

Drain Life

By touching an enemy, the character can actually siphon out some of the enemy's life force to regain his own.

Drain Energy: When a character hits on a Close Combat attack using his fists (or another part of his body), the character can choose to make a Drain Energy attack as a free action. This is done by making a metabolism check against a Hard Difficulty. If it is successful, then you regain a number of health points equal to half the damage you inflicted.

Skill Level 30: You deal an extra 2 points of damage on any attack that uses your drain energy power (thus, healing more).

Skill Level 30: You can *Drain Life Force* instead of the usual Drain Energy attack. If you are successful on your metabolism check, you cause the target to lose an additional 2 points of health. Instead of healing health points, you regain one point of adrenaline.

Skill Level 40: If, when using your Drain Energy attack, you inflict enough damage to cause a wound, you can spend an adrenaline point to make a second Metabolism check (average difficulty). If you succeed, you heal one wound.

Variants: There are, of course, many different abilities a character could drain. Could it be used to drain talent? Does the drain slow or harm the target beyond the normal game effects?

Fast Heal

By spending a moment's concentration, the character can heal minor wounds on his body.

Restore Health: By making a Metabolism Check (Average Difficulty, costs one action), the character can heal a small number of health points. The amount of health points healed is equal to the degree of success the character generates on the test.

Skill Level 20: The character can spend an adrenaline point to *Regenerate Wounds*. The character makes a Metabolism test (Hard Difficulty, full round action). If he succeeds, he heals one of his wounds.

Skill Level 30: When using this power to restore health points, the character heals an additional 2 health points on a successful check.

Skill Level 40: When *regenerating wounds*, the character can instead make a check to turn a permanent wound into a normal wound with a success.

Variants: This power is fairly straightforward, but it does raise some questions. Can it heal disease? Illness? Poison? Does it lengthen the character's life?

Heal Others

The character has the ability to heal others, by taking some of their wounds onto herself. The damage of another slips onto her body.

Restore Health: By making a Metabolism Check (Average Difficulty, costs one action), the character can heal a small number of health points. On a successful check, the number of health points healed is equal to the degree of success the character scored. If the character succeeds on the test, she suffers 1 health point of damage. The character can only use this abilities on others; it cannot be used on herself.

Skill Level 20: The character can spend an adrenaline point to *Regenerate Wounds*. The character makes a Metabolism test (Hard Difficulty, full round action). If she succeeds, she heals one of an ally's wounds.

Skill Level 30: When using this power to restore health points, the character heals an additional 2 health points on a successful check. She no longer takes damage when restoring health.

Skill Level 40: When *regenerating wounds*, the character can instead make a check to turn a permanent wound into a normal wound with a success.

Variants: This power is fairly straightforward, but it does raise some questions. Can it heal disease? Illness? Poison? Does it lengthen the character's life?

Liquid Motion

The character can move in a very fluid manner, warping and twisting his body as if he lacked bones to position himself exactly where necessary.

Liquid Motion: By making a Metabolism Check (Hard difficulty, costs one action), the character can achieve liquid motion. For a number of turns equal to the degree of success scored, the character gains a +10% bonus to his dodge and parry score.

Squeeze Through Cracks: By making a metabolism check (Hard difficulty, costs one action), the character can squeeze through cracks and crevices no smaller than eight inches wide.

Skill Level 20: The duration of Liquid motion increases by 1 round. The character can squeeze through cracks no smaller than six inches wide.

Skill Level 30: the duration of liquid motion increases by an additional round (for a total of two additional rounds). The character can squeeze through cracks no smaller than four inches wide.

Skill Level 40: the duration of liquid motion increases by an additional round (for a total of

three additional rounds). In addition, the bonus to dodge and parry increases to +15%. The character can squeeze through cracks no smaller than two inches wide.

Variants: Again, there are many uses for this power beyond those listed. Could a character use it to become incredibly bendy? Would it help in the escaping of bonds or handcuffs? Could a character actually use it to stretch and elongate limbs?