

Sound Manipulation

Powers:

- User can amplify sounds to the point of weaponization.
- Users' bodies are immune to direct sonic damage.
- When amplifying a sound, roll 1d8 of sonic damage.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User has to be touching / holding the thing that is making sounds that are being amplified, user can also amplify their own sounds.

Limitations:

- Use increases soundwaves by up to 30 m if something does not have a range or a preset range the range is increased to 30 m.
- User must either generate sounds from their own body to amplify, or amplify sounds from objects/people via successful S-P roll with **tactile contact**.

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) Sound Bites
 - User can imbue an object with a sound that lasts up to 2 seconds, which can then loop for 1d4 minutes.
 - The sound can be anything that has been made within the last minute.
- 4) [Ability] Echolocate:
 - User may roll S-P of 10+ after generating a sound with these powers, to detect shapes and movement in the area which the sound travelled through (radius and height equivalent to half of the distance that the sound was effective for).

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

5) [Ability] Silence Manipulation:

- User may roll S-P of 15+ to create an area which nullifies sound around them, of diameter equal to their maximum range, its height is equivalent to half of the user's maximum range. In order to maintain this area of silence, the user must roll S-P of 10+ every minute/rotation. The user must remain in the silent area to maintain it.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

6) [Ability] Remote sound bites:

- User can decide whether or not sound bites activate immediately when creating them.
- User can remotely activate sound bites which they have laid down, within range equivalent to the maximum range of their sonic damage, with an S-P roll of 10+.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

7) [Ability] Manipulating music:

- User can now enhance their powers through the use of musical instruments, granting them the following abilities:

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

8) [Ability] Power of the beat:

- Upon striking a person, or object, with their fists or a melee weapon, the user may roll S-P of 10+ in order to add their sonic damage to the attack.

[Buff] Sonic damage increases by 1 dice up, increases range by 10m.

9) [Ability] Amplification imbue:

- User can roll S-P of 20+ to imbue an object, which they are touching, with sonic amplification for 1D4 (+1 dice per buff) turns. If this object does not naturally deal sonic damage, then when it is used to generate sound (be it blowing through a horn or striking a hard surface with a tuning fork) it will generate sonic damage equal to the power that affected it.
- If this power is used on an object which already deals sonic damage, or is used to amplify the sonic damage of this power's user, then that damage becomes 1.5x, rather than adding more damage dice.

[Buff] Sonic damage increases by 2 dice up, increases range by 20m.

10) [Mutation] Vibrational Quake Creation:

- Instead of sonic damage, the user of this power now deals sonic/spatial/impact damage in the form of vibrations, which tear apart matter. These deal 10x durability damage.
- As a result, the user of this power now generates their damage type, rather than having to rely on amplifying sounds to do so.
- The range of this power becomes 10m +10m per buff on this power.
- The user of this power retains their sonic immunity and is not harmed by their own powers, so long they are generated by the user, but gain no new resistances/immunities.
- (Remote) Sound bites now act as landmines, which generate quakes equivalent to the user of this power's.
- Echolocate works the same way as it did prior to this mutation, but the user must now generate a quake in order to activate it.
- Silence manipulation can now be reactively used to nullify ranged impact, sonic or spatial damage. If the user of this power rolls 5+ above the attacker(s)' roll(s) then they may reflect the damage, while adding their own.
- Other perks work the same as they did prior to this mutation, but deal quake (sonic/spatial/impact) damage instead.

[Evolution] Sound vibration domination:

- The user of this power no longer has to be in tactile contact with an object/person in order to manipulate the sound which they are generating. The user of this power may now roll S-P of 15+ to manipulate any sound within their maximum sonic amplification range as a radius around themselves.
- If the user had the ability "Echolocate" the user can passively sense anything within their range that is making sounds.