

# 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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