

### Animon child physiology (Background energy enhanced Physiology)

#### Lore:

- Individuals possessing this unique capability possess the remarkable ability to draw upon energy from the vast expanse of the universe. Such immense energy is believed to significantly enhance the physiological strength of these individuals, elevating them to a heightened level of power and ability.
- Legend has it that those who possess this power not only harness the boundless energy of the universe but gain unprecedented access to other dimensions. It is thought that these dimensions possess similar energy signatures to the main universe, thereby enabling these individuals to unlock the boundless energy stored within.
- Indeed, the power that fills these individuals is extraordinary, extending far beyond the confines of the physical realm. It is a power that propels them to new heights and levels of strength, enabling them to achieve the impossible feats that would often leave others in awe.
- In essence, this unique power is a manifestation of the unexplained energy that exists within the fabric of our universe. It is a remarkable gift bestowed on only a select few, granting them access to the very essence of the universe itself

#### Powers:

- +3 S-P Str,
- Upon an S-P roll of 10+ to blast an energy beam that deals 1D8 energy damage. (B)
- Energy resistance equivalent to their energy damage output (excluding S.P.M.A., signatures, perks, Etc.)
- This power can be activated via S-P, Con, or Willpower.

#### Weaknesses:

- Cannot generate energy if covered in damaging dark energy, or in a void gate.
- If the users energy damage output or just energy output is not greater or at least equal to the amount of dark energy / dark energy damage this character energy dispels, this includes dispelling any abilities or techniques that are generating light.
- Takes 3x animite damage.

#### Limitations:

- energy blasts range 30M.

Note: If the users' energy deals more damage than the darkness it's targeting it dispels it.

Blood transfusion (weapons/ objects) :

- Legendary blood infusion with this power grants both 1 of the 6 abilities from blood transfusion, and a unique ability based on which ever of the level 10 branches the player chooses for this character.
  - a. (Sentinel) : The item infused can be controlled and be manipulated as if the user has telekinesis for those specific items with this ability, as well as the item is a node in which the user can teleport to via “phantom gate”, if the user has the ability.
  - b. (Adaptive) : The infused item(s) can store a copied ability for the user to copy later on if they wish to do so.
  - c. (Enforcer) : The infused item(s) not only repair themselves, but also grant passive healing to the user which does not take an action, however, this ability cannot be stacked based on how many items with this ability the user has on them.

levels:

- 1) S-P +1
- 2) S-P +1
- 3) Energy sense :
  - User rolls S-P to sense living beings within certain range
  - Can be used to see living targets through walls
  - Must roll 10 or above to see beings within a 30 Meters radius
  - 15+ doubles the radius
  - 20+ triples the radius
  - 25+ quadruples the radius
- 4) [Ability] Phantom Gate:
  - Roll S-P roll and get 10 or above to open a Phantom gate
  - Phantom gates are personal pocket dimensions made of light
  - Phantom gate cannot be used as transport by the creator, however, can be used to carry any amount of items and beings inside.
  - Time does not move inside the Phantom gate.
  - No injuries that were obtained inside the phantom gate will exist for any longer than a few seconds, this also applies for anyone trying to heal inside the phantom gate
  - Death inside the phantom gate is impossible
  - Phantom gate cannot affect the outside world

[Buff] : Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

- 5) Multiversal Warrior:
  - Roll S-P and get 15 or above to activate a transformation which further enhances the body.
  - This character is granted +10 vitality.
  - Whatever the roll was that was achieved when rolling S-P to activate this transformation grants the user the level of passive energy sense.
  - Energy sense, whilst in this form, can let the user identify what powers beings have as well as “how strong they” are.
  - This transformation lasts until the user is forced unconscious, dies, is put into fatal moments, nullified or chooses to detransform themselves.
  - The transformation is visually obvious due to their eyes and hair glow white, as well as generate a glowing aura upon the first minute of the transformation.

6) [Ability] Levitation:

- Roll Super and get 10 or above to activate levitation, allowing the character to float up to 2m off of the immediate ground (solid, liquid). (E)
- If successful the player is unaffected by floor based traps and increases move speed by 4m.
- If user is hit by an attack while using this ability, roll S-P and achieve 15 or above to maintain floating.
- This ability ends when the player states, if they become unconscious or if they are tackled / hit into the ground.

[Buff] Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

7) [Ability] Multiversal radiance :

- Upon an S-P roll of 15+ when attempting to generate energy blast, the user can deal a second damage type.
- The user must choose one of these 4 damage types, once chosen the user cannot choose again.
- The elemental damages of choice are ; Fire, Lightning, Spatial, and Sonic.
- These blasts count as both energy as well as the chosen elements meaning if the user has an immunity or resistance to either or both elements the damage is counted as the one that the target has the least amount of resistance to.

[Buff] Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

8) [Ability] Phantom Gate mastery :

- If the user has not got the ability "Phantom gate" then this ability becomes said ability instead, of this ability.
- If the user has got the aforementioned ability beforehand, this character is able to summon a phantom gate from the time of any of their limbs using an S-P roll of 10+, as well as be able to create up to 2 phantom gates at a time.

[Buff] Increase either energy damage by 1 dice up as well as +10m to the energy blast range or SPStr by +1.

9) [Ability] Maximum Energy wave :

- upon using an energy blast and achieving a roll of 20+ this character deals an energy blast that deals 2x damage via the player rolling the original damage dice twice.
- This ability can only be used once per short rest.

[Buff] Increase either energy damage by 2 dice up as well as +20m to the energy blast range or SPStr by +2.

#### 10) [Ascension] Sentinel

- +1 Super Str
- Whilst transformed this character can manipulate their energy into any shape they wish and can even create constructs out of their energy. (B)
- This character rolls 2x energy damage whilst transformed.
- User can make their energy heal as well as damage other.
- If the user had the ability phantom gate, they can create faze gates, which allow multiversal travel (if the narrator allows this ability in their game).
- If the user has the ability Levitation, whilst in the Multiversal Warrior transformation the user can fly with a flight height equal to this character energy beam range.

#### [Evolution] Enforcer

- +2 Super strength
- +1 Super Con, +1 SpCon for every buff taken with this power.
- Whilst transformed this character's physical damage is equal to the maximum amount of physical damage output they can achieve without weapons, in a single attack. (This can include signatures or proficiency techniques).
- This character's energy damage dice can be used to heal themselves, if they roll 15+ they can heal and remove 1 injury, 20+ they can remove 2 or even regrow organs or limbs that have been removed.
- If the user has the ability Levitation, whilst in the Multiversal Warrior transformation the user can fly with a flight height equal to this character energy beam range.
- If the user of this power has the ability Multiversal Radiance, whenever this character is in the Multiversal Warrior transformation the user adds damage resistance of the chosen secondary elemental damage type equal to their energy resistance.

#### [Mutation] Adaptive

- +2 Super Str.
- Upon touching / hitting someone with the user's energy, the user copies all the powers the target has, for as long as they're in the "Multiversal Warrior" transformation.
- User can also copy any stats the target has that the user doesn't.
- Upon an S-P roll of 15+ User also has the ability to use S-P rolls on top of all stat rolls against all of those who are currently in combat with this character.
- If the user has the ability Levitation, whilst in the Multiversal Warrior transformation the user can fly with a flight height equal to this character energy beam range.
- If the user has the ability 'Full Power Energy Blast', whilst in the Multiversal Warrior transformation the user can choose to use the aforementioned ability but with whatever power the user copied.