Ben 10: Species Builder Supplement

Within the Ben 10 Universes the various Alien Species have the capacity for a wide variety of powers, including the strength to lift heavy objects and the ability to Breath Fire.

This supplement is used to customize and create a new “Species” by defining their size, shape, strengths and weaknesses. The minimum viable price is -1 RP any Species that cost less will automatically be set to that price.

ALIEN CONCEPT
When creating an Alien Race, the first thing you need is the concept of what the Species is.
This is your central idea of the Species you wish to gain.
Their personality, their natural abilities, their history, and society.
The clearer the Species is in your mind, the easier it will be to choose the right Elements to match your theme and make sure your character idea fits in.

CANON DISCOUNT *+50 RP*
Like any other canon race if you build a cannon Species you may receive this bonus discount. You can also receive this discount if you use one of the names the crew came up with for aliens available to Ben at age 16 or the secret aliens from the Ultimate Hunt however these names or appearance must match what you build.



These names are:

- The Zilch
- Pyxl-Loaf
- Crocduster
- Overround
- The Sledge
- Splatterator
- Dropsies
- Tranquenstine
- Tanker Bell
- Mister Sister
- THUUG
- The Walking Dread
- Polywhirl
- Tool Bucket
- Murphybed
- Turdberry
- Brundlefoot

Any other Aliens that have been confirmed at least Semi-cannon will benefit from this discount. Please feel free to submit any of these builds to the Suppliment’s Reddit Post Page.

RACE POINTS (*RP*)
The process for creating an Alien requires the use of Race Points to purchase the type of alien and the ranks of powers it has.

You will be able to get these points either from the Ben 10 Jump, the Omnitrix Supplement or the Alien Supplement.

RACE BODY SIZE:
Something that is sometimes overlooked is how tall a species is.
This first section allows you to choose the average height of the race you pick.
You will not gain **RP** for any weaknesses gained as a result of your chosen size.

DIMINUTIVE *-5 RP*
This makes your race 3 inches or less in height this makes your race far less physically powerful than spaces of Galactic standard height but it also makes you far more stealthily.
+2 **REDUCED ENDURANCE**
+2 **REDUCED STRENGTH**
+1 **REDUCED STRENGTH or REDUCED ENDURANCE**
+2 **ENHANCED STEALTH**
+2 **ENHANCED REFLEXES**
+1 **ENHANCED STEALTH or ENHANCED REFLEXES**

TINY *-10 RP*
This makes your race's height between 3 and 24 inches allowing your maximum height 2 foot tall.
This is smaller than the Galactic standard height, it tends to make a race physically weaker than Galactic standard but also makes them more stealthily.
+1 **REDUCED ENDURANCE**
+1 **REDUCED STRENGTH**
+1 **REDUCED STRENGTH or REDUCED ENDURANCE**
+1 **ENHANCED STEALTH**
+1 **ENHANCED REFLEXES**
+1 **ENHANCED STEALTH or ENHANCED REFLEXES**

SMALL *-15 RP*
This height is slightly shorter than the Galactic standard height with the range between 2 and 4 Foot.
+1 **REDUCED STRENGTH or REDUCED ENDURANCE**
+1 **ENHANCED STEALTH or ENHANCED REFLEXES**

MEDIUM *-25 RP*
This is the Galactic standard height range between 4 and 8 Foot
+1 **ENHANCED STRENGTH** or **ENHANCED REFLEXES**
+1 **ENHANCED ENDURANCE** or **ENHANCED STEALTH**

LARGE ***-35 RP***
Your race is slightly larger than the galactic standard with their average height being between eight foot and sixteen foot tall.
+1 **ENHANCED STRENGTH**
+1 **ENHANCED ENDURANCE**
+1 **REDUCED REFLEXES**
+1 **REDUCED STEALTH**

HUGE ***-45 RP***
Your race is quite larger than most other races with their height being between sixteen foot tall and thirty two foot tall.
+2 **ENHANCED STRENGTH**
+2 **ENHANCED ENDURANCE**
+1 **REDUCED REFLEXES**
+1 **REDUCED STEALTH**
+1 **REDUCED REFLEXES or REDUCED STEALTH**

GARGANTUAN ***-60 RP***
Your race is much taller than the galactic standard requiring special ships be made for transport, the average height of your race is between thirty two foot tall and sixty four foot tall.
+3 **ENHANCED STRENGTH**
+3 **ENHANCED ENDURANCE**
+2 **REDUCED REFLEXES**
+2 **REDUCED STEALTH**
+1 **REDUCED REFLEXES or REDUCED STEALTH**

COLOSSAL ***-75 RP***
Yours is one of the tallest Species in the universe, it is between sixty four foot tall and three hundred and twenty foot tall although there are taller species that exist they are all space faring races.
+5 **ENHANCED STRENGTH**
+5 **ENHANCED ENDURANCE**
+4 **REDUCED REFLEXES**
+4 **REDUCED STEALTH**

RACE BODY SHAPE:
You may select **1** option below as the general shape of your species, you gain all of the powers in the selected option for ***Free***.

AMPHIBIOUS
An amphibious creature breathes both air and water, and it is comfortable in both.

+1 **GILLS**
+1 **SWIMMING**
+1 **ADDITIONAL LIMBS (ARMS)**
+1 **ADDITIONAL LIMBS (LEGS)**
+1 **LEAPING**

AQUATIC
These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality.

+1 **BITE FORCE**
+1 **GILLS**
+2 **SWIMMING**
+1 **ELEMENT (WATER)**

AVIAN
The avian base form is birdlike in shape.
Sleek and slight, avian creatures live to fly. Feathers cover their forms, and each kind has its own coloration. Whether raven-black or peacock-plumed, avian creatures are masters of the open air.

+1 **CLAWS**
+1 **WINGS**
+1 **ADDITIONAL LIMBS (LEGS)**

BIPED
A bipedal creature possesses the body of a humanoid and the features of some other creature. It has two legs and at least two arms that are capable of wielding weapons and manipulating tools, and it stands either erect or hunched like an ape.

+1 **CLAWS**
+1 **ADDITIONAL LIMBS (ARMS)**
+1 **ADDITIONAL LIMBS (LEGS)**
+1 **ENHANCED SKILLS**

QUADRUPED
A quadrupedal creature possesses legs instead of arms that it uses to move, and a longer-than-normal torso placed between and behind its front legs.
It can have an elongated neck and shortened legs to give it a general form similar to that of a sphinx or a barghest.

+1 **BITE FORCE**
+1 **ADDITIONAL LIMBS (LEGS)**
+1 **ADDITIONAL LIMBS (LEGS)**
+1 **CLAWS**

SERPENTINE
The body is usually slender, although there are some comparatively short and thick-bodied species.

+1 **BITE FORCE**
+1 **CLIMB**
+1 **REACH**
+1 PREHENSILE LIMB (TAIL)

TAURIC
Tauric eidolons appear as conjoined creatures with a humanoid upper body on a quadrupedal lower body.

+1 **CLAWS**
+1 **ADDITIONAL LIMBS (ARMS)**
+1 **ADDITIONAL LIMBS (LEGS)**
+1 **ADDITIONAL LIMBS (LEGS)**

RACE POWERS:

Some powers will require the purchase of an element from the **Elements** Section.
Any discounts are rounded down to the nearest ***5 RP*** with ***-5 RP*** **RACE POWERS** being ***Free*** when discounted.

FREE OPTIONS:

SHAPE CONVERSION *Free*

If you wish you can remove any **1** Race Power gained from the "**RACE BODY SHAPE**" and receive a discount on 1 rank of any race power with ***-5 RP*** Powers being ***Free***.
Any removed Race power can not be purchased afterwards.

ODD LIMB *Free*

This can only be purchased once and allows you to gain a single extra limb this could be a third leg, a fifth arm or an extra one of any other limb type you have already purchased.

AESTHETIC SINGULARITY *Free*

All of your abilities and powers will be inline with your race's aesthetic appearance so that it makes visible sense that your race is able to do the abilities that they can.

SINGLE PURCHASE:

This section is for powers and abilities that have an upper limit and singular intended purchase.

ACCURATE SENSE *-10 RP/-30 RP*

With this power you can increase the accuracy of each sense.

- **Sight:** You can see things from 20 feet away as if they were 2 feet away.
- **Smell:** You are able to smell chemicals at one part per billion and use scent for tracking.
- **Hearing:** You can clearly hear through a thick bricked wall, or even a mile away.
- **Taste:** You are capable of tasting individual ingredients and chemical compounds.
- **Touch:** You can read by touching ink and feel light breathing from a meter away.

The Cost for one sense is ***-10 RP*** or for a total of ***-30 RP*** they gain all five described senses.

AM COMMUNICATION *-5 RP*

Your species is able to understand and communicate in a language that encodes the audio signal by modulating the amplitude on the 540-1610 kHz frequency band.

ANATOMIC SEPARATION *-10 RP/-30 RP*

Your species is able to separate its body into specific independently functioning segments along specific lines of separation. Normally this does not make you immune to being cut or slashed however for a total ***-30 RP*** any parts of your body can be separated without harm.
This Species Physiological functions such as blood flow and neural activity continue as if the body were whole and if possible the parts can at will reassemble to the best of their ability.
Any detached body parts will not regenerate when destroyed unless you have regenerative abilities in which case it will regenerate from the body part it is normally attached to.

BLOOD THINNER *-5 RP*
When this race inflicts wounds on another creature the wound will be coated in a fluid that will act as an anticoagulant and not allow the blood to coagulate properly and instead continue bleeding.

CHEMICAL COMMUNICATION *-15 RP*
This species can communicate using a special secretion of cellular matrices and DNA/RNA chains.
These chemical chains can be structured to hold information in such a complex way that it can be compared to both a visual and audio recording.
These chemicals if left in a sterile environment can hold their integrity for years without the message degrading and the reader can determine who the author of the chemical message is in a similar way to recognising someone's voice.
Using this power the race can also determine the presence of living biophysical substances around them, recognizing the difference between human, animal, fungal, bacterial, plant, artificial cells, etc.

COMPREHEND ANIMALS *-10 RP*
You can both speak to and comprehend animals. You can ask questions and receive answers, although animals are not any more friendly or cooperative than normal. furthermore, wary and cunning animals are likely to be terse and evasive, while especially stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

COMPREHEND MACHINES *-10 RP*
Your race can communicate with electronic devices, making inquiries and understanding their replies. This may be limited by the target's programming and peripherals in terms of what they "know," and the machines may not be able to comprehend or answer some inquiries with anything other than an "Error", "Unknown" or "Not Found." You may be able to use any known Technology skill as an interaction skill when communicating with machines.

COMPREHEND PLANTS *-15 RP*
You can communicate with plants, both normal plants and plant creatures. A plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about events outside its immediate vicinity.

DARKVISION *-20 RP*
You can see in complete darkness as if it were normal daylight.

DIRECTION SENSE *-10 RP*
Regardless of distance you will always know what direction a specific location is in such as earth's north magnetic pole and if it is physically possible you can retrace your steps through any place you've been.

DISTANCE SENSES *-5 RP*
You can accurately and automatically judge distances with all of your Senses.

ELEMENT ENHANCED ATTACKS *-5 RP*
Your race can enhance any of their natural attacks with your selected element, allowing them to treat them as if they were composed of that element

ELEMENT RESISTANCE *-5 RP*
Your race is particularly resiliency to your selected element type, this is usually reflected by its physical appearance.

ENERGY FORM *-60 RP*
Your race can naturally assume an energy based form, while in this form you will not have any physical matter making you unable to interact with physical material or be harmed by physical damage, however Energy attacks will harm you as normal.
Your race can also pass through solid objects that your type of energy would be able to pass through.

FLUID FORM *-20 RP*
Your race can become a fluid mass capable of flowing through any sort of opening however they are unable to pass through watertight seals allowing you to flow out of any restraint that is not watertight.

FM COMMUNICATION -5 RP
Your race can communicate using Frequency modulation, the process of encoding information in a carrier wave by varying the instantaneous frequency of the wave, this allows to vocally encode information and also audibly decrepit it.

GASEOUS FORM *-40 RP*
Your race can become a cloud of gas, while in this form you will not have any physical matter making you unable to interact with physical material or be harmed by normal physical damage, however Energy and wide area attacks will still affect you as normal.
In this form your race can flow through any opening that is not airtight.

GILLS *-5 RP*
Your race has the ability to breathe underwater indefinitely, these “Gills” can be visible at the sides of the neck or on the abdomen.

HOOVES *-5 RP*
Your race has sharp hooves at the end of its legs which allow for greater mobility than unprotected feet and can act as sharp weapons.

INCORPOREAL FORM *-80 RP*
Your race can naturally become an incorporeal phantom allowing you to pass through solid matter and become Immunity to Physical and Energy based Damage.
While in this form you will be unable to interact with physical material or use your tactile senses. Unless you do not need to breathe, you will need to hold your breath while passing through a solid object, or you could suffocate.
If you attempt to revert to solid form while inside a solid object, you will suffer very unpleasant pain, trapping that part of your body inside the object with the potential of this injury condition causing you to die.

INFRAVISION *-5 RP*
Your race can see in the infrared portion of the spectrum, allowing you to see heat patterns allowing you to see different temperatures in the surroundings.
You are able to use this vision to track warm creatures by the faint heat trails they leave behind.

INFRASONIC COMMUNICATION *-5 RP*
Your species can communicate using low status sound waves with a frequency below the lower limit of human audibility.

INVISIBILITY *-20 RP/-40 RP*
Your species can at will vanish from sight, making themselves invisible to the naked eye, this makes you unseeable by the visible spectrum allowing you to move about an environment unseen by others and act without being observed.
For ***-20 RP*** the user is only invisible to the visible spectrum but for ***-40 RP*** other senses will not be able to detect you.

ITEM STORAGE -80 RP
Your species are able to use compartments in their body to store different things, such as objects and weapons, for safekeeping and can summon them back with relative ease.
This can be used to store an almost infinite amount of objects, so much that they can exceed the size of the body causing the storage to act as if it has some dimensional space that is used for storage.

MICROWAVE COMMUNICATION *-5 RP*
You can communicate over a distance using a medium other than your normal voice. Choose a sense type as your Communication medium (see the list of examples). You may also use a special sense type (like neutrinos, gravitons, magical sendings, and so forth) noticeable only to an appropriate form of the Detect effect (see Senses), at the GM's discretion.
Microwave transmission is the transmission of information by electromagnetic waves with wavelengths in the microwave range (1 m - 1 mm) of the electromagnetic spectrum.

MIND READING *-15 RP*
Your race is able to read another creature's mind, with each purchase increasing the depth of the mind the user can read with each number indicating the number of ranks required.

1. The species can read the surface thoughts of the target meaning their active thoughts.
2. The race can probe deeper into the target's mind in order to find specific information.
3. Your race can read the subject's memories exactly as the target recalls them.
4. Your species can read memories from the target's subconscious, things even the target does not consciously know.

MULTIPLE VOICES *-5 RP*
Your race possesses more than one mouth or voice that they are able to use simultaneously and understandably.

NO BREATH *-20 RP*
Your race no longer needs to breathe and is immune to effects that require breathing such as inhaled poison or drowning.

PHEROMONE COMMUNICATION *-5 RP*
Your race can communicate using a biological dialect between members of the same race via the secretion and emission of pheromones, hormones or natural bodily production.
The user's pheromones communicate with those around them on an instinctual and unconscious level allowing the recipients to instantly understand the meaning behind it without needing to decipher it.

PINCERS *-15 RP*
Your race has a set of pincers at the end of one pair of its limbs, these powerful claws are capable of piercing through metal, carrying heavy loads, defending against other creatures, restraining prey and even being usable as dextrus digits when using buttons or a touchscreen.
If purchased in conjunction with **CHEMICAL GLANDS** or **ELEMENTAL BIOLOGY** you can freely toggle if your **PINCERS** carry the effect provided by that option.

PREHENSILE LIMB *-5 RP/-10 RP*
For ***-10 RP*** your Race has an extra complex limb that can adjust the flexibility, this limb can have a spine-like bone structure, or to have no bones at all. Examples for such limbs would include tails, trunks and tentacles.
This also can be taken for ***-5 RP*** to enlarge and make prehensile an already existing part of your body, such as the tongue or nose.
Altered parts will still be able to fulfill their original function.

RESHAPING ***-40 RP***
Your race is able to change their body shape allowing them to reshape at will and makes them extremely flexible being able to move like a liquid despite being solid.
This only affects the shape and outline of things, everything else stays the same however it can reshape itself to let projectiles or blows pass through themself by creating a hole in their body at will.
This reshaping allows them to slightly alter their size, grow spikes and tentacle-like lims.

SAFE FALL ***-10 RP***
Your race can fall from any distance without harm, this also allows your race to stop falling at any point along a distance so long as there is a handhold or projection for you to grab.
If you have the Wall-crawling power, any surface you can climb provides you with a handhold.

SHORT-WAVE RADIO COMMUNICATION ***-5 RP***
Your species can perceive, understand, and generate radio transmissions with/without accessing any standard source of communication, they can generate signals through one electronic device to another or be in essence a living wireless hub/computer.

SLIPPERY ***-5 RP***
Due to your race's slimy hide or slick exoskeleton, your race is especially slippery.

SPACE SURVIVABILITY ***-5 RP***
Your race can survive and adapt to the vacuum of space unaided and are able to withstand atmospheres, cosmic radiation, strange gravity, but may still need to breathe.

STICKY ***-5 RP***
Your species is especially sticky, whether from a coating of adhesive slime, partially congealed blood, or tiny barbed spines.

STINGER ***-5 RP***
Your race possesses a long, barbed stinger at the end of a limb or its tail.
If purchased in conjunction with **CHEMICAL GLANDS** or **ELEMENTAL BIOLOGY** you can freely toggle if your **STINGER** carries the effect provided by that option.

SURE-FOOTED ***-10 RP***
Your race is better able to deal with difficult footing, obstacles and obstructions to movement.

TECHNOLOGY POSSESSION ***-40 RP***
Your race can merge with and possess any technology, the size of the device is not significant and they control it as naturally as they would their own bodies.

TELEPATHIC TRANSMISSION *-15 RP*
Your species is able to open a psionic communication line with another being, rendering them capable of having one way conversations with others using their minds. The user is able to open up channels of communications with others who may be incapable of physical speech or communicate to a deaf person by linking their minds.
Notably, this power is not able to read the target's mind or hear the thoughts that the target wishes to convey back to the user.

TENTACLE *-5 RP/-20 RP*
Your race possesses long, sinuous tentacles that are able to grab as if they had two extra ranks of **ENHANCED STRENGTH**. For ***-5 RP*** your race has 2 Tentacles for ***-20 RP*** your race may have as many tentacles as you would like.

TIME SENSE *-5 RP/-15 RP*
For ***-5 RP*** Your race always knows what time it is and can time events as if you had an accurate stopwatch.
For a total of ***-15 RP*** you will also notice whenever time alterations have occurred retaining the memories from before the change took place while also gaining new memories if applicable.

TIME TRAVEL *-50 RP*
Your race can move through time, you can only carry up to 50 lbs. of additional material with you while you time-travel.
Each rank gains the following effects and doubles the amount you can carry.
1. With one rank you are able to move back or forwards in a fixed period as determined when you purchase this power.
2. With two ranks you are able to return to any alternative timelines you have visited within the same timestream, you are also able to choose 3 additional fixed period of time that you may move forwards and backwards in time.
3. With three ranks, you may travel to any point in time.

TRACKLESS *-10 RP/-35 RP*
Your race leaves no trail and cannot be tracked using visual senses, they are able to walk across the surface of soft sand or snow without leaving tracks and you have total concealment from tremorsense.
Each additional rank renders you trackless to another sense type or you can pay ***-35 RP*** to become tracless to five senses.

ULTRASONIC COMMUNICATION *-15 RP*
You species can speak over a distance using Ultrasound.
Ultrasound is not different from "normal" audible sound in its physical properties, except that humans cannot hear it.
This limit varies from person to person and is approximately 20 kilohertz (20,000 hertz) in healthy young adults.
Ultrasound devices operate with frequencies from 20 kHz up to several gigahertz.

ULTRA-HEARING *-5 RP*
You can hear very high and low frequency sounds, like dog whistles or ultrasonic signals, including those used by some remote controls.

ULTRAVISION *-5 RP*
You can see ultraviolet light, allowing you to see normally at night by the light of the stars or other UV light sources.

VENTRILOQUISM *-5 RP*
Your race is extremely proficient in Ventriloquism, the act of changing one's voice so that it appears to be coming from elsewhere. They can also talk without opening one's mouth.

VIBRATORY CARRIER WAVE *-15 RP*
Your species is able to communicate using a process of conveying information through mechanical (seismic) vibrations of the substrate. The substrate may be the earth, a plant stem or leaf, the surface of a body of water, a spider's web, a honeycomb, or any of the myriad types of soil substrates. Seismic cues are generally conveyed by surface Rayleigh or bending waves generated through vibrations on the substrate, or acoustical waves that couple with the substrate. Vibrational communication is an ancient sensory modality and it is widespread in the animal kingdom where it has evolved several times independently. It has been reported in mammals, birds, reptiles, amphibians, insects, arachnids, crustaceans and nematode worms. Vibrations and other communication channels are not necessarily mutually exclusive, but can be used in multi-modal communication.

WALL-CRAWLING *-10 RP*
Your race can climb walls and ceilings at your walking speed with no chance of falling.

WATER-WALKING *-10 RP*
You can stand or move at your normal ground speed on the surface of water, quicksand, and other liquids without sinking, you will only sink if you choose to.

WINGS *-10 RP/-20 RP*
Your race has large wings, like those of a bat, bird, insect, or dragon, gaining the ability of air based travel.
For ***-10 RP*** your race has a proportional set of wings that allows for gliding.
For ***-20 RP*** your race is able to use wings for flying under their own power.

MULTIPLE RANKS:

ADDITIONAL LIMBS *-5 RP*
Each rank in this effect grants you an additional pair of manipulative limbs.
These limbs can be either made into a set of legs or a set of arms.
Any purchased arms automatically gain hands for free if Legs were purchased they instead come with feet.
If attachments such as claws are purchased for the arms or legs they can be selectively added to all limbs of that type for no additional cost.
All Arms that have hands are able to wield weapons in those hands to the same degree of capability as their non-dominant hand.

AFFLICTION *-25 RP*
By making physical contact with someone this race can impose a debilitating Disease on the target, however this Disease will not be transmissible and the user is able to determine how fatel the Disease is.
Any Species with a natural Resistance to Disease will be resistant to this Affliction.
You must select what type of Affliction is caused by this power when purchased and it cannot be changed afterwards, however this can be purchased multiple times to either gain more conditions or in order to half the time required for the Disease to affect the target.
The affliction will be a type of wasting disease that weakens part of the target, lowering their health over a period of time.

- **Muscular Disease:** This disease weakens the strength of the target until they are unable to move under their own strength.
- **Body Disease:** This disease corrodes the structural integrity of the target until their body is so fragile that it reacts very poorly to anything external.
- **Brain Disease:** This disease consumes the brain matter of the target making them less capable of logic or reasoning until they eventually fall into a comatose state.
- **Soul Disease:** This disease corrupts the emotional stability of the target until they are incapable of thought, and unable to perceive their surroundings.

If a target receives Medical aid it is possible for this Disease to be slowed down and cured with the difficulty of this becoming more larger in proportion to the ranks of disease added.
You can increase the speed of the affliction by repeatedly touching a target and activating this power.
You can also remove your Affliction at will, simply by touching the victim, halting any further harm.

ANALYTICAL *-10 RP*
Your Species is naturally Analytical although this doesn't make them more traditionally intelligent it does allow them to break concepts down into simpler components which makes them better able to solve problems.
This species can instinctively anticipate possible obstacles and opportunities in order to determine the best cause of action they can take with the information they have available.
Using this they are able to adapt and prepare for future events by considering a large number of possibilities and plan ahead for them.
Each purchase allows the target to better understand concepts and predict the cause of events.

ANIMAL CONTROL *-5 RP/-10 RP*
Your Species is able to command a specific type of animal this is either through mental control or through a form of consensual agreement beyond the natural process.
You can pay ***-5 RP*** to control another type of animal or pay ***-10 RP*** to increase the rank for all creatures, raising the degree of control and doubling the number of creatures controlled at once.

BIOLOGY ABSORPTION *-25 RP/-50 RP*
This Species is able to absorb the biological energy of other creatures, being able to use it as nourishment to sustain themself.
The Biological energy of a target can include the DNA, metabolism, and life force of the target however if they absorb all of someone's Biological energy will kill them.
When absorbing a target's energy the user can also incorporate the biological energy in order to acquire the target creature's powers however the user will undergo mutations to accommodate the absorbed abilities.
Normally these mutations cause psychological damage and violent psychosis in its user, however by paying a total of ***-50 RP*** per rank the user will not suffer from these effects.
When absorbing the life force of other beings, the new powers can only be used temporarily unless the user absorbs a large amount of biological energy, this is normally more than a single member of a species can survive losing.
The absorbed abilities normally aren't as strong as they are in the species they were absorbed from with the proportion only being about one tenth of the original's power.
This ability can also be used to combine the DNA of multiple races allowing the user to become a chimeric hybrid of many species.
Multiple purchases decrease the time needed for absorbing a creature's biological energy and increases the time that the powers are retained.

BITE FORCE *-5 RP*
This Species has a maw full of razor-sharp teeth and a jaw strength of 650 pounds/square inch (psi) with each additional rank of this power doubling the bite force.

BLINDSENSE *-15 RP*
This Species senses are incredibly acute, giving it the ability to sense out to a range of 30 feet.
This ability allows the race to pinpoint the location of creatures that it cannot see.
Each additional rank increases the range by 5 foot.

BURROWING ***-10 RP***
Your race can burrow through the ground, leaving a tunnel behind if you choose.
You can move through soil and sand at a similar speed to your normal walking speed however burrowing through harder substances can slow you down.
The tunnel you leave can be packed so that it will last for a short time or be scuffed so that it collapses behind you immediately.
Each additional purchase allows you to burrow through harder material at quicker speeds and pack tunnels so that they both last longer and can be made larger.

CHEMICAL GLAND ***-10 RP***
Your race has an organ that can secrete a chemical, this venom can be used to augment attacks.
This chemical can be a toxic venom or you can also choose to have the gland produce another organic compound, like adrenaline, and gain the capability to inject yourself with a dose of that substance with the flick of a mental switch.
This can be bought multiple times, allowing for multiple different substances or increasing the intensity of the chemical.

CLAWS ***-10 RP***
This race has a pair of sharp claws at the end of its limbs.
These claws must be purchased for each limb type separately, however every additional rank applies to every type of limb with claws.
Each additional purchase increases the sharpness and durability of the claws with one rank being the same as sharp and durable as lion claws but five ranks being able to cut through a steel door.

CLIMB ***-5 RP***
This race is naturally skilled at climbing with a single purchase, they are able to climb a sheer cliff with moderate ease. Each additional time it is selected, the user is able to climb increasingly difficult structures with more weight.
With **3** purchases the Race automatically gains **WALL-CRAWLING** for Free.

COMPREHEND LANGUAGES ***-15 RP/-90 RP***
Your race can understand the language of any intelligent creature.
Each purchase allows you to learn one language, although you can comprehend multiple different languages at once.
This effect does not enable you to speak with creatures that don't possess a language.
For ***-90 RP*** you can understand all languages spoken by any sentient species.

CONCEALMENT *-10 RP*
You can conceal yourself from a particular sense while this effect is active, although you are still detectable to other senses (even other senses of the same sense type; so you could have full concealment against normal sight, but not infravision or any other sense in the sight sense type). Each additional rank gives you concealment from another sense; two ranks give you concealment for an entire sense type.
You cannot have concealment from tactile senses. If you take Concealment 8 you will have total concealment from all traditional sense types other than tactile.

CONFUSE *-5 RP*
Your race has the ability to cause confusion in a person or group of people. Depending on the power of the user and/or attack this can cause momentary or longer lasting inability to focus attention, loss of orientation, disordered memory and sense of self.
Each purchase increases the maximum number of people that can be affected by this at once and how potent the effect is with the first rank giving one person momentarily confusion and the tenth rank causing up to 10 people to be disorientated for up to an hour.

CORROSION *-10 RP*
Your race is able to corrode metals and enhance the process of corrosion in metals through oxidation. This type of damage typically degrades the useful properties of materials and structures including strength, appearance and permeability to liquids and gasses.
Each rank increases the rate of corrosion for this power with 5 ranks, the corrosion effect will start to affect rocks at the same rate that rank one affected metal.

COUNTER-CONCEALMENT *-10 RP*
Your race has a trait with one of their senses that allows them to perceive things regardless of if they are Concealed to that sense or not.
For example the race could be able to see air pressure which would allow you to see beings that are invisible or using chameleon-esk camouflage.
This also helps you to ignore Illusions that affect your senses and realize when things aren't real.
Each rank grants one of your senses a special trait.
You are able to differentiate those who are concealed as they seem slightly "off" to you.
This trait does not affect concealment provided by opaque objects, for that, see Penetrates Concealment.

CREATE ELEMENT *-10 RP*
Your race is able to “create” inanimate objects out of seemingly nowhere.
These “solid” objects may be made of solidified energy, “hardened” water or air, transmuted bulk matter, ice, stone, or some other medium, depending on the element's description.
You can form any simple geometric shape or common object and even a three dimensional depictions of people however you would require a compatible “SUMMON MINION” if you wished to bring them to life.
The size and complexity of these constructs will be dependent on the rank of this power with the first rank you will only be able to make basic constructs such as a cube, sphere, dome, hammer, lens or disk however with 10 ranks you would be able to construct objects with moving parts and more complex components.
These objects could be solid or hollow, opaque or transparent, depending on the description of the element.
Constructed objects will start to degrade and eventually vanish if you stop maintaining them.
You can repair any damage to a created object at will by using your power on them.

DANGER SENSE *-10 RP*
Choose any sense your race has access to, this sense is now able to accurately detect potential and impending threats to their well-being.
This awareness of your surroundings subconsciously warns you of dangers the greater the danger or the closer the danger is the greater the sensation.
The more ranks you have the more precise your Danger Sense becomes with a single rank giving you a seconds warning over a short distance and each additional rank giving you an additional seconds warning and expanding the distance this Danger Sense can perceive.
Sensory effects targeting that sense also affect your Danger Sense ability and may “blind” it.

DENSITY MANIPULATION *-15 RP*
Your race can manipulate their own density and others through physical contact.
This can be used to enhance it to acquire heightened durability, increased weight, and amplified strength or it can be used to diminish it to decrease your weight, or use it for levitation and flight.
Each rank will let you choose twice to either half you minimum density or double you maximum density with one rank focusing only on your maximum density would result in allowing you to set your maximum density to upto eight times your normal density.

DIMENSIONAL POCKET *-10 RP*
This race can create multiple portable pocket dimensions and travel to and from them at will.
With a single rank the user can create a simple 10 x 10 x 10ft personal “world” the more ranks you take the pocket dimension size is multiplied by 10 in every direction and allows for more complexity in its design.
The pocket dimensions will start to degrade and eventually vanish if you stop maintaining them.
You can repair any damage to the pocket dimensions at will by using this power on them.

DIMENSION TRAVEL *-10 RP*
With this power you can move instantly yourself and anything you're holding from one dimension to another however until Post-Chain you are restricted to only dimensions within the multiverse of the jump you are within.
At the first rank your race can move between your dimension and any pocket or any directly connected dimensions such as the null void or the Legerdomain.
With two ranks you are able to move between any adjacent dimensions including parallel realities however visiting specific realities will require multiple transfers.
Each further purchase increases the range you can move and the speed of your movement between dimensions.

DISINTEGRATION *-20 RP*
Your race can cause targets to lose cohesion in various ways making the matter fall apart into dust and energy.
At first rank the user can disintegrate paper within 10 seconds and iron within one and a half hours.
At the fifth rank the user would be able to disintegrate iron within three minutes.

DUPLICATION *-5 RP/-10 RP*
You can create a duplicate of yourself, this duplicate has the same powers as you and will think and act as you would in the same situation.
The duplicates are aware they are not the original and will automatically try to be helpful to you.
When your duplicate disappears or is destroyed you can gain any of their memories and experiences as if you had lived them yourself.
One rank allows for there to be a maximum of two of you at once, the second rank allows for there to be a maximum of four of you at once, with each further rank increasing the amount of you that can exist at once.
Normally all of your duplicates share your sense of pain and you share theirs, however by paying a total of ***-10 RP*** per rank neither you or your duplicants will suffer from these effects.

ELEMENTAL BIOLOGY *-10 RP*
This can only be purchased once per element, your species body naturally contains an amount of your selected element can be used for features of your biology such as having Fire Hair, Bioluminescent Skin and Electrical Nails.
These features can be used in simple but pragmatic ways such as delivering a shock through a predetermined part of your body, burning material by touching it or simply emitting light.

ELEMENT AURA *-15 RP*
Your species can surround their bodys with an aura of your selected element.
This element will act as an offensive tool or protection against anyone you touch or that touches you.
You can turn your aura on and off at will however if your Aura comes into contact with someone or something they will react as if they were in contact with the actual element potentially causing damage to your surroundings.
The more ranks you put into this power the denser the elemental aura becomes.

ELEMENT BLAST *-5 RP*
You can produce a damaging ranged attack made out of your selected element.
This projectile can be an arrow, bullet, throwing blade, or some similar shaped effect.
The more ranks you put into this the more powerful the attack becomes.

ELEMENT CONTROL *-20 RP*
You can control and move a mass of your selected element the more ranks you rake increases the mass of the element you can move at once.
This can be combined with **"CREATE ELEMENT**", "**ELEMENT AURA**", "**ELEMENT BLAST**", "**ELEMENT ENHANCED ATTACKS**" and a compatible "**SUMMON MINION**" in order to maneuver and enhance the mass of your element behind the power.

ELONGATION *-5 RP*
Your species can elongate their body and/or limbs in order to extend their reach becoming extremely malleable and elastic, allowing them to stretch, flatten, deform, expand, and contract their whole body, including limbs, torso, neck, etc. They can control how elastic/flexible they or parts of them are, allowing them to change their bodies into various tools or other constructs.
A single rank allows the user to double the length of whatever they are stretching with each additional rank doubling it again.

ENERGY ABSORPTION *-10 RP/-20 RP*
Your race are able to absorb energy, and are then able to channel the energy to manipulate technology, discharge as energy blasts, or physically enhance their body in order to speed up regeneration and increase their strength. This energy however, will dissipate over time or through excessive use, requiring you to recharge.
Normally each rankl would cost ***-10 RP*** with absorption and long term storage of the energy can cause aggressive tendencies and addiction to energy absorption in its user, however by paying a total of ***-20 RP*** per rank the user will not suffer from these effects.

ENHANCED AGILITY -5 RP
Your race can go from one motion to another effortlessly, effectively dodge attacks, swing from things easily, sprint, do back-flips, leap across rooftops, and numerous other gymnastic, athletic and martial implements with little effort.

ENHANCED DEXTERITY -5 RP
Your race has enhanced control over their various muscle groups, making your race far less capable of being clumsy, they can also use them to assist each other with little or no conflict of energy.
Each purchase of this increases the race's average measure of hand-eye coordination, precision, and manual dexterity.

ENHANCED ENDURANCE -5 RP
Your race has a higher amount of stamina, health, endurance, and overall physical resilience.
Each rank of this increases the average distance your race can run at full speed without difficulty, how little sleep they need per night, how long they can hold their breath, the amount of physical stresses they can endure and how well they operate with low energy remaining.

ENHANCED INTELLECT -5 RP
Your race has a higher Intellect than the average, this increase improves your learning and reasoning abilities.
Each purchase improves your memorization, problem solving and mental capabilities.

ENHANCED REFLEXES *-5 RP*
Your race has a high reaction speed, allowing them to dodge and maneuver around complex attacks, catch falling objects, block detriments and react quickly to what others take more time to react to like high speed projectiles.
Each purchase increases the reaction speed and dodging abilities.

ENHANCED SKILLS *-5 RP*
Your race is naturally talented with an otherwise mundane ability.
This can be any talent or skill that any race with a similar shape would be capable of, whether physical or mental.
This ability is intuition based and makes the user know what to do in each situation having instantly learned and understood the complexity of the task without the need of long-term or special education.

ENHANCED STEALTH *-5 RP*
Your race possesses features that aid in all manners of stealth tactics, allowing them to better act with discretion helping them to move through guarded areas and helps them slip in and out of areas undetected.
Each rank will make it harder for others to detect the user, make it easier for them to go unnoticed in public, and make it harder for them to be tracked.

ENHANCED STRENGTH *-5 RP*
Your race has a higher average physical strength than most with each rank increasing the amount of physical force they can exert as well as the amount of weight they can lift, carry, and throw.
An added side effect also partially increases the race's durability to match what their body would need to not destroy their body from the force of impact.

ENVIRONMENTAL ADAPTATION *-5 RP/-30 RP*
Your race is capable of adapting to a particular environment, such as underwater, zero gravity, intense deserts and icy tundras.
They suffer less of the normal difficulties of that environment, being able to act with more ease and less discomfort adapting when entering that type of environment.
For ***-30 RP*** per rank your race can adapt to any type of environment with each additional rank reducing the time it takes for you to do so.
Depending on your other purchases your race may still be affected by hazards in the environment such as a lack of oxygen or toxic chemicals.

EXTENDED SENSE *-5 RP/-20 RP*
One of your race senses operates at greater than normal range.
You are able to see or hear things at 5 times the distance than you would normally be able to without reducing the clarity.
For the first purchase of taste, smell or touch you would be able to use these senses outside of your body.
Each further purchase increases the range of that sense by 5 times.
You can pay ***-5 RP*** for a single sense to be affected by this option or ***-20 RP*** to have five different senses affected.
An extended sense may be limited by conditions like the horizon and physical barriers between you and the subject, unless it also Penetrates Concealment.

EXTRA HEAD *-10 RP*
Each purchase of this increases the number of heads your race has by one.
Having multiple heads allows the race to speak with multiple mouths, think with multiple brains, see in more direction than one and increase their sensory acuity. If they have abilities that allow them to attack using their head such as biting, they are able to use all their heads to do so.

FIGHTING CAPABILITIES *-5 RP*
Your race are innately capable fighters who have some ability in close combat, from hitting a target to ducking and weaving around any counter-attacks.
Each rank increases the average innate fighting capabilities.

FLIGHT *-15 RP*
Your race can fly or otherwise move through the air without using biological wings, some methods include using one or more forms of energy for propulsion.
Using this ability your race is able to glide through the air, hovering in place and fly into the sky. Each rank increased your race's flying speed and maneuverability.

FORCE FIELD *-10 RP/-5 RP*
Your species can create a protective field of energy, force or elements around yourself or others. These Force Fields are normally centered on or around the user however with some focus and can take on the form of a spherical barrier or flat shape such as a shield, wall, dome, or bubble. Normally this will cost ***-10 RP*** If you chose your forcefield to be of an element type you may instead pay ***-5 RP***.
Each rank increases the maximum size, maneuverability and durability of the Forcefield.

FRIGHTFUL PRESENCE *-15 RP*
Your species can evoke and increase fear and horror in others causing the target's brain to release fear-inducing chemicals. The target's perception may be altered, causing them to see their environment as ominous and the user as dark and foreboding, or even as a monster.
Each rank increases the amount of fear and depth of the fear the target feels.

GROWTH *-15 RP*
Your species can temporarily increase your size, gaining Strength and Stamina at the cost of becoming a bigger, heavier, less agile target, unable to maneuver through small spaces.
Each rank of Growth doubles the maximum height and adds 1 rank to your **ENHANCED ENDURANCE**, **ENHANCED STRENGTH** and raises your mass as if you had 1 rank of **ENHANCED DENSITY** when you are in the largest state.

HEALING OTHER *-10 RP*
Your species can heal any damage or negative conditions that another is inflicted by through touching them. Healing does not work on subjects unable to recover on their own, however you can use Healing on yourself, provided you are still capable of taking the actions needed.
Each rank increases the speed of healing and the complexity of wounds that can be healed.

ILLUSION *-5 RP*
Your race is capable of creating Illusion on a broad-ranging effect, usable for a number of different things. Each rank increases the realism, size and complexity of the illusions.
If combined with other effects this can be used to create solid material that overlaps to become more realistic illusions.

IMMORTALITY *-50 RP*
Your race has a type of biological immortality and can recover from most types of death with all types of damage being resolved upon their recovery.
If your spices die and their body is in a good enough condition they will return to life after a time.
Each rank reduces the amount of time required by half and the state of preservation that the body requires with a single rank needing a month and an intact body.

LEAPING *-5 RP*
Your race can make powerful leaps without suffering any damage from landing after the jump, so long as it is within your maximum distance.
Each rank increases the speed of your leap and the maximum distance you can make in a single leap.
You may also choose to make shorter hops to better control your direction.

LIFESENSE *-20 RP*
Your race is able to pinpoint any nearby living creatures with ease.
With a single rank it is able to notice and locate living creatures within 30 feet.
Each additional rank increases the range by 5 foot.

MAGIC *-30 RP*
Your species are naturally talented with spellcasting having more aptitude for magic than others, being capable of casting a variety of Magical spells.
Theoretically any sapient species can potentially learn to manipulate mana, or “life energy” through study and practice, however your race has an innate capacity for manipulating mana, and thus by extension magic.
With a single rank, your race is able to use magical techniques such as rituals, symbols, action, gestures and language in order to cast basic spells.
Each rank improves your race's innate knowledge and their natural capabilities for spell casting, this makes it easier for you to cast spells, which become more effective and more powerful.

MATERIAL ABSORPTION *-5 RP/-15 RP*
Your race is able to absorb matter, either by draining some from the source material for ***-5 RP*** or for ***-15 RP*** by replicating the material from within their body.
Your race is able to manipulate the absorbed material in various ways to either enhance their physical strength and durability to a rate dependent on whatever was absorbed or shape it into weapons and armor that take on the properties of the absorbed materials.
Your race is able to absorb multiple materials at once and externally apply them to other people as a coating.
Each additional rank increases the speed of absorption, the length of time that the absorbed material can be retained and reduces the amount of material required for absorption.

MENTAL BLAST *-20 RP*
Your species have offensive psychic abilities that can inflicting mental damage on the target
Each rank increases the precision and amount of damage the mental blast does.

MICROSCOPIC VISION ***-15 RP***
Your race can view extremely small things.
The first rank allows someone who otherwise has normal vision to zoom their view in order to see dust-sized objects with the second rank allowing them to view cellular-sized objects.
Each further rank increases the maximum zoom to a similar degree.

MIMIC ***-10 RP***
Your race can duplicate the traits of another species to the extent you can perceive them.
Each rank allows your species to copy ***-5 RP*** worth of physical abilities, including size and traits allowing you to take the same visible appearance as the target without losing any of their other abilities, however your race cannot gain non physical abilities or powers.

MIND CONTROL ***-15 RP***
Your race can impose its will onto others, forcing them to obey your commands.
At first rank your ability can target those that are weak willed with them becoming dazed and compelled to obey any commands you give.
The more ranks you have the stronger the minds you can control and the more fineness you gain over the commands.

MIND SHIELD ***-5 RP***
Your race has an innate mental shielding that protects them from the effects of mental abilities.
Each rank reduces the effectiveness of mental powers against them, but not blocking them out completely.

NATURAL ARMOR ***-5 RP***
Your race's hide has something akin to thick fur, rigid scales, or bony plates, making it more durable to physical damage with each rank increasing the durability of this armor.

NATURAL BLAST ***-5 RP***
Your race can produce a natural material to attack from a distance such as firing needles, thorns, barbs or nails.
If purchased in conjunction with **CHEMICAL GLANDS** or **ELEMENTAL BIOLOGY** you can freely toggle if your **NATURAL BLAST** carries the effect provided by that option.
Each rank increases the power behind these blasts.

NATURAL WEAPONS ***-5 RP***
Your race has a type of natural non-poisonous protrusion such as horns, fangs, talons, or stingers that can seriously injure someone. If purchased in conjunction with **CHEMICAL GLANDS** or **ELEMENTAL BIOLOGY** you can freely toggle if your **NATURAL WEAPONS** carry the effect provided by that option.
This can be purchased multiple times each time gaining another type of protrusion.

OMNIPOTENCE *-100 RP*
Your race's powers are incredibly variable with its effects being very flexible.
Each rank allows you to dynamically select a single rank of any other power and temporarily use it.
If you have multiple ranks you may use this to select multiple powers at once and/or have multiple ranks in the same power so long as the total ranks used do not exceed the ranks of **OMNIPOTENCE**.
If a power is selected that uses an element only one rank will be required for the element selection regardless of the amount of ranks that are put into the elemental power.
This would allow an 8 rank elemental control to be used if you have 9 ranks of **OMNIPOTENCE**.

PORTAL PROJECTION *-10 RP*
Your species can open a portal or gateway between two points, anyone stepping through this portal is transported through it.
With the first purchase the user can create a pair of portals that can transport someone 1 Kilometer away with the portal remaining open as long as you consciously maintain it.
Each purchase increases the amount of portals that can be sustained at once and the distance that can be traveled through them by 100 times.

POSSESSION *-20 RP*
Your species can inhabit or take over the body of other beings, whether sentient or not, by stealing their motor functions and senses.
The more ranks you have the stronger the minds you can possess and the more fineness you gain over the commands.

POSTCOGNITION *-10 RP/-20 RP*
With your racial abilities you can extend your senses into the past, allowing you to perceive events that took place previously.
Your postcognitive visions last for as long as you concentrate however it does not apply to sensory effects like Mind Reading or any other ability requiring interaction.
Each rank increases the distance into the past this ability can be used.
Postcognition may be Limited to past events connected to your own “past lives” or ancestors, reducing cost to ***-10 RP*** per rank.

PRECOGNITION *-10 RP/-20 RP*
Your race's senses can be extended into the future, this allows you to perceive events that might happen depending on events that your actions facilitate.
Your precognitive visions represent possible futures, If the circumstances change, then the vision may not come to pass.
Your precognitive visions last as long as you concentrate however these visions may be obscure, cryptic or open to interpretation.
Precognition does not apply to sensory effects like Mind Reading or any other ability requiring interaction.
Each rank increases the distance into the past this ability can be used.
Precognition may be Limited to future events connected to your own life or descendants, reducing cost to ***-10 RP*** per rank.

PROTECTION *-5 RP*
Your race is able to generate a type of protective shield that reduces the harm you receive from any type of harm, this can be a type of exoskeleton or be any selected element that you have already purchased to the same rank.
Each rank increases the durability and flexibility of the protective field.

PSYCHIC LINK *-5 RP*
Your species is able to link minds with another living being in order to share thoughts, memories, emotions or feelings almost regardless of the distance between you so long as you are in the same dimension, this allows you to use this for communication over any distance.
Each rank allows you double the number of minds you can link with and the distance it extends to requires three ranks to reach into adjacent dimensions.

QUICKNESS *-5 RP*
Your race has an intrinsic Quickness that allows them to perform routine in far less time.
A single rank will allow them to perform a task 30 times faster than normal with each additional rank doubling the sweetness of completing the activity.
At sixteen ranks this allows you to take actions that would require three weeks of strait working to complete such as disassembling an entire car in almost an instant, however even this does not alter the speed of your movement.

RAPID MIND *-5 RP/-20 RP*
Your species can read or take in information from a sense faster than normal.
Each rank increases your perception speed by a factor of 10.
A single sense costs ***-5 RP***, for ***-20 RP*** this affects five different types of senses.

REACH *-5 RP*
Your race is able to extend their limbs in order to perform actions at a further distance, a single rank allows them to increase their range by 5 feet with each additional rank doubling the length they can extend.

REGENERATION *-10 RP*
Your race is able to slowly regrow lost limbs and organs over time.
This does not increase the rate of healing, prevent you from bleeding out after losing a limb if you don't get immediate attention, or help them to survive until they regrow the organ, however when the organ grows back it can fulfill its task again.

RESISTANCE *-5 RP*
Your race has a resistance to a certain hazard that works as a type of protection from any type of element or environmental hazard.
Each rank reduces the harm the selected hazard does by a factor of 10 with Five ranks in the same hazard making the race immune to the specific hazard.

SELF HEALING *-10 RP*
Your species has the ability to heal any of their own wounds very quickly, this does not restore stamina or health issues caused by starvation, thirst, or suffocation, nor does it allow the creature to regrow lost body parts.
Each rank increases the speed of the healing.

SHRINKING *-5 RP*
Your race can temporarily decrease in size, becoming smaller, harder to see and hit at the cost of losing its Strength and Endurance.
Each rank of Shrinking halfs the minimum size and adds 1 rank to your **ENHANCED REFLEXES, ENHANCED STEALTH** and reduces your mass as if you had 1 rank of **ENHANCED DENSITY** when you are in the smallest state.

SICKENING *-10 RP*
Your Species can produce a smell or has an appearance so unpleasant it can sickens nearby creatures.
Each rank increases the severity of the odor or appearance.

SLEEP *-10 RP*
Your race can cause a target to feel tremendous weariness becoming fatigued, then exhausted, and finally fall asleep under the effect.
Each rank increases the speed of the effect and has a stronger effect on those with powerful minds.

SNARE -10 RP/-20 RP
Your species can produce a material that can restrain a target with ice, glue, webbing, bands of energy, or another type of material.
Those hit by this restraining material leaves the target physically hindered and possibly immobilized.
For ***-10 RP*** the **SNARE** requires contact for application or for ***-20 RP*** the **SNARE** can be a projectile.
Each rank increases the strength of the restraints.

SPACE TRAVEL *-25 RP*
While in the vacuum of space your species can travel at the speed of light, it is advised that you purchase **SPACE SURVIVABILITY**.
With the first rank you can travel at 300,000 km/sec the speed of light.
Each additional purchase increases your maximum speed by 100 times.

SPEED *-5 RP*
Your race can move faster than normal in all ways, doubling all forms of movement your race can make including flying and swimming.

SUMMON MINION *-10 RP*
Your Species can produce or summon loyal and obedient entities that can have a number of useful effects.
Each rank doubles the amount you can create and control at once and grants you ***+5 RP*** for customizing the entity though this is not dynamic and cannot be changed after creation.
The minion will receive a discount on any purchase up to the same rank that the parent race already has, rounded down to the nearest multiple of ***5 RP*** with powers costing less than ***5 RP*** being **Free**.

SUPER-SPEED *-25 RP*
Your race is able to move at land speeds beyond what is naturally possible for other beings in their universe.
With a single rank your race are able to move at slightly more than 2.5 kilometers per minute with each further rank doubling the maximum speed, at four ranks they are able to move at supersonic speeds, at seven ranks they are able to reach hypersonic speed and even reaching lightspeed at twelve ranks.

SWIMMING *-5 RP*
Your race has features such as webbed hands, feet, or powerful flippers, giving them powerful swimming capabilities though this does not give your race the ability to breathe underwater.
With one rank you can swim at 20 Kilometers per hour with each additional rank increasing the swim speed by 10 Kilometers per hour.

TELEKINESIS *-10 RP*
Your race has an innate ability to manipulate or otherwise interact with matter or another aspect of a physical system using their mind.
Each rank increases the strength and finesse of the telekinesis.

TECHNOLOGICAL ENHANCEMENT -15 RP/*-30 RP*
Your race can disassemble and reassemble any kind of machinery with ease allowing your to enhance, augment, increase and multiply they already existing technology.
They can use this to construct any complex machinery that they have previously disassembled from any compatible resources, as well as using any other knowledge to make the technology far more advanced, causing new features to form.
For ***-15 RP*** after the user has finished with the device it will weather fall apart or the alterations will revert returning it to normal.

TELEPORT *-10 RP*
Your species is able to move instantly from place to place without crossing the distance in between.
With a single rank you can teleport yourself and up to 50 lbs up to 1 Kilometer away.
Each purchase increases the amount of weight that can be teleported by double and the distance that can be traveled through them by 100 times.
You retain your position and relative velocity when you teleport. So if you are falling when you teleport, you are still falling at the same speed when you arrive at your destination.
When teleporting to distant planets or stars, you will require having been their previously or the mathematical relative rotation formula which you will be able to instinctively incorporate into the teleportation.

TRANSFORM *-10 RP*
Your race has an alternative form that can only be accessed in specific situations.
This form may redistribute points from their size and spend double the amount of points used for this purchase.

TREMORSENSE *-10 RP*
Your race is attuned to vibrations in the ground, gaining tremorsense out to a range of 30 feet.
This only works when both the user and the pinpointed target are in contact with the ground.
Each purchase increases the range by 50%.

ELEMENT OPTIONS:
You must purchase an element once per rank of the highest ranking power that uses that element, however you will need to buy the powers for different elements separately.
For example if you were to purchase Sonic Blast 2, Fire Blast 3 and Fire Control 2 you would need:

Element Blast 2 [Sound]	***-10 RP***
Sound 2	***-30 RP***
Element Blast 3 [Fire]	***-15 RP***
Element Control 2 [Fire]	***-40 RP***
Fire 3	***-15 RP***

You may discount your First purchase of an element rank rounding down with a **5 RP** element being free all further purchases of that element will be half price.

COMBO *-5 RP/-10 RP/-20 RP/-50 RP*
For ***-5 RP*** you can combine any two elements of the same rank into a single element.
For ***-10 RP*** you can combine any three elements of the same rank into a single element.
For ***-20 RP*** you can combine any five elements of the same rank into a single element.
For ***-50 RP*** you can combine any number of elements of the same rank into a single element.

ACID *-10 RP*
This element is related to acids, bases ,and other caustic/corrosive substances, controlling the causticity, where and how the acid affects the object, amount of fumes it releases, etc.

CRYSTAL *-15 RP*
This element is related to crystals and crystalline materials: homogeneous solids formed by a repeating, three-dimensional pattern of atoms, ions, or molecules and having fixed distances between constituent parts..

DARK *-10 RP*
This element is related to darkness and shadows. By itself, darkness is mostly used to cloud everything into total darkness as such the development branches faver stealth and assasination tactics.

EARTH *-5 RP*
This element is related to earth and "earthen" elements including most solid objects, specifically all minerals and mineral compositions regardless of their state (mountain, boulder, sand or dust), dirt, soil, etc.

ELECTRIC *-10 RP*
This element is related to electricity, a form of energy resulting from the movement of charged particles.

FIRE ***-5 RP***
This element is related to Fire, the rapid oxidation of a material in the exothermic process of combustion, releasing heat, light, and various reaction products, flame being the visible portion of the fire.

GRAVITY ***-20 RP***
This element is related to gravity, a natural phenomenon by which all matter is brought together, toward one another.

ICE ***-10 RP*** **(DISCOUNT WATER)**
This element is related to the forms of frozen liquids into a solid state and can appear naturally in forms of snow, slush, hail, icicles, ice spikes, glaciers, pack ice, frost and cold by reducing the kinetic energy within an area of space.

LIGHT ***-10 RP***
This element is related to visible light, commonly referred to as light, is electromagnetic radiation that is visible to the human eye, and is responsible for the sense of sight.

LUCK ***-25 RP***
This element is related to probability, the likeness of things occurring also known as luck both the good and the bad.

MAGNETIC ***-15 RP***
This element is related to magnetism in all its forms, both natural, organic or artificial.

MANA ***-20 RP***
This element is related to mana, a magical form of life-force energy that is usually the spiritual fuel behind magic.

METAL ***-15 RP*** **(DISCOUNT MAGNETIC)**
This element is related to metal, a solid material (an element, compound, or alloy) that is typically hard, shiny, and features good electrical and thermal conductivity.

PLANT ***-10 RP***
This element is related to plants, mainly multicellular organisms, predominantly photosynthetic eukaryotes of the kingdom Plantae, including wood, vines, plants, moss, and parts of the plants, such as leaves, seeds, roots, fruits and flowers.

SOUND ***-15 RP***
This element is related to sound, a periodic disturbance of a medium that radiates outward linearly in the form of a pressure wave.

SPACE ***-25 RP***
This element is related to dimensional space, the distance between two different points of spatial locations.

SPIRITUAL ***-15 RP***
This element is related to spiritual power, which is generated by every sentient being that possesses a soul, or in places with powerful spiritual influence.

TIME ***-25 RP***
This element is related to time, accelerating, slowing, stopping, rewinding or even looping time.

WATER ***-5 RP***
This element is related to water, inorganic compounds with liquid steam and water vapor.

WIND ***-5 RP***
This element is related to air, gasses and various compounds due to it being transparent.

VULNERABILITY:

These are the weaknesses of your race and the disadvantages that they can suffer from.

ISSUES:

BLINDNESS *+25 RP*
Your race cannot see in the normal visible light spectrum, they are visually unaware of their surroundings and may be impaired or disabled for activities where vision is a factor.

COLOR-BLINDNESS *+5 RP/+10 RP*
For ***+10 RP*** your race only sees in black and white.
For ***+5 RP***, your race only has trouble with one pair of colors - for example, they may not be able to tell the difference between red and green.
This Cannot be taken with **BLINDNESS.**

LIGHT SENSITIVITY *+15 RP*
Your race finds it painful when they are exposed to full direct sunlight, searchlights, flashlight beams in the face, bright interior lighting, and so on.
This Cannot be taken with **BLINDNESS.**

DEAFNESS *+10 RP/+15 RP*
Your race cannot hear sounds in the normal audible sound range.
For ***+10 RP*** is assumed to know sign language or have some other way to understand others that works.
For ***+15 RP*** your race does not know any method of two way communication.

NO PAIN SENSE *+15 RP*
Your race cannot sense pain, and may not understand the severity of their injuries.

NO DEPTH PERCEPTION *+5 RP*
Your race is unable to combine multiple visual images in order to perceive the world in three dimensions.
This Cannot be taken with **BLINDNESS.**

NEAR SIGHTED *+5 RP*
To your race's eyes distant objects appear blurry while close objects appear normal.
This Cannot be taken with **BLINDNESS** or **FAR SIGHTED.**

FAR SIGHTED *+10 RP*
To your race's eyes distant objects are seen clearly but near objects appear blurred.
This Cannot be taken with **BLINDNESS** or **NEAR SIGHTED.**

MUTE *+5 RP*
Your race cannot communicate by verbal speech.

CAN'T WALK ***+5 RP/+15 RP***
Your race does not have the ability to walk using their body.
If they have some power that allows them to get around they only gain ***+5 RP***.
You race can crawl at 1/10 of their normal speed or use Omnitrix generated equipment.

UNABLE TO ACTIVATE POWER(S) AT WILL ***+15 RP***
Your species must rely on some outside stimulus to activate a specific power, and cannot turn them on or off at will. This can be taken once perk Power.

CAN'T HOLD BACK POWERS ***+5 RP***
Your species cannot voluntarily hold back when using a selected offencive power, risking a greater chance of causing accidental death or destruction.
This can be taken once perk Power.

UNCONTROLLED EMOTIONS ***+10 RP***
Your race tends to overreact concerning a certain emotional response.

UNCONTROLLED INSTINCTS ***+15 RP/+25 RP/+35 RP/+50 RP***
Your race has powerful instincts that can manipulate their actions.
For ***+15 RP*** these instincts only occur on rare occasions such as the races breeding period.
For ***+25 RP*** these instincts affect you constantly but with a powerful will you can direct this intention.
For ***+35 RP*** these instincts are more than just that they are the full consciousness of the original sample which will fight to take control whenever you use them.
For ***+50 RP*** the original sample will be in control of you whenever you transform into them.

MULTIPLE PERSONALITIES ***+5 RP***
Your race has multiple personalities that you have no control over.

EPILEPSY ***+15 RP***
Your species can go into an epileptic seizure when exposed to bright flashing lights.

REDUCED AGILITY +5 RP
Your race is sluggish and slow, finding it difficult to go long distances.
This is the Inverse of **REDUCED AGILITY**.

REDUCED DEXTERITY +5 RP
Your race is quite clumsy, frequently accidently knocking into things, dropping things and falling over.
This is the Inverse of **REDUCED DEXTERITY**.

REDUCED ENDURANCE *+5 RP*
Your race is quite fragile and more susceptible to physical harm.
This is the Inverse of **ENHANCED ENDURANCE**.

REDUCED INTELLECT +5 RP
Your race is quite dim, finding it difficult to learn or understand complex problems.
This is the Inverse of **ENHANCED INTELLECT**.

REDUCED REFLEXES *+5 RP*
Your race finds it difficult to move with nimbleness or to change the body's position quickly
This is the Inverse of **ENHANCED REFLEXES**.

REDUCED STEALTH *+5 RP*
Your race stands out making them easier for others to detect.
This is the Inverse of **ENHANCED STEALTH**.

REDUCED STRENGTH *+5 RP*
Your race has lower physical strength than most.
This is the Inverse of **ENHANCED STRENGTH**.

ELEMENTAL ALLERGY + *?? RP*
Your race suffers adverse effects if they are exposed to a specific element from the **ELEMENT OPTIONS**.
This can be taken **3** times per element, you gain the ***RP*** value of that element.
This cannot be taken for **COMBO.**

COMPOUND ALLERGY *+20 RP*
This is similar to Elemental Allergy. A specific compound causes the Effect. Common examples include kryptonite, wood, and Adamantium.
This can be taken a maximum of **9** times for a maximum of 3 times per Compound.

ALLERGY LEVELS:
Some of the **VULNERABILITIES** will have Allergy statements the below is a description of each rank of the Allergy.
Each rank also suffers from the effects of the previous ranks.

1. **POWER NEGATION:**
The First rank of allergy has your race's Powers cease to function so long as they are within contact of the stimulus.
Any Power that directly acts on a target cannot affect a Stimulus.
Only Powers that indirectly affect the Stimulus succeed, such as using brute force to lob missiles at the Stimulus.

2. **INCAPACITATION:**
With the Second rank of allergy your race becomes physically ill after exposure to the Stimulus.
Beginning with the initial contact, the species loses energy and stamina with this loss continuing for the Duration of the Effect.
However, the loss of energy does not directly kill your race.
The hero retains his Powers but finds it harder to use them as his condition worsens.

3. **FATAL:**
As in the previous rank, your race gets ill after the initial exposure to the Stimulus.
However, the loss of energy will eventually result in the death of your race unless they revive proper medical attention.