Strength

Strength represents a character’s physical might, dynamism, and ability to shrug off wounds.

Skills

• **Athletics:** Push, pull, lift, swim, and climb

• **Brawl:** Attack with fists, headbutts, kicks, or improvised strikes

• **Intimidate:** Impose and coerce others

• **Melee (Heavy):** Fight with weapons that require brute force, like hammers and axes

• **Stamina:** Push through exhaustion, pain, or illness

Bonuses

If your character meets these thresholds, they get the following bonuses during combat.

Strength 4. You can Attack with Brawl or Melee (H) once on your turn as a Free Action.

Strength 6. You can Defend with Athletics once on your turn as a Free Action. When you do, you can move up to one zone.

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