

**Class:** Trapper

**Dice:** 5

**REACH  
OF TITAN**

THE WORKING  
DEMO


Abilities:

**Distraction:** You may roll dice to draw the attention of a Titan to you. If your roll is higher than the Titan's intellect it will focus all of its attacks on your this turn.

**Weak Spot:** You gain 1 free die on all damage rolls.

**Titan Lore:** When you encounter a Titan you may roll all of your skill dice before combat begins to recount information about the Titan.

Items:

**Climbing Claws:** Allows for climbing of Titans.

**Sword:** Allows for melee attacks and damage.

**Bow:** Allows for ranged attacks

**Arrows:** Allows for damage with ranged attacks.

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.