

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

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 use 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.

