Close Quarters

The following Edges represent your ability to fight in close-quarters combat using fists, melee, or short-ranged weapons.

Brute

Prerequisites: Athletics 3

You can tap into monstrous strength to overwhelm a foe when the situation demands. Once per turn, you can subtract 1D or 2D from a Brawl attack before you roll and add an equal bonus to damage. If you hit, add the Breaking special quality to the attack.

Charger

Prerequisites: Athletics 2 and either Brawl 2 or Melee (Heavy) 2

You have perfected the vicious art of charging your enemy and catching them off guard. When you take the Dash action, you can make a Brawl or Melee (Heavy) attack as part of your Dash action, gaining +1 to its attack and damage rolls.

Duelist

Prerequisites: Melee (Light) 3 or Melee (Heavy) 3

Your expert footwork and deft riposting skill allow you to stand toe-to-toe with the most elite warriors. When you take the Defend action and do not attack on your turn, enemies within Close range cannot move to another zone unless they take the Dash action. Until the start of your next turn, you can immediately make a Melee (Light) or Melee (Heavy) attack with a +1D bonus against any target in Close range that moves away from you, attacks a target other than you, or misses you with an attack.

Powerhouse

Prerequisites: Brawl 3 or Melee (Heavy) 3

You know how to hit an enemy where it hurts and very hard. Increase your damage with Brawl and Melee (Heavy) weapons by your Athletics rank (minimum of 1.)

Rampager

Prerequisites: Brawl 3

The thrill of defeating an enemy fuels your momentum in battle. When you reduce an enemy to 0 Resolve with a Brawl attack, your attacks deal +1D damage until the end of your next turn.

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