

Truth child (Speech-based reality manipulation / "Speaker")

Lore:

- Those with this power are known as "Truth speakers", with the power to create or alter objects within a specific range after speaking something would happen.
- The user of this power has basic reality manipulation with the main power to alter non living things, but later gains the power over much more.
- Truth speakers have the sole weakness of their speech, where if they cannot speak or no one including them can hear them they cannot alter reality.

Powers:

- Through speaking the correct words/ phrases, the user can summon or alter solids, liquids, gases, or plasmas.
- These enable the user to manipulate as well as generate any damage types that correspond with the aforementioned states of matter the user can summon / alter.
- The user can manipulate and alter pre-existing objects and materials, giving them effects, or even taking away properties based on whatever the user generates with this power.
- This power can be activated via S-P, Cha, or Willpower.

Weaknesses:

- 3x Animate weakness
- Cannot use power if the user is unable to speak.
- Powers cannot alter living creatures nor can they turn them into any of the elements this power can generate.
- Users cannot make technology or specific objects with special abilities (i.e. :blood infusion abilities) without the user touching it and seeing it work at least once each.
- User manipulates these states of matter and damage types via their words.

Limitations:

- Damage starts at 1d8
- The range of this power is 10m.
- Users can only affect the materials now, and not in the past.
- This power cannot be used reactively if the user cannot speak.
- Generation of minerals requires an S-P roll of 25+.
- User cannot generate or summon: animate damage, decay or darkness, either as a substance or a damage type.
- Generation and conjuration of substances, and or, items is a separate action from manipulation and control.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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Levels:

- 1) S-P +1
- 2) S-P +1
- 3) Words of "Harm" & "Heal":
 - User can either heal or damage themselves or others (d8+dice up per buff).
 - if the user rolls 15+ with sp they can heal or inflict an injury/ ailment.
 - If the user rolls was at least 20+ increments they can even regenerate/ regrow an organ or limb.
 - The user can use the word "Harm" to worsen an pre-existing injury/ailment, the target must beat this characters S-P roll with Con.
- 4) [Ability] Word of "Placement" :
 - User can instantly move a person or an object within their range.
 - The target cannot be moved inside or on a location where they wouldn't fit or where they would overlap with any solid matter.

[Buff] All truth manipulation-based damage, including "Harm and Heal" increases by 1 dice up, truth manipulation range increased by 10m.

- 5) [Ability] Concatenation ("and") :
 - With this ability, when rolling for an ability that deals an elemental damage type and the user achieves a minimum of 1 increment higher than the roll requirement of the ability, the user can choose one more damage type to add.
 - This will make the elemental damage into a crossbreed damage type, meaning if the opponent has resistance or immunity to one of these damage types, the target will take the damage type they are less resistant to.

[Buff] All truth manipulation-based damage, including "Harm and Heal" increases by 1 dice up, truth manipulation range increased by 10m.

- 6) [Ability] Logical truth:
 - The user can make themselves immune to an affect, injury, ailment or damage type for 1d4 minutes + 1 dice up per buff.
 - This ability can be used once per long rest.

[Buff] All truth manipulation-based damage, including "Harm and Heal" increases by 1 dice up, truth manipulation range increased by 10m.

- 7) [Ability] "Illogical Lie" :
 - upon an S-P roll of 20+, user can deny or nullify either a particular powers' usage, a trade, a proficiency , or racial abilities within their powers range for 1d4 minutes + 1 dice up for every buff taken.
 - This ability can be used once per long rest.

[Buff]All truth manipulation-based damage, including "Harm and Heal" increases by 1 dice up, truth manipulation range increased by 10m.

8) [Ability] Safe words : "Safety" & "Redo" :

- upon a 25+ sp roll user can either resurrect a target via "Redo" or grant themselves or a target "safety" for 1d4 minutes.
- Upon being affected by "Safety", the target is immune to injuries, fatal moments, and if any attack deals damage to the target beyond their current health, which would leave them with less than 1 hp, the damage is negated.
- Resurrection can only be performed once every 24 hours per creature.
- "Safety" cannot be used on the same target again until after a cool-down period equal to the amount of time the effect was active on them.
- "Safety" lasts d4 minutes +1 dice up per buff.

[Buff] All truth manipulation-based damage, including "Harm and Heal" increases by 1 dice up, truth manipulation range increased by 10m.

9) [Ability] Personal truth :

- User can manipulate their own body via the words they state about themselves.
- Upon rolling an S-P of 15+ the user can grow, regrow, or even mutate their own body, granting super stats, new body parts, or even resistances to damage.
- The most amount of resistance the user can grant is no greater than +5, +the users' S-P modifier, and can only have one resistance at a time.
- Super stats granted, including via new body parts/extremities cannot exceed the user's S-P modifier, the user cannot grant SpCha.
- New body parts or modifications can grant effects from other species or creatures, so long as they know roughly what it is or how it works.
- The body parts/ organs/ extremities based on other creatures, can have the functions and abilities of said creatures, however, cannot exceed them
- This ability only works on the user.

[Buff] All truth manipulation based damage, including "Harm and Heal" increases by 2 dice up, truth manipulation range increased by 20m.

10) [Mutation] Truth Confirmer :

- users can manipulate the truth if they write down a statement and then roll sp, instead of just speaking it. (Whatever effect should come from the written words will have a roll requirement equal to whatever ability it is based on when being imbued).
- Users can also confirm the truth if someone asks them something and successfully rolls the sp requirement.
- Any writing imbued with truth manipulation (based on the abilities available to this character) can be used upon being read out loud ; if placed on an object it will affect / come from the one who read it, if on a living creature the truth will come from / affect said creature no matter who read it out loud.
- If the words are destroyed the effect will happen once more, however, it will affect everything within a radius equal to half of the user's maximum range with this power.
- Upon a roll of 25+ and using 1 super powered beings' blood with the writing/ etching/ branding, the writing will now have the abilities/ strengths of the donors power. (This can grant access to certain effects the user would not normally be able to access).
- If the user of this power took the ability "Word: placement", the user can roll 20+ when making a word of placement connect to another written down word of placement, allowing those who activate it teleport between them no matter the distance.
- If the user took the ability "Personal truth" the user can use personal truth on others, however, if the target is not willing they can attempt to roll willpower, upon a successful 15+ they will turn back to their original form, they can attempt to roll this every 1d4 minutes.

[Evolution] Absolute Truth :

- Truth manipulation range x2.
- Truth manipulation based damage x2.
- For every increment above the roll requirement the user achieves on truth manipulations the user can affect as many extra people. (Example: roll requirement = 10, user rolls modified 21, the ability affects 3 people instead of 1).
- Upon rolling an S-P 26+ the user can create an "Absolute truth", this is a truth that will continue to repeat forever, without time limit, it won't stop without truth manipulation or the object, creature, or area affected is removed from reality, the user can only make 1 absolute truth, however, the truth can affect multiple targets if the user achieves multiple increments above.
- If the user took the ability "Personal truth" the user can use personal truth on others, however, if the target is not willing they can attempt to roll willpower, upon a successful 15+ they will turn back to their original form, they can attempt to roll this every 1d4 minutes.
- If the user took the ability "Concatenation" the user is able to speak another truth / manipulate a second truth after/ on top of one upon rolling an ability and achieving 2 increments higher than the first abilities' roll requirement.

[Ascension] Silver tongue :

- User gains +4 SpCha +1 SpCha for every buff taken.
- Users can activate any perks under this power with SpCha added to charisma based rolls instead of S-P, this also includes adding auxiliary stats under Cha, so long as it fits / make sense based on the actions/ words of the character.
- If the user took the ability "Personal truth" the user can use personal truth on others, however, if the target is not willing they can attempt to roll willpower, upon a successful 15+ they will turn back to their original form, they can attempt to roll this every 1d4 minutes.