

SPECIAL CONDITION: PROJECTION USER

REQUIREMENTS: NEN CONJURATION SKILL

Your unique **Nen** style and **Nen Ability** require you to manifest a kind of **Nen Construct** called a **Projection** through which you are able to focus the use of your **Aura** in order to activate and use your **Nen Ability**.

Projections have somewhat different properties than normal **Nen Constructs** and their users are subject to special restrictions:

- **Projection** users have the base cost of their **Nen Ability** increased by 15, however they should have the opportunity to add new restrictions to help adjust cost if needed.
- **Projection** users can only use their **Nen Ability**, **Nen Skills**, and **Nen Actions** by having their **Projection** perform them, users who learn this skill after character creation lose their capability to perform those actions themselves.
- **Projections** are only visible to **Nen Users**, but are always visible to them when manifested, even when the observing **Nen User** is in **Zetsu**.
- **Projections** manifest as part of your active **Nen** statuses. Whenever you would activate a **Nen Status**, you instead call upon your **Projection** and it appears and displays the properties of that status.
- **Projections** perform the **Attack** and **Defend** actions on behalf of the user when active, and damage directed at them is transferred to the user instead.
- **Projections** have access to all of the **Nen** and non-**Nen Skills** that their user knows.
- By default, **Projections** must remain in the same **Zone** as the user. However, **Transmuters** can stretch their aura to give their **Projection** a range of up to 1 **Zone** away from the user, and **Emitters** can detach their **Projection** entirely and give it a range of up to 2 **Zones** away from the user. **Projections** that can exist in **Zones** other than the one their user is in can make use of the **Move** action.

Users with **Mastery** of this skill gain access to a unique feature: the ability to enter into an active **Aura Status** from **Zetsu** and use any **Nen Action**, including their **Nen Ability** as part of the same **Mental Action**.

Note: Being a **Projection** user cannot be a unique *Clue* for your **Nen Ability**.

ADDITIONAL INFORMATION: PROJECTION CHARACTERISTICS

Projections, when manifested, are such a strong representation of the user's will that the **Projection** becomes somewhat of a character unto itself. Accordingly, you should discuss the name, appearance, and characterization of your **Projection** with your **GM**.

The only hard rules to follow is that the **Projection** should not be significantly larger than the user (although they certainly could be smaller), and that they should be some kind of creature possessing a unique personality that reflects the inner qualities of your character.

Once a **Projection's** appearance is established it cannot be changed significantly

Typically, **Projections** appear as humanoid individuals, often with extravagant and exotic appearances, however this is not a strict rule.

Finally, the unique appearance of a **Projection** cannot imply or grant access to skills or actions the user themselves does not have access to. For example, a **Projection** that appears to have a bladed appendage cannot access the **Blade Wielder** skill unless the **Projection** user knows said skill.

DETECTING PROJECTION USERS DURING PLAY

Individuals who succeed on an **Analyze** action against your **Projection** automatically understand it as a manifestation of someone's aura, even if they do not possess full understanding of what it does.

Similarly, **Nen** users who successfully discover your **Nen Affinity** automatically understand you as a **Projection** user as well.

If a **Nen** user has successfully **Analyzed** both you and your **Projection** at any time, they automatically learn that you are connected.

Individuals who simply witness you manifest or use your **Projection** will likely immediately understand your connection to your **Projection**.