

Copying

Powers:

- upon tactile contact the user must roll 10 or above with S-P To copy the power of the person the user touched.
- The user can use all facets of the powers they've copied.
- This power can be activated via S-P, Con, or Int.

Weaknesses:

- User can only copy the superpowers, meaning the abilities of the affected; Superhumans, Anomalies, Omegans and husks.
- User only copies one power from an anomaly at a time.
- User must touch the people who they're copying powers from with their hands.
- User can only use one power at a time, meaning they cannot use two powers in one action, but can use one after the other.
- If nullified, the user loses all powers in the users' copying stockpile.

Limitations:

- maximum powers that can be copied at a time is 3.
- Once Powers are copied the user must roll 1d6 for how many rotations/ minutes the user has the copied powers.
- Whilst the user does gain the powers equal to the level of targets' power levels, the user cannot add the targets boons or core improvements, meaning the powers are only as powerful as they were made through power levels and unique attributes.
- User does not gain any racial features or abilities from those they copied the powers from.

Notes:

- If the user of this power has multiple powers copied, the user gains all the passive abilities and, or resistances from all those powers until their times run out.
- Use of each power does not negate the previous ability, however, the user will not currently have use of the other powers whilst one is being actively used.

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) Seal and Release:

- The user may seal copied powers, pausing their remaining duration timer.

- Sealed powers may later be released to regain access to them.
- Once released, the same copied power cannot be sealed again unless it is copied anew.

4) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

5) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

6) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

7) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

8) [Ability] Time limit for copying increased by 1 dice up

[Buff] Stock for copied powers increase by +1

9) [Ability] Stacked usage

- Every power this character has copied can be used all at once to deal an attack or use a combined ability.
- This will reduce all powers time limits immediately after.
- The damages are all combines but must be based on melee or ranged. (if the melee based powers increase different stats, user must chose which stat they are attacking with).
- If the user combines all abilities instead of attack, this lasts for 1 rotation.
- User requires to roll 20+ to activate this ability.

[Buff] Stock for copied powers increase by +2

10) [Ascension] Ability observation

- User can now copy any powers so long as they have seen them use those powers, instead of touching the target to copy their powers.
- To copy powers through sight the user must roll 15+.
- User can also copy abilities and techniques from trades, proficiencies or even signatures and use them after rolling 20+ with S-P up to 1 minute/ 1 in-combat rotation after user seeing it's use.
- Copied abilities, trades, and signatures can be used and accessed permanently after copying including signatures and SPMA's, however if they require a stockpile, item/weapon, or even another ability to be activated first, the user cannot access these observed techniques without them.
- If the user fails the S-P roll required for this ability they cannot copy the ability technique or signature again unless the user sees it again.
- The amount of times the user can use the copied techniques (etc.) is based on how many times the technique itself can be used ; per day, long rest or short rest.
- The amount of observed abilities the user can have is based on the amount of powers this character can copy x2.
- Note: the user can learn and use SPMA's outside of their observation stockpile, and even use them without needing to have a power copied once they've learnt it, so long as they have access to whatever the technique requires (this includes stockpiles, items/weapons, or other abilities/ affects to be active beforehand that aren't just the power they're based on)
- If the user took the ability "Stacked Usage", this ability is called "Observation stack"

[Evolution] Favouritism :

- Upon this character copying a power the user now has unlimited time on that power, these are called "favourites" or "favourite power(s)"
- If user copies the powers of someone who has more than 1 power, the user can then choose which one they will favourite.

- If the user rolls 25+ S-P they can choose which one of the powers they have currently in their copied stockpile. (user cannot change their favourite without copying new powers or the previous powers again.)
- Chosen favourite power will stay the favourite until the user rolls 25+ S-P to choose another when copying.
- If nullified favourite powers are not removed.
- If the user activates the ability "Stacked usage", the favourite power(s) will not deplete.
- The user can have the same amount of "favourites" as $\frac{1}{4}$ the amount of separate powers this character can currently copy at a time. (1 favourite is granted minimum).
- If the user took the ability "Stacked Usage", gains a new ability called "Stacked Favourite"

[Mutation] Amalgamation:

- The user now copies powers passively within a range equal to the user's move speed which is multiplied for every ability taken.
- The user no longer copies by powers but now considers each living being or power stone as a "power source", and the amount of power sources the user can copy from is equal to the number of power they could copy before this ability was chosen.
- Each power that is copied is in the same condition it was when the user copied it, meaning that if a stockpile character's power is "amalgamated" the user of this power has the same stockpile and with the same amount stored within it.
- The user may not also know what powers they have access to but will always be aware of many they are amalgamated to and intrinsically know how to activate them.
- All powers passive affects are active and can stack together, however only 1 active affect can be used at a time.
- The user of this power has all powers weaknesses including Animate weakness, however, resistances and immunities takes precedence.
- If the user took the ability "Stacked Usage", they gain a new ability called "gluttonous form" :
 - user rolls S-P 20+ to activate a form where this character can stack all powers currently assimilated
 - the user then rolls their amalgam mode time limit dice, this shows how long "Gluttonous form" will last in minutes/ combat rotations.
 - the user can stack all similar powers and damage dice together. (super stats, elemental damage types, etc.)

- Damage combined via similar powers are rolled based on their separate values altogether, meaning the stacked damage does not cap at 5d10s.
- The amount of time the user was in this mode, is the amount of time this character must wait to use it again.
- User can use any and all of the abilities currently assimilated reactively.
- Whilst in "Gluttonous form" user can use 2 separate emission power at the same time as long as the user successfully rolls to activate the power and achieves at least 1 increment higher than its roll requirement.
- Whatever transformation abilities the user amalgamates to, upon activating this mode all abilities with roll requirements equal to or lower than whatever the user rolled to activate this mode all activate at once.