

Bird

Powers:

- Can transform into a bird capable of flight, whilst transformed the user can fly as well as deal 1d4 of slash or pierce damage.
- Whilst flying the users move speed is increased by 10 points.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Cannot fly without wing movement of wings.
- User cannot transform reactively.

Limitations:

- Whilst transformed roll disadvantage on strength and con rolls.

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) Hybrid mode

- Turn into a human-bird hybrid after a successful S-P roll of 15 or above.
- User can either have hands be wings and roll strength to fly, or have wings on the back of this character as well as arms and roll for flight with S-P.
- +1 super Dexterity.
- Claws (if the user wishes to have them) can deal 1d6 +1 of slashing damage.
- Beak (if the user wishes to have one) can deal 1d6 + 1 piercing damage.

4) [Ability] Eye of a falcon

- User can see up to 1km using an S-P of 15+.
- User gains +1 super perception whilst using this ability.

[Buff] Increase damage of claws and beak by 1 dice up and +1 modifier to damage.

5) [Ability] Spatial awareness

- User rolls advantage with acrobatics whilst flying towards an enemy or whilst being attacked.
- User cannot counter attack using this ability.
- User can even use this against spatial or invisible attacks (so long as it takes up physical space).
- User must be in flight.

[Buff] Increase damage of claws and beak by 1 dice up, +1 to super dex.

6) [Ability] Bird of prey

- User can roll perception to "lock on", this enables the user to attack and evade with advantage.
- Whilst locked on, the user is forced to roll disadvantage against anything that is not the "lock on" target.

[Buff] Increase damage of claws and beak by 1 dice up and +1 modifier to damage.

7) [Ability] Birds eye view :

- Whilst in mid air, user gains advantage with perception rolls.

[Buff] Increase damage of claws and beak by 1 dice up, +1 to super dex.

8) [Ability] Master of the skies

- Users flight height is 3x what it was originally
- User can directly fly towards a target, which allows the user to travel their entire flight height as move speed in 1 action.
- Whilst directly diving towards a target, the user can deal 1d4 extra damage for every 5m traveled during the dive.

[Buff] Increase damage of claws and beak by 1 dice up and +1 modifier to damage.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter version of this powers creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- This doesn't include super Dex or Super Str.

[Buff] Increase damage of claws and beak by 2 dice up, +1 to super dex.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Apex predator of the sky:

- User can become the "Apex predator" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Hive leader hybrid mode, the user has +1 to all stats the power affected, as well as double the users flight distance.
- Whilst in the "Apex predator" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.