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.
- This power can be activated via S-P, Con, or Willpower.

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) :
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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, does not take 4x damage.
    ● This mode still gains the hybrid mode SpCon modification as well as the shell resistance.

    [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.