

Conjuring

Powers:

- User can mark objects which the user can then conjure a perfect copy whenever they need it.
- Even if the original object is destroyed, the user keeps it marked as long as their marked version is not destroyed.
- The conjured objects are as powerful, capable, heavy, etc. as the original objects they're based on.

Limitations:

- The user can only mark up to 4 objects at a time.
- The difficulty to mark each item is based on said items size (1m or less = 10+ S-P roll, 2m = 15+, 3m = 20+, and finally 4m+ = 25+)
- The user cannot conjure objects any larger than 4m.
- Items only disappear if the user uses their power to do so.

Weaknesses :

- Each marked object is removed from being marked as soon as it is destroyed.
- Users' capacity to wield objects may limit the usage of the conjured items, just because the user can mark and conjure it, that doesn't mean the user can activate or wield it.
- This ability requires tactile contact between the objects in question and the user's hand(s).

Levels :

- 1) +1 S-P
- 2) +1 S-P
- 3) Familiar :
 - User can mark animals using this power as well as items. (These do not replace the amount of items the user can conjure)
 - The animals must be unconscious or dead to be marked, but each animal can only be marked once ever.
 - The animals are completely subservient to the user of this power.
 - Any creature to be marked by this ability have higher roll requirements based on threat level
 - Alpha: 10+ S-P
 - Beta: 15+ S-P
 - Gamma: 20+ S-P
 - Omega: 25+ S-P
 - Zeta: 26+ S-P
 - Beyond Zeta: 27+ S-P
 - All creatures health are based on original health, + 10 points for every buff taken with this power, +10 for each threat level the creature has passed / is on (example: Zetan = +50, Alpha = +10).
 - Familiars cannot be humans, super humans, anomalous humans, omegans, anthorpials, or husks.
 - The user only has 3 chances to attempt to mark a creature, once they the third time, the user cannot mark that specific creature permanently.
 - The user must be physically touching the creature, if the creature's remains are all that's left, the user must touch at least $\frac{1}{4}$ of its total size category worth, in order to mark the creature.

- When summoned, the familiar is exactly as the creature was in life, however, it will be without scars or battle damage.
- All familiars require a short rest from the user before they regain any HP or recover from injuries or ailments.

4) [Ability] Combo items :

- user can conjure two items at the same time combining bother effects together if the user chooses, the user must roll the roll requirement of the highest required item +1 increment higher per item the user wishes to combine.
- If this item is destroyed it removes all marked items affiliated in the combined item.

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

5) [Ability] Amalgam creatures :

- User can conjure two or more familiars at the same time combining them together if the user chooses.
- The user must roll the roll requirement of the highest required familiar +1 increment higher per additional creature the user wishes to combine.
- If this familiar is destroyed it removes all marked familiars affiliated in the combined creature conjured.

[Buff] User can mark and conjure +1 more familiar and item , the maximum size of items the user can conjure is +1m larger.

6) [Ability] Bonus affinity: elemental power:

- Upon conjuring a creature/ item the user can grant the item/familiar the ability the deal and control 1 elemental damage type.
- Once marked an the element is chosen it cannot be changed per creature.
- The elements the user has to choose from are :
 - * Fire
 - * Ice
 - * Water
 - * Light (energy)
 - * Darkness
 - * Lightning
 - * Lava (molten)
 - * Poison
- The range of the elemental powers the creatures have are based on 5m +5 per buff taken with this power.
- Damage dice with the elemental affinities are based on d6+ 1 dice up per buff.

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

7) [Ability] Bonus affinity: physical attribute:

- Upon marking a creature the user can grant the familiar 1 additional attribute.
- Once marked, the chosen physical attribute cannot be changed per creature.
- The attributes the user has to choose from are :
 - Wings for flight
 - Gills to breath water
 - Prehensile tail

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

8) [Ability] Bonus affinity: physical enhancement:

- Upon marking a creature the user can grant the familiar super stat.
- Once marked and the stat is chosen it cannot be changed per creature.
- The enhancements the user has to choose from are :
 - Super speed (x3 move speed)
 - SpStr
 - SpDex
 - SpCon
 - SpWis
- The bonuses increase by +1 for every buff taken with this power.

[Buff] User can mark and conjure +1 more familiar and item, the maximum size of items the user can conjure is +1m larger.

9) [Ability] Bonus affinity: embodiment:

- Upon marking a creature the user can grant the familiars to be made of 1 elemental damage type, meaning they will be immune to said damage type.
- Once marked and the element is chosen it cannot be changed per creature.
- The elements the user has to choose from are below in brackets are what the creature will take 2x damage from:
 - Fire (Ice)
 - Ice (fire)
 - Lightning (energy)
 - Energy (darkness)
 - Darkness (energy)
 - Poison (fire)
 - Lava (corrosion)
 - Water (lightning)

[Buff] User can mark and conjure +2 more familiars and items, the maximum size of items the user can conjure is +2m larger.

10) [Mutation] power bonus affinity :

- Users familiars or items can now have powers of super-humans, anomalies, omegans, or Huskonians.
- The user must have a power stone or power stone object and upon conjureing a familiar or item, the user sacrifices said power stone / power stone object, to which the creature now has access to those powers with its power stone.
- Once sacrificed the power stone cannot be retrieved, however, that familiar or item will permanently have those powers.
- Each creature or item can only have one power stone (unless it is a double stone like or from an anomaly; meaning 2 superhuman powers).

[Evolution] Humanoid familiars

- User can mark and conjure humanoid creatures which include all players races (superhuman, anomalous human, omegan, Huskonian, anthorpial).
- That humanoid marked and conjured is completely obedient to the user and had all abilities the original creature had.
- The health of the creature is still calculated like all other familiars and not the sum total health the humanoid had prior to being marked.