

https://images-wixmp-ed30a86b8c4ca887 Attributes and Core Skills: -1 -1 0 3 RFX INT CHA STR 0 2d6 0 0 6d6 3d6 2d6 0 Logic Athletics Dexterity Deception 6d6 0 0 4 2d6 Endurance Perception Knowledge Intimidation 0 1d6 0 3d6 -1 2 8d6 2d6 Will Stealth Persuasion Vocations and Vocational Skills: 2 7d6 STR, RFX Fighter STR, RFX, INT Large Melee Combat Rolls: Innate None Large Bludgeon Melee Effective/Ineffective/Max Range **Handed Variation** AOE **Dice Pool Penetration Damage Type Uses Per Round** 9d6 Two-handed 2 5.0/None/None Bludgeon 3.5 None Effects: Description Duration Name Source Active Acid 5, Ballistic 5, Bleed 0, Bludgeon 5, Cold 5, Electric 5, Fatigue 0, Fire 5, Hew 5, Necrotic 0, Pierce 5, Poison 0, Psychic 0, Radiant 5, Shockwave 5, Silver 0, Slash 5, Spiritual 0 Totaled Defense All Defenses Defense Dependant Movement Speed: Swim Raw Total: 30, +5.0 Raw Movement Speed per Athletics Dice Indefinite Innate Movement Speed: Swim Reaction Total: 5, +2.5 Reaction Movement Speed per Dexterity Dice Indefinite Innate Movement Speed: Swim Total Total: 35, +2.5 Reaction Movement Speed per Dexterity Dice, +5.0 Raw Movement Speed per Athletics Dice Indefinite Innate Movement Speed: Terrestrial Raw Total: 45, +7.5 Raw Movement Speed per Athletics Dice Indefinite Innate Movement Speed: Terrestrial Reaction Total: 5, +2.5 Reaction Movement Speed per Dexterity Dice Indefinite Innate

Active	Name	Description	Duration	Source	
✓	Movement Speed: Terrestrial Total	Total: 50, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
⊘	Large Bludgeon Melee (+0) (Two-handed)	Two-handed Mace, maul, ect	Indefinite	Innate	-
⊘	Advanced Suit Defense	Works as Head Armor, Body Armor, Arm Armor, and Leg Armor.	Indefinite	Innate	-