

## Sphinx

### Powers:

- Upon an S-P roll of 10+ the user transforms a category 4 sphinx.
- During this, the user gains +1 SpDex and Splnt.
- User can also shoot a beam from their forehead which deals 1d8 psychic damage.

### Weaknesses:

- User takes x2 darkness damage whilst in creature mode.
- Creature mode doubles the user's body weight.
- Upon transformation the user must roll a willpower roll of 10+ otherwise the user will attack the closest creature to this character each turn / minute until the user succeeds.
- The willpower roll is required again if the user has their vitality broken, or takes and injury.

### Limitations:

- psychic beam has a range of 20m

### Levels :

- 1) +1 S-P
- 2) +1 S-P
- 3) Majestic control:
  - user gains control over their creature form, meaning the user no longer needs to roll willpower to control the user's creature mode.
  - User gains +4 slashing damage from their claws.
  - +10m for psychic blast.
- 4) [Ability] Wings:
  - user's Sphinx form gains wings that grant flight with a flight height of 20m off of the immediate ground.
  - Any damage to the wings can be recovered as long as the user is out of their sphinx form for a short rest.

[Buffs] increase Splnt by +1, increase psychic damage by 1 dice up, +10m for psychic range.

- 5) [Ability] All seeing eyes:
  - User has eyesight that can see through illusions, be they psychic or tricks of the light.
  - The user must roll 15+ to activate the all seeing eyes, if the user succeeds any light manipulation based illusions the user can see through, but with psychic illusions the user must beat the roll requirement of the psychic illusions to see through them.

[Buffs] increase SpDex by +1, increase psychic damage by 1 dice up, increase claw damage by +1.

- 6) [Ability] Bronze skin:
  - user gains +8 physical resistance in Sphinx forms, +2 points every buff taken with this power.

[Buffs] increase Splnt by +1, increase psychic damage by 1 dice up, +10m for psychic range.

7) [Ability] Heart reader:

- User can read the emotions of creatures within a radius of 10m.
- This ability also allows the user to insight, diplomacy, seduction, and persuasion all with S-P advantage.

[Buffs] increase SpDex by +1, increase psychic damage by 1 dice up, increase claw damage by +1.

8) [Ability] Spiritual defence

- Whilst in sphinx after taking this perk, the user takes half damage from psychic damage.
- On top of this the user rolls advantage against psychic manipulation against them whilst in their sphinx forms.

[Buffs] increase Splnt by +1, increase psychic damage by 1 dice up, +10m for psychic range.

9) [Ability] Sphinx claws :

- Upon taking this ability the player must make a choice of what damage their sphinx's claws will deal. (Psychic, Poison, Spatial, Decay)
- Whatever is chosen the user cannot choose again.
- The damage is an additional d6 +1 dice up for every buff taken with this power, as well as makes the initial damage whatever the damage type is of the new claws.

[Buffs] increase SpDex by +2, increase psychic damage by 2 dice up, increase claw damage by +2.

10) [Evolution] Hybrid mode:

- User gains a form between the user's sphinx form and their non-powered form, which can be activated upon an S-P roll of 15+.
- Whilst in this form the user can access their original limbs, meaning if they had hands, they have have in this hybrid form.
- The user's size is based on the user's original form and not the sphinx form, meaning the user's weight is not doubled.
- User can choose where the psychic blast come from the users body, instead of only the head.

[Mutation] Guardian Sphinx:

- The user's sphinx form becomes empowered by the time of day.
- Whilst night time hours (6pm to midnight) the user gains:
  - +2 Splnt
  - 2x damage output via psychic beam.
  - Dark sense, which allows the user to see without eyes within a radius equal to the user's psychic beam range.
- Whilst during daytime hours (midnight to 6pm) the user gains:
  - +2 SpDex

- x2 claw damage modifier
- +12 physical resistance