

Ranged Weapon physiology

Powers:

- Upon success of S-P, Roll damage (1d6 if (cross)bow, 1d8 if gun) once transformed the user has 50 points of durability.
- User can be an automatic weapon or even a sniper instead (which either grants the user the ability to have greater range or starting damage).
- Those who wield the user in weapon mode can channel their emission based power through the user of this power.
- If the user becomes an automatic gun the user must roll S-P or the wielder must roll Accuracy, Labour or S-P of 15+, upon doing so the user rolls a d4+1 to see how many shots are fired from the gun, this means it uses this much ammo up however it also deals that multiplication of damage to the intended target, or it can be split up between multiple targets.
- Note: if a target gets hit by the first bullet and it does not break through their damage resistance, the multiplier is nullified as each bullet is separate, furthermore, this is the same if the first bullet does not break the targets' vitality.
- Note: if using the automatic feature the weapon becomes 1 increment higher for the roll requirement to transform into it.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- user cannot physically move on their own whilst in weapon form.
- User requires ammunition to shoot.
- Whilst levelling up this power, every buff the user can increase the automatic bullets dice, however, at the cost of increasing the damage each buff taken in this way.

Limitations:

- once durability has been reduced to 0, user turns back to original form and can't transform for 2d4 rotations/ minutes, user must have/ carry ammunition.
- Range of bullets is ; 20m as pistol, 30m as automatic rifle, or 60m as sniper.
- Damage dealt using this power is ; d6 if (cross)bow, d8 if pistol, 2d4 if automatic rifle, d12 if sniper rifle.
- S-P roll requirement for pistol or (cross)bow is 10+, S-P roll requirement for automatic or sniper rifles are 15+.
- User can only choose one form they can transform into, till they get an ability that grants them to do otherwise.
- If the user chooses to have their weapon mode use automatic gunfire, the player must choose, whenever taking buffs with this power, which buff increases the damage dice, and which increases the "Bullets Per Action" dice.

Blood transfusion (weapons/ objects) :

- There are no abilities granted to weapons when blood transfused with this power.

Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) [Ability] weapon possession / weapon resonance :

- Upon being wielded by a living being, user can roll S-P and beat the wielder's willpower to take control of them whilst in weapon mode.
- If it fails the being can still wield this character if they so choose, otherwise they will be inflicted with a D6 of damage per turn.
- User can roll S-P or willpower of 15+ to resonates with the wielder, as long as they roll 10+ on willpower.
- Whilst being wielded by a person that resonates with this character, this character's weapon form is the perfect weight for whoever wields it , regardless of Str or Dex.
- While resonating, the user of this power may grant their wielder one of their physical stats and even their power if they have a second super power.

4) [Ability] New ranged weapon transformation

- User can choose to have one more weapon form.
- Roll requirement is based on what weapon the user chooses as well as damage.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

5) [Ability] Accuracy enhancement

- Scope w/zoom-long range/sight-mid range/stock or grip- short range
- User has a scope that can grant / improve accuracy, insight, or perception to the wielder by + 1 for ever +2 to the S-P modifier the user has.
- The wielder can be granted no more than +3 to their auxiliary stats (this includes their own), however all stats that are affected / full can be granted advantage to those stats instead.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

6) [Ability] Suppressor (unnecessary for bows/crossbows)

- When the user is in their weapon mode and then fired, if the wielder is in stealth, they dont lose stealth after firing the weapon.
- User does not let out sound when being fired.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

7) [Ability] Thermal vision scope/sight attachment

- Once transformed, the user has a scope / sight that allows the wielder to see in thermal vision.
- This vision mode enables the user to see warmth as well as see targets through walls if the target's heat is great enough.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

8) [Ability] Heartbeat / motion sensor attachment

- Upon transforming the user gain an attachment or scope that allows the wielder to sense heart beats within a radius of 10m +10m per buff the user of this power took.(this ability doesn't work
- Or the user can use an attachment / scope, that enables the wielder to see any movement of physical objects or creatures (this ability doesn't work against intangibility).
- To swap between modes the user of this power must roll S-P of 15+.

[Buff] Weapon mode damage increase (1 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

9) [Ability] Partial Transformation

- Can deal weapon damage via melee attacks at the cost of a limb transforming.
- User may have a tough time manoeuvring their transformed limbs, but more specifically the user cannot wield weapons whilst their own limbs are turned into weapons.
- User can also access their other abilities if they added any using this power.
- Roll requirement for this mode is 1 requirement higher (example: 10+ to transform, is now 15+)

[Buff] Weapon mode damage increase (2 dice up), range increased by original amount (I.E. : pistols = 20m, auto rifles = 30m, snipers = 60m).

10) [Mutation] Elemental Rounds

- Upon choosing this ability the user must choose an elemental damage that will add a d12 of damage.
- The elements the user can choose from are ; Fire, Cryo, Lightning, Spatial, Sonic, light Energy, dark Energy, Poison, Corrosion, Impact.
- User does not need to have ammunition to deal out damage, however, it will only deal d12 or their original damage prior to getting this ability (can only add both when using ammo).
- Once the user has chosen the element they permanently have the one chosen element.
- The User can also use this ability in Conjunction with "Partial Weapon Extremities"

[Evolution] Ultimate Weapon Mode

- User can choose to become either a variant of their original weapon mode but 2x stronger or self using / self firing weapon (turret), or even can turn into an explosive weapon.
- Once the user has chosen the particular form they must roll S-P 20+ to transform into the weapon mode.
- If the user becomes a self firing weapon, they do not require the ability "Partial Transformation" to be able to attack without a wielder.