

Canine physiology

Powers:

- Can transform into a canine.
- Whilst in this mode, user rolls advantage on scent and hearing based perception and insight rolls.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Cannot see in colour.
- sense of smell and hearing can be overwhelmed.
- User cannot transform reactively.

Limitations:

- No thumbs and cannot hold items in paws whilst in canine mode.

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-dog hybrid after a successful S-P roll of 15 or above.
- +1 super Dexterity.
- Can roll perception and S-P together (and choose the highest roll) when smelling or hearing.
- Granted a tail.
- User now has hands if they choose.
- Bite does 1d6 of piercing damage.

4) [Ability] Rip and Tear

- When transformed in any of the modes from this power, user gains claws that deal +1 slash damage.
- And the user's bite damage now gains a modifier of +2 pierce damage.
- Both of these modifiers increase by +1 for every buff taken with this power.

[Buff] Bite damage dice increased by 1 up, +1 to Super Dex.

5) [Ability] Blood hound

- User gains +2 SpWis whilst in this power's transformations.
- User gains +1 SpWis for every buff taken with this power, after taking this ability.

[Buff] Bite damage dice increased by 1 up, +1 to acrobatics.

6) [Ability] Puppy Eyes

- Thanks to this ability the user can roll Cha, Deceit, Taunt, Persuasion, and or seduction with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user's face can be visually seen.

[Buff] Bite damage dice increased by 1 up, +1 to Evasion.

7) [Ability] Hunter's Howl

- This ability grants the user the ability to roll Cha, Nerve, Diplomacy, and or intimidation with S-P advantage.
- (S-P advantage is the ability where S-P is rolled along side another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to make sound.

[Buff] Bite damage dice increased by 1 up, +1 to Stealth.

8) [Ability] Canine-Cooldown

- This ability grants the user the ability to roll endurance with S-P advantage by panting.
- (S-P advantage is the ability where S-P is rolled alongside another stat and the player can choose the best result, so long as the S-P roll achieves the requirement)
- S-P roll requirement is 15+.
- This ability can only work if the user is able to pant (unable to work if their mouth is restrained).

[Buff] Bite damage dice increased by 1 up, +1 to Super Dex.

9) [Ability] Werewolf :

- User gains the ability to transform into a larger version of their hybrid mode upon rolling 20+ S-P.
- This mode gains +2 SPStr, +2 SPDex, +2 SPCon, as well as +2 piercing damage with biting and +2 slashing with claws.
- If the user has "Rip and tear" user can now deal 1d6 bleed with claws and biting.
- During a full moon the transformation cannot be forcibly reversed by others.
- SPStr increases bite damage dice.

[Buff] Bite damage dice increased by 1 up, +1 to Super Str.

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 gains an extra +1 to all stats the power affected, as well as double the users bite damage, as well as adding d6 bleed damage, +1 dice up for every buff taken, if the user took the ability "Rip and Tear".
- Whilst in the "Pack Leader" hybrid mode, the user can roll advantage with Cha based stats against anyone with the same powers as the user of this power.