Reflexes

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A character cannot have an Art level higher than their Soul.

Slippery (Reflexes 1): Why withstand a blow when you can avoid one, or maybe two.

System: The character gains an additional Action each Turn that can only be used to roll Dodge.

Minor Celerity (Reflexes 2): Fast, cheap or good. They have at least one.

System: Reflexively spend 1 Soul. For the next hour, the character gains 2 Actions per Turn, rather than 1.

Reaction Time (Reflexes 3): The early bird gets the worm.

System: The character adds their Reflexes level to Initiative rolls.

Celerity (Reflexes 4): Swift as a coursing river.

System: Reflexively spend 1 Soul. For the next hour, the character gains 3 Actions per Turn, rather than 2.

Rapid Movement (Reflexes 5): Whether a dead sprint or acrobatic maneuvers, the character gets there in the blink of an eye.

System: When calculating the movement speed of the character, add their Reflexes level to their Dexterity.

Like Smoke (Reflexes 6): The character is nearly impossible to hit.

System: The character gains an additional Action each Turn that can only be used to roll Dodge, rather than 1.

Greater Celerity (Reflexes 7): The speed of a falling star.

System: Reflexively spend 1 Soul. For the next hour, the character gains 4 Actions per Turn, rather than 3.

Instant Reaction (Reflexes 8): The gods might react faster… maybe.

System: The difficulty on Initiative rolls is reduced by 2.

Supreme Celerity (Reflexes 9): So fucking fast.

System: Reflexively spend 1 Soul. For the next hour, the character gains 5 Actions per Turn, rather than 4.

Lightning Reflexes (Reflexes 10): The world slows to a crawl, everything getting the time it needs in their eyes.

System: The character gains 1 automatic Success on all Dexterity rolls.

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