

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.
- This power can be activated via S-P, Dex, or Str.

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 / amour) :

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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 they 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 hand.

[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.