

Class: Climber

Dice: 5

REACH OF TITAN

THE WORKING
DEMO

Abilities:

Tight Hold: Gain 1 free die on all climbing checks.

Re-Grip: If you ever fall from a colossus you can spend any unspent action dice to try and grab onto a lower portion of the colossus (GM's discretion). If you succeed at this roll you are considered climbing on the colossus again and you prevent any fall damage.

Soft Fall: Reduce all damage from falls by 1 damage die.

Items:

Climbing Claws: Allows for climbing of Titans.

Sword: Allows for melee attacks and damage.

Climbing Spike: (consumable) Spend 1 action die to plant this spike into the part of the Titan you are currently on. You get +4 to the total of all rolls to resist being shaken off anytime you are climbing on this part of the Titan.

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.