9) [Ability] Mega-dile :

- Upon a roll of 20+ S-P the user can transform a crocodile mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.

[Buff] +1 super Str, + 1 piercing modifier for biting, +1 dice up for bite damage.

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] Pack leader

Dragon

Powers:

- Must roll a 10+ with S-P to transform into dragon mode.
- Dragon size is 6m long, and 2m wide.
- User (whilst in dragon mode) can breathe an elemental damage type, dealing 1d8 of said chosen damage.
- Dragons breath attack range is 20m and 10 m spread.
- Breath attack requires 10 or above to be roll with S-P to activate and deals damage with 1D8.
- +2 SPStr
- +1 SpCon
- Whilst transformed this character has fire resistance equal to the maximum damage of their breath attack.

Weaknesses:

- Cannot evade attacks due to size.
- Must roll a willpower roll and succeed with a 10 or above, otherwise each character within 25 Meter range of this character, must roll against the attacks from the dragon, as it will be frenzied.
- Dragon forms weight is 2x the users weight.
- If the user transforms whilst inside a location smaller than their dragon form they are dealt 1d8 damage which ignores any damage resistance this character may have.

Limitations:

- User must choose one elemental damage for the breath attack, this choice is permanent and the elemental damage types to choose from are ; Fire, Cryo, Lightning, Poison, Energy, Corrosive, or Sonic.
- Can't fly.
- move speed decreased by 5m whilst on the ground.
- Elemental breath attack requires 10+ on an S-P roll.
- Elemental breath attack starts with a range of 10m and a spread of half of the range.

Notes:

- The user of this power can be affected by nullification/ negation, however, they do not turn back.
- upon being nullified/ negated, the user loses all feats from this power except flight (if they have it) ; users cannot transform back into their original form, nor can they turn into any other mode they have until nullification/ negation is over.
- Upon this character recovering from nullification/ negations the user stays in the form they were in, upon being nullified, as well as this, they regain all that they lost.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

-

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Majestic control :
 - When successfully transformed the user no longer has to roll willpower to stay in control.
 - Add + 4 once transformed to physical resistance.

4) [Ability] Wings :

- Users' dragon form now has the ability to use their wings, granting flight.
- Flight height is upto 30m of the ground.
- S-P roll requirement to fly is 10+.
- User can roll SP to reactively fly (E).

[Buff] Elemental breath attack +1 dice up, as well as +10m range, +1 SPStr.

5) [Ability] Size increase :

- 2 m increase to length.
- +2 to SPCon
- +10 auxiliary health whilst in dragon mode.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, resistance increases +2.

6) [Ability] secondary resistance :

- User gains another elemental resistance.
- New elemental damage resistance is equal to the user's breath attack elemental resistance.
- The damage resistances that can be chosen from are ; Fire, cryo, lightning, molten, energy, dark, poison, corrosive, and sonic.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, +1 SPStr.

7) [Ability] Size Increase

- 2 m increase to length.
- +2 to SPCon
- +10 auxiliary health whilst in dragon mode.

[Buff] Elemental breath attack +1 dice up, as well as +10m range, resistance increases +2.

8) [Ability] Scales of Draconic pride :

- User either chooses 1 more damage resistance which will be equal to the other resistance(s) this character has, or, the user turns one of their resistances into an immunity.

[Buff] Elemental breath attack +1 dice up, +1 SPStr.

9) [Ability] New Flavour

- User now can breathe 1 new damage type of the users choice.
- The elements of choice are ; Lightning, poison, corrosive, cryo, energy, sonic.
- Once chosen, the user cant have any other elemental breath other than this and their original.
- User is not resistant to their new elemental damage type, however, user cannot harm themselves whilst breathing the element out.

[Buff] Elemental breath attack +2 dice up, as well as +20m range, +1 SPStr, +2 to resistance.

10) [Evolution] Hybrid mode

- User can become a human-dragon hybrid upon an S-P roll of 15+.
- This grants the user all the abilities of the dragon whilst being the size and weight of the human form.
- User has the usage of their hands in this mode.

[Mutation] Calamity Dragon

- User becomes a larger dragon by 2x size.
- Whilst in dragon mode, user has 2x damage resistance.
- User gains +1 SPStr
- Users breath attack is 2x, if the user rolls 20+ S-P or Con.
- If the user has a "Size increase" ability, this mutation double the auxiliary health.

Basilisk

Powers:

- Can transform into a Basilisk after rolling 10+ with S-P
- When in this form the user becomes a 10 M long/tall and 4M wide serpent.
- user can deal +2 piercing damage when biting. (Biting is based on Str or Dex rolls).
- +2 super Str.
- +1 Super Con.

Weaknesses:

- Cannot easily avoid attacks due to size , however, when attacked the user can roll blocking, finesse or evasion (so long as they can move out of the way)if they wish to react.
- Cannot roll acrobatics in the creature form.
- If the user transforms in a space too small for their creature mode size, the user takes 1d8 for every dimension (width, height, length) they are too small for, this damage cannot be resisted.

Limitations:

- Does not have the use of poison, has no arms or legs.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Majestic control
 - When successfully transformed the user no longer has to roll willpower to stay in control.
 - +4 of physical resistance.
 - Gains +1 SpCon for every buff taken.
- 4) [Ability] Poisonous Fangs :
 - Upon biting a target user can roll S-P, if the user gets a 10+ the user deals 1D8 of poison damage.
 - Poison damage increased by 1 dice for every buff after taking this perk.

[Buff] +1 super strength, bite damage gets +1 modifier to piercing, +1 damage resistance.

- 5) [Ability] Constrict :
 - User can roll grapple with advantage if the user wraps themselves around an opponent as well as their first grapple roll is a 15+, this allows the user to deal 2x S-PStr damage if successful.
 - The damage that dealt through this method is pressure damage.
 - Anyone caught in this grapple must roll disadvantage on str.

[Buff] +1 super strength, bite damage gets +1 modifier to piercing, +1 damage resistance.

6) [Ability] poison spit :

- This ability enables the user to spit poison up to 10m away from their current location, so long as they have nothing obstructing their mouth.
- User must roll con or s-p of 15+.
- Poison damages is 1d8, however it can be increased by 1 dice up for every buff this character has taken.

[Buff] +1 super strength, bite damage gets +1 modifier to piercing, +1 for damage resistance.

7) [Ability] Viper bite :

- User rolls str to bite, the target must roll disadvantage to react against this.
- This ability can be used but only if the user stays still for 1 minute/ in-combat rotation before, this includes if they're being attacked.
- The user can use this as a reactive attack but must have gone into the viper stance in their previous turn.

[Buff] +1 super strength, bite damage gets +1 modifier to piercing, +1 for damage resistance.

8) [Ability] venomous Spite

- User now has the ability to add corrosive damage if they roll a 15+ with S-P when biting (or when using poison spit).
- This ability is to be used instead of poison spit, if the user has both , the user must choose which damage type they wish to add to the bite.

[Buff] +1 super strength, bite damage gets +1 modifier to piercing, +1 for damage resistance.

9) [Ability] Fatal Stare :

- User can use a paralysing stare via rolling S-P of 25+ this ability affects any of those looking the direction of this character and rolls a 15+ on Wis or perception.
- Upon looking the target is paralysed for 1D4 minutes / in-combat rotations
- The target also must roll a Con of 10+ if the target fails they dealt 1d10 damage, if the target rolls 1 or less they go into fatal moments, if their health goes to 0 or less due to the d10, they immediately go into fatal moments..

[Buff] +1 super strength, bite damage gets +4 modifier to piercing, +2 damage resistance.

10) [Mutation] World serpent

- User becomes a larger Basilisk by 2x size (length and width).
- Whilst in basilisk mode, user has 2x damage resistance.
- Users bite attack is 2x damage if the user rolls 20+ with Dex or Str
- Users poison damage is 2x (if the user has poison damage capabilities) .

[Evolution] Hybrid mode :

- Upon rolling 15+ this character can now transform into a basilisk-human hybrid, this grants all stats and abilities from the basilisk form to that user without the down side of being unable to dodge at this mode makes the user no larger than 2m tall / long.
- User can have their arms in this form.

Kraken

Powers:

- Roll 10 + with S-P to transform into a 10m diameter Kraken.
- The user (whilst in this form) gains 10 auxiliary health.
- Whilst in this form the user can hold 8 separate objects, items, or creatures , 1 in each tentacle.
- +2 super str.
- +1 Super Con
- User has suction cups on their tentacles (whilst in kraken) which allow the user to stick to most solid surfaces.

Weaknesses:

- Cannot evade attacks due to size , however, when attacked must Con to resist damage.
- Whilst not in water , whilst in kraken mode, user will take 1d6 of damage each rotation/ minute.

Limitations:

- Movement speed - 5 m when on dry land.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

Levels:

1) S-P +1

2) S-P +1

3) Majestic control :

- When successfully transformed the user no longer has to roll willpower to stay in control.
- Whilst in kraken mode user gains +4 physical damage resistance.

4) [Ability] Creature of the deep :

- Whilst in kraken form the user can see in the dark.
- User gains a physical resistance of +4 (this increases by 2 for every buff).

[Buff] +1 super Str.

5) [Ability] Octo- grab :

- User rolls Str or S-P to implement all 8 of their appendages at once (in one action) to grab up to 8 targets.
- Each tentacle must attempt to grab separate targets, if there are no other targets to grab then those tentacles lose their opportunity for this action.
- User must be in kraken form to use this ability.

[Buff] +1 super Str.

6) [Ability] Cephalopod camouflage :

- Upon rolling a 20+ the user becomes the exact same colour and pattern as their surrounding, becoming camouflaged.
- Opponents trying to land an attack must roll disadvantage, if they fail a Wis or perception roll of 15+.
- User must be in kraken form to use this ability.

[Buff] +1 super Str.

7) [Ability] Octo regeneration :

- User can also instead use the ability to regenerate 1d8 of health after a successful 10+ or D10 on a successful 15+ S-P roll.
- This ability can only be used in kraken mode.

[Buff] +1 super Str.

8) [Ability] Octo Regrowth:

- User can regenerate limbs that have been cut off using S-P of 15+ for 1 at a time or 20+ for 2 at a time.
- This ability can only be used in kraken mode.

[Buff] +1 super Str.

9) [Ability] Size Manipulation :

- User can now transform into their kraken form but as any size, between 1m diameter and 10m diameter.
- User must roll 10 or above to transform into kraken of 1-5m kraken. (this mode has half damage resistance and half Str modifiers)
- User must roll 15 or above to transform into kraken of 1-10m kraken. (1-5m mode has half damage resistance and half Str modifiers, however, 6-10m kraken has normal resistances and Str).
- 1-5m kraken gains the ability of Dex based reactions on dry land, however, still with move speed penalty.

[Buff] +1 super Str, +1 SPCon.

10) [Evolution] Hybrid mode :

- Upon rolling 15+ this character can now transform into a kraken-human hybrid, this grants all stats and abilities from the kraken form to that user without the down sides of requiring water or being unable to dodge at this mode makes the user no larger than 2m tall.
- User can choose how many tentacles they have (between 0 and 6)
- User can use tentacles to hold items however, only the original arms can have fingers.
- User is amphibious whilst in this form.

[Mutation] Owner of the deep :

- After taking this ability, this characters kraken transformation is now 16m diameter, immune to any attack that utilise water, and has an auxiliary health stockpile of 10hp.
- User can have 5 more auxiliary hp for every buff they took.
- Auxiliary health does not replenish until 6 hour after it was depleted.(if user has the "Octo-Regeneration", the user can replenish auxiliary health).

Phoenix

Powers:

- Roll 10+ with S-P to transform into a 2m Phoenix.
- The user (whilst in this form) gains + 1 slashing or piercing damage due to having talons.
- User can generate as well as manipulate fire which can deal 1d8 fire damage.
- Whilst in this form the user can also fly up to 30M in the air; movement speed is increased by 10 points whilst flying.
- This character whilst in their transformation, has fire resistance equal to that of the maximum fire damage this character is capable of.
- Can heal themselves with 1d8 after getting 10 or above with S-P.

Weaknesses:

- Can't use fire underwater.
- Must roll 10 or above on willpower to have control of this character after they transform.
- Can't fly if wings are bound.
- Can't heal if being affected by continuous corrosive damage.

Limitations:

- Can't fly higher than 30 M in the air.
- Can only generate fire and send it up to a range of 30M.
- Cannot control other flames.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / armour) :

-

levels:

1) S-P +1

2) S-P +1

3) Majestic Control

- When successfully transformed the user no longer has to roll willpower to stay in control.
- User gains +1 SPStr whilst in Phoenix mode.
- Talons now deal +3 slashing or piercing damage instead of +1.

4) [Ability] Born from flame

- whilst in Phoenix mode the user is immune to fire damage.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

5) [Ability] healing blaze

- user can make their flames heal others instead of damage.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

6) [Ability] Regenerative warmth

- with an sp roll of 15+ the user can use the Phoenix healing and remove 1 ailment/ injury.
- For every roll increment higher they achieve than the roll requirement of this ability grants them 1 more ailment/ injury removals.
- This ability can be used to heal / regenerate limbs or organs.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

7) [Ability] Bird of flight

- The user's Phoenix flight is doubled.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

8) [Ability] Phoenix burst

- User rolls S-P of 20+ to deal an area of effect flame attack with a radius equal to half the users' maximum fire range.
- This attack deals damage from users' fire dice + health from the user if they so choose.
- If the user took the ability "Healing blaze" the user can choose not only for this to be a healing flame AOE, but if they achieve an S-P roll of 25+ they can deal an AOE where the user decides who gets healed and who takes damage.
- User cannot heal themselves with this ability.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

9) [Ability] Rebirth Resurrection

- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single short rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- User cannot use this ability if they are dowsed or under water, or if they are nullified.

[Buff] Increase fire and therefore healing dice by 2 dice up, Increase talon damage by +2 to slashing.

10) [Evolution] Hybrid mode

- Upon rolling an S-P of 15+ this character can now transform into a Phoenix-human hybrid, this grants all stats and abilities from the phoenix form to that user without the down sides of not having arms.
- Whilst in this form the user has their talons on their fingers as well as their feet.

[Mutation] Bird of flame

- User's phoenix form is permanently a bird made of fire, this means the user whilst in phoenix mode deals fire damage passively and is immune to both fire and physical damage.
- Passive damage dealt from this power is equal to half of the user's maximum fire damage, and can be added on top of any melee attacks along with the user's fire damage dice.
- The user can manipulate their body as easily as they do their phoenix fire. **(E), (B)**
- If doused in water, the user loses their physical immunity and self manipulation for d4 minutes/ in-combat rotations.
- If the user took the ability "Born from flame" the user now gets healed for whatever fire damage the user should have / does take.
- If the user took the ability "Healing blaze" then the user can choose for their passive damage to be passive healing instead. This user can switch between the two without requiring to roll S-P, however, cannot change it when it is not their turn in combat.

Absolute strength

Powers:

- User starts with +5 Super str which allows the user to roll up to 5 dice above their current physical damage.
- This power is passive so to roll for super str, just add the super str to the users current str whenever str rolls are required.
- User can use super Str to launch themselves 5x their Super str modifier in metres.

Weaknesses: N/a

Limitations:

- Close combat only, no inherent ranged capabilities (other than throwing).

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Tremendous Leap

- User can jump incredible heights using Str rolls, height of launch is 10x whatever the super Str modifier is in metres.
- This ability can deal damage if the user launches themselves at something/ someone the damage equal to the damage 1d2 for ever super Str modifier (example ; +1 = 1d2, +3 = 1d6, +10 = 2d10), plus the melee attack of this user.
- User can use this ability instead of move speed, however, still cannot use this ability reactively.
- If user rolls successfully with S-P(10+) The user does not take fall damage.

4) [Ability] living tank :

- User of this power gets a physical resistance equal to 2x the users SPStr and Str modifiers.

[Buff] +1 Super Str

5) [Ability] Show of might :

- All Grapple and labour rolls are advantaged against non super stats, so long as power is active.

[Buff] +1 Super Str

6) [Ability] Thunder Clap :

- Roll 15+ S-P to clap hands together with enough force to generate a impact / sonic spread that reaches up to 10m per Super Str modifier.
- This attack does damage equal to the damage 1d2 for ever super Str modifier (example ; +1 = 1d2, +3 = 1d6, +10 = 2d10)
- This attack generates damage of both sonic and impact, meaning whatever the lowest resistance the victims have, is the one that is targeted.

[Buff] +1 Super Str

7) [Ability] Power loader :

- Multiply the amount of weight this character can lift by 10x.

[Buff] +1 Super Str

8) [Ability] Wrecking ball fist :

- Any damage dealt to durability on any item by this character is now +5x.

[Buff] +1 Super Str

9) [Ability] Preemptive launch:

- User can roll Super Str to reactively evade attacks, however, this ability can only be used to launch themselves away from the attack, unless they outwardly state they wish to launch themselves towards the attacker, which will mean they will take the damage from the attack.
- To successfully launch themselves towards the opponent, the user must achieve a roll of 5 above the attackers roll, upon doing so this character can deal a melee attack with the force of their launch. (1d2 for ever super Str modifier (example ; +1 = 1d2, +3 = 1d6, +10 = 2d10) on top of their attack roll.

[Buff] Increases Super Str by 2, if the user has maximum SpStr (+10) increase maximum damage dice by 2 up.

10) [Mutation] Adaptive strength

- Upon taking damage, the user must roll S-P of 20+, upon success the user then adds a d4 on to all melee attacks utilising their str, this dice then increases each turn by 1dice up.
- The dice caps at an extra 5d10. (Look at the damage dice table for reference).
- If the opponent deals more damage than the user, the user gains the ability to roll and deal the exact amount of melee damage through Str as that chosen opponent. (roll requirement of this ability is 15+ S-P).

[Evolution] Overflowing strength

- User can now throw out pure concussive force, using 15+ with SPStr melee attacks which deals the exact amount of damage melee attacks are supposed to deal.
- Range of these attacks are 5m for every +1 the user has to SPStr or Str modifier.
- If the user hits an opponent (and successfully rolled a 20+ SPStr) with the physical attack instead of the ranged, the user can launch the opponent to deal the exact damage they dealt with the melee attack as knockback, which if the opponent collides with something or someone is then dealt that damage.

Speedster physiology

Powers:

- User can roll S-P 10+ to increase their speed temporarily for an action and can move at 10x their original move speed (or 2x if attacking).
- Roll S-P and achieve 10 or above to activate "speed mode", this ability lasts until the user's next turn, however, if they are struck, nullified, or stop moving, then this mode is forcibly deactivated. "Speed mode" may be maintained each turn, providing that it has not been interrupted, with an S-P roll of 15+. "Speed Mode" applies the following effects:
 - During this mode, as long as it's maintained, the user can use movement speed or S-P for attacks and reactions (if 5+ above enemy's roll then the user may perform a counterattack).
 - Add 1d8 physical damage to melee attack rolls; if the user is hit whilst in this mode, then they receive this same damage in addition to the damage which they receive.
 - In combat, the user's movement speed is x2. While "speed mode" is active outside of combat, the user's movement speed is x100, on top of the in-combat multiplier and counted as Kph instead of meters. These movement speed multipliers do not affect the user's original movement speed modifier.
 - Those without enhanced speed, perception, or dexterity abilities react to the user's actions with disadvantage.
- Roll S-P of 15 or above to speed heal. This allows the user to recover 1d6 health, once per turn.
- Whilst in speed mode the user of this power does not roll disadvantage against SpDex

Weaknesses:

- Adhesives, low friction surfaces.
- Cryo damage means the user rolls disadvantage with S-P for 1 minute / in-combat rotation after being hit.

Limitations:

- Regeneration is capable of feats no greater than that of a regular human (no regeneration of limbs, whole organs etc.).
- User cannot activate "speed mode" reactively.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Momentum :
 - whilst in speed mode the user can add momentum which for every 30m this character runs before hitting a target increases the damage modifier by +1 (max : +15).
 - This modifier is removed when "speed mode" is ended.
- 4) [Ability] Continued Velocity :
 - Allows user to run on water as well as walls, so long as they keep moving in "speed mode".

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

5) [Ability] Flash Stepping :

- Roll S-P of 20+ to move so fast that the user creates an after image, this ability can allow the user to move instantly to a place within a close range.(this characters combat "speed mode" move speed).
- Opponents must roll wisdom of 15+ otherwise they will either attack the after image or roll disadvantage to hit this character.
- User can use this ability without needing speed mode as a reaction to dodge instead of evasion.

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

6) [Ability] Extreme Oscillation :

- User rolls 15+ with S-P to vibrate through solid objects on ground level.
- This ability can also be used reactively to phase through physical, fire and energy attacks.
- This cannot work against cryo, sonic, spatial, or lightning damage.

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

7) [Ability] Phase Fist

- User can oscillate their hand or foot to deal damage and bypass any physical damage resistance.
- This attack deals a minimum of 1D8, however the damage increases by 1 dice up every buff this character has taken.
- This attack cannot deal damage to those who are immune to physical attacks. (elemental mimicry, Intangibility)

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

8) [Ability] Bullet Time

- User can roll S-P to react against projectiles instead of the acrobatics or finesse rolls.
- If in "speed mode" the user can roll finesse or acrobatics with S-P advantage. (meaning they can roll both stats and choose highest rolled).

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice by 1 dice up.

9) [Ability] Hypersonic charge

- Roll S-P of 25+ to reach max speed instantly , this enables the user to deal max damage with their momentum damage.
- The opponent(s) must roll disadvantage against this , however, if the opponent succeeds and deals damage to the user, the momentum damage is then added to the opponent's damage to deal to the user instead.

[Buff] Increase original speed whilst using speed mode by an extra +4m, and increase the overall speed multiplier by 5, increase speed mode damage dice and speed healing dice by 2 dice up.

10) [Mutation] **Speed incarnate**

- Upon tactile contact the user of this power can steal speed from moving object or living subjects, with an S-P roll of 15+ the user uses their in-combat speed multiplier to divide the target movespeed, as well as a Dex de-modifier. This ability can also grant healing powers disadvantage.
- The opposite can also be used as this character can grant temporary speed boosts via 20+ granting similar speed as the user, however if the target has time limit based abilities, they are consumed at the rate of multiplier you granted them.
- User can also generate a “speed bubble” upon a roll of 25+ with S-P, the bubble is the radius of the users movespeed +2m for every buff taken with this ability. Anything within the “speed bubble” rolls disadvantage and the user is unaffected by the bubble. This ability is indiscriminate and therefore the user cannot choose whom it does not affect.
- All aforementioned abilities with this mutation last for 1d4 of in-combat rotations or minutes, +1 dice up for each buff taken with this power.

[Evolution] **Absolute speed :**

- User can always access “speed mode” without the requirement of S-P rolls and even use “speed mode” abilities reactively.
- User can now access an ability called “divine speed” with an S-P roll of 20+ the user is granted 2x to all movespeeds (in-combat, out of combat, speed actions), as well as 2x to speed enhanced damage dice.

Rubber physiology

Powers:

- Users body is, and acts like rubber, allowing them to be immune to damage from falling, blunt, or pressure.
- The users limbs can be stretched up to 15M and if used as a slingshot can deal 1 dice up per 10M stretched prior to letting go. Immune to blunt damage.
- This ability is passively always active unless nullified.

Weaknesses:

- Sinks in water,
- harder to heal burns (disadvantage whenever trying to heal)

Limitations:

- can't stretch limbs past 5M without holding on to something.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Elastic potential:

- User can stretch their body parts backwards and then shoot them forwards to deal increased physical damage. (This is an upgrade that overrides the originally stated ability to this power with stretching)
- Roll 1 dice up to physical damage for every 5m stretched when using this ability.
- Any misses with this attack, leaves that body part open to attack, as it has to return to the user.
- This cannot be used for Dex based attacks, instead the user rolls either Str or S-P.
- Stretch limit increased to 20m.

4) [Ability] Bullet rebound:

- User can redirect any blunt projectiles that have hit this character.
- User must roll S-P to redirect them and whoever they are targeting must roll to react.

[Buff] Increase stretch length by 5m.

5) [Ability] Elastic sling

- User can roll S-P to sling their elasticated body parts in the directions they want, the distance of which is and can be equal to their maximum stretch length.
- This means the user can sling their limbs to then in turn deal damage through the use of elastic potential without needing to hold onto an object.
- This can be used with Dex or Str based attacks.
- 10+ requirement for the first 10m stretch, 15+ requirement for 20m stretch, 20+ S-P requirement for 30m stretch, 25+ for further stretching.

[Buff] Increase stretch length by 5m.

6) [Ability] Elastic Launch:

- User can use their elasticity to launch themselves in the direction they launch themselves.
- For this user to launch themselves, the user must hold onto something and then stretch those appendages to then launch them for the amount of distance they stretched past the anchor point they held onto.

[Buff] Increase stretch length by 5m.

7) [Ability] Inflation

- User can inflate themselves using their rubber body, they can hold an immense amount of air in their lungs.
- This can allow them to float on the surface of water or even blow the air out creating a large gust of force.
- This ability can also be used if the user decides to inflate their stomach with large quantities of liquid.
- The amount the user can carry is $\frac{1}{4}$ of the maximum stretch length in meters cubed
- Every meter cubed of air can allow the user to deal 1d4 of impact damage, for 4 m range.
- Every meter cubed of liquid the user will gain 50lbs of weight and can blast out said liquid dealing 1d4 of impact damage for 4m range.
- To inflate user must roll 15+ with S-P as well as roll for 1d4 meters cubed of water or air they take in.

[Buff] Increase stretch length by 5m.

8) [Ability] Bounce-back

- Roll 25+ to come back from being unconscious once a day as well as gain health back that is equal to that of the maximum damage of elastic potential. (d4+1 dice up for every 5m the user can stretch).

[Buff] Increase stretch length by 5m.

9) [Ability] Compressed pressure

- User can, instead of stretching their limbs, compress them to deal elastic potential, however to do so the user must roll S-P of 20+.
- When using this ability elastic potential damage is rolled as if the user is stretching their maximum stretch length.
- This cannot be utilised with Dex based attacks.

[Buff] Increase stretch length by 10m.

10) [Mutation] Malleable physiology

- User can now shape and mould their body and can decide if their body is elastic or is soft and malleable at will.
- This grants an immunity to all physical damage as the character is too soft and yet durable to be cut or stabbed as well as crushed or bludgeoned.

[Evolution] Rebound mastery

- User can now roll S-P to rebound off of any physical attacks or even rebound them back at the opponent, so long as the S-P roll is 5+ higher than the attacker's roll.
- User can also bounce off of solid surfaces using S-P of 15+ to launch themselves a distance equal to elastic potential stretch length. (if the user has the perk "Elastic launch" the launch distance is 2x greater.)
- User can also add the elastic potential damage when launched using this perk.
- User can launch others off of them using this power and can launch them the same distance as well as add the aforementioned damage if they land on something/ someone or collide with something or someone.

Ocular powers

Powers:

- Flip a coin, 1 side grants X-Ray vision, and the other side will grant concussive blast.
- X-ray vision is activated via S-P And grants the user to see through solid objects and mist perfectly , this ability also grants the user to see through clothes and armour, allowing them to see concealed items and weapons.
- Concussion blasts come from the eyes and can deal 1d8 damage.
- Can see perfectly up to 100m as long as there's nothing obstructing the view..

Weaknesses:

- X-ray vision cannot see through, lead or minnerol.
- If eyes are obstructed, powers might not work if they're able to deal damage.
- If eyes are damaged or removed, powers will be unable to be used.

Limitations:

- Powers only come from the users eyes.
- Attacks that come from the eyes must be direct, the user cannot manipulate the trajectory of any of the emitter abilities from this power.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Two sides :
 - Get the other ability from the initial coin flip.
- 4) [Ability] Ultraviolet vision
 - Enables the user to see in the dark as well as the ability to see "invisible" tracks or evidence.

[Buff] Damage increase by 1 dice up, can see 20m further.
- 5) [Ability] thermal vision
 - User can define differences in temperatures, this also allows the user to see different heats.

[Buff] Damage increase by 1 dice up, can see 20m further.
- 6) [Ability] Combustion sight
 - User must roll 15+ to ignite a target dealing fire damage based on this characters damage dice with offensive ocular powers.

[Buff] Damage increase by 1 dice up, can see 20m further.

7) [Ability] Biochemical Aura Vision

- User can see detail of any creature or being so long as it is or was biological.
- This mean the user can see details of their health, what they are afflicted with or even what they might have died from.

[Buff] Damage increase by 1 dice up, can see 20m further.

8) [Ability] Vision Tools

- Any blood transfused objects made from this power now not only allow the user to see through those objects but also can use any of their abilities through the items, so long as they succeed a 15+ S-P.

[Buff] Damage increase by 1 dice up, can see 20m further.

9) [Ability] Ocular Light beams

- Upon rolling 15 + user can deal light energy damage from their eyes.
- The damage is equal to that of the ocular damage dice.

[Buff] Damage increase by 2 dice up, can see 60m further.

10) [Mutation] Vision orb

- User can see 360 degrees around them passively at all time this power is active.
- If the user has the abilities ; concussive blast, Combustion sight, or Ocular light beams, the user can blast them out at any angle.

[Evolution] All seeing Insight

- User can see 10x further using this power as well as use a passive abilities together or emitter abilities.
- If user has multiple vision powers, the user can use all of them at once via rolling 20+.
- If user has multiple sight abilities the user can use all of them at once upon 20+ with S-P roll.

Hyper agility

Powers:

- This power starts the player off with +3 SPDex , this allows them to perform superhuman feats in acrobatics.
- Every +1 the user has to SPDex increases Dex based attacks by 1dice up.

Weaknesses:

- If unable to move can't use power.

Limitations:

- Power only increases the users body for maneuverability.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Dual takedown
 - User must roll 15+ when attacking a target, if the attack is successful and as long as another target is within half of the user move speed away, this character can attack another target with a Dex attack.
 - This cannot work on the same target.
- 4) [Ability] Reactive Throw :
 - If the user succeeds in dodging an opponent's attack with acrobatics or evasion, the user can deal a counter attack with a throwing weapon or a 1 handed firearm.
 - If the user then rolls 15+ with S-P they can throw, or shoot at another target as well, these additional targets do get the chance to react.

[Buff] +1 SPDex.

5) [Ability] Wall jumper :

- User can roll S-P or Dex to perform climbing feats that seem difficult if not impossible enabling the user to jump the entirety of their move speed distance.
- This can continue if there is another wall or surface within range to jump off of or towards.

[Buff] +1 SPDex.

6) [Ability] Multi weapon wielding :

- User can now wield multiple weapons at a time and even use them all at once , so long as they are Dex based weapons.
- This ability works like dual wield as well as mix match, and can even be used to wield more weapons , however, to deal damage with all of them requires a higher requirement for each.
- Example; dual wield requires 15+ to hit an opponent with both swords, hitting an opponent with 3 weapons all at once requires 20+.
- Since this works like dual wield user deals damage with their usual SpDex damage and then adds the damage modifiers form all the weapons utilised.

[Buff] +1 SPDex.

7) [Ability] Multi takedown :

- User rolls S-P or SPDex of 20+ when attacking an opponent, if successful, the user can attack another opponent within this character's movement speed range of them.
- User cannot attack the same opponent twice using this ability.

[Buff] +1 SPDex.

8) [Ability] Weaponry evader :

- User can roll evasion or acrobatics with advantage against attacks that utilise melee weapons and firearms.
- User cannot counter attack if the choose to use this ability.
- This ability cannot work against unarmed attacks or super powers not revolving around aforementioned weapons.

[Buff] +1 SPDex.

9) [Ability] Multi attack :

- User rolls to deal a Dex based attack, if they land an attack with a Dex roll of 15+ they can roll to attack again.
- Each time the user lands an attack after rolling 15+, they can then roll to attack again, the character can then repeat this process, however, the roll requirement increases by +1 increment each attack, (example ; 15+, 20+, 25+, 26, 27, etc.)
- Once the user is countered or fails to roll for the follow up attack this ability ends.
- This technique can only be used once per short rest.

[Buff] +2 SPDex.

10) [Mutation] Flowmotion

- User can roll S-P instead of Dex rolls, however, the user cannot add auxiliary stats to the S-P rolls when being used in this way.
- User can roll acrobatics (with SpDex) to jump off of the air itself multiple times, this ability is called “skywalking”, when using this ability the user can jump their movespeed vertically and each turn, if they can maintain rolling 15+ with acrobatics they can stay in midair.
- If the user fails to roll 15+ whilst using “skywalking” they fall the distance they were in the air, taking fall damage.
- Using evasion (with SpDex) user can “air dash” to bounce off of walls or objects (15+ if the user wishes to bounce off of the air), the distance the user can cover is their move speed + 5 meters for every +1 the user has in SpDex.
- “Air Dash” can be used reactively.
- User can use Finesse reactively against weapon wielders within half of their max move speed distance, to disarm (if roll is higher than attackers) or even add the attackers weapon to the damage of this characters counter attack (if this characters roll is 5 or above the attackers roll), the attacker must roll grapple that is greater than this characters Finesse roll otherwise they are disarmed.

[Evolution] Absolute reflexes :

- User gains 3 tokens
- Each of these tokens are for the following rolls : Dex, acrobatics, evasion.
- User gives up a token in the stead of rolling for those stats.
- User can only use 1 per aforementioned stats.
- Tokens count as natural 20 rolls.
- Cannot gain these tokens ack till user has a long rest (8 hours)

Cloning

Powers:

- User can make a clone of themselves.
- Each clone has 1 action in combat on top of the originals' 2 actions, however, each of them can be reacted to.
- All clones have the exact same stats, memories, and abilities the original has.

Weaknesses:

- Upon the original being nullified the clones all disappear.
- Upon being knocked unconscious, the clones all disappear.
-

Limitations:

- User can only make 1 clone.
- Every clone made has 1d4 health.
- User can only get a core improvement for this ability if the core improvement is the master-level skill Final improvement.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

-

levels:

1) S-P +1

2) S-P +1

3) Doppelganger :

- User can now make 2 clones.
- User can make 2 clones at once upon an S-P roll of 15+.
- User can sacrifice their health to increase the health of the clones.

4) [Ability] Bulky clone Part 1 :

- Clones now have $\frac{1}{4}$ of the users maximum health.

[Buff] Increases the amount of clones that can be made by +1.

5) [Ability] Copy-Paste lifestyle :

- Upon clones dying or disappearing, the information of what they've learnt is sent back to the original.
- If the clone learns any trades, those trades are transferred to the user.

[Buff] Increases the amount of clones that can be made by +1.

6) [Ability] Bulky clone Part 2 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

7) [Ability] Bulky clone Part 3 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

8) [Ability] Bulky clone Part 4 :

- Clones now have an extra health equal to $\frac{1}{4}$ of the user's maximum health.
- This is added on to the previous 'Bulky clone' ability, if taken.

[Buff] Increases the amount of clones that can be made by +1.

9) [Ability] Mega clone :

- User can merge clones together to increase their health.
- Merged clones cannot have any higher health than the users' maximum health.
- Clones must be within move speed range of each other and the user must roll 20+ with S-P.
- The amount of clones it took to merge into the 'Mega Clone' is the amount of clones the user cannot use until said clown is dissipated / dead.

[Buff] Increases the amount of clones that can be made by +1, clones don't disappear upon the user (original) being forced unconscious.

10) [Mutation] Quick Save :

- Upon dying, becoming injured or placed into 'fatal moments' the user rolls S-P of 10+ to substitute a clone for themselves.
- When doing this the user has the equal amount of health as that clone would have and to clone takes the user's place.
- Each time the user does this the roll requirement increases by 1 increment each success. (10+, 15+, 20+, 25+, 26,27,28,29,30) this will reset after a long rest.
- User cannot activate this ability if they cannot summon another clone, for instance if they're already at their max capacity of clones.

[Evolution] Cavalry :

- With this ability the user's clones can summon 1 more clone each, these are called 'doubles'.
- For clones to summon a double they must roll s-p of 15+.
- Clones can only make one 'double' each, and the 'doubles' cannot summon clones of their own.
- Upon tactile contact the user can make a clone of another living creature, the health is based on that beings' health (so long as the user has any 'Bulky clone' abilities).

Body augmentation

Powers:

- When active the user can have a short burst of +3 super str.
- If attacking, the user rolls 3 dice above their melee damage.

Weaknesses:

- when using power for melee attacks the user must roll a 15 on Con, if fails the user takes half of the damage of their attack, if 5 or under the user takes full damage they dealt as well as the limb(s) used is broken, and if 1 on Con the user takes 2x damage and breaks the limb(s) used.

Limitations:

- can activate power for no longer than 3-10 seconds /1-2 actions at a time.
- Little to no ranged capabilities.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Head to toe :

- User has roll 15 or above on super power to then gain the augmentation all over this characters body.
- Each time this character has their vitality broken or take an injury, this character must roll a S-P of 15+ to keep this ability going.
- Whilst in this mode, the user can use their boosted stats passively, without needing to roll S-P as well as the boosted stat (for example Str).
- Whilst in this mode user does not have to roll Con to not receive recoil when attacking.

4) [Ability] Augment mode (Defence):

- User can augment their body's physical toughness and grants themselves super Con equal to the amount of SpStr the original mode can grant.
- For every +1 SpCon this character gain +2 physical resistance.

[Buff] Augmentation modifier + 1.

5) [Ability] Augment mode (perception) :

- With this mode the user gains the ability to roll perception with SP advantage.

[Buff] Augmentation modifier + 1.

6) [Ability] Augment mode (Speed) :

- User can augment their body's speed and grants themselves super Dex equal to the amount of SpStr the original mode can grant.
- For every +1 SpDex this character gain +2 m to move speed.

[Buff] Augmentation modifier + 1.

7) [Ability] Augment mode (Healing) :

- User can activate a mode which grants healing every minute equal to $1d4 + 1$ dice up per +1 super stat the usual power would grant to other modes.

[Buff] Augmentation modifier + 1.

8) [Ability] Augment mode (Reactive switch) :

- User can switch augmentation modes reactively.

[Buff] Augmentation modifier + 1.

9) [Ability] Dual Augment Mode

- User can roll 20+ to have 2 separate augmentation modes activate at a time.

[Buff] Augmentation modifier + 2.

10) [Mutation] Empowerment manipulation

- User can grant augmentation to others temporarily, via an S-P roll of 15+.
- The target is augmented by the same amount as the user can be augmented.
- Augmentation lasts $1d4$ minutes +1dice up, per buff.
- After augmentation modes are over on targets, they must wait the equal amount of hours, it lasted in minutes.
- User can augment other creatures/ peoples powers by the amount the user would get in SP stats, this increases them as if it is temporarily buffed by said amount.
- Note: the user can augment their own other power if they are an anomaly, however, without dual augmentation, the user cannot be augmented whilst augmenting their other power.

[Evolution] Permanent Augmentation

- At least one augment mode is passively active at a time.
- User does not need to roll to activate an augmentation mode, unless they are attempting to swap between modes.

Adaptive mind

Powers:

- User is granted +3 to any 2 auxiliary stats under either Wis or Int.

Weaknesses: N/a

Limitations:

- Stats stated are the only ones boosted.
- The max limit that an auxiliary stat can be boosted using this powers buff system is +3.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Weakness Perception
 - User must roll S-P to see weaknesses of a person, object or material.
 - User must roll 15+ to understand a targets weakness or limitation to their power(s) after seeing them once.
 - User must roll 20+ to understand all weaknesses and or limitations to a targets power(s) after seeing them once.
- 4) [Ability] Adaptive reaction
 - When being attacked by an opponent, the user must roll either insight or S-P of 15+.
 - If success this character gets to roll advantage against any similar attacks from the same character.
 - This ability can be stacked by multiple types of attacks and multiple targets, however must experience those separate attacks / techniques.
 - This ability deactivates after combat ends.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

5) [Ability] Hypercognition:

- User gains advantage rolls to ingenuity rolls , for one hour, in game.
- This ability requires a short rest to gain back.
- Roll requirement 20+ S-P.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

6) [Ability] Limitless mind space:

- User rolls advantage to creativity rolls for one hour in game.
- This ability can be helpful to map out areas.
- This ability requires a short rest to gain back.
- Roll requirement 20+ S-P.
- If something or someone attempts to use telepathy against this character then this character can use this ability to trap them inside a mind space which they will be unable to escape for 1d4 minutes (if the user rolled 15+), or 1d4 of hours (if the user rolled a 25+)

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

7) [Ability] Self perception:

- User always gets to roll advantage with perception rolls concerning anything to do with their body or mind.
- This includes but not limited to ; injuries, ailments, personal items on their person, telepathy, etc.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

8) [Ability] Omni Linguistics :

- User must hear at least 1 hour of a language being spoken, and then they are able to speak and understand that language.
- Even without this ability if the user rolls S-P, Int (ingenuity) or Wis (Insight), the user can understand the creatures / beings through how they are speaking, body languages, or small tells

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

9) [Ability] Instant learning

- User must roll 25+ S-P to instantly learn a technique or perk from any proficiency or trade that this character has seen.
- User must be able to use the technique physically to actually use it (example ; user could learn a sword proficiency perk but won't be able to use it without wielding a sword).
- User cannot learn or access master level skills without being level 10 on said trade / proficiency.
- When a user learns a technique without having any levels in said trade / proficiency, they immediately become level 1 in it, however, if they learn a new technique they will just gain it without leveling.
- If the perk requires a set level then this character can't learn it yet.
- User cannot use this ability to learn other characters' signatures.

[Buff] user can choose to increase any auxiliary stat under Int or Wis by +1.

10) [Mutation] Super Intelligence

User gains +3 Sp Int and +1 Sp Int for every buff they took from this power.

- If the user rolls Int against another characters Int, this character gets to roll advantage.
- User gets to roll Sp Int instead of S-P for any of the previous abilities the player took with this power.
- For every trade or proficiency level the user has they can create 2x the amount of self made abilities (including master skills).

[Evolution] Hyper Instinct

- User gains +3 Sp Wis and +1 Sp Wis for every buff they took from this power.
- If the user rolls Wis against another characters Wis this character gets to roll advantage.
- User gets to roll Sp Wis instead of S-P for any of the previous abilities the player took with this power.
- User can roll perception normally against stealth rolls.

Flight

Powers:

- To activate levitation roll S-P and get 5 or above.
- To activate flight roll S-P and get 10 or above, 15 and above will grant advanced flight.
- Levitation lifts this character up to 5 M off of the ground, this grants immunity to floor based traps and move speed stays the same.
- Basic flight grants the user the ability to move in the air freely and can climb up to 30 M into the air.
- Advanced flight has all the same abilities as the previous, however, the users move speed is increased by 4M.
- Whilst flying or levitating this character can roll S-P to evade attacks, however, if in advanced flight the user rolls with advantage.

Weaknesses:

- Whenever the player is hit whilst levitation or flight is active the player must roll S-P and get 15 or above to stay flying / levitating.

Limitations:

- Basic flight can only reach up to 30 M in the air, advanced flight reaches 50M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Flight tackle :
 - User can launch themselves whilst in flight / levitation, into things adding launch damage starting at d8 damage.
 - Launch damage is added to martial arts, hand to hand or other melee attacks.
 - If an opponent can counter attack this character the launch damage is added to the opponents damage.
- 4) [Ability] Greater heights
 - Increase the maximum height of flying by 20 M.
 - Increase the maximum height of advanced flight 20 M.
 - Increase move speed whilst levitating by 4m.
 - Increase move speed whilst using flight by 8m

[Buff] Flight Speed increase, increase damage dealt with flight tackle by 1 dice up.

5) [Ability] Fly Away:

- User can roll S-P as reaction to fly out of the way of an attack, even if they are on the ground.

[Buff] Flight speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

6) [Ability] Flight altitude increase :

- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

- 7) [Ability] Flight altitude increase :
- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

- 8) [Ability] flight altitude increase :
- Increases both flight heights by 10m.

[Buff] Flight Speed increased by 2m, increase damage dealt with flight tackle by 1 dice up.

- 9) [Ability] Stratospheric Altitude :
- Multiply the flight altitudes by 2x..
 - If user Rolls S-P of 25+ user can fly up to 5x higher altitudes.

[Buff] Ultrasonic Flight :

- Users in-combat move speed whilst flying is 2x.
- Users out of combat move speed whilst flying is 10x.
- If user rolls S-P 20+ when using flight tackle, the user deals 2x damage.

- 10) [Mutation] Zero Gravity Physiology :

- User is passively able to defy gravity, this mean the user can always be levitating without requiring S-P rolls.
- User is immune to telekinesis as they can defy all kinetic manipulations towards this character.
- Upon an S-P roll of 15+ the user can decide an object or surface that the user has a gravitational attraction towards or gravitational defiance towards.

[Evolution] Meteoric Flight :

- Upon rolling 20+ S-P when using Flight tackle, this character deals +2 damage for every 10m build up the user had before hitting the target.
- If the user has moved up to a distance of 50m the target rolls disadvantage if they don't have a superpower or super stat. (example : dex to dodge, strength to block, or con after being hit).

Teleportation

Powers :

- Can instantly teleport from one place to another, as long as it is within the characters field of view.(This means successful S-P rolls remove the issue of move speed and or range).
- If attacked this power can be used reactively, roll S-P and get above the opponents roll to teleport to a location away from the attack, if rolled 5 or above the attackers roll this character is allowed to not only evade but counter attack.

Weaknesses:

- can't teleport if unable to see.
- Can't teleport whilst being electrocuted.

Limitations:

- teleportation range is up to 30M, but no further, when being attacked.

Blood transfusion (weapons/ objects) :

-

Blood transfusion (clothing / amour) :

-

levels:

1) S-P +1

2) S-P +1

3) Memory-portation:

- User gets to memorise up to 2 locations they've personally been to, which they can teleport to from anywhere.
- If the user already has 2 they overwrite one of those with a new location.
- Requirement to use this perk is 10+ on S.P, teleport to those chosen locations.
- User must roll int 15+ to save that location in their memories.

4) [Ability] Multi-portation:

- User can teleport themselves as well as others , so long as they are in contact with this character.
- Roll requirement is +1 higher per creature added for transport (Example : 10 is starting point, 1 extra creature = 11, etc.).

[Buff] Range increase +10m.

5) [Ability] Dual attack:

- When dealing an attack, if the user rolls S-P of 15+ they can teleport near/around an opponent to then attempt another attack.
- This ability only works during this character's turn. (Cannot be used reactively)
- This ability can only work on the same target they landed the first attack on.

[Buff] Range increase +10m.

6) [Ability] marked recall:

- Any blood transfused items from this characters blood can be teleported to the user.
- This ability can either teleport the wielder or wearer of said item(s) or just the item itself.

[Buff] Range increase +10m.

7) [Ability] Unique vanish

- User gains advantage on reaction using the power so long as they only teleport on the spot, making the attack miss.
- Alternatively the user can use the ability to teleport between a minimum of 2 places , within range, constantly. Whilst using this ability the user is technically occupying multiple spaces at once.

[Buff] Range increase +10m.

8) [Ability] multi-attack :

- When dealing an attack, if the user rolls S-P of 15+ they can teleport near/around an opponent to then attempt another attack.
- Each time after the initial hit the roll requirement is higher than the last roll achieved by the player to continue landing attacks.
- This cannot be used reactively.
- This can be used to attack separate targets, so long as they're in range.

[Buff] Range increase +10m.

9) [Ability] Snap Thief

- User rolls 20 + with S-P To teleport an item that is no bigger than 1m by 1m, directly into this characters hand(s).
- Must be within range and eye view.

[Buff] Range increase +20m.

10) [Mutation] Violent vanish :

User chooses 1 of a multitude of elements that expel from them when they teleport the elements that can be picked are: Fire, Lightning, Energy, Spatial. User can only choose one and the range is within 2m of this character. The damage dealt is 1d12 +1 dice up for every buff taken with this power. User is immune to the chosen element and when struck by it can even teleport automatically.

[Evolution] Everywhere Man :

- Roll wisdom 15+ to teleport to a location that isn't known to this character, but is being shown or explained.
- Roll Intelligence 15+ to teleport to any location this character has been.
- If the user of this power uses teleportation reactively, and succeeds to achieve a roll 5 or above, beyond the attackers roll, this character can choose to either teleport within their range, use a counter attack, or teleport to a location they have been to upon a successful history roll of 10+.

Telepathy

Powers:

- Roll 10 or above to telepathically communicate to chosen characters.
- Roll 15 or above to read 1 specific person's mind.(If a player they cannot lie)
- User can hear the thoughts of those around them , succeeding an sp roll of 15+.

Weaknesses: N/a

Limitations:

- range is 40M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

-

levels:

1) S-P +1

2) S-P +1

3) Mental link :

- User can roll 15 + with S-P to read and communicate with up 3 peoples minds at a time.
- This ability can be used without the opponents / targets knowing however requires 20+ with S-P minimum.

4) [Ability] Psychic attack :

- User can deal damage through telepathy.
- Damage starts at 1D8, and can increase by 1 dice up for every buff.

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

5) [Ability] Mind Freeze :

- When rolling 15 + with S-P user can decide to freeze a person's/ creatures perception of time.
- During this time the target must fail a willpower roll 15+ also.
- This ability can be used on multiple targets if the user wishes, however the must roll 20+ with S-P as well as can choose who is frozen within the radius of their effective range.
- This ability cannot be used for the amount of minutes it what used.

[Buff] Increase range by +10m and increase amount of people / creature the user can mental link with by 1.

6) [Ability] Program Directive :

- User can implant a single order into a target, therefore giving them free will until this character decides from them to carry out their order / directive.
- This ability requires 20 + with S-P and 20 + on willpower to resist it, however requires the user to touch the target.
- This directive, once implanted can only be corrected by a user of willpower or telepathy and the target will continue until the directive is completed.
- User of this power can even create a trigger for this directive.
- Targets can only have one directive at a time.

[Buff] Increase range by +10m. and increase amount of people / creature the user can mental link with by 1.

7) [Ability] Illusion creation :

- User of this ability can create up to three different types of illusions:

Illusion type	Ability and limitations	Roll requirement
Minor	Small illusions that can affect one of the five senses, and can be no larger than 2m by 2m. These can include physical appearance, however, they cannot affect cybernetics and or electronic sensors. Users of sensor powers can see through the illusion if their roll succeeds. These illusions are so minor that it can be difficult to pick up on and there for there is no passive willpower roll or perception roll required to combat against.	10+ S-P
Major	Large illusions that can span up to the size of half the maximum range of this characters telepathy. These illusions can affect up to 3 of the five senses. They cannot affect cybernetics and or electronic sensors. Users of sensor powers can see through the illusion if their roll succeeds. These illusions require all who are affected by them to roll a perception and succeed by getting a result that is equivalent to this characters S-P roll when creating the illusion.	15 + S-P
Extreme	An illusion that can either be the total radius of the maximum range of this characters telepathy or an entire illusionary world that the targets are mentally placed in, These illusions are sometimes difficult to always see through however due to their size, if a character starts to see that something is amiss they can roll against the illusion using willpower, wisdom, or even intelligence.	25 + S-P

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

8) [Ability] Memory editor :

- Upon rolling 20 + with S-P the user of this ability can edit the memories of 1 target.
- This ability is tactile only therefore the user must be touching the target to activate this perk.
- Rolling a 20+ with S-P can : add memories, fabricate memories, suppress memories.
- Rolling a 25+ with S-P can : erase a memory, add a detail to all similar memories.

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

9) [Ability] : Brainwashing

- User must roll 20+ with S-P to take control of a target's mind.
- Target must roll willpower against this ability to resist being controlled.
- If controlled, the target can break free if they take total damage equivalent to that of the number this character rolled to brainwash them.
- Whilst under control the target will do as this character says, however, they can be broken out if others use telepathy or willpower, knock them unconscious, or can use the targets fears or obsessions against them to lower the requirement to roll willpower to break free from the mind control.
- Rolling willpower to get out of mind control is only possible before the brainwashing is complete or if the target is affected by the situations stated above.
- Player can still play as the brainwashed character, however they must obey the telepath who controls them.
- If the victim succeeds against the user, this ability cannot be used on them again for 24 hours.

[Buff] Increase range by +20m, and increase amount of people / creature the user can mental link with by 1.

10) [Mutation] Technopathy :

- Users powers now work through and affect technology.
- Any and all abilities this character has now work through technology and electronic items.
- User no longer can read minds, however, they can easily listen and see through any and all technology within range, as well as affect those with cybernetics.
- User cannot make technology move on its own unless it has parts that can move.
- Range of this power becomes 10x what it was originally.

[Evolution] Telepathic projection :

- User can roll 15+ to telepathically project themselves outside of their body.
- An ability that can allow a person to telepathically project themselves out of their body and either go into another's mind, dreams, mindscape, possess them or even just freely move around disembodied.
- Targets must either be willing or fail a willpower roll against this character to be affected by this perks potential affects.
- Whilst possessing the target, this classes as being in contact which means they can use any abilities that require "tactile contact".
- Whilst possessing a target this character rolls advantage when using any telepathy based abilities on the current possessed.
- Whilst projected, the user is invisible to those who ; aren't telepathic, can't use instinctive will, or even aura sense. This means the user is also intangible to all things except animite damage, psychic damage, or willpower imbued attacks.

Copying

Powers:

- upon tactile contact the user must roll 10 or above with S-P To copy the power of the person the user touched.
- The user can use all facets of the powers they've copied.

Weaknesses:

- User can only copy the superpowers, meaning the abilities of the affected; Superhumans, Anomalies, Omegans and husks.
- User only copies one power from an anomaly at a time.
- User must touch the people who they're copying powers from with their hands.
- User can only use one power at a time.
- If nullified, the user loses all powers in the users' copying stockpile.

Limitations:

- maximum powers that can be copied at a time is 2.
- Once Powers are copied the user must roll 1d6 for how many rotations/ minutes the user has the copied powers.
- Whilst the user does gain the powers equal to the level of targets' power levels, the user cannot add the targets boons or core improvements, meaning the powers are only as powerful as they were made through power levels and unique attributes.
- User does not gain any racial features or abilities from those they copied the powers from.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Stacked usage
 - Every power this character has copied can be used all at once to deal an attack or use a combined ability.
 - This will reduce all powers time limits immediately after.
 - The damages are all combines but must be based on melee or ranged. (if the melee based powers increase different stats, user must chose which stat they are attacking with).
 - If the user combines all abilities instead of attack, this lasts for 1 rotation.
 - User requires to roll 20+ to activate this ability.
- 4) [Ability] Time limit for copying increased by 1 dice up
[Buff] Stock for copied powers increase by +1
- 5) [Ability] Time limit for copying increased by 1 dice up
[Buff] Stock for copied powers increase by +1

6) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

7) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

8) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

9) [Ability] Time limit for copying increased by 2 dice up

[Buff] Stock for copied powers increase by +2

10) [Mutation] Ability observation

- User can now copy any powers so long as they have seen them use those powers, instead of touching the target to copy their powers.
- To copy powers through sight the user must roll 15+.
- User can also copy abilities and techniques from trades, proficiencies or even signatures and use them after rolling 20+ with S-P up to 1 minute/ 1 in-combat rotation after user seeing it's use.
- Copied abilities, trades, and signatures can be used and accessed permanently after copying including signatures and SPMA's, however if they require a stockpile, item/weapon, or even another ability to be activated first, the user cannot access these observed techniques without them.
- If the user fails the S-P roll required for this ability they cannot copy the ability technique or signature again unless the user sees it again.
- The amount of times the user can use the copied techniques (etc.) is based on how many times the technique itself can be used ; per day, long rest or short rest.
- The amount of observed abilities the user can have is based on the amount of powers this character can copy x2.
- Note: the user can learn and use SPMA's outside of their observation stockpile, and even use them without needing to have a power copied once they've learnt it, so long as they have access to whatever the technique requires (this includes stockpiles, items/weapons, or other abilities/ affects to be active beforehand that aren't just the power they're based on)

[Evolution] personal favourite :

- Upon this character copying a power the user now has unlimited time on that power, these are called "favourites" or "favourite power(s)"
- If user copies the powers of someone who has more than 1 power, the user can then choose which one they will favourite.
- If the user rolls 25+ S-P they can choose which one of the powers they have currently in their copied stockpile. (user cannot change their favourite without copying new powers or the previous powers again.)
- Chosen favourite power will stay the favourite until the user rolls 25+ S-P to choose another when copying.
- If nullified favourite powers are also removed.

- The user can have the same amount of “favourites” as $\frac{1}{4}$ the amount of separate power this character can currently copy at a time. (1 favourite is granted minimum).

Emotional empowerment

Powers :

- Player must choose one key emotion that is affected by this power.
- Whenever the user is feeling their key emotion the user rolls 1d10 for their stockpile.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to Str,Dex Con, (for one rotation / minute)
 - 4-5 : +1 to Str,Dex Con, (for 2 rotations / minutes)
 - 6-7: +2 to Str,Dex Con, (for 3 rotations / minutes)
 - 8-9 : +2 to Str,Dex Con, (for 4 rotations / minutes)
 - 10 : +3 to Str,Dex Con, (for 5 rotations / minutes)
- A player can stockpile by holding off using their powers for a turn and adding their next D100 roll to the first one. A player can only start charging for stockpile when their power form has run out.
- Str bonus counts as Super Str, whilst transformed.
- Note: whatever the modification that is granted, equals to the amount any other power the user has is buffed by, as it increases; damage dice, flight height, move speed increases, damage resistance dice, healing dice, and emission / manipulation range.

Weaknesses:

- Roll willpower, if under 15 the user attacks the closest person / object to them (friend or foe).
- If forcibly de-transformed, the users stockpile is emptied to 0.
- Each turn the stockpile goes down so do all the stats affected.

Limitations:

- Stockpile can go no further than 10.
- Core improvements cannot increase the affect the stockpile has on SP stats.
- Cannot add to stockpile while user is in rage mode transformation.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Ever growing emotion :
 - User can increase their stockpile whilst in the Empowerment mode.
 - 1 in the stockpile now also grants +1 to all affected stats.
- 4) [Ability] Ignorant feeling :
 - Upon transforming, for 1d4 minutes / in-combat rotations the user takes half incoming damage.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

5) [Ability] Outburst:

- When transforming the user can decide to generate a shockwave of pure pressure that deal's 1d12 impact damage within a 4m radius of this character.
- The radius increases by 2m for every buff taken with this power.
- Upon this being activated, those within the radius must roll Dex, or Str, if they fail, those within go prone, if they fail with 2 or more increments less than the user's SP roll, they are knocked back a distance equal to the radius.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

6) [Ability] Emotional armour :

- user gains physical defence for every point inside their stockpile whilst in their empowerment mode.
- user can choose 1 other type of damage they gain this resistance to, however, once chosen the user cannot change this.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

7) [Ability] Mindless state :

- Roll 15+ with S-P to activate or 10+ with S-P whilst in empowerment mode.
- Whilst in Mindless State mode, user is immune to telepathy, however, must roll willpower at the beginning of each of their turn, or else they will attack the closest being to this character, regardless of friend or foe.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

8) [Ability] Acceptance :

- User can decide to use up 5 points from their stockpile to automatically succeed and action / reaction after the fact.
- Upon using this ability on their turn the user does not use an action, but cannot use this for attacks.
- When used as a reaction this ability does not stop the opponent from doing what they intended, however, this character does successfully land an attack of their own even if this character is rendered unconscious by the action they are reacting against.
- Upon using this ability the user cannot gain points into their stockpile during their turn they activated this ability on, or during the event they used this ability to react to.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

9) [Ability] Outrage :

- User must roll 20+ with s-p to activate this ability.
- For every living / active creature/ participant in combat the user must attack a creature / combat participant that many times.
- During this ability the user attacks until the amount of attacks have been all used up, or they themselves are unconscious.
- The user will attack a new opponent after each attack, within their movespeed, if there is no one else they will continue to roll for attacks against the one enemy.
- At the end of this ability the user loses all but 1 point in their stockpile, and this ability cannot be used again for 24 hours.

[Buff] For every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

10) [Mutation] Vice or virtue empowerment :

- With this mutation the power makes a stockpile for empowerment based on either the current vice or virtue the character has. Whenever the character does anything related to said vice / virtue, they build up their stockpile, in other words whenever they do any of the previously mentioned actions they roll a D20 to add to their stockpile.
- User choose 1 damage type that they gain +1 point of damage resistance for every point in their stockpile whilst in their Empowerment mode. (The damage types are ; Physical, fire, energy, dark, lightning, poison, sonic, or cryo. Once chosen the user cannot choose another).
- User also rolls 1d10 for every time someone gives into the similar vice or virtue this character has.
- Max stockpile is increased by 10 points.

[Evolution] Explosive Emotion :

- Reactional transformation, user rolls 1d10x3 and immediately transforms into their Empowered mode, this is considered as a free turn if the user wishes to use it during their turn.
- Roll requirement for this is 20+ with SP.
- Cannot use this ability if the stockpile is max.
- Can use this ability without rolling SP once per long rest.
- Max stockpile is increased by 10 points.
- If you user has the perk "ignorant feeling" the user multiplies the time limit dice by 3 upon transforming with Explosive Emotion.
- If you user has the perk "outburst" the user can multiply the outburst damage by 3 upon transforming with Explosive Emotion.

Kinetic empowerment

Powers :

- User with this ability are no longer affected by forms of blunt weapons, blunt attacks or even shockwave/impact attacks anything that is not an element of form or anything that has not got any ability of cutting will not affect this user any form of blunt force or trauma that should've been created as a form of damage will be absorbed into this characters stockpile.
- Once stored, the kinetic energy will be able to deal damage up expulsion, any amount within the stockpile not large enough for it's own dice just add damage modification equal to whatever is in the stockpile at the time.
- (original powers damage example: 2= +2, 4= +d4, 5= +d4+1, 6= d6, etc.
- buff examples.
- 20 = 2D10 (1 buff)
- 22 = 2D10 +2 (2 buffs)
- 24 = 2D12 (3 buffs)
- 26 = 2D12 + 2 (4buffs)
- 28 = 2D12 + 4 (5 buffs)
- 30 = 3D10 (6 buffs)

Weaknesses:

- User is only immune to blunt and impact damage, and therefore are not immune to bladed attacks or elemental damage.

Limitations:

- User cannot absorb energy from the damage they take from other types of attacks.
- When user gains a martial art, weapon or fighting proficiency like brawler that increases damage, the user can add their melee dice to their power damage dice.
- Core improvements cannot increase the affect the stockpile has on SP stats or damage output.
- User starts with a maximum stockpile of 18.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Stockpile management :
 - User can now choose how much of their stockpile they use whenever attacking with the kinetic expulsion.
- 4) [Ability] Every little helps :
 - passive absorption, roll 1d4 x 1d4 when doing basic movements to add to the stockpile, as well as adding impact damage from melee attacks, this character deals.

[Buff] Increase maximum limit to the stockpile by 2 points.
- 5) [Ability] Ranged shock expulsion :
 - User can blast out their stockpile damage using 15+, range with this power is up to 10m +10m for every buff the user takes with this power. (B)

[Buff] Increase maximum limit to the stockpile by 2 points.

6) [Ability] reverberation:

- Roll 15 or above with S-P when being attacked to deal the exact amount of damage this character should of taken. This ability only works against physical damage and not elemental, or sneak attacks.

[Buff] Increase maximum limit to the stockpile by 2 points.

7) [Ability] kinetic imprint

- User can imbue objects with points from their stockpile using 15+ with S-P.
- When an object touches something else after initial imbue the damage dealt is equal to the amount imbued and the radius of the shock wave is 1m for every point of damage imbued inside.

[Buff] Increase maximum limit to the stockpile by 2 points.

8) [Ability] full body usage:

- Thanks to this ability the user can now blast impact from any part of their body.

[Buff] Increase maximum limit to the stockpile by 2 points.

9) [Ability] Kinetic skin :

- Whatever the amount is in this characters stockpile is also their total physical defences, this includes bladed and piercing damage.
- If the attacks that are bladed or piercing dont break through the damage resistance then the total damage is absorbed into this characters stockpile.(As long as they don't have a full stockpile).

[Buff] Increase maximum limit to the stockpile by 2 points, user can also add their melee damage roll to the shock expulsion damage roll.

10) [Mutation] Kinetic mode

- User gains a mode where the user gains +1 SpStr, SpCon, and SpDex whilst at least 1 point is inside the users stockpile.
- For every 10 points the user has in their stockpile the user gains an extra +3 to the aforementioned user stats. (this can go no further than +10 on super stats)
- Whilst in this mode user loses no stockpile whenever blasting out impact using this power.
- User loses 5 points of their stockpile each rotation or minute.

[Evolution] Shock build up

- User's stockpile becomes 10x larger.
- User cannot deal anymore damage through dice, however, the user can add some more of their stockpile as damage modification.
- When the user adds stockpile damage modification the user takes that damage they chose as recoil as well, this damage ignore the user immunity and cannot be absorbed.

Photonic Empowerment

Powers:

- Whenever in a place of light the user can roll S-P and if 10 or above they can roll 1d10 to absorb the light around them, and add it to their stockpile.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to Str,Dex Con, (for one turn)
 - 4-5 : +1 to Str,Dex Con, (for 2 turns)
 - 6-7 : +2 to Str,Dex Con, (for 3 turns)
 - 8-9 : +2 to Str,Dex Con, (for 4 turns)
 - 10 : +3 to Str,Dex Con, (for 5 turns)
- Str bonus counts as Super Str, whilst transformed.
- If the user is hit by lightning, fire or light energy, the user gets to roll advantage on stockpile if they succeed with S-P

Weaknesses:

- Cannot gain power in the dark, or in dim areas.
- If forcibly de-transformed, the users stockpile is emptied to 0.

Limitations:

- The stockpile can go no further than 10.
- Cannot add to stockpile while user is in Sun-powered mode transformation.
- Core improvements cannot increase the affect the stockpile has on SP stats.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
 - 2) S-P +1
 - 3) Passive absorption :
 - User no longer has to roll S-P to absorb light into this powers stockpile.
 - User can just roll the d10 whenever they can absorb light.
 - 4) [Ability] Stockpile stacking :
 - User of this ability can keep absorbing light to add to their stockpile, whilst also in their light empowered mode.
- [Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

5) [Ability] living light source :

- User can manipulate the light energy from their stockpile in 3 different ways, each ability uses up 1 point, whilst using any of these abilities the user cannot absorb light into their stockpile.
- User can generate light from their entire body that covers a radius of up to 10m that lasts up to 10 minutes.
- User can create a flash of light using S-P roll of 10+, anyone within 16m of the user and looking in this characters direction must roll Wis on Endurance and beat this characters S-P roll, otherwise they will become blind for 1d4 minutes.
- User can blast a light beam that deals 1d10 of energy damage and can reach a distance of 20m.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

6) [Ability] Light powered flesh :

- Whilst in light powered mode this character has a physical and energy defences of +1 for every point inside their stockpile.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

7) [Ability] Body of the light :

- Whilst in light powered mode this character has an energy defences of +2 for every point inside their stockpile.

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

8) [Ability] Energy management :

- Upon an S-P roll of 15+, the user of this ability can amplify attacks or even other abilities by sacrificing points from the stockpile.
- 2 points for each damage increase (by 1 dice up)
- 1 point for every range increase (10m)

[Buff] Increase maximum stockpile by 2 points, this increase the maximum buff and turns by +1.

9) [Ability] High Time :

- Once a day the user of this ability can activate a high powered mode where the user deals double damage and has an added physical and light energy damage resistance of +2 for every point in the stockpile. This mode only last 1 minute and empties their stockpile.

[Buff] For every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every 1 point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

10) [Mutation] Child of sunlight

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if user has the perk).
- User now no longer can absorb any other type of light other than sunlight or the power/light from solar energy.
- User no longer has a time limit and is always in their sun light empowered mode (as long as they have energy in their stockpile).
- Every usage of power uses up 1 point of their stockpile.(Super Str, Super Dex actions / reactions, as well as any activational perks / abilities).
- Gains a fire and energy damage resistance equivalent to +1 for every 1 point the user can have in their stockpile, and can even absorb the potential fire and light based energy damage into their stockpile.
- If the user has chosen the ability "stockpile stacking" they are given the ability to choose when they are in their sunlight form rather than always being in it and can transform back without the requirement of rolls or usage of their stockpile.
- If the user has chosen the ability "Living light source" the light damage now counts as solar damage (energy+fire) meaning that if anyone/ anything hit by this will take full damage of whatever is rolled if the target does not have a resistance to both damage types.

[Evolution] Essence of light

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if the user has the perks).
- User can activate an ability, with 20+ on super power, that will make the user glow for 1 minute.
- After the minute is up the user rolls 1d10 for every 1 point inside their stockpile to deal an area of effect energy explosion that will reach 1m for every 1 point inside of the stockpile upon activation.
- After the explosion the user of this power loses the use of this ability (Essence of light) for the amount of hours equal to the amount of points used in the explosion, as well as losing the use of this power (Photonic empowerment) for the amount of minutes equal to the amount of points that was used for this explosion.
- The extra 10 points granted do not increase the amount of SP stats that are affected, as the character is still limited by how many buffs they took, however they will have more time.

Absorption empowerment

Powers:

- The user of this power can absorb physical objects, and turn it into power for the stockpile using 1d10.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
 - 1 : continue to stockpile
 - 2-3 : +1 to Str,Dex Con, (for one turn)
 - 4-5 : +1 to Str,Dex Con, (for 2 turns)
 - 6-7: +2 to Str,Dex Con, (for 3 turns)
 - 8-9: +2 to Str,Dex Con, (for 4 turns)
 - 10 : +3 to Str,Dex Con, (for 5 turns)
- Str bonus counts as Super Str, whilst transformed.

Weaknesses:

- Can only absorb power through hands.
- Cannot absorb air.
- If forcibly de-transformed, the users stockpile is emptied to 0.

Limitations:

- Stockpile can go no further than 10.
- Cannot add to stockpile while user is in power mode transformation.
- When absorbing an item the area that can be absorbed is 1m.
- Power is tactile.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Reactive Absorption
 - Roll S-P And match or get above the opponents roll to absorb the opponents damage into the stockpile.
 - Can only be elemental attacks.
 - Whatever the damage of the elemental attack was x2 and add it to the stockpile.
- 4) [Ability] Glutton (Stockpile stacking) :
 - User of this ability can keep absorbing to add to their stockpile, whilst also in their empowered mode.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

- 5) [Ability] Mass Absorption (Defense and weight increases based on stockpile) :
 - When in empowerment mode, whatever was / is currently in the stockpile is this character's physical damage resistance.
 - For each point in their stockpile whilst in empowerment mode, every point in the stockpile increases this characters' body weight by 10lbs.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

6) [Ability] Stockpile Recall :

- Whatever was the most recent thing absorbed by this character is the damage type this character is able to shoot out as a beam that has a range of 10m.
- If the user absorbed an elemental damage type then the beam will be that damage type, however, if the user absorbed physical objects or health from a creature the damage counts as an impact blast.
- Damage is 1d10.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

7) [Ability] Elemental Assimilation :

- If the user of this power absorbs elements, they are granted elemental damage resistance equal to the amount of points in their stockpile whilst in empowerment mode.
- The resistance is based on the most recent elemental damage absorbed, and does not work with physical damage.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

8) [Ability] Grand Scale Absorption :

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[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

9) [Ability] Singularity Mode :

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[Buff] D10x2 for stockpile when absorbing, for every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every 1 point in the stockpile this characters empowerment transformation lasts 1 turn/ minute.

10) [Mutation] Gift :

- User gains 10 extra points to maximum stockpile. (this only increases time limit and physical defence, if user has the perk).
- Upon tactile contact, the user of this power can give others some of their stockpile, which can affect them in the same ways it affects this character. (maximum amount possible to give is 10 points).
- Users' time limit, buffs, and even abilities are based off this characters when given to others and even stacks with their powers (all super stats cap at +10, so damage output with SpDex and SpStr are increased by 1 dice up per increase that would be given normally).

[Evolution] Total Recall :

- Area of effect dealing 1d10 per point in stock, damage type is the most recent element absorbed, this perk also grants 10 points to max stockpile.
- The radius of the blast is 1m per point used to power the explosion.
- After the explosion the user of this power loses the use of this ability (Total recall) for the amount of hours equal to the amount of points used in the explosion, as well as losing the use of this power (Absorption empowerment) for the amount of minutes equal to the amount of points that was used for this explosion.
- The extra 10 points granted do not increase the amount of SP stats that are affected, as the character is still limited by how many buffs they took, however they will have more time.

Healing factor

Powers:

- Immunity to Bleed Ailment.
- Starts with +1 to Endurance, Survival, and metabolism.
- Secondary healing : Roll 10 or above to then roll 1d8 to heal health points.
- Prime healing : Roll 15 or above to roll 1d10 to heal health points and remove 1 status ailment/ injury, (If user wants to regrow 1 limb or organ, user must use up 2 ailment/ injury removals at once).
- if Natural 20, 2x whatever the end result of the dice roll for health points.

Weaknesses :

- Whatever body part of the users' is covered in or submerged in a substance that is dealing continuous damage (example ; on fire, in acid, etc.) the user must roll disadvantage to heal that body part or when healing that body whilst still taking the continuous damage.
- Cannot heal the damage from an attack that is still affecting the user, (example; impaled by a spear and the spear is still stuck in the user).

Limitations:

- Once the user heals, the user ends their turn, (cannot attack and heal in the same turn).
- Cannot regrow limbs.
- Cannot create missing organs.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Passive regeneration :
 - User can use 1 action to heal half of their secondary healing maximum healing capacity.
 - This ability does not require an S-P to activate, however, it does end the users turn.
 - This ability can be activated whilst the user is unconscious/ asleep.
 - Whilst in a continuous damage substance this ability cannot be used until this character is removed from said substance.
- 4) [Ability] Flesh correction :
 - This ability can allow the user to regrow limbs / organs using 2 ailment/injury cures when healing.
 - User must achieve 2 ailment removals in 1 S-P roll to regenerate missing limb or organ.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than prime healing requirement.

5) [Ability] Cure Ailment:

- With this ability the user can remove ailments with lower rolls at the expense of gaining back health points.
- Roll 10+ to remove 1 ailment.
- Roll 15 + to remove up to 2 ailments.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

6) [Ability] Living wall :

- User rolls S-P to reactively heal at the same time as this character takes damage.
- Users must achieve an S-P roll equal to or higher than the attacker's roll to enable this character to heal.
- The amount healed is equal to the amount of damage dealt by the attack, if the amount is more than this character can heal then they heal as much as their maximum healing dice.
- If the user rolls 5 or above higher than the attacker this character can counter attack, so long as they either have a ranged attack or are able to get to the target within their move speed.
- Users of this ability can use this against environmental or other continuous damage, however, they must roll 15+ each time they are supposed to take damage.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

7) [Ability] Combat-ready healing

- User can now roll to heal themselves without taking both actions or ending their turn.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

8) [Ability] Full regeneration :

- Once a day if the user gets a 25+ on using S-P , this character fully heals including all ailments, and injuries. Can only work if the user is conscious.
- Whenever the user gets a natural 20 using S-P, using healing abilities the user can either gain maximum health that this user can heal, or heal all ailments and or injuries.

[Buff] Both types of healing dice increase by 1 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed)

9) [Ability] Regenerative resurrection :

- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single short rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- If the users body is destroyed or nullified before they resurrect, the user of this power dies indefinitely.

[Buff] Both types of healing dice increase by 2 dice up. Can remove 1 more ailment if roll is 1 higher than new prime healing requirement.(if previously buffed).

10) [Mutation] Personal Biomass manipulation :

- User can manipulate their entire body ; muscles, bones, organs, however they want.
- Manipulation can be of anything physical like ; Str, Dex, Con, health.
- User can even manipulate their own cells, flesh and blood remotely from even outside their body.
- User can increase physical stats as if they are super stats, however, each +1 you add, is taken away from the S-P modifier this character has, this means there can only be a finite amount the stats can be increased by.
- User can also add their maximum heal rate as auxiliary health, which means the user has more health but cannot heal until all the auxiliary health and some of their original health is depleted.
- There are many other possibilities, however they are limited to only the users physiological form, each ability the user grants their body requires a higher roll for each ability granted. (example; 2 abilities = roll S-P of 20+).
- User can even make clones, clones will have the same stats and abilities as this character, however their max health is determined by the users healing dice roll.

[Evolution] Nigh unkillable :

- Upon the user 's health going to 0 or less, or even taking an injury that should be lethal, the user can roll an S-P of 15+ to stay conscious or ignore fatal moments despite the user's health being in minus numbers or them having said injuries.If the user's health goes to or past minus the maximum health value the character has, the user becomes unconscious or dead.
- Whenever the user rolls a requirement higher than any healing ability the user can heal themselves for their "Passive healing" amount on top.
- User can use any of their abilities even whilst unconscious, however, all requirements are a requirement higher. (example : 20+ = 25+).
- User also gains the ability "Regenerative Resurrection", if the user has this perk already, they now have the ability to try to resurrect twice in 1 day.
- User has immunity to decay.

Dermal armour

Powers:

- Roll 10 or above to then roll 1d6 + 2 to have Physical resistance.
- Roll 15 or above to roll 1d8 +2 to have physical resistance, (if Natural 20, the resistance is maximum without needing to roll the dice).
- When the power is active the user gets a +3 Super Con modifier.

Weaknesses:

- Has no inherent ranged capabilities.
- Dermal armour and SpCon does not protect this character internally.

Limitations:

- Whatever the number was rolled on dermal armour is how many separate hit the user can take before having the armour broken.
- Does not have elemental resistances.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Hard hitting :
 - Whatever the modifier is for dermal armour resistance dice is supposed to be the modifier for hand to hand damage (unarmed attacks).
 - Example : user usually rolls d6+2 to make their dermal amour, so the user adds +2 to unarmed attacks.
- 4) [Ability] Fire Res
 - User can now roll S-P to turn their skin resistant to fire and extreme heat.
 - Fire damage resistance is equal to whatever the user rolls for physical resistance.
 - User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

5) [Ability] Lightning res

- User can now roll S-P to turn their skin resistant to lightning.
- Lightning damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

6) [Ability] Cryogenic Res

- User can now roll S-P to turn their skin resistant to the cold.
- Cryo damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

7) [Ability] Energy Res

- User can now roll S-P to turn their skin resistant to light energy.
- Energy damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

8) [Ability] Corrosive Res

- User can now roll S-P to turn their skin resistant to corrosive substances.
- Corrosive damage resistance is equal to whatever the user rolls for physical resistance.
- User cannot add any other resistance modes with this mode.

[Buff] Both Damage resistance dice increase by 1 dice up, both types of modifiers increase by +1 each.

9) [Ability] Heavy Defences mode :

- Can increase armour by up to 4x its original defence rating, however, whatever multiplier of the defence is also the amount this characters speed is divided by.
- Or the user can make themselves resistant to either 2 elements or an element and physical damage.
- Roll requirement for 2x is an S-P roll of 20+.
- Roll requirement for 3x is an S-P roll of 25+.
- Roll requirement for 4x is an S-P roll of 26+.

[Buff] Both Damage resistance dice increase by 2 dice up, both types of modifiers increase by +2 each.

10) [Mutation] Indestructible :

- Whatever this characters max Defense rating could be is now a passive defense that the user no longer has to roll to activate.
- This character also now has Extra SpCon if the user took any buffs increase this by +1 for each added. (+2 if the player took the level 9 buff)
- If this user has any elemental resistances these are also now passive.
- Any non-super power melee attacks deal 0 damage unless they are imbued with willpower or elemental damage.

[Evolution] Elemental mode :

- This grants the user the ability to turn their armour into blades and or spikes allowing the user to deal blade or pierce damage.
- This ability also grants the user the ability to turn their dermal armour into elemental mode that deal passive elemental damage type depending on what elemental resistant modes they have.

Adaptability

Powers:

- Roll S-P and adapt to the current environment.
- If S-P is 10 or above, add +1 to 3 stats that are required in that environment.
- If S-P is Nat 20, add +2 to 3 stats that are required in that environment.
- The stats that can be modified are ; Str, Dex, Con, Wis, Int, Cha, Weight, movement speed, Vitality.
- No time limit on the adaption.

Weaknesses:

- Power Forcibly turns off when out of the previous environment they adapted to.
- Maximum modifiers stats can get up to is +6 (without being Super stats)

Limitations:

- Can only adapt to environments, not attackers.
- Increased stats are not counted as super stats (Sp Str, Sp De, etc.)
- This doesn't work on social environment.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Environmental transition
 - User can roll reactively, when they are moved out of the environment they previously adapted to, to adapt to the new environment.
 - Can have water breathing.
- 4) [Ability] Tricky target :
 - Upon adapting, the user can make themselves have one of these three bonuses each time: cling to any surface, float on the surface of any liquid, and or become slippery.
 - slipperiness grants disadvantages to those who try to grapple this character and advantage to this character when trying to escape grapples.
 - The user rolls S-P in order to remain clinging to a surface, if a force is acting against them, which would detach the user from said surface. The S-P roll competes with the force acting against this power's user.

[Buff] increase the modifier to affected stats by +1 each.

5) [Ability] Who needs it :

- User can adapt to remove the need for oxygen, food, or water, each time they adapt.

[Buff] increase the modifier to affected stats by +1 each.

6) [Ability] Old skin :

- User can keep their adaptations to the previous environment, if they choose.

[Buff] increase the modifier to affected stats by +1 each.

7) [Ability] Extreme adaptation :

- Roll 15 + to grant this character a +10 damage resistance to 1 damage type, this lasts as long as the adaptation mode lasts.

[Buff] increase the modifier to affected stats by +1 each.

8) [Ability] Adaptation combat :

- The user of this power to, once landing an attack and having an attack landed on them by the same opponent, increase one of their stats/ proficiency modifiers to the exact same as said opponent for the duration of their conflict.
- This will only work for stats/ proficiencies that are accessible to this character, which means powers or even weapons that this character does not have access to, is immune to this ability.

[Buff] increase the modifier to affected stats by +1 each.

9) [Ability] Suped-up :

- Every stat buff is now considered as a super Stat, if the user makes their Dex or Str increased as super, the damage of melee attacks are increased by 1 dice for every +1.

[Buff] increase the modifier to affected stats by +2 each.

10) [Mutation] subject assimilation :

- User can now become whatever element they are touching, via either rolling 10+ S-P for partial or 15+ S-P for full body.
- User gains different bonuses based on what type of matter they assimilated :
- Solid : user gains physical resistance of +6, with an additional +2 for every buff taken, along with this, half of the resistance is added to unarmed melee attacks. User takes 1.5x damage to 1 elemental damage type based on the material the user assimilated (example; wood has a weakness to fire).
- Liquid : user gains physical and spatial immunity, the user may also be immune to an elemental damage type of the liquid deals it (example; acid deals corrosive damage). Damage is based on D8 +1 dice up for every buff taken with this power.
- Plasma : user gains immunity to physical and spatial, as well as immunity to whatever plasma the user assimilated to, user gains an elemental weakness based on the element (example; water is the weakness for fire, rubber for lightning). Damage is based on D8 +1 dice up for every buff taken with this power.
- Assimilation does not count towards the users'

[Evolution] Targeted adaptation :

- Upon a roll of 20+ with S-P the user can adapt to specific situations, items, or even opponents.
- This ability allows the user to switch between adaptations which mean the user no longer has to remove themselves from an environment before being able to change their adaptations.
- To activate this ability, the user must roll an S-P of 20+. This ability allows the user to adapt to one creature/character at a time. This process takes 1D4 +1 turns from this ability's activation. Once this process has completed, the user of this ability gains physical stats equivalent to their enemies and resistances equal to their opponent's maximum damage outputs, including those of weapons and powers. Even abilities such as pocket dimensions will be unable to restrain the user of the power in this state, as they will adapt the ability to escape it. This power can also adapt to become immune to abilities such as those of telepathy, providing this power's user is aware of all of said telepathy user's telepathy abilities. Once this ability is active, the user loses their environmental bonuses and will lose this ability's powers if they activate their environmental bonuses.
- Resistances to enemy damages and adaptations to enemy stats may only become active if the user of this power is aware of those. For example, a user of this power can't become immune to their opponent's lightning powers, if they did not know that their opponent possessed them. As well this, the user of this power can only adapt to one being at a time, and therefore must choose one opponent when activating this ability.

Intangibility

Powers:

- Roll 10 or above S-P to make a specific part of the users body intangible to physical objects.
- Roll 15 or above S-P to turn fully intangible or even choose to make as much their body is intangible.
- The transformation has unlimited time.
- If inside an object or being whilst in this form, the user will pop out of the object in the direction they were closest, when this happens the user rolls their move speed. (This is increased when buffed)

Weaknesses:

- User is not intangible to Spatial damage, animite damage, or nullification weapons.
- Whilst intangible the user cant see, hear, or breath and must rely on endurance roll otherwise they start taking 1d6 of damage each turn.
- User cannot physically interact with objects or beings whilst intangible and therefore cannot attack or deal damage to others whilst intangible.

Limitations:

- Can't harm others whilst intangible.
- User uncontrollably slips through the floor if the users entire body is intangible (including feet).

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Counter Phasing -

- User roll S-P to reactively become intangible before an attack hits them, if user is attacked and succeeds an S-P Roll by 5 points or above the opponents roll, this character is allowed a free attack.
- User can only do this if they were tangible before the attack.

4) [Ability] Phase cutting :

- User can user their powers to make melee attacks do spatial damage.
- The Spatial damage added is 1d8.

[Buff] Increase move speed whilst passing through objects by 2m.

5) [Ability] Intangibility Interplay :

- User rolls 15+ to grab an object whilst intangible to then make that intangible as well, even if object or part is a part of something else.
- Size of the object can be up to 1m.

[Buff] Increase move speed whilst passing through objects by 2m.

6) [Ability] violent Tangibility :

- If user becomes tangible whilst phased into an object or person, this character must roll S-P of 20+ to not be harmed and to deal damage to the object or being.
- Damage is considered as spatial and deals 2d8 minimum (damage is increased for every buff).
- If the roll is failed, the user of this power is dealt the damage instead, and if they fail a Con roll of 5 or less, this character is fused to the object.

[Buff] Increase move speed whilst passing through objects by 2m.

7) [Ability] Inner tangibility :

- User can make themselves intangible to things they've consumed/ swallowed, this even works on poisons and venoms. To activate this ability the user must roll 15+ with S-P.

[Buff] Increase move speed whilst passing through objects by 2m.

8) [Ability] Phase swimmer :

- Users "pop out" move speed can now be applied whilst moving through objects. This ability allows the user to move through any substance they are phasing through in any direction.

[Buff] Increase move speed whilst passing through objects by 2m.

9) [Ability] New occupation :

- User of this power no longer has to roll Con against suffocating , on top of this they can phase into other super beings pocket dimensions, (if they have them) as well as be immune to their effects (if the user wishes). This ability can also allow the user to access the power to phase into other universes, so long as they have blood transfused clothing on.

[Buff] Increase move speed whilst passing through objects by 4m.

10) [Mutation] : Selective tangibility : user can choose a substance they are intangible towards passively (constantly), this can be changed with a 15+ roll with S-P. This means whatever is chosen cannot harm this user, however it'll also slip past and through this character.

[Evolution] : Realities gift : user can grant intangibility to others temporarily whilst holding them as well as make objects intangible temporarily.



Projectile enhancement

Powers:

- When throwing an object , the user can roll S-P , if 10 or above, they get to roll 1d8 of damage.
- The objects that are thrown are considered to be almost as fast as a bullet.
- Damage that is dealt is adding 1D8 on top of throwing damage.

Weaknesses:

- Power cannot work without objects to throw.
- Can't use powers without arms/ hands.

Limitations:

- Range that object can be thrown is 40 M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Ricochet :

- If the user rolls 20 or above with S-P the projectile can bounce back at the original target and therefore they must roll to evade again.
- If the user wishes to, they can ricochet the projectile towards an opponent that is not directly in the users line of sight by rolling 15+ to bounce it off of an object.

4) [Ability] Archery enhancement :

- When using bows or slingshots the user of this power can add their power damage roll on top of the bows damage, so long as the user rolls 10+ with S-P and 10+ on firing their bow.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

5) [Ability] Curving projectiles :

- Any projectile imbued with this power will be able to curve round 1 corner , so long as ; the roll succeeds with an S-P of 15+ and the curve is no greater than 90 degree.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

6) [Ability] Boomerang :

- When rolling a 15+ with S-P the user can make the object they threw using this power to come back to them.
- The projectile will come back to the user without harming them so long as they roll a Dex roll of 15+.
- This ability will not be able to used with other projectile altering abilities without increasing the roll requirement.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

7) [Ability] Homing bullet :

- User rolls 20+ S-P before launching a projectile using this ability, upon success the opponent loses the modifier of their reaction roll equal to the users S-P modifier.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

8) [Ability] Firearm enhancement :

- User can add their powers damage dice to guns the user is wielding and firing.
- This ability so long as the user rolls at least 10+ with S-P.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

9) [Ability] Projectile hindrance :

- Upon successfully rolling S-P against an opponents projectiles immediately makes them lose momentum, or , if they are elemental, they dispel without hurting this character.

[Buff] Increase Damage dice by 2 up, increase range by 20M.

10) [Mutation] Projectile Manipulation :

- Any projectiles launched or fired, from or towards this character can be stopped and telekinetically manipulated by this character.

[Evolution] ultimate projectile :

- Whenever the user rolls 20+ the projectile deals 1.5x damage and 2x range , if they roll 25+ the projectile deals 2x damage and 3x range. If the user roll 30+ the projectile deal 4x damage and 10x range. (This applies to any and all previous abilities)

Energy beam emission

Powers:

- Upon Successful S-P roll (10 or above) the user can generate light in 3 different ways.
- 1) Basic light emission ; this allows the user to create light from their body enabling them and others around them to see in dark places.
- 2) Blinding light ; those in a 15M radius and looking in the direction of the user of this power have to beat the users S-P roll with their own Con/ endurance, otherwise they will be dazzled for 1d4 turns.
- 3) Light beam ; Roll 1d8 of light energy damage.
- The user of this power also has +8 energy resistance.

Weaknesses:

- Users light beams can be deflected by mirrors.

Limitations:

- Light beams can only reach 30M before becoming passive light.
- Passive light radius reaches 20 M around the user.
- User can only fire light beams out of hands.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a damage modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).

Blood transfusion (clothing / amour) :

- Item gains elemental resistance equal to the donors when the blood was taken.

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Light cutter
 - User can shoot beams that, if they choose, can cut through physical matter, the rol requirement is 15+ with S-P.
 - If used as an attack the damage from the beam deals energy/ pierce or energy/slash damage. d
- 4) [Ability] Light refracting skin
 - Upon rolling S-P 15+ the user can be able to generate light refraction around their skin becoming invisible.
 - Whilst invisible, attackers must rolls disadvantage against this user when trying to attack or see this character.
 - When trying to see this character, others must have an ability to see / sense : life forms, heat signatures, or even scent or sounds.
 - Each minute / rotation the user must roll 10+ with S-P to keep this ability working, if successful, this is counted as free action.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

5) [Ability] UV blacklight generation

- User can generate a fluorescent light that can enable those within the area of it to see almost invisible details / evidence.
- This ability requires 10+ with S-P and can even allow those who are invisible to be seen in this light.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

6) [Ability] Light charged :

- User can imbue objects with light temporarily using an S-P roll 15+.
- Area of light from these objects are 4m radius outside of the outline of the object.
- This ability lasts 1d4 hours.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

7) [Ability] Incendiary beam :

- User can set thing ablaze after hitting a target with a light beam when achieving 15+ S-P.
- Whilst on fire the environmental damage is a d8
- If a living target gets hit by this and takes more damage than their vitality they set ablaze for 1d4 of rotations / minutes.

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

8) [Ability] Flash bomb :

- User can create an area of light coming from them that can deal an area of affect dealing 1.5x damage and a radius of one half of this users range.
- Roll requirement is 20+ with S-P .

[Buff] Energy damage increase by 1 dice up, increases range by 10m.

9) [Ability] Incandescent Beam :

- User has the ability, once a day, to deal 2x energy damage with an energy attack after rolling 20+ with S-P.
- Range of this attack can be up to 10x that of the users original range.

[Buff] Energy damage increase by 2 dice up, increases range by 20m.

10) [Mutation] light energy manipulation

- User is able to manipulate light energy and can shape and form it however they like.
- User can even reactively manipulate other light energy from other sources, so long as its pure light and not lightning, fire, or light cross-bred with another elemental damage.

[Evolution] Radiant mode

- Roll S-P of 20+ to activate
- Roll S-P of 15+ each rotation to maintain
- Once the transformation has ended, this ability cannot be reactivated for the amount of time that it was active.
- Whilst transformed, user gains:
 - Energy damage x2
 - Energy damage immunity
 - The ability to move through their own energy beams
- A field (2m radius) around them, which deals half of the user's maximum energy damage, passively, to other objects/beings within it.



Sound Manipulation

Powers:

- User can amplify sounds to the point of weaponization.
- Users' bodies are immune to direct sonic damage.
- When amplifying a sound, roll 1d8 of sonic damage.

Weaknesses:

- User has to be touching / holding the thing that is making sounds that are being amplified, user can also amplify their own sounds.

Limitations:

- Use increases soundwaves by up to 30 m if something does not have a range or a preset range the range is increased to 30 m.
- User must either generate sounds from their own body to amplify, or amplify sounds from objects/people via successful S-P roll with **tactile contact**.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Sound Bites

- User can imbue an object with a sound that lasts up to 2 seconds, which can then loop for 1d4 minutes.
- The sound can be anything that has been made within the last minute.

4) [Ability] Echolocate:

- User may roll S-P of 10+ after generating a sound with these powers, to detect shapes and movement in the area which the sound travelled through (radius and height equivalent to half of the distance that the sound was effective for).

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

5) [Ability] Silence Manipulation:

- User may roll S-P of 15+ to create an area which nullifies sound around them, of diameter equal to their maximum range, its height is equivalent to half of the user's maximum range. In order to maintain this area of silence, the user must roll S-P of 10+ every minute/rotation. The user must remain in the silent area to maintain it.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

6) [Ability] Remote sound bites:

- User can decide whether or not sound bites activate immediately when creating them.
- User can remotely activate sound bites which they have laid down, within range equivalent to the maximum range of their sonic damage, with an S-P roll of 10+.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

7) [Ability] Manipulating music:

- User can now enhance their powers through the use of musical instruments, granting them the following abilities:

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

8) [Ability] Power of the beat:

- Upon striking a person, or object, with their fists or a melee weapon, the user may roll S-P of 10+ in order to add their sonic damage to the attack.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

9) [Ability] Amplification imbuelement:

- User can roll S-P of 20+ to imbue an object, which they are touching, with sonic amplification for 1D4 (+1 dice per buff) turns. If this object does not naturally deal sonic damage, then when it is used to generate sound (be it blowing through a horn or striking a hard surface with a tuning fork) it will generate sonic damage equal to the power that affected it.
- If this power is used on an object which already deals sonic damage, or is used to amplify the sonic damage of this power's user, then that damage becomes 1.5x, rather than adding more damage dice.

[Buff] Sonic damage increases by 2 dice up, increases range by 20m.

10) [Mutation] Vibrational Quake Creation:

- Instead of sonic damage, the user of this power now deals sonic/spatial/impact damage in the form of vibrations, which tear apart matter. These deal 10x durability damage.
- As a result, the user of this power now generates their damage type, rather than having to rely on amplifying sounds to do so.
- The range of this power becomes 10m +10m per buff on this power.
- The user of this power retains their sonic immunity and is not harmed by their own powers, but gain no new resistances/immunities.
- (Remote) Sound bites now act as landmines, which generate quakes equivalent to the user of this power's.
- Echolocate works the same way as it did prior to this mutation, but the user must now generate a quake in order to activate it.
- Silence manipulation can now be reactively used to nullify ranged impact, sonic or spatial damage. If the user of this power rolls 5+ above the attacker(s)' roll(s) then they may reflect the damage, while adding their own.
- Other perks work the same as they did prior to this mutation, but deal quake (sonic/spatial/impact) damage instead.

[Evolution] Sound vibration domination:

- The user of this power no longer has to be in tactile contact with an object/person in order to manipulate the sound which they are generating. The user of this power may now roll S-P of 15+ to manipulate any sound within their maximum sonic amplification range as a radius around themselves.
- If the user had the ability "Echolocate" the user can passively sense anything within their range that is making sounds.

Pyrokinesis

Powers:

- User can generate fire as well as manipulate existing fire.
- Roll 1d8 for fire damage.
- User has a fire resistance equal to this character's max fire damage output.

Weaknesses:

- Can't generate fire underwater or in low oxygen environments.
- In cold environments, the user rolls disadvantage with S-P

Limitations:

- Fire can be cast and manipulated at a range of up to 20 M.

Blood transfusion (weapons/ objects) :

- When blood transfused, the weapon deals half of the users maximum fire damage capability as a damage modifier. (The modifier is equal to half of the users fire damage capability from when they got the weapons made).
- When blood transfused the weapon also grants the user a 1.5x S-P modifier whenever using their powers with the weapon.

Blood transfusion (clothing / amour) :

- Item gains elemental resistance equal to the donors when the blood was taken.
- When blood transfused the item / clothing also grants the user a 1.5x S-P modifier whenever using their powers with the item / wearing the clothing or armour. (S-P modifier can't be buffed any higher than 1.5x. This means no matter how many blood transfusion items the user has, they will not stack their amplification).

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Flame Jet
 - User can create a continuous fire stream on a target using 15+ with S-P roll.
 - Whilst this attack continues on the target, each turn the opponent must roll to get out of the "flame jet" and beat this character's S-P roll.
 - Each rotation this character keeps a target in the flame jet, this character deals their fire damage plus the damage of the previous turn that was dealt to that target whilst being hit by "Flame Jet".

4) [Ability] Heat sense

- User can sense heat signatures, within a radius of their max range, upon rolling a 10+ with S-P.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

5) [Ability] Fire ball

- User creates a ball of fire that when landing on a target the fireball explodes, dealing an area of effect worth one half of the maximum range of this power as the diameter of the explosion.
- The damage dealt is 1.5x the user's damage output.
- User must roll 15+ S-P to use this ability.
- Can use this once per short rest.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

6) [Ability] Jet blast :

- Upon succeeding a fire attack with a 15+ with S-P the victim will be repelled backwards up to 10m distance. If they come in contact with any physical object before reaching the end of that distance, they take an extra amount of damage equivalent to half of the attack's damage as impact damage.
- User can also use this ability to strafe around or away using the ability, however, the distance they can travel per shot is equal to half of their range.
- If a user launches themselves towards something or someone that they will then deal a melee attack, this character adds 1D2 per +1 on their S-P as launch damage, therefore if they fail and get counter attacked it is dealt to them, or if succeeded it will be added when dealing damage to the target.
- This can be used reactively.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

7) [Ability] Gluttonous inferno :

- User add environmental fire damage to their own.
- To do so there must be a fire around near the user within range.
- The damage can only be added when the user of this ability not only takes the fire from the location it was originally but also rolls 15 + with S-P
- Environmental damage is determined by 1D4 , if the result is ;
 - 1) The damage is an extra D6
 - 2) The damage is an extra D8
 - 3) The damage is an extra D10
 - 4) The damage is an extra D12

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

8) [Ability] Pyrokinetic-combat :

- After taking this ability, the user has the ability to add pyrokinetic attacks with any and all attacks this user deals.
- To do so this character must roll 15+ with S-P alongside the other stats rolled to deal an attack (Str, Dex).
- Even if S-P fails the user can still land the hit as long as they beat the competing roll, the same goes with the fire damage from the pyrokinesis.

[Buff] Fire damage increased by 1 dice up, range increased by +10m.

9) [Ability] Blaze of glory :

- When the user is at less than one quarter of their maximum health, the user can access largely powerful fire attacks if the user achieves 20+ when rolling S-P.
- These attacks can deal 2x damage.
- This ability will no longer be able to be used when health is above the required amount, or if the user gets nullified, knocked out, or even if the user rolls a Natural 1 with S-P.

[Buff] Fire damage increased by 2 dice up, range increased by +20m.

10) [Mutation] Flame Dominion

- Upon taking this mutation, the user is immune to fire.
- User has the ability to roll advantage with S-P against other fire users.
- User with this power can also transform those who can turn into fire based modes back into their non power forms. (roll requirements are based on said transformations).
- User can control items whilst they are on fire as if the user is a telekinetic, when the objects are burnt up or no longer on fire the user loses control of them.

[Evolution] Temperature control

- User with this evolution have complete control of temperature itself, using their abilities to control fire and even making things colder.
- User can roll 15+ with S-P to cool things or creatures down and even deal cryo damage upon tactile contact, or anything within the user's range of the object they are touching.
- User can do the same with heating objects and creatures up.
- User can increase their fire or cryo damage by 1.5x whenever they roll S-P rolls of 20+.

Electrokinesis

Powers:

- User can generate and manipulate lightning.
- User can roll 1d8 of lightning damage.
- Lightning resistance equal to maximum lightning damage output.

Weaknesses:

- Users lightning cannot affect non-conductive objects, elements, or materials
- If user is bound in rubber, user cannot use powers.

Limitations:

- Lightning has the range of 20m.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Discharge:

- The user rolls S-P 15+ to start charging up electricity.
- Each turn the user charges they cannot attack, however this character rolls 1D4 to add to their charge.
- When the player chooses to use their powers for anything other than charging, they discharge all the amount of electricity they've stockpiled as a modifier of damage. (This includes whatever this character gets with damage dice).
- Maximum that can be charged is 12 extra points of damage.
- The discharge can be an area of effect and hits everything within a 25 M radius.
- This ability can only be used once a day.

4) [Ability] Power source

- User can power or charge electronic items / tech with this power.
- Roll requirement is 10+ with S-P, or to overcharge / destroy the electronics roll 25+.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

5) [Ability] Lightning weapons :

- User rolls 15+ to create a weapon made of lightning ,the weapons damage is a modifier equal to half the maximum damage this character deals in lightning damage dice.
- User has to roll S-P when in lightning mode and Dex or Str outside it when attacking with these weapons.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

6) [Ability] Chain lightning :

- User must roll S-P with 15+ when launching lightning at living creature or metal object.
- If there is a piece of metal or another living creature near the original target, lightning chains off in that direction to strike it.
- This deals the same damage as the previous hit, and the second target must be within the range of a quarter of the users lightning range.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

7) [Ability] Constant current :

- User rolls S-P of 15+ and lands a continuous lightning damage attack on a target.
- Whilst struck by this attack user rolls disadvantage against the user, but only after the initial attack has succeeded and continues.
- Each turn the user must roll S-P to continue this attack and achieve 15+.
- Damage dealt by this attack is equal to the users damage + the amount of damage they dealt the previous time the target took damage from this attack. (this only works if the target has been stuck in this attack for any more than a single rotation.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

8) [Ability] Power converter :

- User with this ability can reactively convert energy damage into lightning damage as well as send it back at the sender.
- User must roll S-P equal or higher than the attackers roll.
- If the user rolls 5+ higher than the opponents roll, the user can decide where to send the converted lightning.

[Buff] Lightning damage increase by 1 dice up, increase range by +10m.

9) [Ability] Super charged :

- User can roll Grapple rolls, or Knockout rolls with S-P advantage, or can add lightning damage to Str rolls with S-P advantage.
- User can roll acrobatics rolls, evasion rolls, or finesse rolls with S-P advantage or can convert lightning damage into physical on top of Dex attacks when using Dex with S-P advantage.
- User can increase their move speed by their electrokinetic range with an S-P roll of 20+ for d4 of minutes.

[Buff] Lightning damage increase by 2 dice up, increase range by +20m.

10) [Mutation] Electromagnetism

- Upon the user's lightning passing through metals the user can magnetically control said metals they struck with this power.
- User can make magnetized objects repel each other as well as attract each other upon concentration or rolling 1d4 (this can be buffed by 1 dice per buff taken).
- User can make objects bend, meld, and even reshape them entirely.
- User can float using two separate objects that the user is making repel each other, these two objects can be under the users control based on the users range.
- The strength of the magnetism is based on the user's S-P rolls and therefore is the str or weight roll requirement for others to resist.

[Evolution] Saint Elmo's Aura (Lightning damage stockpile armour)

- Upon a roll of 20+ with S-P the user can activate a lightning armour around their body which grants auxiliary health based on the amount of lightning damage it has absorbed.
- The user can add their own lightning damage, however, it is limited to the maximum amount they can deal.
- This ability has no limit as to how much lightning it can store and the user can even use the lightning stored up to increase attack.
- This armour also deals passive damage equal to half of the amount that is stored up to those who touch the user.
- This ability has to be rerolled after the stockpile goes to 0.

Poison generation

Powers:

- User can secrete poison from their skin, thanks to a successful S-P roll.
- Poison can do 1d8 of initial damage.
- User has poison resistance equal to their maximum damage output with poison, and cannot be affected by their own poisons.
- If the victims Con / survival roll is less than the users S-P they are poisoned for 1d6 turns. (this can be on top of a poison ailment if the victim of the poison failed against a survival check when damage goes beyond their vitality).

Weaknesses:

- If user is doused in water, poison will become unusable for that turn.
- If targets succeed against any poison abilities they become immune to those affects for 24 hours.

Limitations:

- Range of poison is only as far the user can throw or touch.
- Users range of the control of their own poison is based on tactile contact with the user.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

-

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Blood toxicity :
 - User's blood now deals half the maximum possible damage that can be dealt via their poison damage dice, towards any creatures that come into contact with it.
 - User requires no S-P roll for this, as it's passive.
 - If the user is nullified this characters' blood is still poisonous.
 - User can shoot poison off of their body up to 10m range +10m for every buff.
- 4) [Ability] Toxic breath :
 - User must roll either 15+ with S-P or 10+ with Con to breath poisonous gases.
 - This gas, when breathed in deals damage and doesn't dissipate from the area till 1d4 minutes / rotations.
 - Anyone within the area must roll endurance to hold their breath and succeed with a 15+, or leave the poisonous gas area.

[Buff] Poison damage increases by 1 dice up.

5) [Ability] Numbing sting :

- User must roll 15+ to generate poison or a substance that numbs the contacted areas, this means the target affected must roll with an additional demodifier on Str or Dex equal to the amount of 1d8 for 1d4 minutes / rotations.
- This ability does not stack , however, the time limit can be reset if the target is hit by this ability again. Target must succeed with a con roll of 15+.

[Buff] Poison damage increases by 1 dice up.

6) [Ability] Neurotoxin :

- Poison dealt with this ability gain the ability to make all wisdom based rolls disadvantage as long as the poison ailment lasts on a target. S-P roll requirement for this ability is 15+.
- Con roll requirement for targets to succeed against this ability is 15+.

[Buff] Poison damage increases by 1 dice up.

7) [Ability] Inebriant :

- User rolls 20+ to make an intoxicating substance that can make a target roll disadvantage on Int and Dex rolls for the time the ailment lasts. Target must roll 20+ to succeed against this poison.

[Buff] Poison damage increases by 1 dice up.

8) [Ability] Paralysing agent :

- User can create poison or substance that can paralyse any targets that come into contact with it. Paralysis lasts 1d4 turns, however, requires the user to roll 20+ S-P to create it and once the target gets over the paralysis this cannot work on them again for 24 hours.
- Targets require a 20+ roll for Con to succeed.

[Buff] Poison damage increases by 1 dice up.

9) [Ability] System shock :

- User creates such a powerful poison that if affects the target, the target will go into fatal moments.
- Requirement to create this poison is 25+ and if the target survives against or succeeds the con roll requirement of 20+, the target becomes immune to this poison for the next 24 hour.

[Buff] Poison damage increases by 2 dice up.

10) [Mutation] Poison manipulation :

- User can manipulate poisonous substances with needing to touch them, as well as being able to control poison ailments that are affecting targets.
- User gains a manipulation range of 10m +10m for every buff the user took.

[Evolution] Corrosive stock

- User can deal corrosive damage instead of poison upon rolling an S-P of 15+.
- User can deal corrosive /poison damage together with an S-P roll of 20+ which results in targeting the target's least amount of resistance (counts as poison if the target is resistant to corrosive). Or deals both ailment if no resistance to either.
- User can deal corrosive or poison that deals 2x damage upon an S-P roll of 20+.
- User can deal corrosive / poison that deals 2x damage upon an S-P roll of 25+.

Chemistry manipulation

(solid, liquid and gas manipulation)

Powers:

- The user can manipulate or control liquids, solids or gases, however, cannot create or conjure them.
- Any damage that can be dealt by this power is done via 1d8.

Weaknesses:

- User cannot create elements.

Limitations:

- User can only manipulate elements through hands.
- Range of manipulation is 10 M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Solid Transmutation :

- Upon rolling 15+ the user can transmute any solid into another type of solid matter.
- This ability only works on solids.
- This ability cannot transmute solids into elemental metals like fulgur, ignis or deleterium.
- User cannot use this ability to create minnerol.
- User can never make Animite using this power.
- Character can only transmute up to 2m cubed

4) [Ability] Gas Transmutation (part1) :

- user can transmute gasses into either lighter or heavier gasses , as well as flammable gasses.
- user can transmute gas based drugs / compounds to make them stronger , by making this users S-P roll the Con roll requirement for whoever takes this affected compound, if the target succeeds the roll they will not be affected by the compound. As well as rolling their own damage dice to see how much longer it will last in minutes.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

5) [Ability] Liquid Transmutation (part 1) :

- user can transmute any liquid into liquids that are flammable or poisonous, as well as non-poisonous and even pure.
- user can transmute liquids compounds to make them stronger , by adding this users S-P for a Con roll that the one who takes the compound must roll to not be affected by the compound. As well as rolling their own damage dice to see how much longer it will last in minutes.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

6) [Ability] Gas Transmutation (part 2) :

- Gasses that this power can allow the user to transmute can become poisonous, and corrosive.
- User can transmute gas compounds to make them stronger , by adding this users damage dice to the damage dealt or health gained (depending on what the compound does)

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

7) [Ability] Liquid Transmutation (part 2) :

- User can transmute liquids into liquids that deal corrosive damage, or cryo damage.
- User can transmute liquids compounds to make them stronger , by adding this users damage dice to the damage dealt or health gained (depending on what the compound does).

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

8) [Ability] Solid transmutation (Part 2) :

- Upon rolling 25+ the user can transmute solid matter into elemental metals like fulgur and ignis.
- User can transmute matter into minnerol upon rolling 28+ with S-P.

[Buff] Damage dealt via this power is increased by 1 dice up, increase range by 10m, increase the transmutation radius by 2m.

9) [Ability] Plasma Transmutation :

- user can transmute and even control electricity , as well as transmute lightning into fire or vice versa.

[Buff] Damage dealt via this power is increased by 2 dice up, increase range by 15m, increase the transmutation radius by 4m.

10) [Mutation] Alchemy

- This ability allows the user the ability to transmute any state of matter to any other state of matter, so long as this character has the abilities to do so. (example Liquid to solid, Plasma to solid, Etc.)
- This ability is reactive and requires 15+ to use this ability.
- Roll requirements for certain materials still apply.
- User can transmute mimicry type users, so long as they have the ability to control their type of matter.

[Evolution] Atmosphere Transmutation :

- Users manipulation and transmutation range is 10x larger.
- User can transmute objects or matter into the atmosphere, meaning the user can make mist, clouds, or smoke screens and even change the weather by making it rain whatever the user can transmute, these can deal damage if poisonous or elemental.
- Damage from rain / hail, deals passive damage equal to half of the maximum damage potential the user is capable of dealing.
- If the user has the ability "plasma transmutation" thunder clouds can be made which can deal lightning or fire damage.
- These atmospheres can last 1d6 + 1 dice up for every buff taken with this power. (The user can disperse the atmosphere whenever they choose using the required roll).
- To change atmosphere with this power user must roll 15+ with S-P.

Effigy Animation

Powers:

This power is a form of telepathy and telekinesis in the fact that it's a mental power that manipulates inorganic objects that are in the form of real creatures or beings. This power can at first only take control of 4 minions at a time and they can be any of 4 sizes:

- 1) Tiny - S-P roll must be 10 or above, less than 1M in size and cannot deal damage , but could be used as a distraction. (This minion has 1hp)
- 2) Small - S-P roll must be 10 or above, minion can be up to 1M in size and can deal damage based on a D4.(This minion has 5hp)
- 3) Medium - S-P roll must be 15 or above, minion can be up to 2M. (This minion has 10 hp)
- 4) Large - S-P roll must be 15 or above, Up to 3M in size and has +1 SpCon and +1 SpStr. . (This minion has 15HP)

Note : here is a list of the materials for what a minion could be made of and what modifiers they give.

Material	Effects (hp boosts, damage buffs, move speed)
Plastic/Wood	No hp Boost, No damage buff,
Earth/Rock	+5 to Hp, +1 to damage rolls, +2 super Str and Con
Iron	+10 to Hp, +2 to damage rolls, +3 Super Str and Con
Steel	+12 to Hp, +3 to damage rolls, +3 Super Str and Con
Bueron	+15 to Hp, +5 to damage rolls, +5 super Str and Con
Titanium	+20 to Hp, +6 to damage rolls, + 5 Super Str and Con
Minnerol	+30 to Hp, +7 to damage rolls, + 8 Super Str and Con

Weaknesses:

- Users power is entirely dependent on making effigies come to "life", therefore the user cannot animate just anything.
- If the effigy is entirely made of power jamming material, this power cannot work.

Limitations:

- Maximum party size is 4 effigies at a time.

Blood transfusion:

- Any object blood infused with this power, is called a golem heart, which when placed inside or on an effigy not only animates it but also classes it as a golem.
- Golems gain an extra 10 hp and don't deactivate upon the user being knocked unconscious or nullified, however, if they loose or have their golem heart destroyed they deactivate.
- Upon legendary blood infusion the golem hearts can automatically animate an effigy without the user needing to roll S-P, and can be placed in substances that have yet to be effigies. (Liquids, solids, or plasma).

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Puppeteer: The S-P rolls required for medium minions is 10 or above. This perk also increases the amount of minions they can control by +1, any golems are able to stay active during this character being unconscious as long as the Effigy heart is active.

4) [Ability] Huge minion:

- Roll 20 or above to animate a minion up to 5m.
- The minion will have +25 Hp.
- +3 SPstr and SpCon.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

5) [Ability] Feedback :

- Roll S-P and succeed with a 10 or above to get any information of the current minions location and its surroundings.
- This effect also applies if any minions are destroyed.
- Users can also remotely deactivate their minions or golems without needing to touch an effigy.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

6) [Ability] Visionlink

- User can see through the perspectives of all active golems the user has.
- User require an S-P roll of 15+.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

7) [Ability] Mountainous Minion;

- Can animate an effigy up to the size of 15m with a roll of 25+ with S-P.
- This minion starts with 35Hp.
- This minion gains +6 SpStr and SpCon.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

8) [Ability] Arbiter Doll

- User can program 1 golem to have a personality and can have the amount of levels in trades as the user of this power has S-P modifiers.
- User can only have 1 golem an arbiter doll at a time.
- Roll requirement for this ability is 25+
- An "Arbiter doll" can level up by gaining Xp like a playable character can.
- The "Arbiter doll" can only level up their willpower, int, wis, and cha stats, however can level up any auxiliary stats.
- The stats the "arbiter doll" has is based on rolling 3d6 for every stat that havent been previously established.
- "Arbiter doll" can animate any effigies that have effigy hearts in them.
- Max level an "arbiter doll" can be is 10. (every level requires 50xp more each level), however, can learn trades and proficiencies.

[Buff] Increase the amount of minions this character can animate / control by 1, all effigy types effigy health increased by +5.

9) [Ability] Stone powered

- A “golem” with a single stone or double stone inside it can be activated by the golem,
- S-P modifier of the “golem” is based on the user of this power.
- Roll requirements for each ability or powers in the stone is based on the powers themselves.
- “Golem” can have only one stone's usage at a time and the “golem” can't use two powers at the same time unless the double stone is made of 2 powers with the exact same levels as each other.

[Buff] Increase the amount of minions this character can animate / control by 1, the user of this power can attack with up to 2 puppets in 1 turn.

10) [Mutation] Reanimation

- User can now reanimate dead bodies of once-living creatures, however, this is instead of inanimate effigies.
- If the user has the ability “Stone powered” any animated power users can have the use of their powers whilst animated and under the control of this character, if the user of this power does not have the ability, they must first implant a “Golem Heart” into the corpse.
- If the user has placed a “Golem heart” into the corpse they've animated, the target will get to roll willpower, if the roll succeeds this character's S-P roll to reanimate them then the target can choose to either be reanimated with their free will, or to not be reanimated at all. (if the user succeeds they get to choose how much of their free will they have.)
- User can choose to reanimate a target with their free will intact, this will mean the user does not have to count the reanimated being as one of their minions.
- When reanimated a being is classed as such, therefore cannot take damage from bleeding and requires no food nor the requirement to breathe.
- If the user has or is affected by a resurrection or regeneration ability (worth 4 ailments in 1) then the reanimated target is classed as alive again and no longer under this character's control or power.
- Whilst reanimated without a “Golem heart” the beings' health is equal to the effigy health of the size category + half the original creature's maximum health, if with a “golem heart” the being has effigy health + the original maximum health of said being.

[Evolution] Effigy possession

- The user of this ability can roll 20+ with S-P to possess any effigy that the user can control.
- The user must be touching an effigy the user isn't currently in control of.
- The user does not need to touch an effigy the user currently has control of, or if it has an effigy heart.
- If the user's original body dies, then the user can roll 15+, to permanently, possess one of their own effigy hearts, as it becomes a power stone with this character's power(s) inside it.
- If the user's effigy/ golem body dies, the user's consciousness returns to either their original body or their new effigy body (providing the original body is dead).

Combustion manipulation

Powers:

- The user is able to make any object that they touch detonate shortly after a successful S-P roll (10 or above).
- The damage the object can deal is 1d8 of impact damage.
- If an item doesn't have a determined durability, the object perishes during the explosion.
- If the object does have a determined durability, the object takes durability damage based off how much the attack was supposed to do, if the object is destroyed add half of the damage of the impact onto the attack as pierce damage. (example 1d8 = 4 impact +2 pierce).
- Explosives can have a 1d4 timer after the user lets go, however the user can roll the timer before throwing the object, the timer will not begin, until the user has let go of the object.

Weaknesses:

- Power is useless without hands.
- Explosions and shrapnel can still affect the user if not careful.
- Explosives that are tagged by this power lose their "tag" if the object is destroyed.

Limitations:

- Cannot turn living flesh into an explosive.
- Explosions start at d8 of impact damage.
- Range of explosions radius is 2m for every explosive.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Trigger bomb
 - When turning something into an explosive, it affects 0.5m of that object, when it explodes its blast radius is the radius of the explosion multiplied by every 0.5m of area that had been turned (example ; 1m affected = 4m blast radius).
 - Whenever the user makes something explosive they no longer have a time limit and can now detonate them at will, freely.
 - These explosives can explode as a free action, however cannot explode reactively to an attacker.
 - There is no limit to the amount of bombs this user can make.
 - When detonating the trigger bombs the user can choose how many and which ones explode.
- 4) [Ability] Living subjects
 - Upon rolling an S-P of 20+ the user can tag a living being with this power making the explosion come from the target.
 - Target must roll con or fortitude of 15+ otherwise they will take a severe injury to that localised area.

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

5) [Ability] Incendiary bombs

- Upon rolling a 15+ the explosive that has been made deals fire damage instead of impact damage.
- If the user rolls 20+ the explosion does fire / impact damage, meaning it targets the victims' least resistance of the two damage types and deals that. (if the target takes equal damage from both, user takes 2 separate injury types, 1 for burn and 1 for the impact).
- Upon rolling 25+ the explosive can deal fire and impact damage (user rolls for both damages)

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

6) [Ability] Bomb control :

- Whenever the user makes a bomb with these powers, and rolls at least 1 roll increment higher than the abilities' roll requirement, the user can decide how much damage the bomb deals or even the size of the blast radius of said bomb.
- User can only make the blast radius and damage capped by making them smaller.

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

7) [Ability] Stacker-Bomb :

- User creates a type of bomb that can be tagged multiple times for explosions.
- This type of bomb requires a 15+ to make and then 1 higher requirement for each additional explosion added.
- The bomb can be triggered once for all explosions at once or at separate times at separate intervals.
- To have the multiple explosions form a single stacker bomb count as one attack which deals the total damage instead of multiple explosions counting as separate attacks, the user must roll 25+ S-P when activating the stacker bomb.

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

8) [Ability] Self destruct :

- Roll 20+ to charge yourself with explosive energy which will deal damage based on the users max health (1D4 for every 4 points in max hp).
- This damage will be dealt to the user as well as anyone within 2x the users max blast radius.
- Even if the user has less than their max Hp they must roll all the dice for this ability.
- If the users health reaches less than 0 they die.

[Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

9) [Ability] Implosion grenades

- Upon an S-P roll of 20+ the user creates a bomb that implodes; sucking everything within a 1.5x radius, and then exploding, dealing 1.5x damage to those within 1x the blast radius.
- Anyone within the blast radius must roll Str, weight or S-P (providing the power is grants the to react) to escape the explosion.

[Buff] Explosion damage increased by 2 dice up, radius of explosions increased by 5m.

10) [Mutation] Explosion emitter :

- user now generates explosions from their hands and without dealing damage to themselves, so long as they don't turn them on themselves.
- Range of the explosion are either direct blasts that are 2m wide and reach 10m +10m for every buff, or the blasts are cones that start from the user's hand, reach up to 10m +10m and then goes up to half as wide as the farthest point.
- All bomb abilities are still able to be used, however, only on the user, meaning that all trigger bombs and bomb abilities work when placed on themselves. This character does not take any damage from the explosions generated from themselves unless reflected back at them.
- Explosions from the "body bombs" can either be triggered by the user or when the user takes damage on the specific locations tagged, the explosive range is chosen by either being radius, blast, or cone.
- Each body part can only be marked once (not including stacker bomb), each part of the body is categorised as such ; left arm, right arm, left leg, right leg, torso, head.

[Evolution] Nuclear option :

- Roll 25+ S-P to make a target into an explosive that will have 3x blast radius, 2x damage and deals Animate damage equivalent to the damage of the explosion (before 2x) on top. This ability can only be used once a day.
- With this particular ability this bomb multiplies the damage by 2x rather than the user rolling 2x the dice.
- User has the passive ability to sense all "tagged" beings or objects by this power (even if not by this user), the radius of this sensory ability is equal to this character bomb radius from the "tagged" objects.
- Upon tactile contact and a roll of 15+ S-P this character can deactivate the explosive effects of the "tag".

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.)

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) :

-

Blood transfusion (clothing / armour) :

-

Blood transfusion (item / unique objects) :

-

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).

Hydrokinesis

Powers:

- The ability to manipulate water.
- The user can control water and 1D8 blunt damage.
- No weight limit when it comes to water.

Weaknesses:

- User can only manipulate water, not create it.
- The size of the object(s) manipulated by this power takes away from the powers overall range. (I.e. : 10m of water takes away 10m from maximum range , whilst holding water).

Limitations:

- User can manipulate water from up to 30 M
- User cannot manipulate other liquids, or the temperature of water.
- User can't manipulate ice or steam.
- User cannot manipulate water if users body movement is heavily restricted.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Sharp current:
 - Using sharp current the user can manipulate water to cut through objects and can even deal slice damage against opponents.
 - To cut through things the user must roll S-P and get a number above the victims roll or the requirement set by the Narrator.
- 4) [Ability] Purify

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.
- 5) [Ability] Pressure bullet

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.
- 6) [Ability] Afloat (water walking transformation)

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.
- 7) [Ability] Hydrokinetic Extremities

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.
- 8) [Ability] Current control (whirlpools)

[Buff] Damage dealt with water is increased by 1 dice above, range is increased by 10m.

9) [Ability] Tsunami (double Damage attack)

[Buff] Damage dealt with water is increased by 2 dice above, range is increased by 20m.

10) [Mutation] Water Temperature Manipulation :

- user of this ability can control three states of water ; liquid, solid, gas. User can now heat up water and deal heat (molten) damage using water and can even control steam.
- This character can lower the temperature of water to deal cryo damage and even freeze the water and control ice.

[Evolution] Liquid Control :

- User of this ability can now control anything that is considered a liquid.

Terrakinesis

Powers:

- User can manipulate earth, rock, stone, and concrete.
- User can deal 1d8 of blunt damage using the earth.
- No weight limit when it come to earth.

Weaknesses:

- If the user can't move arms or legs they are unable to move and manipulate earth.
- Powers only work on earth, stone, mud, concrete, and rock. (the acception is crystals and gems, however no metals).
- The size of the object(s) manipulated by this power takes away from the powers overall range. (I.e. : 10m boulder takes 10m away from overall range, whilst lifting said boulder).

Limitations:

- User can manipulate earth from up to 20 M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Terrasense :

- User can roll S-P instead of perception to sense vibrations in the earth as well as sense earth around the user within the users range with this power.

4) [Ability] Ravaging Rocks

- User can make rocks, earth, anything this power can control, deal pierce or slashing damage.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

5) [Ability] Pitfall

- User can create a pit within their range that is as deep as half of their maximum range.
- User must roll 15+ with S-P.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

6) [Ability] Animate control

- With this ability the user can terra-kinetically control animate crystals as if they are earth.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

7) [Ability] Density control

- Upon S-P rolls of 15+ the user of this power can decide to make earth more or less dense.
- By doing so the user can make the earth, rock, etc, like liquid or in a more hardened form.
- This can make rocks which are hardened deal an extra amount of damage based on this characters S-P modifier.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

8) [Ability] Mud Bath Swimmer

- User can manipulate earth stone and rock around them as if they are swimming through it like water.
- This can also be used reactively to nullify damage from any attacks being dealt by the user. This power grants manipulation over.

[Buff] Damage dealt with this power is increased by 1 dice above, range increased by 10m.

9) [Ability] Mountain Range:

- Roll 20 or above with S-P to activate this ability.
- When active this power destroys and reforms the earth around the user.
- The radius of this ability is half of the maximum range of the user's power.
- Anyone within the range of this must roll acrobatics against this power if they fail they will take 1.5x the damage of the damage dice roll.
- After this ability has been used the terrain will not be the same.

[Buff] Damage dealt with this power is increased by 2 dice above, range increased by 20m.

10) [Mutation] Metal Manipulation :

- Upon choosing this ability, this character can no longer manipulate earth rock, etc.
- Instead they can manipulate any and all metals in the same ways they were able to manipulate earth, rock, stone, etc.

[Evolution] Terran Sphere :

- User rolls S-P 20+ to activate this ability, when user activates this power they stockpile damage up every time it's their turn, by rolling a dice that increases in value each rotation (D4, D6, D8, D10, D12), user must roll 20+ each turn to keep this ability stockpiling. This damage is added as a modifier on one chosen attack the user wishes. The stockpile can also be increased based on the amount of damage dealt to the earth beneath this character within a radius equal to half of the user's maximum range.

Aerokinesis

Powers:

- Use S-P to control large gusts of wind, and throw around objects and creatures.
- If the wind lifts up objects and hits someone, roll 1d8 for damage.
- User can use wind currents to launch or throw people as long as their S-P beats the victims weight

Weaknesses:

- If user is unable to move they cannot use the power.
- Must be able to move to create wind currents.

Limitations:

- Damage is not inherent and therefore requires the user to pick up objects in the wind currents.
- Range of wind currents can be 20 M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Aero Slash
 - Thanks to this ability the user of this ability can now make wind currents deal slash damage.
 - Roll requirement is no higher than usual, however, the user must state they are dealing slash damage, before they roll for it.
- 4) [Ability] pressure sense
 - User can roll S-P instead of sight based perception.
 - The range of this ability is a radius equal to the max range of this power.
 - This ability senses movements and pressure changes in the air.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

- 5) [Ability] aerokinetic combat
 - User can roll S-P whenever they attack an opponent with a melee attack.
 - This can be used to deal melee damage as well as aerokinetic attack damage.
 - User must succeed a 15+ with S-P to deal an attack on top of melee, however if the Str / Dex roll fails theres still a chance that the S-P will succeed against the opponents.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

- 6) [Ability] lighter than air
 - User rolls 15+ to make themselves float.
 - This ability makes the user able to fall however the user must roll S-P to move based on their aerokinesis range.
 - If the user takes damage that breaks the users vitality the user must roll 15+ S-P to continue floating.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

7) [Ability] Like the wind

- When moving the user must roll 15+ with S-P to increase the users move speed.
- When this ability activates the aerokinesis range is added to the move speed as distance they can move within an action.
- User can also use this ability to increase the distance of their evasion via adding the range of this power to their move speed.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

8) [Ability] Aerobatics

- User can roll S-P of 15+ to move in the air up to a range equal to their range with this power.
- User can roll this ability to move their aerokinetic range in any direction (within possibility) reactively, so long as their S-P roll is equal to or higher than the attacker's roll.

[Buff] damage dealt with this power is increased by 1 dice up, range increased by 10m.

9) [Ability] Vacuum Dome

- Upon rolling 20+ with S-P the user creates a dome with a diameter equal to a quarter of this character's range.
- Inside of this dome is void of oxygen and therefore any living creates that require to breathe must roll con equal to at least one roll increment lower than the roll that created this dome or higher, otherwise they are dealt this characters aerokinetic damage + 1d4 for every round they fail whilst inside this dome.
- Whilst suffocating inside the dome all victims must roll disadvantage with any rolls.
- User can only make 1 Vacuum Dome at a time and cannot move this dome and must maintain this dome via rolling 10+ with S-P.

[Buff] damage dealt with this power is increased by 2 dice up, range increased by 20m.

10) [Mutation] Pressure manipulation

- User can increase damage by adding 1.5x the max damage that can be dealt from the users' damage dice upon rolling S-P of 1 increment higher than the abilities / attack usual roll requirement.
- User can solidify air as well as make constructs out of solidified air using an S-P roll of 15+.
- Solid air constructs can be sized up to a diameter equal to this powers' max range.
- Solid air constructs have solidity equal to the users max damage output, meaning others who attempt to break them must deal more damage than the solidity of the construct.
- Air constructs take 2x fire damage.
- Any constructs being used as weapons deal ½ of the maximum damage output the user can deal with this powers' damage dice.

[Evolution] Storm Creation

- User can now create large storms with a diameter equal to the users maximum range with this power.
- User must roll 20+ with S-P and then the storm lasts for 1d4+1 dice up for every buff taken with this power.
- The user must also roll 1d4 for the severity of the storm : 1 = normal damage, 2= roll double damage, etc.
- There are 3 types of storms this user can make ; tornados, updrafts, and downdrafts.
- Tornado : everyone within the proximity of the storm must roll weight, str, labour, evasion, or any other evasive type reactions, if they fail to match or achieve a greater roll than the roll that created / maintained this storm they are flung up into the air, and if they are inside the radius of the storm they take damage.
- Updraft : everyone within the proximity of this ability must succeed against this ability with weight, str / labour, evasion or any other evasive reaction, otherwise they are flung up this character's maximum range vertically and take damage. Afterwards, if they are unable to stop their fall they take fall damage (if applicable).
- Downdraft : all within the proximity of this ability must succeed against this abilities roll with str, labour, blocking, evasion, or any other evasive type abilities, otherwise they are knocked prone for the duration of this storm.
- To maintain these storm, the user must wait till the storm in question is running out of time and then roll at least 15+ with S-P to maintain.
- Those who wish to destroy these storms must have an emission power / ability that (within reason) can destroy it and must achieve a roll equal to or greater than the roll that created / maintained said storm.

Telekinesis

Powers:

- This power can lift up to a total of 2 objects, creatures, people, at a time.
- Any object the user uses to hit or deal damage deals 1d8, or if the user is holding an opponent this power can deal constriction damage.
- If the user is holding an item the user can deal durability damage, if the user has a modifier the modifier is counted as a durability multiplier. (example ; S-P +5 = 5x durability damage).
- User can use this power without the use of their body.
- Roll 10 or above S-P to activate.

Weaknesses:

- Must be conscious to use.
- User can use 1 ability at a time until either willpower or Int have a positive modifier, then the user can have as many abilities active as 1+whatever the selected stat modification is.
- For every ability the user has active past their ability limit, the user takes 1d8 psychic damage for each extra ability active each rotation / minute.
- If the user of this power has head trauma the user rolls disadvantage on all S-P rolls concerning this power.

Limitations:

- Cannot use power to lift oneself.
- Range of power is 30 M.
- User will be unable to use this power to control others.
- User has a telekinetic weight limit which is 10x whatever the users Int number is (8=80lbs), also it's an extra 10x for every +1 S-P and SPInt (example ; +1 =10x , +3=30x, etc.)
- User cannot lift anything heavier than weight limit, therefore not allowing the lifting or control of any other objects whilst weight limit is full.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Preemptive Telekinesis
 - This ability allows telekinesis to be reactive, meaning the user can grab objects to defend the user in the stead of blocking or attacking the opponent instead.
- 4) [Ability] Telekinetic flight
 - User can make themselves float with an S-P roll of 10+.
 - User can make themselves fly up to a height of half of the users maximum range with this power off of the ground, using an S-P roll of 15+.
 - Whilst floating or flying using this ability, user does not need roll S-P again after, however, must roll the S-P requirement of this ability whenever the user takes more damage than their vitality.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

5) [Ability] Forcefield generation

- Upon rolling an S-P of 15+, the user can generate shields with their telekinetic powers that have the equal defence as the users maximum damage output with this power.
- Once the forcefield is destroyed, the user must wait the amount of rotations / minutes they had the forcefield active for, before they may activate it again.
- The size of the forcefield is based on a diameter equal to half of the user's range with this power.
- To move the forcefield, the user must roll S-P 15+, otherwise, the user cannot move it.
- If the user attempts to roll to move the forcefield and rolls a natural 1 the forcefield is dispelled.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

6) [Ability] Tactile telekinesis

- User with this ability can roll S-P 20+ to enter a mode where the user gains SPStr for every S-P modifier the user has.
- Whilst in this mode the user cannot use any of their ranged capabilities with this power, however the user can gain access to the abilities "telekinetic flight" and "Telekinetic Skin".
- This mode lasts for 1d4 rotations / minutes, however the time limit increases by 1 dice up for every buff taken with this power.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

7) [Ability] Maelstrom

- When holding an item, or multiple items, the user can make all items spin around the user dealing passive damage of half of all items included.
- This abilities range is only 2m radius around the user.
- This ability lasts 1d4 turns, +1 dice up for every buff taken with this power.
- The amount of items utilised is based on the height of the S-P roll to activate this ability:
- 15+ (1-3 items), 20+ (4-5 items), 25+ (6+ items)

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

8) [Ability] Telekinetic Skin

- User enables a mode where the defence of the user is increased by the users damage capabilities.
- The user must roll 20+ the gain telekinetic skin for 1d4 rotations / minutes. (this can be increased by 1 dice up for every buff taken with this power.)
- Damage resistance is based on the users damage dice with this power, and is rolled ever rotation this ability is active.
- The damage resistance is against every damage type except ; Animate, spatial, no oxygen, gaseous poisons, psychic, willpower.
- After this ability ends the user cannot use it again for the amount of minutes they used it for.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

9) [Ability] Back to sender

- With this ability the user gains the ability to use the power of telekinesis to reactively send back projectiles that are aimed towards this character.
- Roll requirement is 10+ to activate, however, the S-P roll must beat the opponents attack roll.
- This ability does not work against spatial, psychic, or melee attacks.

[Buff] damage dealt by telekinesis is increased by 2 dice up, range increases by 40m, +2 object limit increased.

10) [Mutation] Gravity Control :

- Once this ability is taken, the telekinetic weight limit no longer applies, instead the objects can be lifted as long as they are no bigger than half of the users' range. User can increase or decrease the gravitational force on an object or being making them heavier or lighter than they were originally, as well as utilise gravity based powers to access the previous perk this character received (if player chose any abilities).
- user can increase the strength of the gravity based on their S-P modifier, this will show what the affected require to move, based on $10 + 1$ for every modifier the user has in SP, those who fail this roll of Str or Endurance before each turn either roll disadvantage or (if their body weight is increased beyond their carry weight the cannot move).
- This power can make any location / anything a new centre of gravity, either attracting or repelling any and all within its radius (which can be determined within the users' range).
- User can directly affect objects, living or nonliving creatures weight by either decreasing or increasing it, the amount of which can be chosen based on the users' S-P modifier (+1 = 1.5x, +2 = 2x, etc.) or the user can make the target weigh less, or weightless. This ability requires a 15+ S-P to activate.
- User can make an area of more or less gravity, known as gravity zones, anywhere within their range, the diameter of the area is equal to half of this characters' range with this power. This ability requires a 15+ S-P to activate.
- The gravity zones deal this characters' telekinesis base constriction or spatial damage when anything is inside the heavy gravity zones.
- All telekinetic attacks can deal physical or spatial damage.

[Evolution] Thorough Job :

- When choosing this ability the user is granted 2 dice up on damage. (this does not increase range).
- User can roll S-P with finesse modifiers added on when using telekinesis for "intricate" tasks.
- User can take mechanical and technological objects apart without damaging the parts by rolling 20+ S-P as well as putting them back together or repairing them.
- If the user of this power took the perks "Telekinetic Skin" and, or "Tactile telekinesis", this character can add these abilities onto other beings/ creatures instead of just themselves.
- If the user of the power too the perks "Forcefield generation" and, or "Maelstrom" user can create multiple of these abilities and stack them, without increasing how many abilities are being used at the time. This means once activating even one of the aforementioned abilities, they will not increase the ability usage.
- The maximum amount of stacks of Force fields, Maelstroms, Telekinetic skins, and Tactile telekinesis's, is based on the user's Int modification. (Eg: +3 Int = 4 force fields at a time).

Shockwave emission

Powers:

- User can create shockwaves from their palms/ fists.
- Damage dealt from this power is 1d8 of impact.
- User can also choose to knock back opponents with this power, they are knocked back however far the damage equalled to on the dice in Meters +2.

Weaknesses:

- Cannot use power without hands.

Limitations:

- Range of the power is limited to the hands and therefore cannot be used for ranged attacks.
- Power can only come from the hands.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Shockwave emissions combat:

- This perk allows this power to be reactive with either Dex or Str Rolls, however, if the user wishes to evade they must use Dex related rolls.
- If the user chooses Str roll for their reaction them must get 5 or above to stop physical attacks using this power.
- This ability also grants the user to add unarmed damage with this power attack by rolling Str or Dex along with S-P (Both rolls must succeed to do both damage but only Str or Dex needs to succeed the attack).

4) [Ability] Multi-limb use :

- User can now use their powers through their feet as well as their hands.

[Buff] Increase impact damage by 1 dice up.

5) [Ability] Blast off:

- Upon an S-P roll of 15+ the user can launch those hit by the shockwaves from this power.
- Launch distance is 10m +5m for every buff taken with this power.
- Anything launched by this ability will take 1.5x damage when being knocked into something or someone.

[Buff] Increase impact damage by 1 dice up.

6) [Ability] Counter shockwave :

- User can reactively create a shockwave that repels on-coming attacks.
- if the user's roll with S-P is equal to an attackers the attack is neutralised, if the user's roll is higher than the attackers the user launches the attack back where they choose, if the user rolls 5 above or more than the attackers the user can add their damage to the damage of the attack from the opponent.
- User cannot repel spatial attacks, nor can they repel an attack if the powers fail to succeed.

[Buff] Increase impact damage by 1 dice up.

7) [Ability] Bullet fingers :

- Upon an S-P roll of 15+ user deals 1.5x penetration damage.

[Buff] Increase impact damage by 1 dice up.

8) [Ability] Impact pressure grenade :

- User can imprint a shockwave into a non living target via touching and then rolling S-P 15+, the next thing to touch the target sets off the shockwave.

[Buff] Increase impact damage by 1 dice up.

9) [Ability] Charged shockwave :

- User can charge any shockwave via an S-P roll of 15+ before rolling for another usage of this power to add an additional damage dice roll.
- If the user wishes they can charge up the shockwave further by rolling S-P again, with the roll requirement increasing by 1 increment each increase on top of the attack.

[Buff] Increase impact damage by 2 dice up.

10) [Mutation] Air shockwave

- User can now generate shockwaves from up to 10m +10m for every buff taken with this power.
- This affects all abilities, however, "impact pressure grenade" will have a blast radius equal to wave the Air shockwave range.
- If the user has "Blast off" they can now launch themselves at distances equal to the distance of air shockwave range.

[Evolution] Full powered blast

- Upon an S-P roll of 15+ user can create a powerful shockwave that can multiply damage by 1.5x, 2x, 3x, 4x, or 5x, however, the user takes half of the damage dealt as recoil.
- Recoil cannot be resisted.
- Any abilities or SPMA's rolled 1 increment higher than its roll requirement with this power grants up to a 5x damage multiplier. (if abilities or SPMA's already multiply damage output, increase the multiplier to the next rank), this will also cause 50% damage as recoil to the user.

Absorption regeneration

Powers:

- Upon tactile contact with objects the user is able to destroy and absorb matter, this includes elements.
- Once absorbed the energy turns into health and heals the user by 1d8.
- If used to deal damage to an opponent, roll 1d8 of damage and then add that to the health of this character (if the user is damaged).
- If landing their hands on an object or an opponent, the user of this power can roll S-P with whatever melee attack stat they would normally roll to deal unarmed melee damage as well as absorption.

Weaknesses:

- This power is not reactive unless the user is already touching the opponent or an object that the user wishes to absorb at the same time as getting hit.
- User cannot absorb gasses.
- User cannot absorb without their hands.

Limitations:

- When absorbing objects the user can absorb up to 1 M worth of area whilst touching said object.
- User's hands must be touching or residing inside whatever it is they wish to absorb, this may mean that it can harm the user.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Pit stop recovery :
 - Roll 15 + when absorbing to remove 1 status ailment / injury.
- 4) [Ability] Advanced elemental absorption:
 - User can absorb any element using S-P roll of 10 +, within 1M of this character's hands, meaning they do not need to be touching said element or object.

[Buff] Absorption damage increased by 1 dice up.

- 5) [Ability] Multi limb absorption
 - user can now absorb through not just their hands but also their feet.

[Buff] Absorption damage increased by 1 dice up.

- 6) [Ability] Mass absorption :
 - Increases the area of what is absorbed by 4M.
 - This ability also increases the amount of injuries/ ailments "pit stop" removes by 1.

[Buff] Absorption damage increased by 1 dice up.

7) [Ability] Reactive Absorption

- user can roll S-P reactively to absorb elemental attacks, so long as the user's S-P is no lower than 10+ and also beats the opponents ranged attack roll. (this does not include spatial or impact damage).
- If the S-P roll matches the ranged attack the user absorbs the projectile and heals the amount the user can roll.
- if the S-P roll is higher than the opponents, the user absorbs whatever damage should've been dealt.
- If the S-P roll is 5+ higher than the opponents roll, the amount absorbed is whatever damage the opponent should've dealt + the user's absorption damage dice.
- In cases of melee attacks, the user can roll acrobatics, finesse or blocking with S-P of 10+ and if the prior stat roll succeeds against the opponents roll the user can absorb the opponents health or durability on items they have on them.

[Buff] Absorption damage increased by 1 dice up.

8) [Ability] Grand scale absorption

- User's absorption area is increased by 5m.
- This ability also increases the amount of injuries/ ailment "pit stop" removes by 1.

[Buff] Absorption damage increased by 1 dice up.

9) [Ability] Absorption resurrection

- This ability can only work as long as the limbs that are able to use this power are still attached to this character and touching liquid, solid, plasma, or lifeform.
- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single short rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- If the users body is destroyed or nullified before they resurrect, the user of this power dies indefinitely.

[Buff] Absorption damage increased by 2 dice up.

10) [Mutation] Life Dr.

- User can heal others by either removing their own health or whilst holding onto something else and giving the target health instead of the user.
- User can choose to activate an ability called "Injury transplant" which then can remove ailments or injuries on a target and give it to the user.
- The user can also use "Injury transplant" in reverse, meaning the user can give someone an ailment or injury, however the user must have the ailments/injuries to give and must roll 15+ with S-P.
- These abilities are still tactile.

[Evolution] Regenerative Singularity

- Roll 25+ when absorbing a non-living object to create a cone of absorption.
- Range of the cone is 10m +10m for every buff this character took then the maximum width is half of the max range.
- anything caught in this takes damage from absorption as well as must roll a weight or strength of 20+ to not be sucked in towards the centre.
- Anything caught or even brought into the centre or even up to 2m of it takes 2x absorption damage.
- This ability can only be used once every 24 hours, however, if this ability fails to be used, this ability can be attempted.

Decay

Powers:

- Upon tactile contact the user can roll S-P , if successful, the user deals 1d8 of decaying damage.
- The damage the user is able to deal will either rot or rust objects.

Weaknesses:

- User can't undo decay damage.
- Cannot use powers without hands.

Limitations:

- Range is only down to the users touch , and can rot upto 1m of area.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Quick rot fist:
 - user can roll S-P to Dex or Str unarmed melee attacks to deal physical as well decay damage.
- 4) [Ability] Advanced rust :
 - Any damage dealt to metals deals 2x durability damage.
 - And can affect 5x the area.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

- 5) [Ability] Anti-rot :
 - User can use their powers to remove rot and even heal decay damage done to living things, so long as they're still living.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

- 6) [Ability] Festering bomb :
 - upon rolling 20+ S-P and touching a living target gives them a festering pustule that in 1D4 minutes will explode.
 - decay damage will apply upon the explosion,however, if the target has equal to or less than the amount of Health than the users maximum damage on their dice, the user is not required to roll and the damage that will be dealt will be max.
 - After the pustule explodes , and if it doesn't kill the target , the target must roll Con or survival of 15+ otherwise they will take a severe bleed injury.
 - After explosion those around the target within 2m must roll evasion otherwise they will be dealt decay damage.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

7) [Ability] Rust removal :

- user can roll 15+ S-P to remove rust on any metal this character is touching, within 5x the area this power usually can affect.

[Buff] Decay damage increased by 1 dice up.

8) [Ability] Rotting Curse :

- Upon rolling 15+ after dealing a decay attack, anything that has been affected by decay within the last 1 minute or in-combat rotation, will also pass on decay damage to whatever or whomever touches it.
- This can affect the living, the dead, and even non living / non organic objects.

[Buff] Decay damage increased by 1 dice up, decay radius increased by 1m.

9) [Ability] Pestilent Feeding :

- User must roll S-P 25+ to create a rot ailment on a living target , if the target then fails to roll a 15+ on Con or survival the take 1d6 for the amount of turns the user of this power rolls for their damage dice.
- If the target rolls under 10 on con or survival then the rot does 1d8 every rotation that this ability is in affect.
- If the victim rolls 1 then they go into fatal moments.
- If target succeeds they only take damage as if the user only dealt a normal attack.

[Buff] Decay damage increased by 2 dice up, decay radius increased by 2m.

10) [Mutation] Full body pestilence :

- User can now use their abilities throughout their entire body meaning they can deal decay damage without requiring their hands.
- If a user sees an attack coming they can reactively activate decay against an attacker so long as they succeed with a 15+ S-P.
- User is immune to decay damage.

[Evolution] Graveland :

- user rolls 25+ S-P to deal decay damage through everything that's connected to each other from the area the user touched, with a radius equal to 10x the area this power affects.
- This ability does 2x damage to living things as well as 10x durability damage to anything that is connected to the ground or whatever is touching the affected area.
- Every ability the user took with this power can be activated upon "gravelands" activation, affecting all caught in it, other than the user.

Power Catalyst

Powers :

- The user can generate a small energy signature that can activate any and all power stones, these are animite stones that have been infused with (usually) dead superhumans or other animite affected creatures.
- The power from the stone depends on the level of the power in the stone.

Weaknesses :

- Power is touch only (cannot activate a single stone that is not being held by this character).

Limitations :

- Power does not work without single stones.
- Cannot activate blood transfused objects or weapons.
- Powers that come from single stones cannot be improved without buffs to this power.
- Range of single stones powers cannot be improved without buffs to this power.

Blood transfusion (weapons/ objects) :

- Weapons blood transfused with this power can use any of the abilities through this weapon and can even affect this weapon like as if its a piece of animite, this allows whoever uses it to use their powers through it as if its their blood transfused weapon.
- Weapons that are legendary blood transfused with this power count as a legendary weapon for any one with other powers. As well as this, characters with catalyst powers can blood transfuse this weapon with another power (or multiple if they have the perks) which the user can then use.
- (user must have the evolution ability "Animite potential" for this blood transfusion) User can create single stones by blood transfusing their blood onto a chunk of animite and then blood transfusing another "affecteds' ' blood onto it.

Blood transfusion (clothing / amour) :

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Levels:

1) +1 SP

2) +1 SP

3) Blood Transfusion

- User can control the energy signature from their power to infuse a fraction of power from an animite affected creatures' DNA, the infusion must be into a non-living object and the abilities depend on the donor's powers.
- If this character gets a natural 20 or 25 + with S-P when blood transfusion, the weapon/ object will become a legendary blood transfused item.
- User can also use the blood of a dead affected to create a power stone. (if the user of this power gets a natural 20 or modified 25+ when blood transfusing a living affecteds blood into an animite gem, then it will become a power stone, however, if the S-P roll is 10+ instead, it becomes a pseudo power fragment, which can only be used when forged into an object or weapon and grants said object basic blood transfusion abilities.)

4) [Ability] Blood Hacker :

- User rolls S-P 10+ to be able to grab hold of, and even use other beings blood transfused items.
- User can activate any of the abilities from the items, and if this character rolls 20 or above they can use the weapon against even the donor.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

5) [Ability] Double Stone Creation

- User can fuse two separate super powers into one single power stone, called a “double stone”.
- User can fuse two power stones together with a successful SP roll of 15+.
- User can also extract both powers from an anomaly at once.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

6) [Ability] Calamity forge (faulty legendary)

- User can roll 10 + to create a legendary blood transfused weapon / item, however, this item will have a ‘calamity’ affect.
- Upon creating this item the ‘calamity’ affect is a recoil ability that has a chance to hurt the user, whilst also becoming more powerful than the original legendary effect. (Calamity weapons deal 1.5x more damage than legendary weapons).
- When the ‘calamity’ item is created, user must roll 1d8, whatever the number is the percentage of a chance the item will backfire. (1 = 10%, 8 = 80%).
- Whenever the user rolls to activate this item the user must roll either a D100 or D10, if the number comes up as the number or any of the numbers underneath the recoil percentage number, the weapon will generate recoil equivalent to the damage its supposed to deal/ is dealing.
- If the wielder of the calamity weapon is the donor whose blood was used, their powers cannot be immune or resistant to the weapon, regardless of ability.

[Buff]increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

7) [Ability] Power stone manipulation :

- User can separate double stones, power stones and even move or remove blood infusion from object to object.
- User can also combine more than 2 powers together in a power stone, however must roll higher each time they are combined. (e.g. 15 then 16 then 17, etc.) the requirement increases for each power added.
- Roll requirement to make double stones starts at 10+ with SP, if the user acquired “Double stone creation”.

[Buff]increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

8) [Ability] Material Potential :

- User of this power can control any elemental ability from elemental materials (ignis, Fulgur, Ion, etc.), range of elemental powers is 10m + 10m for every buff this character has.
- Damage dice is whatever the elemental equal to the elemental material dice +1 dice up for every buff this character took.
- Any material that has modifiers instead of dice to deal elemental damage, will have 1d8 added + 1 dice up for every buff this character took as well as the damage modifier.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

9) [Ability] Catalyst Shock

- User can deal animite energy damage to any and all affected.
- Damage starts at 1D8, + 1 dice up for every buff.
- This power is tactile only and cannot deal damage to those who are not affected.(humans)

[Buff] increase damage/ healing from single stones/ blood transfused objects by 2 dice up, Increases modifier(s) that single stones can grant by +2 more.

10) [Evolution]Animite Potential :

- If the user has the ability "Catalyst shock", the user can shoot a condensed beam of Animite damage through Animite gems or weaponry this character is holding. (damage dealt is based off this characters, which is d8 +1 dice up for every buff, as well as any animite damage modifiers the weapons may have).
- User can deal animite damage from up to a range of 10m +10m for every buff they took.
- User can use this power to activate as well as deactivate any animite based technology within the same range as their blasts (ie ; user does not require to touch said technology.) Can also sense animite within this same range.
- User can imbue animite infused weapons with extra animite damage based on this character's animite damage, this ability can be used within a range of 10m +10m for every buff and damage is d8 +1 dice up for every buff. (requirement is 20+ S-P).

[Mutation] Superpower Manipulation

- Upon tactile contact, this character can forcibly activate, deactivate, or even use an “affected’s” powers (user must beat the target’s S-P roll to do so).
- Whilst using the ability to forcibly activate another “affected’s” powers, the user of this ability can use them like a single stone.
- User can reflect any damage the target’s power(s) can output, using the target’s superpower(s); this ability requires an S-P roll of 15+ and tactile contact with the target in question (reflected damage ignores the target’s resistances or immunities).
- User can give their own character levels, in order to increase the power levels of other power users. The levels that can be given from this character can only be character level, and the levels that the user can grant, can only be to others’ power levels (this ability requires a 20+ S-P roll and cannot make the target’s power level exceed the maximum).
- User can “tune” items via control and manipulation of powers from single stones when blood transfusing them into items, weapons, armour, etc, to make other special abilities based on the powers used to make them. These must have requirements and the user can even make new upsides and abilities as long as they are accompanied with equal downsides and make sense based on the powers they came from (for example ; abilities must stem from the powers taken). Roll requirement for “tuning” items is 20+ S-P.