

Power Catalyst

Powers :

- The user can generate a small energy signature that can activate any and all power stones, these are animite stones that have been infused with (usually) dead superhumans or other animite affected creatures.
- The power from the stone depends on the level of the power in the stone.
- If the power stone/ power-stone object has multiple powers / power stones within it, the user gains access to all powers/ abilities possible from within it.
- This power can be activated via S-P, Int, or Cha.

Weaknesses :

- Power is touch only (cannot activate a single stone that is not being held by this character).
- User can only wield the powers from one power-stone/ double-stone/ multi-stone at a time.

Limitations :

- Power does not work without single stones.
- Cannot activate blood transfused objects or weapons.
- Powers that come from single stones cannot be improved without buffs to this power.
- Range of single stones powers cannot be improved without buffs to this power.
- Whilst using a power stone the user does not gain any resistances, immunities, or other passive effects (this does not include S-P stats) from the stones they wield unless there is an ability/ transformation that enables them to grant access to any of these properties whilst wielding them.
- This power requires the user to have tactile contact with the power stones, power-stone object, or blood infused object for the user to activate them.

Blood transfusion (weapons/ objects) :

- Weapons blood transfused with this power can use any of the abilities through this weapon and can even affect this weapon like as if its a piece of animite, this allows whoever uses it to use their powers through it as if its their blood transfused weapon.
- Weapons that are legendary blood transfused with this power count as a legendary weapon for any one with other powers. As well as this, characters with catalyst powers can blood transfuse this weapon with another power (or multiple if they have the perks) which the user can then use.
- (user must have the evolution ability "Animite potential" for this blood transfusion) User can create single stones by blood transfusing their blood onto a chunk of animite and then blood transfusing another "affecteds' ' blood onto it.

Blood transfusion (clothing / amour) :

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Levels:

- 1) +1 SP
- 2) +1 SP
- 3) Blood Hacker :
 - User rolls S-P 10+ to be able to grab hold of, and even use other beings blood transfused items.
 - User can activate any of the abilities from the items, and if this character rolls 20 or above they can use the weapon against even the donor.
 - Whilst wielding the blood transfused items, if they are of legendary value, the user can wield the donor's powers of equal level to when they donated to the item.
- 4) [Ability] Blood Transfusion
 - User can control the energy signature from their power to infuse a fraction of power from an animite affected creatures' DNA, the infusion must be into a non-living object and the abilities depend on the donor's powers.
 - If this character gets a natural 20 or 25 + with S-P when blood transfusion, the weapon/ object will become a legendary blood transfused item.
 - User can also use the blood of a dead affected to create a power stone. (if the user of this power gets a natural 20 or modified 25+ when blood transfusing a living affecteds blood into an animite gem, then it will become a power stone, however, if the S-P roll is 10+ instead, it becomes a pseudo power fragment, which can only be used when forged into an object or weapon and grants said object basic blood transfusion abilities.)

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

- 5) [Ability] Double Stone Creation
 - User can fuse two separate super powers into one single power stone, called a "double stone".
 - User can fuse two power stones together with a successful SP roll of 15+.
 - User can also extract both powers from an anomaly at once.
 - The user of the power can still use this ability even if the user does not have the ability "blood transfusion", however, if they do have it the user can combine a second power through infusing the blood or DNA of and effected to a power stone, making it into a double stone.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

6) [Ability] Calamity forge (faulty legendary)

- User can roll 10 + to create a legendary blood transfused weapon / item, however, this item will have a 'calamity' affect.
- Upon creating this item the 'calamity' affect is a recoil ability that has a chance to hurt the user, whilst also becoming more powerful than the original legendary effect. (Calamity weapons deal 1.5x more damage than legendary weapons).
- When the 'calamity' item is created, user must roll 1d8, whatever the number is the percentage of a chance the item will backfire. (1 = 10%, 8 = 80%).
- Whenever the user rolls to activate this item the user must roll either a D100 or D10, if the number comes up as the number or any of the numbers underneath the recoil percentage number, the weapon will generate recoil equivalent to the damage its supposed to deal/ is dealing.
- If the wielder of the calamity weapon is the donor whose blood was used, their powers cannot be immune or resistant to the weapon, regardless of ability.

[Buff]increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

7) [Ability] Power stone manipulation :

- User can separate double stones, power stones and even move or remove blood infusion from object to object.
- User can also combine more than 2 powers together in a power stone, however must roll higher each time they are combined. (e.g. 15 then 16 then 17, etc.) the requirement increases for each power added.
- Roll requirement to make double stones starts at 10+ with SP, if the user acquired "Double stone creation".
- If a multi-stone or multi-power stone item has attained a roll requirement of 28 or higher, no further powers may be stored in it unless it is combining with another multi-stone. Multi-stones are defined as items with three or more powers.
- Combining multi-stones will require a roll of 28 or higher, but the roll requirement will not increase beyond that. However, if the user rolls a Nat 1, one of the multi-stones will be destroyed.
- The user of the power can still use this ability even if the user does not have the ability "blood transfusion", however, if they do have it the user can combine a second power through infusing the blood or DNA of and effected to a power stone, making it into a double stone or multi-stone.

[Buff]increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

8) [Ability] Material Potential :

- User of this power can control any elemental ability from elemental materials (ignis, Fulgur, Ion, etc.), range of elemental powers is 10m + 10m for every buff this character has.
- Damage dice is whatever the elemental equal to the elemental material dice +1 dice up for every buff this character took.
- Any material that has modifiers instead of dice to deal elemental damage, will have 1d8 added + 1 dice up for every buff this character took as well as the damage modifier.

[Buff] increase damage/ healing from single stones/ blood transfused objects by 1 dice up, Increases modifier(s) that single stones can grant by +1.

9) [Ability] Catalyst Shock

- User can deal animite energy damage to any and all affected.
- Damage starts at 1D8, + 1 dice up for every buff.
- This power is tactile only and cannot deal damage to those who are not affected.(humans)

[Buff] increase damage/ healing from single stones/ blood transfused objects by 2 dice up, Increases modifier(s) that single stones can grant by +2 more.

10) [Evolution]Animite Potential :

- If the user has the ability “Catalyst shock”, the user can shoot a condensed beam of Animite damage through Animite gems or weaponry this character is holding. (damage dealt is based off this characters, which is d8 +1 dice up for every buff, as well as any animite damage modifiers the weapons may have).
- User can deal animite damage from up to a range of 10m +10m for every buff they took.
- User can use this power to activate as well as deactivate any animite based technology within the same range as their blasts (ie ; user does not require to touch said technology.) Can also sense animite within this same range.
- User can imbue animite infused weapons with extra animite damage based on this character's animite damage, this ability can be used within a range of 10m +10m for every buff and damage is d8 +1 dice up for every buff. (requirement is 20+ S-P).
- The user of this power can also activate power stones/ power-stone objects within a proximity of 10m +10m per buff taken with this power, of the user.

[Mutation] Superpower Manipulation

- Upon tactile contact, this character can forcibly activate, deactivate, or even use an “affected’s” powers (user must beat the target’s S-P roll to do so).
- Whilst using the ability to forcibly activate another “affected’s” powers, the user of this ability can use them like a single stone.
- User can reflect any damage the target’s power(s) can output, using the target’s superpower(s); this ability requires an S-P roll of 15+ and tactile contact with the target in question (reflected damage ignores the target’s resistances or immunities).
- User can give their own character levels, in order to increase the power levels of other power users. The levels that can be given from this character can only be character level, and the levels that the user can grant, can only be to others’ power levels (this ability requires a 20+ S-P roll and cannot make the target’s power level exceed the maximum).
- User can “tune” items via control and manipulation of powers from single stones when blood transfusing them into items, weapons, armour, etc, to make other special abilities based on the powers used to make them. These must have requirements and the user can even make new upsides and abilities as long as they are accompanied with equal downsides and make sense based on the powers they came from (for example ; abilities must stem from the powers taken). Roll requirement for “tuning” items is 20+ S-P.