

Class: Brute / Level: 1

Attributes

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



Dodge Defense: 5 (9 Run)

Mental Defense: 5

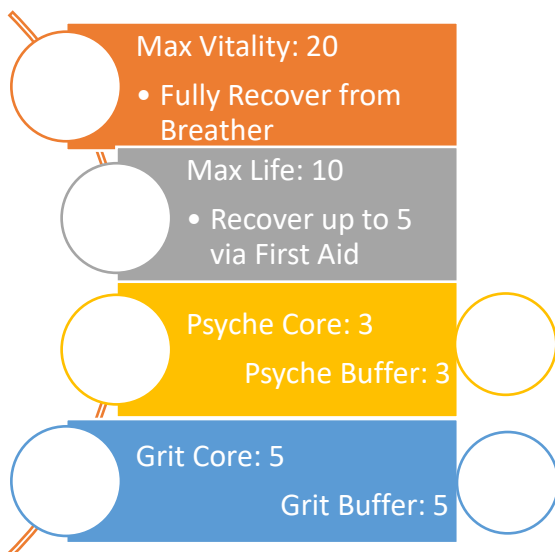
Body Defense: 7

Damage Reduction: 4

Movement: 1

Run Movement: 3

Awareness Spot/Notice: 11/16



Greataxe Bulky/Melee

•Attack: 2d8+8

•Damage: 2d6+7

Shotgun -8

•Attack: 4d6+3

•Damage: 3d12 (Low Pen)

Rocket Launcher Bulky / -12

•Attack: 2d6+3 (Single Shot)

•Damage: 1d20 (Tank Scale)

Concussion Grenade Light/Grenade/-16

•Attack: 3d8+0 (3x3)

•Damage: 6d6

I Do Recall: You may research a second time with the same amount of time spent (getting the same multiplier) instead of needing to research longer in order to make another attempt. This does not apply to the initial check with no research time.

Skills: (Scholar)

First-Aid: +2 (Rank 1)

Hacking: +2 (Rank 1)

Investigation: +4 (Rank 3)

Research: +3 (Rank 3)

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.

Brute Force
Requirements: Brute - Signature Talent
Cost: 4 Grit 🎲
Used: Movement Phase
Combat: The Brute increases his Mettle by his Stamina score for the rest of the turn and may use his Brawn score in place of his Dexterity score for all attacks with melee weapons this round.
Out of Combat: Out of the strain of combat, Brute Force lasts for up to one minute and allows the Brute to add a bonus die on all skills using Brawn and on Brawn attribute checks.

Note: Mettle adds +1 to all damage and Damage Reduction.

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.