

Class: Warrior / Level: 1

Attributes

Brawn: 5
Dexterity: 4
Agility: 3
Stamina: 4
Sharpness: 3
Willpower: 4



Dodge Defense: 5 (9 Run)

Mental Defense: 6

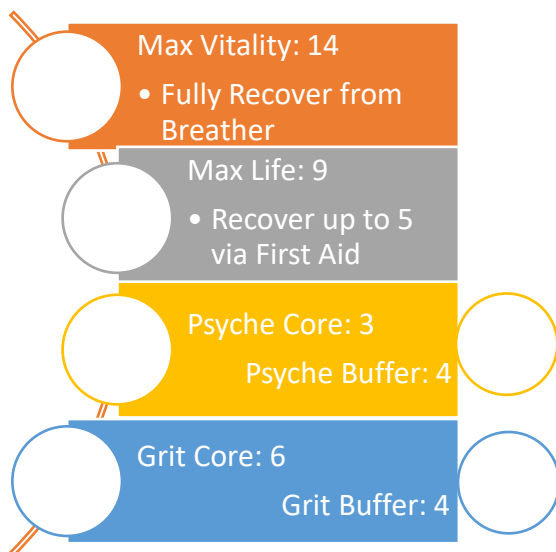
Body Defense: 7

Damage Reduction: 4

Movement: 1

Run Movement: 3

Awareness Spot/Notice: 12/17



Man of Action: You may complete a skill check in half the normally required time if you roll a penalty dice.

Longsword Melee

- Attack: 3d6+9

- Damage: 1d12+5

Assault Rifle -5

- Attack: 2d10+4 - (Auto)

- Damage 2d8+3 (Auto 2d8)

Rocket Launcher Bulky / -12 per increment

- Attack: 2d6+4 (Single Shot)

- Damage: 1d20 (Tank Scale)

Concussion Grenade Light/Grenade/-16

- Attack: 3d8+1 (3x3)

- Damage: 6d6

Skills: (Trooper)

Athletics: +3 (Rank 2)

Awareness: +2 (Rank 1)

Demolitions: +4 (Rank 3)

First-Aid: +3 (Rank 2)

Intimidation: +3 (Rank 2)

Talents

Boost
Requirements: None
Cost: 1 or 2 Grit 🎲
Used: Before any roll.
Effect: Add +1 to the roll for each point of Grit spent.
Special: Out of Combat using Boost is always spent from Grit Core and not from Grit Buffer.

Adrenaline Surge
Cost: 1 Grit 🎲
Used: End of Melee or Ranged Phase.
Combat: After rolling an attack roll and seeing the results, the Warrior may add an additional +1 to his roll.

Concentrated Firepower
Cost: 2 Grit 🎲
Used: Movement Phase
Combat: When using a weapon's Focused Fire you may roll four attacks instead of three.
Special: When using Concentrated Firepower the Brawn requirement of your weapon increases by two points.
Warrior: A Warrior may use Concentrated Firepower at the beginning of the Ranged Phase.

Keep Your Enemies Closer
Cost: 1 Grit 🎲
Used: Movement Phase
Combat: Any foe attacking you at range while you are in melee takes an additional -6 penalty to hit you.

Additional Grit Uses

Flesh Wound: After taking Life or Psyche damage, a character may spend 1 Grit to take the damage to their Vitality and half the base damage to their Life/Psyche respectively. This allows characters with Grit to survive powerful critical hits or other attacks which may bypass their Vitality. Flesh Wound must be used against each source of damage separately.

For example, if a character is critically hit for 10 damage, they may spend 1 Grit to take 10 Vitality damage and 5 Life damage. If they do not use Flesh Wound, they instead take the full Life damage. The full Life damage would normally be 10 points, but it could be multiplied for being a higher damage scale.

Survivor: A character may spend 1 Grit when their Life/Psyche first drops below 0 to have them drop to 0 instead. They take the normal -5 penalty to all rolls while at 0 Life/Psche.

Stabilise: If dropped into negative Life, you may spend 1 Grit upon failing the Brawn check each round to avoid death.