

Crustacean mono-morph

Powers:

- Player chooses what crustacean the user transforms into: Lobster, or Crab.
- Once chosen, this character can only turn into the chosen crustacean.
- If crab was chosen: whenever transformed the user cannot walk forwards, however, when on the ground the user gains 10m to move speed.
- If lobster was chosen: the user gains 10m to move speed whilst swimming.
- Whilst in the crustacean mode, the user is no bigger than 0.5m, but can breathe underwater and deal 1d4 slashing damage with their claws.
- This power can be activated via S-P, Con, or Willpower.

Limitations:

- User has no hands whilst in their crustacean modes.
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Weaknesses:

- Whilst in regular crustacean mode, the user takes 2x physical damage.
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Note: user rolls labour when pinching and dealing damage with their claws.

Levels:

1) +1 S-P

2) +1 S-P

3) Hybrid Mode:

- Upon rolling S-P of 15+ the user becomes a hybrid between the user's original physiology and the crustacean.
- This mode makes it so the user is their original height and gains benefits based on which crustacean they are.
- If the user chose Crab: the user gains +8 physical resistance, claws deal 1d6 slashing damage.
- If the user chose Lobster: the user gains +6 physical resistance, claws deal 1d8 slashing damage.
- The user does not take 2x physical damage whilst in this mode.
- Whilst in this mode the user gains +1 SpStr.

4) [Ability] Hard outer shell :

- +6 physical resistance with the user's shell whilst in hybrid mode.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

5) [Ability] Pincer Vice:

- User rolls grapple with advantage when it come to grappling with their claws.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

6) [Ability] Razor Claw:

- users claw deals $\frac{1}{2}$ of the users shell resistance when pinching with their claw.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

7) [Ability] shrimp pistol :

- Whilst in the user creature or hybrid mode, the user gains the ability to store water in one of their claws, and in their mouth, upon an S-P or Str roll the user jets this water out up to 5m +5m for every buff under this power. This jet of water deals 1d8 impact damage (+1 dice up per buff under this power).

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

8) [Ability] crustacean regrowth :

- upon an S-P roll of 20+ the user can regrow a single limb, as long as they're in creature or hybrid forms of this power.

[Buff] Increase pincer damage by 1 dice up, increase SpStr by +1, increase physical resistance by +2.

9) [Ability] Mega-Crustacean

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[Buff] Increase pincer damage by 2 dice up, increase SpStr by +2, increase physical resistance by +4.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Crustacean royalty

- User can become the "Crustacean royalty" in hybrid mode if the user rolls 20+ S-P.
- Whilst in crustacean royalty hybrid mode, the user has +1 to all stats the power affected, as well as double the users damage resistance granted from this power.
- Whilst in the "Crustacean royalty" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (l.e: crab anthorpial, crabs)
- If the user took any of the abilities, they are 2x as effective whilst in "Crustacean royalty" mode.