

Energy mimicry

Powers

- user can generate and turn 1 limb into light energy.
- Energy damage deals d6.
- User is passively immune to energy damage.
- This power can be activated via S-P, Con, or Willpower.

Limitations

- User's energy blast and self-made energy manipulation range is 20m
- User cannot add light colour mode abilities together in advanced techniques or concrete skills.
- User can only control energy that comes from this character.
- Cannot control other energies that aren't immediately coming from this character.

Weaknesses:

- user's energy, energy limbs, and energy body cannot pass through opaque materials, and bounces off opaque reflective surfaces like mirrors.
- User cannot destroy mirrors via their energy as instead they bounce off them.
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the user's vitality, the user must roll endurance and instead of taking an injury or ailment, the user is forcibly transformed back and then takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage with all S-P rolls to do with this power, including transformation, to remove this ailment the user must roll and succeed a 15+ on endurance to recover (this takes up both actions upon success).

Levels:

- 1) +1 S-P
- 2) +1 S-P
- 3) Full mimicry:
 - upon an S-P roll of 15+ the user becomes light energy.
 - Whilst in this mode the user can manipulate their own form and is immune to physical as well as spatial damage.
 - Upon entering this the user rolls 1d4 for how many rotations/ in game minutes the form lasts.
 - If touched by something / someone or touching something/ someone the user passively deals half of maximum damage of this character's energy damage, this is considered as "Mimicry damage".
 - The user of this power can pass through any matter that is translucent or transparent.

4) [Ability] Red light mode:

- user either rolls 15+ S-P whilst in mimicry mode or 20+ whilst not in mimicry mode to activate this mode.
- This mode changes the user's colour of light, this particular mode changes the user's light to red.
- Whilst in this mode the user can make holographic images of reflections captured on the reflective surfaces of object. These holograms are only still images and cannot show anything further back than the past five minutes unless there was a great flash of light at some point in front of the reflective surface.
- Whenever successful dodging or rolling 15+ with S-P, whilst in this mode creates a holographic afterimage that lasts d4 minutes.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

5) [Ability] Blue light mode

- user either rolls 15+ S-P whilst in mimicry mode or 20+ whilst not in mimicry mode to activate this mode.
- This mode changes the user's colour of light, this particular mode changes the user's light to blue.
- Whilst in this mode the user gains advantage of rolling anything reactively as it is for the sake of dodging the opponent.
- The user also rolls advantage against anything or anyone attempting to make this character sleepy, asleep, unconscious, or less alert.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

6) [Ability] Yellow light mode:

- user either rolls 15+ S-P whilst in mimicry mode or 20+ whilst not in mimicry mode to activate this mode.
- This mode changes the user's colour of light, this particular mode changes the user's light to yellow
- Whilst in this mode the user has double their range as well as adding 1/4 of that new range to their move speed.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

7) [Ability] Green light mode:

- user either rolls 15+ S-P whilst in mimicry mode or 20+ whilst not in mimicry mode to activate this mode.
- This mode changes the user's colour of light, this particular mode changes the user's light to green.
- Whilst in this mode the user deals double damage with all light based abilities/ attacks from this power / utilising this power.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

8) [Ability] Elemental regrowth:

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerate limbs, but does not heal this character of any health.

[Buff] user gains +10m to their range and damage is increased by 1 dice up.

9) [Ability] Colour theory:

- User can mix colour modes together by either rolling 20+ S-P whilst in mimicry mode or 25+ whilst not in mimicry mode to activate this mode.
- This mode changes the user's colour of light to a mixture between the two colours of the different modes and combines them.
- The user also gains a new mode that does not require the previous modes if not taken, called "Bright white", which has the same roll requirements as the dual modes, but grants 1.5x damage and doubles the users range. "Bright white" also is incredibly easy to spot as the passive light generated makes it easy to see them, however, when within a 1/10 of the users range all attackers using sight to see the target must roll disadvantage.

[Buff] user gains unlimited time in their mimicry transformation, user gains +10m to their range and damage is increased by 1 dice up.

10) [Mutation] Plasma mimicry:

- User's mimicry mode turns the user into plasma instead of energy.
- User's energy is now a crossbreed of lightning/energy, dealing both damages at the same time, but not necessarily dealing any further damage.
- Whatever the maximum damage user can normally deal is the exact amount the user has a resistance to lightning.

[Evolution] Self magnification and refraction:

- Upon an S-P roll of 20+ or 1 increment higher than any other abilities or techniques utilising light, the user can magnify their own light to deal 1d4 times damage.
- The user can refract light through them with an S-P roll equal to or greater than whomever or whatever is firing an energy based attack or light at this character, the user can refract the outside sourced light and add it to their own. (If there is no roll the contest the user must roll 15+, but the light must be directly hitting this character)
- Environmental light deals damage based on d6 amount of d6s.