

Matter eating

Powers:

- The user can Roll S-P to eat solid or liquid matter, regardless of what it is made out of.
- Upon biting into objects, the user ignores physical resistances/ immunity, so long as the substance is a physical substance.
- Upon biting creatures the user ignores physical resistances or immunities, as long as they are tangible/ a substance that is possible for this power to consume.
- User does not take physical damage from objects they consume with this power, regardless of what it is made of.

Limitations:

- If an object or substance can fit inside the users mouth and has not been bitten, chewed or swallowed, the object does not take damage.
- When biting with this ability the user deals 1d10 damage, this includes being made from whatever substance the user can eat with this power.

Weaknesses:

- User cannot use this ability without the function of their mouth.
- User cannot use this power to eat fire, lightning, energy, darkness, air, or spatial constructs.

Levels:

1) +1 S-P

2) +1 S-P

3) Advanced digestion :

- Upon user consuming objects/ substances, if the object / substance has a secondary function upon it taking damage, the user can roll S-P or Metabolism to nullify the ability on said object/ substance.
- The S-P or Metabolism roll must be 15+.

4) [Ability] Poison pallet :

- Upon taking this ability, the user can eat any solid or liquid that is poisonous or deals poison damage without taking any damage.
- The user can eat or drink poison without taking poison damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

5) [Ability] Corrosive consumer:

- Upon taking this ability, the user can eat any solid or liquid that is corrosive or deals corrosive damage without taking any damage.
- The user can eat or drink poison without taking corrosive damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

6) [Ability] Fire eater:

- Upon taking this ability, the user can eat any solid or liquid that deals fire damage or actual fire without taking any damage.
- The user can eat or drink fire without taking fire damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

7) [Ability] Ice-cold crunch:

- Upon taking this ability, the user can eat any solid or liquid that deals cryo damage without taking any damage.
- The user can eat or drink ice without taking cryo damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

8) [Ability] Lightning lapper:

- Upon taking this ability, the user can eat any solid or liquid that deals lightning damage or actual lightning without taking any damage.
- The user can eat or drink lightning without taking lightning damage whilst consuming it.

[Buff] Damage from biting using this power increases by 1 dice up.

9) [Ability] Hardlight appetite:

- Upon taking this ability, the user can eat any solid or liquid that deals energy damage or actual light beams without taking any damage.
- The user can eat or drink energy without taking energy damage whilst consuming it.
- This does not work on regular light, instead it works on hard light, energy beams/ blasts, or energy constructions.

[Buff] Damage from biting using this power increases by 2 dice up.

10) [Mutation] Digestive manifestation:

- User with this ability can stockpile up 4 substances they most recently are using this power.
- This quantity of the substances are equal to 5m before it takes up another stockpile point, however, this is only for solids or liquids.
- If the user took any abilities that enabled them to eat fire, lightning, or energy, the user can only stockpile one bite per each point in their stockpile.
- The user can manifest anything from their stockpile, which can manifest from any part of the user's body, and in any shape the user decides.
- The damage output from manifesting is based on the users damage with power, is the substance is a solid they can manifest the substance like an armour granting them a resistance equal to half of the maximum damage output possible from this power.
- If the user is able to manifest fire, lightning, and or energy, the user does not take damage from manifesting it, however, the user will not have resistance to other forms of said damage types via outside sources.
- If any substance the user consumes deals damage (ei: fire, lightning, etc.) the user deals the damage of their own powers + the damage of the substance, be that from tech, environmental, or powers.

[Evolution] Metabolic restoration:

- Upon eating matter the user heals based on the damage they dealt/ can deal using this power.
- If the user took multiple abilities under this power, the user can eat crossbreed damage types, such as solar (fire/energy).
- The user can even cure ailments via eating the substances that caused the ailments, for example, the user eats fire to cure burns, the user eats solid matter to stop a bleeding wound. (This ability cannot regrow organs or limbs).