

Crocodile

Powers:

- Can transform into a crocodile and whilst this mode is active , the user can deal 1d8 (1d6 +1 dice increase via super strength) piercing damage when biting as well as increase move speed in water by 5 points.
- +1 super str.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Roll disadvantage to strength when opening mouth if something is holding it (Cannot add SPStr to these rolls).
- User gains no benefits from the crocodile mode if the user is not in it.

Limitations:

- Cannot hold weapons whilst in crocodile mode.

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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) Hybrid mode :
 - Turn into a human-Crocodile hybrid after a successful S-P roll of 15 or above.
 - User has hands in this form.
 - User can have a tail.
 - Bite damage deals +4 piercing.
 - +1 super strength.
 - +1 super con
 - Can breath underwater.
- 4) [Ability] Leathery skin :
 - Whilst in the hybrid mode, this ability grants the user +5 physical defence as well as +1 for every modifier the user has of S-P.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.
- 5) [Ability] trap jaw :
 - upon rolling S-P or SPStr of 15+ to grapple someone or something with their jaw, whilst biting them, the user not only deals damage but also makes the victim of the bite roll disadvantage with Str or Dex to get themselves out of grapple.

[Buff] +1 super Str
- 6) [Ability] cold blooded :
 - whilst in hybrid mode or in creature mode the user gains a boost to move speed (+5m) and granted advantage to Dex rolls whilst taking fire damage as well as being inside a hot environment.
 - Along with this the user rolls disadvantage with Dex and loses 5m move speed whilst taking cryo damage or in a cold environment.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

7) [Ability] Lizard teeth :

- User rolls 15+ S-P to regrow teeth, if the player rolls S-P of 20+ the user can increase their bite damage modification by 1d4. These teeth last until the user turns back into their none creature or hybrid mode or their teeth get broken, the extra teeth can only be added once and cannot be stacked any further.

[Buff] +1 super Str

8) [Ability] Prehistoric tank :

- After taking this ability, for every buff taken the user gains +1 super con.

[Buff] + 1 piercing modifier for biting, +1 dice up for bite damage.

9) [Ability] Mega-dile :

- Upon a roll of 20+ S-P the user can transform a crocodile mode that is 2x the users original size.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.

[Buff] +1 super Str, + 1 piercing modifier for biting, +1 dice up for bite damage.

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] Pack leader

- User can become the "Pack Leader" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users in-water move speed.
- Whilst in the "Pack Leader" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.
- Users teeth deal 2x damage whilst in this mode.