

Emotional empowerment

Powers :

- Player must choose one key emotion that is affected by this power.
- Whenever the user is feeling their key emotion the user rolls 1d10 for their stockpile.
- This is the key for the stockpile, when activating the power look at how many points in your stockpile and roll 10 or above with S-P To transform:
1 : continue to stockpile
2-3 : +1 to Str,Dex Con, (for one rotation / minute)
4-5 : +1 to Str,Dex Con, (for 2 rotations / minutes)
6-7: +2 to Str,Dex Con, (for 3 rotations / minutes)
8-9 : +2 to Str,Dex Con, (for 4 rotations / minutes)
10 : +3 to Str,Dex Con, (for 5 rotations / minutes)
- A player can stockpile by holding off using their powers for a turn and adding their next D100 roll to the first one. A player can only start charging for stockpile when their power form has run out.
- Str bonus counts as Super Str, whilst transformed.
- Note: whatever the modification that is granted, equals to the amount any other power the user has is buffed by, as it increases; damage dice, flight height, move speed increases, damage resistance dice, healing dice, and emission / manipulation range.
- This power can be activated via S-P, Con, or Cha.

Weaknesses:

- Roll willpower, if under 15 the user attacks the closest person / object to them (friend or foe).
- If forcibly de-transformed, the users stockpile is emptied to 0.
- Each turn the stockpile goes down so do all the stats affected.

Limitations:

- Stockpile can go no further than 10.
- Core improvements cannot increase the affect the stockpile has on SP stats.
- Cannot add to stockpile while user is in rage mode transformation.

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) Ever growing emotion :
 - User can increase their stockpile whilst in the Empowerment mode.
 - 1 in the stockpile now also grants +1 to all affected stats.
- 4) [Ability] Ignorant feeling :
 - Upon transforming, for 1d4 minutes / in-combat rotations the user takes half incoming damage.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

5) [Ability] Outburst:

- When transforming the user can decide to generate a shockwave of pure pressure that deal's 1d12 impact damage within a 4m radius of this character.
- The radius increases by 2m for every buff taken with this power.
- Upon this being activated, those within the radius must roll Dex, or Str, if they fail, those within go prone, if they fail with 2 or more increments less than the user's SP roll, they are knocked back a distance equal to the radius.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

6) [Ability] Emotional armour :

- user gains physical defence for every point inside their stockpile whilst in their empowerment mode.
- user can choose 1 other type of damage they gain this resistance to, however, once chosen the user cannot change this.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

7) [Ability] Mindless state :

- Roll 15+ with S-P to activate or 10+ with S-P whilst in empowerment mode.
- Whilst in Mindless State mode, user is immune to telepathy, however, must roll willpower at the beginning of each of their turn, or else they will attack the closest being to this character, regardless of friend or foe.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

8) [Ability] Acceptance :

- User can decide to use up 5 points from their stockpile to automatically succeed and action / reaction after the fact.
- Upon using this ability on their turn the user does not use an action, but cannot use this for attacks.
- When used as a reaction this ability does not stop the opponent from doing what they intended, however, this character does successfully land an attack of their own even if this character is rendered unconscious by the action they are reacting against.
- Upon using this ability the user cannot gain points into their stockpile during their turn they activated this ability on, or during the event they used this ability to react to.

[Buff] Increase maximum stockpile by 2 points, this increases the maximum buff and turns by +1.

9) [Ability] Outrage :

- User must roll 20+ with s-p to activate this ability.
- For every living / active creature/ participant in combat the user must attack a creature / combat participant that many times.
- During this ability the user attacks until the amount of attacks have been all used up, or they themselves are unconscious.
- The user will attack a new opponent after each attack, within their movespeed, if there is no one else they will continue to roll for attacks against the one enemy.
- At the end of this ability the user loses all but 1 point in their stockpile, and this ability cannot be used again for 24 hours.

[Buff] For every 2 points in this characters stockpile that now counts as +1 to all affected stats, for every point in the stockpile this characters empowerment transformation lasts 1 turn/minute.

10) [Mutation] Vice or virtue empowerment :

- With this mutation the power makes a stockpile for empowerment based on either the current vice or virtue the character has. Whenever the character does anything related to said vice / virtue, they build up their stockpile, in other words whenever they do any of the previously mentioned actions they roll a D20 to add to their stockpile.
- User choose 1 damage type that they gain +1 point of damage resistance for every point in their stockpile whilst in their Empowerment mode. (The damage types are ; Physical, fire, energy, dark, lightning, poison, sonic, or cryo. Once chosen the user cannot choose another).
- User also rolls 1d10 for every time someone gives into the similar vice or virtue this character has.
- Max stockpile is increased by 10 points.

[Evolution] Explosive Emotion :

- Reactional transformation, user rolls 1d10x3 and immediately transforms into their Empowered mode, this is considered as a free turn if the user wishes to use it during their turn.
- Roll requirement for this is 20+ with SP.
- Cannot use this ability if the stockpile is max.
- Can use this ability without rolling SP once per long rest.
- Max stockpile is increased by 10 points.
- If you user has the perk "ignorant feeling" the user multiplies the time limit dice by 3 upon transforming with Explosive Emotion.
- If you user has the perk "outburst" the user can multiply the outburst damage by 3 upon transforming with Explosive Emotion.