

Kinetic empowerment

Powers :

- User with this ability are no longer affected by forms of blunt weapons, blunt attacks or even shockwave/impact attacks anything that is not an element of form or anything that has not got any ability of cutting will not affect this user any form of blunt force or trauma that should've been created as a form of damage will be absorbed into this characters stockpile.
- Once stored, the kinetic energy will be able to deal damage up expulsion, any amount within the stockpile not large enough for it's own dice just add damage modification equal to whatever is in the stockpile at the time.
- (original powers damage example: 2= +2, 4= +d4, 5= +d4+1, 6= d6, etc.)
- Stockpile starts at 20
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- User is only immune to blunt and impact damage, and therefore are not immune to bladed attacks or elemental damage.

Limitations:

- User cannot absorb energy from the damage they take from other types of attacks.
- When user gains a martial art, weapon or fighting proficiency like brawler that increases damage, the user can add their melee dice to their power damage dice.
- Core improvements cannot increase the affect the stockpile has on SP stats or damage output.
- User starts with a maximum stockpile of 18.

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) Stockpile management :
 - User can now choose how much of their stockpile they use whenever attacking with the kinetic expulsion.
- 4) [Ability] Every little helps :
 - passive absorption, roll 1d4 x 1d4 when doing basic movements to add to the stockpile, as well as adding impact damage from melee attacks, this character deals.[Buff] Increase maximum limit to the stockpile by 2 points.
- 5) [Ability] Ranged shock expulsion :
 - User can blast out their stockpile damage using 15+, range with this power is up to 10m +10m for every buff the user takes with this power. (B)[Buff] Increase maximum limit to the stockpile by 2 points.

6) [Ability] reverberation:

- Roll 15 or above with S-P when being attacked to deal the exact amount of damage this character should of taken. This ability only works against physical damage and not elemental, or sneak attacks.

[Buff] Increase maximum limit to the stockpile by 2 points.

7) [Ability] kinetic imprint

- User can imbue objects with points from their stockpile using 15+ with S-P.
- When an object touches something else after initial imbue the damage dealt is equal to the amount imbued and the radius of the shock wave is 1m for every point of damage imbued inside.

[Buff] Increase maximum limit to the stockpile by 2 points.

8) [Ability] full body usage:

- Thanks to this ability the user can now blast impact from any part of their body.

[Buff] Increase maximum limit to the stockpile by 2 points.

9) [Ability] Kinetic skin :

- Whatever the amount is in this characters stockpile is also their total physical defences, this includes bladed and piercing damage.
- If the attacks that are bladed or piercing dont break through the damage resistance then the total damage is absorbed into this characters stockpile.(As long as they don't have a full stockpile).

[Buff] Increase maximum limit to the stockpile by 2 points, user can also add their melee damage roll to the shock expulsion damage roll.

10) [Mutation] Kinetic mode

- User gains a mode where the user gains +1 SpStr, SpCon, and SpDex whilst at least 1 point is inside the users stockpile.
- For every 10 points the user has in their stockpile the user gains an extra +3 to the aforementioned suer stats. (this can go no further than +10 on super stats)
- Whilst in this mode user looses no stockpile whenever blasting out impact using this power.
- User looses 5 points of their stockpile each rotation or minute.

[Evolution] Shock build up

- User's stockpile becomes 10x larger.
- User cannot deal anymore damage through dice, however, the user can add some more of their stockpile as damage modification.
- When the user adds stockpile damage modification the user takes that damage they chose as recoil as well, this damage ignore the user immunity and cannot be absorbed.