

## Description:

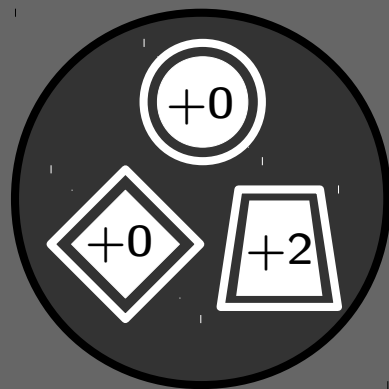
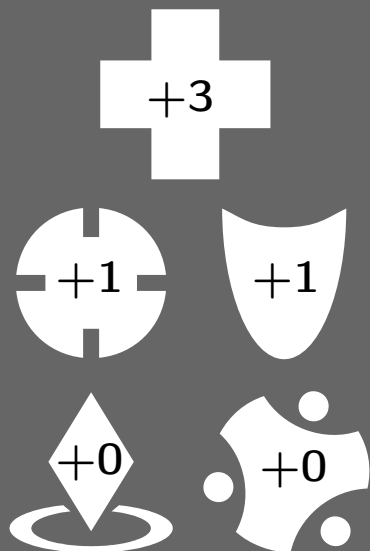
Combat is harsh, and it takes dedicated training and iron nerves (along with no small pain threshold) to survive a firefight. As a Wardog you bring all three.

## Strategy:

The Wardog is an even mix of combat offense, combat defense, and combat utility, with a handful of **combat** thrown in for good measure. You specialize in maximizing your equipment, debilitating enemies, and resisting distraction. Combine with other combat classes to become the ultimate warrior. Combine with utility classes such as Mender or Tinker to turn your lilly-livered healer or puny technician into a **Combat** Medic or **Explosives** Expert.

## Starting Bonuses:

- ☐ +2 Strength, Command, Survival and Piloting.
- ☐ +4 Endurance
- ☐ +1 ATK with *all* firearms.
- ☐ **Equipment:** 3 flashbang grenades.
- ☐ **Equipment:** Shotgun. Damage: 3d6, crits: 20+ x2, range: 2m. Like all shotguns, use prompts an attacks of opportunity from anyone nearby.



## Character details:

Consider the following back story questions:

Describe the worst equipment you have ever had to make use of. What were the results? \_\_\_\_\_

---



---



---

Name and describe some of your former squad-mates. How many are still alive? Where are they now? What happened to the others? \_\_\_\_\_

---



---



---

Where did you first train for combat? Did you train as part of a mercenary group? A cities militia? A survivor from a pirate raid? A Pirate? \_\_\_\_\_

---



---



---



---

Where is the best bar in the system? What do you drink there? Have you ever been thrown out? If so, why? \_\_\_\_\_

---



---



---

How do you expect to die? If you could choose how you would die, would you choose this? \_\_\_\_\_

---



---



---



---

### **Weathered Combatant**

Gain +1 on saving throws, and +2 on skill checks during combat.

If you take damage during a skill check, this damage never causes you to take a penalty to your skill roll- even if it would kill you, it is assumed that your skill check is completed first. Whenever some form of damage would reduce the number of beats you receive on your turn, ignore this effect.

### **Percussive Maintenance**

Whenever one of your weapons would suffer a temporary break down (jamming, overheating, etc), you can always smack some sense into it and get it working again more efficiently than most. If a skill check would be needed, automatically pass the skill check. If time would be required, halve the number of beats you must spend (round up).

### **Make Ready**

*Requires: One Wardog feat*

Halve the reload time on heavy weapons (round up). In ship to ship combat, artillery is considered manned the moment you enter the room (as opposed to after you have spent a full round in the room preparing it)

### **Order of Scales**

*Requires: two Wardog feats*

Gain an additional 50% damage resistance for any armor you are wearing (round down). For example, if you find armor of +3 damage resistance, it instead grants +4.

Halve any skill penalties induced by your armor (round the penalty up). Armour that would give a -7 to agility instead gives -4.

If a set of heavy armor would reduce the number of beats you receive during your turn, ignore this penalty.

### **Shattering Shell**

In person vs person combat, whenever you hit an armored character using a firearm, reduce their damage resistance by 1.

In ship to ship combat, whenever you hit a section of ship, destroy all armor associated with that section of the ship.

These effects only apply when the damage resistance actually applies to the damage in question (using a flamethrower will not shatter a character's plate armor, using a bullet will not ruin their fire resistance)

### **Weapons Expert**

*Requires: one Wardog feat*

You may use light guns at no penalty even when tied up or pinned down.

Shotguns you wield do +2 damage vs robots.

Rifles ignore 2 points of damage resistance.

When wielding knives, gain +2 critical defense range. You may safely use Tinker generated weapons even if they aren't 'user friendly'.

Energy weapons (fire, lighting, ice etc) you wield never suffer critical failure.

### **Rearrange the Furniture**

*Requires: two Wardog feats*

Gain a +3 bonus on all attack rolls and skill checks made to use your surroundings as a weapon. This includes attempts to blow up barrels, burst pipes of boiling water, etc.

You and your allies gain a +3 bonus on all saving throws vs environmental hazards you have caused. Your enemies take a -3 penalty. This effect applies both in person to person combat, and in ship to ship combat.

### **Mech Pilot**

*Requires: three Wardog feats*

Gain +5 on Piloting checks to pilot mech suits.

While piloting mechs you gain +2 attack, defence, damage, and damage resistance.

### **Weather the Storm**

*Requires: two Wardog feats*

Whenever you roll a saving throw vs an attack or ability, gain a +5 bonus if you have previously encountered this attack during the current battle (EG, if Karlia the terrible uses a flamethrower on you, this bonus will apply if she tries to use it again this combat).

Whenever you roll a saving throw vs a continuous effect (Cold, exhaustion, oxygen deprivation), gain a +5 bonus on all rolls after the first. IE, if you find yourself out in the cold, your first save may be difficult, but thereafter you can roll saves with a +5 bonus. If you then go inside and find yourself out in the cold again three days later, this counts as a separate effect.

### **Loadout**

*Requires: one Wardog feat*

You may now carry a single over-sized weapon without considering its encumbrance, or just the raw impracticality of carrying the thing and its ammo. This extends to such weapons as missile launchers, light machine guns, and lightning.

### **Maximum Firepower**

*Requires: four Wardog feats*

Whenever you roll damage with a firearm, or with a ship's artillery, instead roll twice, and take the better of the two rolls.

### **Go Down Fighting**

*Requires: four Wardog feats*

Whenever you would be knocked out or killed you instead receive one final turn (immediately). Then receive ANOTHER final turn after that one. Afterwards you are killed or knocked out (as appropriate)

This ability can be used at most once per day, and only applies if you are taken down by combat damage. It does not apply vs sneak attacks, or if you are surprised.