Hyper agility

Powers:
- This power starts the player off with +3 SPDex , this allows them to perform superhuman feats in acrobatics.
- Every +1 the user has to SPDex increases Dex based attacks by 1 dice up.

Weaknesses:
- If you are unable to move, you can't use power.

Limitations:
- Power only increases the user's body for manoeuvrability.

Blood transfusion (weapons/ objects) :
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Blood transfusion (clothing / amour) :
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levels:
1) S-P +1

2) S-P +1

3) Dual takedown
   - User must roll 15+ when attacking a target, if the attack is successful and as long as another target is within half of the user move speed away, this character can attack another target with a Dex attack.
   - This cannot work on the same target.

4) [Ability] Reactive Throw :
   - If the user succeeds in dodging an opponent's attack with acrobatics or evasion, the user can deal a counter attack with a throwing weapon or a 1 handed firearm.
   - If the user then rolls 15+ with S-P they can throw, or shoot at another target as well, these additional targets do get the chance to react.

   [Buff] +1 SPDex.

5) [Ability] Wall jumper :
   - User can roll S-P or Dex to perform climbing feats that seem difficult if not impossible enabling the user to jump the entirety of their move speed distance.
   - This can continue if there is another wall or surface within range to jump off of or towards.

   [Buff] +1 SPDex.

6) [Ability] Multi weapon wielding :
   ● User can now wield multiple weapons at a time and even use them all at once , so long as they are Dex based weapons.
   ● This ability works like dual wield as well as mix match, and can even be used to wield more weapons , however, to deal damage with all of them requires a higher requirement for each.
   ● Example; dual wield requires 15+ to hit an opponent with both swords, hitting an opponent with 3 weapons all at once requires 20+.
   ● Since this works like dual wield user deals damage with their usual SpDex damage and then adds the damage modifiers form all the weapons utilised.

   Buff]   +1 SPDex.

7) [Ability] Multi takedown :
   ● User rolls S-P or SPDex of 20+ when attacking an opponent, if successful, the user can attack another opponent within this character's movement speed range of them.
   ● User cannot attack the same opponent twice using this ability.
   [Buff]   +1 SPDex.

8) [Ability] Weaponry evader :
   ● User can roll evasion or acrobatics with advantage against attacks that utilise melee weapons and firearms.
   ● User cannot counter attack if the choose to use this ability.
   ● This ability cannot work against unarmed attacks or super powers not revolving around aforementioned weapons.

   [Buff]   +1 SPDex.

9) [Ability] Multi attack :
   ● User rolls to deal a Dex based attack, if they land an attack with a Dex roll of 15+ they can roll to attack again.
   ● Each time the user lands an attack after rolling 15+, they can then roll to attack again, the character can then repeat this process, however, the roll requirement increases by +1 increment each attack, (example ; 15+, 20+, 25+, 26, 27, etc.)
   ● Once the user is countered or fails to roll for the follow up attack this ability ends.
   ● This technique can only be used once per short rest.

   [Buff]   +2 SPDex.

10) [Mutation]   Flowmotion
- User can roll S-P instead of Dex rolls, however, the user cannot add auxiliary stats to the S-P rolls when being used in this way.
- User can roll acrobatics (with SpDex) to jump off of the air itself multiple times, this ability is called "skywalking", when using this ability the user can jump their movespeed vertically and each turn, if they can maintain rolling 15+ with acrobatics they can stay in midair.
- If the user fails to roll 15+ whilst using "skywalking" they fall the distance they were in the air, taking fall damage.
- Using evasion (with SpDex) user can "air dash" to bounce off of walls or objects (15+ if the user wishes to bounce off of the air), the distance the user can cover is their move speed + 5 meters for every +1 the user has in SpDex.
- "Air Dash" can be used reactively.
- User can use Finesse reactively against weapon wielders within half of their max move speed distance, to disarm (if roll is higher than attackers) or even add the attackers weapon to the damage of this characters counter attack (if this characters roll is 5 or above the attackers roll), the attacker must roll grapple that is greater than this characters Finesse roll otherwise they are disarmed.

[Evolution]   Absolute reflexes :
- User gains 3 tokens
- Each of these tokens are for the following rolls : Dex, acrobatics, evasion.
- User gives up a token in the stead of rolling for those stats.
- User can only use 1 per aforementioned stats.
- Tokens count as natural 20 rolls.
- Cannot gain these tokens ack till user has a long rest (8 hours)