

Class: Anchor

Dice: 5

REACH OF TITAN

THE WORKING
DEMO

Abilities:

Hold the beast: If a Titan is anchored, roll as many dice as you want and reduce the Titan's evasion ability and all of the Titan's shake affects by the amount rolled. This ability lasts until the start of the character's next turn.

Off balance: If a Titan is anchored you can make a roll against its strength. Succeed and you pull the titan off balance. Upon the GMs discretion, the Titan may not be able to make certain attacks from this position, it may need to spend actions to return to its normal position, and/or a character may be able to start climbing on higher portions of the titan from the ground.

Disrupt the limb: If anchored to a part of a Titan that makes an attack, you can roll dice to reduce the attack's evasion requirement by the amount rolled. (This cannot reduce the attack evasion below 1).

Items:

Black Powder Ballista & Metal Anchor: Allows the use of attacks that anchor a Titan. You must spend 2 die to load this weapon before each attack is made (If loaded, it will remain loaded until fired)

Black Powder Charges X5: (consumable) a charge is consumed each time the Ballista is fired.

Extra Anchor: (consumable) A replacement anchor if one is broken. Most spend 1 die to equip after an anchor has been broken.

Basic Combat Order

Melee Attack: (Must be climbing on a titan to use) Roll dice to pierce armor (Optional) -> Roll dice for damage.

Ranged Attack: Roll dice for accuracy -> Roll dice to pierce armor -> Roll dice for damage.

Anchor Attack: Roll dice for accuracy -> Roll dice to pierce damage -> (No damage) The Titan is anchored.