

## Description:

In combat positioning is important. There are those who specialize in getting to a critical position before their enemies.

You are not one of these people.

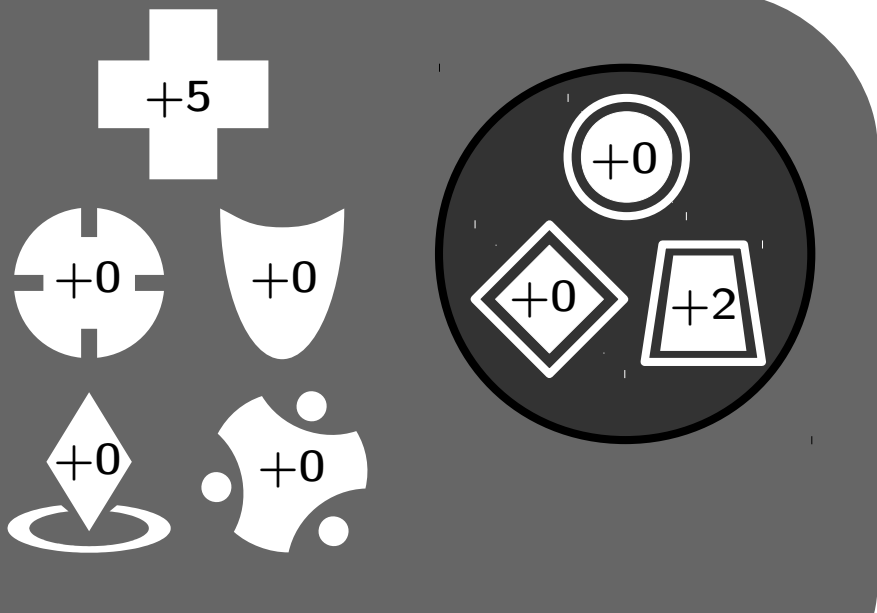
Getting to a position is meaningless if you cannot **hold** it. You specialize in holding a position- be it a choke point, a watch tower, a computer console or anywhere else that might prove important.

## Strategy:

The Fortress specializes in holding their ground- either as a melee combatant providing someone for the team to stand behind, or as a ranged attacker standing firm in the middle of a firefight. Fortress combines best with classes that can make use of such positioning (Sharpshooter or Strategist), or with classes which help you endure the damage you are likely to attract.

## Starting Bonuses:

- ☐ +2 on attack rolls made with warhammers and other blunt instruments.
- ☐ +3 Endurance, +2 Strength, +1 Survival.
- ☐ **Equipment:** 2d8 sledgehammer.
- ☐ **Human shield:** Allies standing behind you treat you as “partial cover”, gaining +2 defense vs ranged attacks.



## Character details:

Answer one (or more) of the following backstory details.

What is the most grueling battle you have survived. Why were you in it?  
What were you defending? What was critical about the position you defended? \_\_\_\_\_

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How did you get them scars? \_\_\_\_\_

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Describe an adventure with your teammates- what did they get up to while you held the line? \_\_\_\_\_

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### Hold Position

You can spend a full turn to take a defensive stance. While maintaining this stance you may not move, and must forfeit all reflex saves (unless you choose to break stance). While maintaining such a stance, you gain +2 on will, fortitude and defence, as well as +2 damage resistance vs everything and +2 on skill checks to resist combat maneuvers. If someone successfully forces you to move your defensive stances is broken.

### Come No Further

**Requires: Hold Position**

Rather than gaining attack opportunities when an enemy tries to move past you, while in defensive stance you instead gain such an opportunity whenever they step into melee range. In addition, any enemy in this range which attempts any action other than attacking you also prompts AoO.

### Hold Back the Tide

**Requires: Come no Further**

Each round, the first ten AoO made as the result of "Come no Further" no longer use up Reactions.

### Bloody and Standing

**Requires: Hold Position + 3 other feats**

All injuries (broken arm etc) received while holding a defensive stance do not apply penalties until after the stance is broken/abandoned. (Damage will still apply).

### Pillar of Strength

**Requires: Hold Position**

All adjacent allies (within one step) gain +1 fortitude, +1 endurance. If you are holding a defensive stance, they also gain +1 damage resistance, and you are considered to provide full cover vs ranged attacks (If you are between an ally and a ranged attack, your ally can not be attacked)

### Withstand

**Requires: Hold Position**

While holding a defensive stance, whenever you would roll a reflex save, you may choose to roll a fortitude save instead. If you pass the save, then anyone behind you (from the point of view of the attacker) need not roll a save.

### Grind Forward

**Requires: Hold Position**

Each turn, you may move up to one meter without forfeiting your defensive stance.

### The Tortoise

**Requires: Pillar of Strength, Grind Forward**

Whenever you Grind Forward, all allies in your area of influence can move forward with you immediately. Doing so does not expend any actions on their part.

### Team Fortress

**Requires: Tortoise, Hold back the tide**

All allies within the range of your Pillar of Strength may make AoO as if using your "Hold back the Tide" and "Come No Further" abilities.

### Unassailable

**Requires: Hold Position + 6 other feats**

While in a defensive stance, halve all incoming damage... BEFORE applying damage resistance.

### Steady Footing

Gain +2 on any roll vs any combat maneuver or other ability that attempts to move you against your will. This bonus increases to +5 when holding position. This also protects against natural hazards such as earthquakes.

### Brace the Gates

You may spend two beats to reinforce any door/wall/temporary blockade, granting it +3 damage resistance and +3 fortitude vs any damage it would take this turn. If your blockade breaks, the attack that destroyed it will never harm those standing behind (save for nuclear weapons, etc).

### Expert Armorer

**Requires: 1 Fortress feats**

Any armor you are wearing grants an additional 50% damage resistance (round down). Each day, the first time your armor would take damage or get broken, instead it isn't. Whenever you would attempt to repair armor, gain a +10 bonus on all skill checks (Usually Craft and Engineering) needed to fix it. This also applies to repairing the hull of a ship.

### Lord of Hammers

**Requires: 1 Fortress feat**

Upon unlocking this feat select one:

- ☐ You may throw war hammers as a ranged weapon (ignore all penalties for using a melee weapon as a thrown weapon).
- ☐ You may attach your hammer to a chain, now allowing you to attack at 2 meter range. You may make AoO in this range.
- ☐ Hammers can be used in place of some other specialized weapon type for a particular classes abilities (e.g. if you are a Gunslinger, you can fight with hammer + revolver, if a swordfiend, you can use a hammer instead of a sword).