

Speedster physiology

Powers:

- User can roll S-P 10+ to increase their speed temporarily for an action and can move at 10x their original move speed (or 2x if attacking).
- Roll S-P and achieve 10 or above to activate "speed mode", this ability lasts until the user's next turn, however, if they are struck, nullified, or stop moving, then this mode is forcibly deactivated. "Speed mode" may be maintained each turn, providing that it has not been interrupted, with an S-P roll of 15+. "Speed Mode" applies the following effects:
 - During this mode, as long as it's maintained, the user can use movement speed or S-P for attacks and reactions (if 5+ above enemy's roll then the user may perform a counterattack).
 - Add 1d8 physical damage to melee attack rolls; if the user is hit whilst in this mode, then they receive this same damage in addition to the damage which they receive.
 - In combat, the user's movement speed is x2. While "speed mode" is active outside of combat, the user's movement speed is x100, on top of the in-combat multiplier and counted as Kph instead of meters. These movement speed multipliers do not affect the user's original movement speed modifier.
 - Those without enhanced speed, perception, or dexterity abilities react to the user's actions with disadvantage.
- Roll S-P of 15 or above to speed heal. This allows the user to recover 1d6 health, once per turn.
- Whilst in speed mode the user of this power does not roll disadvantage against SpDex
- This power can be activated via S-P, Con, or Move speed.

Weaknesses:

- Adhesives, low friction surfaces.
- Cryo damage means the user rolls disadvantage with S-P for 1 minute / in-combat rotation after being hit.

Limitations:

- Regeneration is capable of feats no greater than that of a regular human (no regeneration of limbs, whole organs etc.).
- User cannot activate "speed mode" reactively.

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) Momentum :
 - whilst in speed mode the user can add momentum which for every 30m this character runs before hitting a target increases the damage modifier by +1 (max : +15).
 - This modifier is removed when "speed mode" is ended.

4) [Ability] Continued Velocity :

- Allows user to run on water as well as walls, so long as they keep moving in “speed mode”.

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

5) [Ability] Flash Stepping :

- Roll S-P of 20+ to move so fast that the user creates an after image, this ability can allow the user to move instantly to a place within a close range.(this characters combat “speed mode” move speed).
- Opponents must roll wisdom of 15+ otherwise they will either attack the after image or roll disadvantage to hit this character.
- User can use this ability without needing speed mode as a reaction to dodge instead of evasion.

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

6) [Ability] Extreme Oscillation :

- User rolls 15+ with S-P to vibrate through solid objects on ground level.
- This ability can also be used reactively to phase through physical, fire and energy attacks.
- This cannot work against cryo, sonic, spatial, or lightning damage.

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

7) [Ability] Phase Fist

- User can oscillate their hand or foot to deal damage and bypass any physical damage resistance.
- This attack deals a minimum of 1D8, however the damage increases by 1 dice up every buff this character has taken.
- This attack cannot deal damage to those who are immune to physical attacks. (elemental mimicry, Intangibility)

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice and speed healing dice by 1 dice up.

8) [Ability] Bullet Time

- User can roll S-P to react against projectiles instead of the acrobatics or finesse rolls.
- If in “speed mode” the user can roll finesse or acrobatics with S-P advantage. (meaning they can roll both stats and choose highest rolled).

[Buff] Increase original speed whilst using speed mode by an extra +2m, and increase the overall speed multiplier by 1, increase speed mode damage dice by 1 dice up.

9) [Ability] Hypersonic charge

- Roll S-P of 25+ to reach max speed instantly , this enables the user to deal max damage with their momentum damage.
- The opponent(s) must roll disadvantage against this , however, if the opponent succeeds and deals damage to the user, the momentum damage is then added to the opponent's damage to deal to the user instead.

[Buff] Increase original speed whilst using speed mode by an extra +4m, and increase the overall speed multiplier by 5, increase speed mode damage dice and speed healing dice by 2 dice up.

10) [Mutation] **Speed incarnate**

- Upon tactile contact the user of this power can steal speed from moving object or living subjects, with an S-P roll of 15+ the user uses their in-combat speed multiplier to divide the target movespeed, as well as a Dex de-modifier. This ability can also grant healing powers disadvantage.
- The opposite can also be used as this character can grant temporary speed boosts via 20+ granting similar speed as the user, however if the target has time limit based abilities, they are consumed at the rate of multiplier you granted them.
- User can also generate a "speed bubble" upon a roll of 25+ with S-P, the bubble is the radius of the users movespeed +2m for every buff taken with this ability. Anything within the "speed bubble" rolls disadvantage and the user is unaffected by the bubble. This ability is indiscriminate and therefore the user cannot choose whom it does not affect.
- All aforementioned abilities with this mutation last for 1d4 of in-combat rotations or minutes, +1 dice up for each buff taken with this power.

[Evolution] **Absolute speed :**

- User can always access "speed mode" without the requirement of S-P rolls and even use "speed mode" abilities reactively.
- User can now access an ability called "divine speed" with an S-P roll of 20+ the user is granted 2x to all movespeeds (in-combat, out of combat, speed actions), as well as 2x to speed enhanced damage dice.