

Class: Scout

Dice: 5

REACH OF TITAN

THE WORKING
DEMO

Abilities:

Eagle Eye: Gain 1 free die on the accuracy rolls for ranged attacks.

Encouragement: You may give two of your action dice to another player each turn (this does not affect HP).

Attack Patterns: You gain 1 free die to all evasion rolls against Titan attacks that you have seen before.

Items:

Bow: Allows for ranged attacks

Arrows: Allows for damage with ranged attacks.

Medical Kit: (consumable) spend 3 action die, heal 1 damage from character that you can actively reach (you can spend these action die over multiple turns, but the character is only healed after the final action has been completed).

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.