Characters D6 / Compact Body

Compact Body

Time Taken: 1 round to several hours, depending on how much compacting is taking place.
Specializations: Part of body being compacted; Head, hand, stomach.
Advanced Skill: Requires Stamina of at least 6D

Compact Body allows characters to decrease their body bulk, making it able to fit through orifices that it wouldn't ordinarily be able to or take up less space.
Note: If the character gets a wild die of one, roll 1D. If the result is a 5 or 6, the character is dealt variable damage. Roll 1D, and the character takes the number of D damage as the number on the die.

Characters cannot use this skill on parts of the body that have artificial armor or a good deal of clothing.

Sample Difficulties:
Very Easy: Removing hand from loose handcuffs.
Easy: Transforming a long fingernail into a lockpick.
Moderate: Compacting body into a ball 2/3 original size of body.
Difficult: A fat person compacting his body fat in order to look under-nourished.
Very Difficult: Compacting body into a ball 1/3 original size.
Heroic: Transforming a normal-sized finger into a lockpick.

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