Combustion manipulation

Powers:
- The user is able to make any object that they touch detonate shortly after a successful S-P roll (10 or above).
- The damage the object can deal is 1d8 of impact damage.
- If an item doesn't have a determined durability , the object perishes during the explosion.
- If the object does have a determined durability, the object takes durability damage based off how much the attack was supposed to do, if the object is destroyed add half of the damage of the impact onto the attack as pierce damage. (example 1d8 = 4 impact +2 pierce).
- Explosives can have a 1d4 timer after the user lets go, however the user can roll the timer before throwing the object, the timer will not begin, until the user has let go of the object.
- This power can be activated via S-P, Cha, or Willpower.

Weaknesses:
- Power is useless without hands.
- Explosions and shrapnel can still affect the user if not careful.
- Explosives that are tagged by this power lose their "tag" if the object is destroyed.

Limitations:
- Cannot turn living flesh into an explosive.
- Explosions start at d8 of impact damage.
- Range of explosions radius is 2m for every explosive.

Blood transfusion (weapons/ objects) :
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Blood transfusion (clothing / amour) :
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levels:
1) S-P +1

2) S-P +1

3) Trigger bomb
   - When turning something into an explosive, it affects 0.5m of that object , when it explodes its blast radius is the radius of the explosion multiplied by every 0.5m of area that had been turned (example ; 1m affected = 4m blast radius).
   - Whenever the user makes something explosive they no longer have a time limit and can now detonate them at will, freely.
   - These explosives can explode as a free action, however cannot explode reactively to an attacker.
   - There is no limit to the amount of bombs this user can make.
   - When detonating the trigger bombs the user can choose how many and which ones explode.

4) [Ability] Living subjects
   - Upon rolling an S-P of 20+ the user can tag a living being with this power making the explosion come from the target.
   - Target must roll con or fortitude of 15+ otherwise they will take a severe injury to that localised area.

   [Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

5) [Ability] Incendiary bombs
   - Upon rolling a 15+ the explosive that has been made deals fire damage instead of impact damage.
   - If the user rolls 20+ the explosion does fire / impact damage, meaning it targets the victims' least resistance of the two damage types and deals that. (if the target takes equal damage from both, user takes 2 separate injury types, 1 for burn and 1 for the impact).
   - Upon rolling 25+ the explosive can deal fire and impact damage (user rolls for both damages)

   [Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

6) [Ability] Bomb control :
   - Whenever the user makes a bomb with these powers, and rolls at least 1 roll increment higher than the abilities' roll requirement, the user can decide how much damage the bomb deals or even the size of the blast radius of said bomb.
   - User can only make the blast radius and damage capped by making them smaller.

   [Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

7) [Ability] Stacker-Bomb :
   - User creates a type of bomb that can be tagged multiple times for explosions.
   - This type of bomb requires a 15+ to make and then 1 higher requirement for each additional explosion added.
   - The bomb can be triggered once for all explosions at once or at separate times at separate intervals.
   - To have the multiple explosions form a single stacker bomb count as one attack which deals the total damage instead of multiple explosions counting as separate attacks, the user must roll 25+ S-P when activating the stacker bomb.

   [Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

8) [Ability] Self destruct :
   - Roll 20+ to charge yourself with explosive energy which will deal damage based on the users max health (1D4 for every 4 points in max hp).
   - This damage will be dealt to the user as well as anyone within 2x the users max blast radius.
   - Even if the user has less than their max Hp they must roll all the dice for this ability.
   - If the users health reaches less than 0 they die.

   [Buff] Explosion damage increased by 1 dice up, radius of explosions increased by 2M.

9) [Ability] Implosion grenades
   - Upon an S-P roll of 20+ the user creates a bomb that implodes; sucking everything within a 1.5x radius, and then exploding, dealing 1.5x damage to those within 1x the blast radius.
   - Anyone within the blast radius must roll Str, weight or S-P (providing the power is grants the to react) to escape the explosion.

   [Buff] Explosion damage increased by 2 dice up, radius of explosions increased by 5m.

10) [Mutation] Explosion emitter :
- user now generates explosions from their hands and without dealing damage to themselves, so long as they don't turn them on themselves.
- Range of the explosion are either direct blasts that are 2m wide and reach 10m +10m for every buff, or the blasts are cones that start from the user's hand, reach up to 10m +10m and then goes up to half as wide as the farthest point.
- All bomb abilities are still able to be used, however, only on the usr, meaning that all trigger bombs and bomb abilities work when placed on themselves. This character does not take any damage from the explosions generated from themselves unless reflected back at them.
- Explosions from the "body bombs" can either be triggered by the user or when the user takes damage on the specific locations tagged, the explosive range is chosen by either being radius, blast, or cone.
- Each body part can only be marked once (not including stacker bomb), each part of the body is categorised as such ; left arm, right arm, left leg, right leg, torso, head.

[Evolution] Nuclear option :
- Roll 25+ S-P to make a target into an explosive that will have 3x blast radius, 2x damage and deals Animite damage equivalent to the damage of the explosion (before 2x) on top. This ability can only be used once a day.
- With this particular ability this bomb multiplies the damage by 2x rather than the user rolling 2x the dice.
- User has the passive ability to sense all "tagged" beings or objects by this power (even if not by this user), the radius of this sensory ability is equal to this character bomb radius from the "tagged" objects.
- Upon tactile contact and a roll of 15+ S-P this character can deactivate the explosive effects of the "tag".