

## 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).
- This power can be activated via S-P, Con, or Dex.

### 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) :

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### 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 grants an ailment making 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+.
- Lasts 1d4 turns (+1 dice up for each increment higher the user of this power achieves above the roll requirement of this ability; for example 20 = d6)

[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.
- Lasts 1d4 turns (+1 dice up for each increment higher the user of this power achieves above the roll requirement of this ability; for example 20 = d6)

[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.
- Lasts 1d4 turns (+1 dice up for each increment higher the user of this power achieves above the roll requirement of this ability; for example 20 = d6)

[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+.