Dexterity Core

There are many dexterous people on the planet Alduin. Being able to sneak out of situations or get into tight spaces can save your life. It is also an important attribute for the soldiers and thieves of Alduin. Dexterity is used by those who would wish to master ranged weapons. It has 4 main skills attached to it. **Acrobatics, Aim, Stealth,** and **Thievery.**

Dexterity (Dex)- Combat and Utilitary
Increasing your score in dexterity affects all of the subsequent skills, as well as increases the amount of damage that you deal with ranged weapons.

Acrobatics (Acro)- Utilitary
Having a high acrobatics score makes it easier for you to do amazing stunts such as backflips, somersaults, kartwheels, etc.

Aim (Aim, duh)- Combat
The higher your aim skill is, the more likely you are to hit targets with ranged weapons.

Stealth (Stea)- Utilitary
Your ability to sneak into places unseen, and unnoticed.

Thievery (Thiev)- Utilitary
Thievery tracks your ability to pickpocket, cracks safes and locks, and any other type of thievery skill.

Dexterity Boons

(Dex)
Rank 2: +1 additional ranged attack
Rank 3: +1 additional ranged attack

(Acro)
Rank 2: +3 bonus to acro checks
Rank 3: You may assist one ally on roles 15+

(Aim)
Rank 2: Weapon proficiency
Rank 3: +2d4 ranged damage

(Stea)
Rank 2: +3 bonus to stealth checks
Rank 3: Advantage on stealth checks

(Thiev)
Rank 2: +3 bonus when stealing
Rank 3: Additional money and resources when stealing

Dexterity Abilities

Rank 1

Volley(BA)- 2 uses
Fire your weapon multiple times damaging multiple enemies in front of you. (up to 2)

Suppressing fire(BA)- 3 uses
Your next attack will decrease the targets next attack on you or allies by 2.

Quick reload- 3 uses
You may reload your weapon without having to spend a movement or bonus action on it.

Unload(BA)- 2 uses (semi auto, or full auto only)
Spend an additional 1d4 of ammo to grant yourself an additional attack.

Rank 2

All In(BA)-1 use
Sacrifice your next turn to grant yourself an additional 2 attacks on this turn.

Hunters mark(BA)- 2 uses
Mark an enemy, attacks landed on this target take an additional 1d10 of damage.

Snipe(BA)(Mvmt)- 3 uses
Use both your bonus action and your movement to line up your next shot, dealing an additional 2d6 damage, and adding +3 attack bonus to your roll.

Shadow cloaked(BA)- 2 uses
You conceal your presence adding +5 to your next stealth check.

Flourish(BA)- x
You elegantly flourish your weapon dealing an additional 1d4 damage on your next attack. You must make a dexterity or performance check to succeed on your flourish. You may do this as many times as you like before your attack but each time you succeed the difficulty gets harder. The DC starts at 10 and increases by 5 on each success. On fails, you fumble your weapon and lose the remainder of your turn.

Barrage(BA)- 1 use

Grants double your ranged attacks on this turn.

Rank 3

Jarring shot(BA)- 3 uses
Your next attack has the potential to stun enemies for 3 turns if it beats their toughness.

Blink(A)- 3 uses (Requires rank 2 int)
Instantly travel up to 30 feet in any direction.

Burst fire(BA)- 2 uses
Fire your gun in quick succession dealing an additional 4d8 on your next attack.

Dexterity Feats

Rank 1

Pilot-
Gain a +4 bonus when flying any craft.

Backstab-
Deal an additional 2d6 of damage when attacking enemies from behind

Sharp shooter-
Deal an additional 1d6 when firing from a distance.

Gunslinger
Deal an additional 1d6 of damage when firing in close quarters.

Weapon proficiency
Choose one ranged weapon that you are proficient with (+1d4)

Nimble fighter
You may use dexterity and aim for melee attacks instead of Melee and strength.

Rank 2

Soldier
Gain an additional 2 reflex

Acrobat
Gain advantage on all acrobatics checks

Sneaky
Advantage on all stealth checks

Fist go boom boom boom
You gain an additional attack when using unarmed combat.

Acrobatic fighter
Use acrobatics to attack your enemies. On successful checks you gain an additional 1d6 of damage on your acrobatic strike.

Dual wielding- (requires Dex 1)
You may use your bonus action to make an **additional attack** using a light weapon.

Rank 3

Fury-
Once a day you may use fury to double the damage of a ranged attack

Unhittable
+3 reflex