

## Toon child

### Lore:

- Named after the way in which their powers defy normal physics and even the logic of most super powers: "Toon children" have the innate ability of being advanced superhumans as they share the same powers as superhumans, but wackier.
- Most of those with this power gain power from laughter, performance, or charisma, not always necessarily in a silly manner either.

### Powers:

- Player chooses one power from the superhuman power compendium for this character to have.
- The superhuman power will level up alongside this power starting from level 0.
- Whenever this character has their vitality broken by attacks dealing blunt, ballistic, or crushing damage, the user can roll S-P instead of Con/ Fortitude.
- Users can roll S-P instead of Cha rolls, or can roll charisma/ performance rolls instead of S-P or SPMA.
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### Weaknesses:

- 3x animate damage weakness
- The player must choose one of the auxiliary stats under charisma, this character will roll disadvantage against chosen stat.
- 1.5 x psychic damage weakness
- 1.5x decay damage weakness
- If the user of this power somehow gains resistance or immunity to either psychic or decay, the user will take 2x damage from the other damage type, if they have resistance/ immunity to both, the user will take 5x animate damage during this time.
- Users gain any weaknesses from the superhuman power they chose.

### Limitations:

- The user of this power does not gain S-P increases from both this power and the superhuman power during level 1 & 2.
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### Blood transfusion (weapons/ objects) :

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### Blood transfusion (clothing / armour) :

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### Levels:

- 1) S-P +1
- 2) S-P +1
- 3) Favourite food :
  - After achieving this perk the user of this power gains the level 3 of the superhuman ability they chose.
  - The player then chooses one food item and one beverage that is considered this character's "favourite".
  - Upon eating or drinking their "favourite" food or drink the user has all injuries and ailments healed, however, this does not regrow limbs of organs.

- If the user has no injuries or ailments they are healed by 1d8 +1 dice up for every buff taken.

4) [Toon Ability] Mime artistry :

- User rolls S-P or Performance of 15+ to pretend there is solid matter in front or around them, this then makes it so.
- The mimed matter cannot be destroyed unless the attacking roll is greater than the user's roll, regardless of damage.
- The mimed matter will disappear after 1 minute after the user stops miming it.

[Superhuman Ability]

- Upon choosing this ability this character gains the level 4 ability of the chosen superhuman power.

[Buff] Buff from Superhuman, this also counts for anything in this toon child power provided it is stated to be increased by buffs.

5) [Toon Ability] Magic Satchel :

- The user can have bottomless pockets than can store any non-living object that can be held by and hidden behind this character.

[Superhuman Ability]

- Upon choosing this ability this character gains the level 5 ability of the chosen superhuman power.

[Buff] Buff from Superhuman, this also counts for anything in this power provided it is stated to be increased by buffs.

6) [Toon Ability] Visual artist :

- Users can draw objects on surfaces which then work as if they are the real thing. (Doors, windows, tunnels, etc.).
- The user can also make weapons or objects that don't have moving parts nor have any special abilities like superpowers.

[Superhuman Ability]

- Upon choosing this ability this character gains the level 6 ability of the chosen superhuman power.

[Buff] Buff from Superhuman, this also counts for anything in this power provided it is stated to be increased by buffs.

7) [Toon Ability] Silly injury :

- The user can roll S-P or performance instead of Con to prevent any injuries, ailments, or fatal moments so long as they are not caused by one of this character's weaknesses.
- If the user fails on the first time to prevent this injury/ ailment, the user cannot roll for this ability again to remove that specific injury/ ailment.

[Superhuman Ability]

- Upon choosing this ability this character gains the level 7 ability of the chosen superhuman power.

[Buff] Buff from Superhuman, this also counts for anything in this power provided it is stated to be increased by buffs.

8) [Toon Ability] Exaggeration:

- Upon tactile contact and a 15+ the user can either make someone or something deal half damage or double damage.
- User can roll this ability reactively and upon successfully matching or getting a higher roll than the attacker the user can make the attack deal half damage.
- This only half's damage that aren't weak to (have weaknesses towards)
- This ability can be used reactively even if the user fails a previous reaction.

[Superhuman Ability]

- Upon choosing this ability this character gains the level 8 ability of the chosen superhuman power.

[Buff] Buff from Superhuman, this also counts for anything in this power provided it is stated to be increased by buffs.

9) [Toon Ability] Comeback :

- Upon death, the user can roll S-P , and if they achieve 20+, this character will come back to life.
- This character's injuries and ailments are cured, and is restored to half health.
- If the user rolls 25+, not only does the user come back to life, but also this character can activate 1 ability from their powers, either superhuman or omegan, or SPMA, so long as it's roll requirement is equal to or less than 25.
- User can only use this ability once every 24 hours.
- User cannot come back if they were killed via decay, animite, whilst nullified / negated, or if there is nothing left of the body (less than ash).

[Superhuman Ability] :

- Upon choosing this ability this character gains the level 9 ability of the chosen superhuman power.

[Buff] Buff from Superhuman, this also counts for anything in this power provided it is stated to be increased by buffs.

#### 10) [Mutation] Toon physiology

- User takes the evolution or mutation on the superhuman power they chose, this is added along with the following abilities under this mutation.
- Toon attack: upon dealing an attack if the user succeeds in rolling 1 increment or more higher than the roll requirement of said ability or attack, the user ignores the targets damage resistance(s), or immunities, this includes if the target is intangible. (Toon attack does not defend against passive damage from the target).
- Favourite food boost: upon consumption of the favourite food or beverage the user can now heal their limbs or organs.
- Cartoon anatomy: user can manipulate their own form as if they were like putty, for instance they could squeeze themselves through small gaps such as between metal bars, the user can also roll for their powers reactively instead of rolling finesse reactively, if user rolls to manipulate themselves with an S-P roll of 20+ the user can manipulate themselves into a shape or consistency that will enable them to take no blunt or crushing damage.
- Cartoon physic defiance: user can roll for their powers to stop from falling for one minute/ in-combat action, on top of this the user can also make themselves fall at a slower-safer speed when holding something to act as a parachute even if it makes only a little sense.
- If the user took the ability "mime artist" user can mime rideable constructs (vehicles, mounts, etc.) the speed of which starts at 2x the user's move speed, however, the multiplier increases by every increment above the roll requirement the activating roll achieved.
- If the user took the ability "Silly injury"

#### [Evolution] Hilarity mode

- User takes the evolution or mutation on the superhuman power they chose, this is added along with the following abilities under this evolution.
- Users of this ability now have access to a transformation upon rolling 20+ with S-P, the user can grant passive effects from their superhuman power to other creatures, objects, or areas.
- Users of this ability can give creatures/people any amount of abilities from their superhuman power.
- The user can remove resistances that others have so long as they are resistances the user has themselves.
- User can grant their abilities to objects and or the environment, granting the abilities of the superhuman power to generate, manipulate, or transform in the same ways the power works. If the player is not sure it also grants the objects the abilities to said objects/ environment the same functions as legendary blood transfusion from the superhuman power.
- The range of this effect is either equal to the user's superhuman power or, if the superhuman power does not have a specified range, the range is 10m +10m for every buff taken.
- If the user took the ability "Visual artist" the user can now draw things such as elements, allowing them to summon: fire, water, lightning, poison, energy, dark, cryo,

and corrosive. The user is not immune / resistant unless their superhuman power states otherwise.

- If the user took the ability "Exaggeration"

#### [Ascension] Protagonist permeation

- User takes the evolution or mutation on the superhuman power they chose, this is added along with the following abilities under this ascension.
- All dice that come from the super human power deal, heal, or generate 2x what they normally would roll.
- Upon fighting the same or similar power user(s) and has lower super stats, damage output/ resistance, or less range/ speed, this character has their power increase to the point there's is identical to the opponent. (This does not include normal stats or S-P modification).
- If the opponent has a resistance, the user of this power gains the opponents damage output on top of their own, if the opponent has an immunity, this character deals their own damage, however, ignores the opponents immunity.
- If the user took the ability "Comeback", upon the user activating the ability "Comeback" the user deals double damage and takes half damage throughout the rest of combat, however every separate hit anyone landed on this character during this time adds on another hour to the Comeback cool down.
- If the user took the ability "Magic satchel", anything placed inside will be repaired (so long as it wasn't fully broken, and any objects / weapons that require ammunition/ charge, will act as if they continuously have ammo / charge (so long as it had some before going in the user's satchel), This affect will only continue so long as the user is holding said objects/ weapons.