

Substance Absorption Manipulation

Powers:

- With this power the user will have a stockpile for a substance of their choosing out of the possibilities of a liquid or a solid.
- Upon tactile contact with the chosen substance, the user must roll 10 or above to absorb up to 10m of said substance and then be able to expel and control it within the same range equal to their stockpile capacity.
- The possibilities for choice of substance are:

State of matter: Liquid	State of matter: Solid
Water (Non elemental liquid)	Mineral
Poison	Metal
Acid	Synthetic
Molten liquid	Wood
Cryo Liquid	Ash/ Charcoal

- When manifesting the substance from their body, the user can decide what shape it takes and even where off of their body it comes from.
- If the user manifests liquids they can also form them into solid-like constructions, however, they will dissipate upon the user having their vitality broken, taking an injury, the constructs are hit with an attack that rolled higher than the roll achieved by the user of this power.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- User takes 1.5x spatial damage.
- Upon taking an injury from or being hit by an attack that breaks the user's vitality from a spatial attack, the user loses equivalent meters from their stockpile as per the spatial damage they were dealt.

Limitations:

- The user must be able to touch the substance to absorb it and is only immune to the substance if they successfully absorb it.
- The user can store up to 10m of the substance within a pocket dimension inside their own body.
- User can only control the specific substance they have absorbed and then dispense within the same range as their stockpile.
- User can wield the substances and deal a d8 of damage with them, this is physical but can also be elemental, providing the substance has access to it.
- Once choosing the selected substance, the user cannot take in a substance under the opposite state of matter.

Notes:

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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) Reactive absorption:

- User of this power can reactively roll to absorb their chosen substance and even negate the damage if it was meant to be an attack.
- Upon succeeding the reaction roll via rolling higher than the attacker the user absorbs the substance.
- Upon succeeding the reaction roll by 5 or more, this character can absorb and then unleash an attack using their absorbed substance, if they choose to do so.

4) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 10m, damage dice increase by 1 dice up.

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[Buff] Stockpile and manipulation range increase by 10m, damage dice increase by 1 dice up.

- 9) [Ability] user can choose an additional substance they can absorb, however, it must still be under the original state of matter that was first chosen.

[Buff] Stockpile and manipulation range increase by 20m, damage dice increase by 1 dice up.

10) [Mutation] Stock mimicry:

- User gains access to a temporary mimicry mode that transforms their body into their substance and grants them auxiliary health equal to their stockpile. (1m = 1 aux hp)
- This mode is activated via a roll of 15+
- During this mode the user becomes a being made up of their substance(s), and therefore cannot be harmed by said substances or physical damage.

[Evolution] Manipulation expansion:

- Upon taking this ability, the user of this power can absorb their chosen substance(s) from a range up to half of their manipulation range.
- User can also activate a stat that makes their stockpile automatically defend the user, via a roll of 15+, any attackers must beat a roll equal to 10 + the user's S-P or SPMA modifier.
- User can also activate another state of passive absorption, allowing them to absorb all of their possible substances no matter the attack roll against this character, the roll to activate this effect is 15+, however, cannot be used at the same time as the automatic defense state.