

Strength Core Book

Strength is an incredibly valuable asset in the world of Alduin. It affects the obvious, how strong you are. On top of the obvious though, it affects other aspects of the way you play the game. There are three skills attached with the strength attribute. **Athletics, Melee,** and **Grappling.**

Strength (Str)- Combat and utility

Your strength score affects all of its subsequent skills, as well as increases the damage that you deal to enemies when your attacks land.

Athletics (Ath)- Utility

Your ability to complete tasks such as running long distances, jumping, and climbing.

Melee (Mel)- Combat

Increasing your melee directly affects the likelihood of a melee attack hitting your target. For every point you have in melee, it adds one point to your d20 attack rolls.

Grappling (Grap)- Combat

Having more points in your grappling score makes it easier to wrestle or restrain enemies in and out of combat.

Strength Boons

(Str)

Rank 2: +1d6 to all melee damage

Rank 3: +1 additional melee attack per turn

(Ath)

Rank 2:+10 spd

Rank 3:+20 spd

(Grap)

Rank 2:+1d4 damage on successful grapple checks

Rank 3: Gain advantage on all grapple checks

(Mel)

Rank 2: +1d4 melee damage

Rank 3: +2d4 melee damage

Strength Feats

Rank 1

The Iron clad-

Gain a temporary **2 toughness** when below 10HP. Effect ends once you gain HP higher than 10.

Honorable combat-

Add **1d6** to your role when making an honorable move during combat.

Defense Expert-

Block an additional **1d6 of damage** on a successful block.

Athlete-

Gain advantage on all athletics checks.

Weapon proficiency-

Choose a melee weapon that you are proficient with. When using this weapon you gain the following bonuses. **+1d4 damage, +2 attack bonus.**

Martial artist-

Using unarmed combat now deals **1d8 of damage** instead of 1d4. Gain an additional **+2 attack bonus** when making unarmed attacks.

Sworn protector-

Choose one ally that you have sworn to protect. When making rolls that assist or protect that ally, role with advantage.

Full might-

Deal an additional 2d6 of damage when at full health.

Rank 2

Revenant-

Deal an additional **1d8 of damage** to those that you hold a grudge against. Must have a valid reason to hold a grudge against this person or creature.

Dual wielding- (requires Dex 1)

You may use your bonus action to make an **additional attack** using a light weapon.

Fighter-

19 also count as crits on attack rolls.

Undying-

You roll an additional 1d6 on your death timer rolls.

Rank 3**Relentless-**

After making **two successful attacks** in a row, you may make a third attack.

Surrounded-

Deal an additional **2d6 of damage** when **3** or more enemies are near you.

Giant Slayer-

Killing enemies much larger than you grants a **permanent +1 attack bonus** to all melee attacks Unrelated to your strength or melee scores.

Strength of the pack-

When near an ally, you and all nearby allies gain an **additional 2 reflex and toughness** temporarily until you are not near that ally any more.

Strength Abilities

Rank 1**Push through(BA)- 1 use**

You push through the pain, healing yourself for 1d10+con.

Boost (A)- 2 uses

Deal an additional 1d6 on your next attack. Must declare that you are using boost before you make your attack roll.

Block (R)- 3 uses (Requires Con rank 1)

You attempt to block incoming damage.

1-5= failure
6-10= 1d4+con
11-15= 1d6+con
16-19=2d6+con
20=1d10 + 1d4+ con

Taunt (A)- 2 uses **Con rank 1**

Attempt to taunt an enemy into attack only you. On successful taunts gain an additional 2 toughness and reflex when receiving attacks from the taunted enemy. (**char vs. mental**)

Wild swing (A)- 2 uses

Damage all enemies in front of you using a melee weapon.

Rank 2

Intervene (R)- 2 uses (requires **Con rank 1**)

Attempt to get in front of an ally and absorb their incoming damage. (Athletics check)

Kill count (BA)- x

You keep track of your kills. You may cash out points from your kill count and add them to any d20 roll.

Counter (R)- 3 uses

On enemy attacks against you below 5, you may make an attack of your own.

Bash (BA)- 2 uses

Your next attack has the potential to stun your target for one turn. (Target makes a constitution roll against your **str score +10**)

Frenzy(BA)- 1 use

Grants you double your melee attacks on this turn.

Rank 3

Unkillable (A)- 1 use (Requires **Con rank 2**)

After being downed, you may use your action to force your way back up, **gaining back 1d10 Hp + con.**

Feel no pain (A)- 1 use (Requires **Con rank 2**)

Enter a frenzy granting you immunity to all ailments, **+3d10Hp**, **+4d4 melee damage**. Effect lasts for 2 minutes.