

Gas mimicry

Powers:

- user can turn any one limb into thick gas and control the limb freely.
- Any attacks dealt with gas limbs start dealing physical damage 1d6 before any additional proficiency damage bonuses.
- The user can generate gas, smoke and steam, but cannot create poisonous gas.
- The gases generated by this power can be controlled by the user.
- This power can be activated via S-P, Con, or Willpower.

Limitations:

- User can generate and control their gas/ gaseous form / limbs up to 20m.
- Gas limbs and gas form are not invisible, instead the user appears as themselves or a thick cloud.
- User cannot create gas that is poisonous or gas that is any more flammable than the air around them.

Weaknesses:

- Whilst the limbs or body is turned into gas, the user takes 2x fire damage, as well as can be controlled via wind current or pulled in by strong enough vacuum air currents.
- 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 Sp
- 2) +1 Sp
- 3) Full body mimicry:
 - upon rolling S-P of 15+ the user becomes a cloud of gas.
 - User cannot be suffocated in this form.
 - In this form the user is immune to physical and spatial.
 - This form grants the user flight equivalent to the user's gas generation and manipulation range.
 - Whilst in this form the user takes 2x fire damage.
 - This form has an no time limit, but will end as soon as the user dies, is forced unconscious, or chooses to end the mimicry.
- 4) [Ability] Poison gas:
 - Upon an S-P roll of 15+ the user can generate gas that deal's poison damage equal to the user's damage with this power.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

5) [Ability] Heavy gas:

- Upon a 15+ S-P roll, the user can make a gas that cause voices to go lower, and also puts out fires.
- This gas makes anyone who needs to breathe roll disadvantage not to suffocate.
- The user must concentrate on continuously creating this gas by rolling the roll requirement every turn/ minute.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

6) [Ability] Flammable gas :

- User can creat flammable gases that not only set fire but deal double fire damage to anything hit buy the flames made by or enhanced by these gases.
- User must roll 15+ to create this gas and just like all gases this character creates can be manipulated, even whilst on fire.

[Buff] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

7) [Ability] Neon gas

- User can create a gas the when pressurised deals energy damage.
- To create this gas the user must roll S-P of 15+.

[Buff] : Gas range increased by 10m, mimicry damage increase 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] : Gas range increased by 10m, mimicry damage increase by 1 dice up.

9) [Ability] Thin air

- Upon being in mimicry mode, the user can become invisible.
- The user must roll 20+ and continue to do so every round they wish to stay invisible.
- Whilst such, anyone attempting to attack the user must roll disadvantage, as well as rolling disadvantage when attempting to react against this user's attacks.

[Buff] : Gas range increased by 20m, mimicry damage increase by 2 dice up.

10) [Mutation] atmospheric compression

- With this mutation the user can compress gases into more condensed forms, such as liquids or solids.
- Upon 15+ S-P roll the user can turn gases into liquids, these liquids can store 1d4 times the amount of damage the user can deal with their gas-based physical damage, or any other gases damage effects, when utilised.
- Upon 20+ S-P roll the user can compress gases into solids, enabling the user to create solid objects made purely from those gases, again the damage of these constructs deal d4 times whatever the damage that should be dealt from the gas object.
- The solids created can be up to 1/4 the size of the user's maximum's range.
- Compress solids and liquids must have 1 reactant weakness, meaning as soon as it hit by the substance it destabilises and becomes gas again, these are the choices the user has and the after effects they have:
 - Water: melts and taints an area of up to 1/4 the users maximum range, dealing poison damage.
 - Fire: explodes area of up to 1/4 the users maximum range, and deals fire/impact damage.
 - Lightning: causes the gas catch fire and deal fire damage within a range of up to 1/4 the user's maximum range.
 - Corrosive: melts and taints an area of up to 1/4 the users maximum range, dealing poison damage.

[Evolution] Gaseous assimilation:

- With this ability the can become one with any gas and is immune to any effects the gases may have, including but not limited to poison.
- The user can also control the levels of gases within their area.
- Any gases the user assimilates grants the user the effects and damage type of said gases, as well as grants the user 5 auxiliary health for every 10m and +1 to damage for every 2m of gas assimilated.
- User can also sacrifice assimilated gas in order to deal additional, the amount of which is equal to the amount of auxiliary health gained.
- The user can assimilate up to the range of this power.
- User can assimilate to gases they've not got the ability to generate themselves and can still wield them as well as be immune to them.
- The most recent gas assimilated is the gas the users body becomes.
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