

War Patterns

- [Heavy Hide](#)
- [Operator](#)
- [Light Weight](#)
- [Breaker](#)
- [Runner](#)
- [Charger](#)

Heavy Hide

Stat: STR

Getting their names from the eras before the mass production of dark steel, Heavy Hides exist to be beaten down and pummeled while tearing through everything in their way. Once made of woodchips and metal shavings, covered in the hide of thick skinned creatures of Nausea, Heavy Hides lead the charge against Greedo's eternal enemy one iron fist at a time.

Name	Prereq	Type	Cost	Effect
Heavy Hitter	0	Passive	---	Ignore the penalties gained by using items marked with Heavy
Lockdown	1	Reaction	1 SP	When a creature that is close enough for you to hit with a melee attack takes the move action, you can take this reaction to make an attack against them before they move.
Crackdown	1	Passive	---	Break your weapon by adding your STR to your weapon damage as you attack an individual or object. This item breaks after being used this way.
Brace	1	Reaction	1 SP	Use a reaction ready your shield or weapon to add your STR to your AR for the attack.
Steel Roots	5	Passive	---	Any an all attempts to unwillingly move you in relation to your feet on the ground, whether it be getting pushed, having a rock thrown at you, or facing an explosion, move you for STR less tiles no matter what.

Steel Achor	5	Reaction	0 SP	When something attempts to pass a tile, or leave a tile adjacent to you, you can use the Grapple action for free.
Steel Drive	5	Passive	---	Your current Stamina is added to your AR during combat.
Army of Mine				
Army of Mine	2	Action	1 SP	When your allies within earshot of you have the Shaken condition, they may roll BRV to try and use a different Action. Should they fail, they still use stamina but nothing happens.
Fight with Fury	3, Army of Mine	Action	1 SP	Rally your allies in earshot, letting you roll BRV, with each success adding one dice to the next STR check used by them. The next check against their AR is also increased by the amount of successes.
Act with Pride	3, Army of Mine	Action	1 SP	Rally your allies in earshot, letting you roll BRV, with each success adding one dice to the next SKL check used by them. Their next attack also gains 1 DMG for each success.
Run with Grace	3, Army of Mine	Action	1 SP	Rally your allies in earshot, letting you roll BRV, with each success adding one dice to the next DEX check used by them. Their next MOV is also increased by the amount of successes.

One Army, One Call	4, Army of Mine	Action	0 SP	Combine the Stamina cost of multiple Army of Mine effects to activate all of them at once. This is counted as one action, and only increases the next usage cost by 1 in turn.
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Teddy Bear

I Will Not Falter	2	Passive	---	When making a STR check or using something based on STR, you may roll an amount of dice up to your ABS. For every dice picked, add 1 to your STR, and for every dice that failed with no matching success die, take 1 wound.
I Will Not Flinch	3, I Will Not Falter	Reaction	1 SP	Add your ABS to your AR for an incoming attack. Roll your ABS, and for every failed dice without a matching success, take 1 wound.
I Will Not Bleed	3, I Will Not Falter	Reaction	1 SP	When taking an incoming attack, add an ABS skill check with every success removing 1 resulting damage.
I Will Not Hesitate	3, I Will Not Falter	Action	0 SP	Take an action for no Stamina. Instead, take that action for free and roll an ABS check, with each failure resulting in 1 wound. May be used once per round.
I Will Not Fall	4, I Will Not Falter	Passive	---	For every wound missing, add 1 to your ABS for just Teddy Bear perks and checks.

Student of Pip

Strength in Numbers	2	Passive	- - -	When adjacent to a party member, add your SAN to your AR.
Strength through Presence	3, Strength in Numbers	Reaction	1 SP	When a party member within 2 tiles makes a SAN, BRV, or ABS check, they may add yours to their roll.
Strength through Intervention	3, Strength in Numbers	Reaction	1 SP	When an adjacent party member is being attacked, or a party member is being attacked by an adjacent enemy, you may take an action to add your AR to theirs.
Strength through Vigilance	3, Strength in Numbers	Reaction	1 SP	When an enemy attempts to move into a square adjacent to a party member you are adjacent to, gain a free attack on them.
Strength through Me	4, Strength in Numbers	Passive	- - -	Be able to move onto a tile with a party member. While there, all actions taken against that party member are applied to you instead.

Operator

Stat: SKL

Coming from backgrounds ranging from running jackhammers, to servicing the death machines of Jax's creation, Operators hold their pride in their craftiness. Operators are trained in manning the various types of mechanical construct that roams the walls and battlefields of Greedo. Weak in might but mighty in mind, they can service weapons and weild expertimental creations just as easy as they can bring down a building with a few well placed ballista shots.

Name	Prereq	Type	Cost	Effect
Hotfix	0	Action	1 SP	Quick repair an item, restoring 1 durability.
Adjust Weapon	1	Action	1 SP	Increase the weapon damage of any item by your SKL for its next attack. Cannot stack
Adjust Armor	1	Action	1 SP	Increase the AR of an ally by your SKL for the next attack that targets them. Even if it does not hit, its AR reverts to normal. Does not stack.
Disorganize Equipment	1	Action	1 SP	When in melee distance of an enemy, you can decrease their AR or Weapon Damage by your SKL for its next use. Does not stack.
Trapper	5	Action	1 SP	With enough time, create a trap that does your SKL amount of damage when triggered. This trap triggers consistantly and reliably, breaking after an amount of uses at the amount of successes from a SKL roll, or less.

Surveyer	5	Action	1 SP	With enough time, create a way to be able to retrieve some kind of unknown information from the surrounding environment. Can be used an amount of times equal to your SKL.
Reverse-Engineer	5	Action	1 SP	With enough time, you can break down and safely learn or disassemble the interworkings of anything.
Engineer				
Engineer	2	Action	1 SP	All machines and devices can be upgraded or repaired using a SKL check that assumes familiarity.
Autokid	3, Engineer	Action	1 SP	While controlling any machine or mechanism larger than a normal bear, treat it as an extension of yourself. Use an Action to start using it, and an Action to leave it.
Fault Lines	3, Engineer	Passive	---	When attempting to break or sabotage a machine, you can add your SKL to your DMG.
Rider	3, Engineer	Passive	---	While on shifting terrain, your character suffers no penalties and must make no checks to stay on board.
Patch Master	4, Engineer	Passive	---	While fixing or improving on operating machines, double your SKL roll.
Scrap Artisan				

Scrap Synthesis	2	Action	1 SP	Pickup a random enviromental item and turn it into a usable Improvised Weapon or Improvised Gizmo. Improvised weapons do damage equal to your SKL, and Improvized Gizmos are able to be used as replacement parts for machines.
Junkgrade	3, Scrap Synthesis	Action	1 SP	Upgrade something made with Scrap Synthesis by increasing its damage by the amount of successes gained from a SKL roll. 0 Successes breaks the item.
Improvised Longevity	3, Scrap Synthesis	Action	1 SP	Convert an Improvized Weapon or Improvized Gizmo into a decoy, which does SKL damage when attempting to be used.
Better than One	3, Scrap Synthesis	Action	1 SP	Add an additional effect to anything created by Scrap Synthesis, which must be explained in 2 words or less. The specifics are always determined by the RM, as your character can only do so much with their intentions when working in the materials around them.
Improvised Longevity	4, Scrap Synthesis	Action	1 SP	When making something with Scrap Synthesis, decide to make it last for SKL uses, or roll SKL every time it is used with it breaking on a 0 Success roll.

Authorized Specialist

Standard Ordinance	2	Passive	- - -	When using equipment, roll as if you are trained in it whether you are or not.
Steady Aim	3, Standard Ordinance	Action	1 SP	Rig a ranged weapon you weild gain double their range for the next attack.
Remix	3, Standard Ordinance	Action	1 SP	Rig a melee weapon you weild to do which ever damage type hurts the hardest on its next use.
Overclock	3, Standard Ordinance	Action	1 SP	Rig a weapon to practically explode into fragments during a next attack, rendering unrepairable. However, that attacks deals damage multiplied by your SKL. If the damage is higher than your STR, get pushed back an amount of spaces equal to the difference.
User's Guide	4, Standard Ordinance	Action	1 SP	Setup an item in your care for use by anyone untrained to use it. Should someone without training attempt to use it, they may use it up to your SKL amount of times before losing this effect, and gain all level 3 Authorized Specialist perks you have applied to the weapon during this duration.

Light Weight

Stat: DEX

Quick and nimble, lightweights find themselves learning how to weave their husks and patterns to become a faint memory in their enemies minds as soon as yesterday. They often forgo heavier equipment and hefty weapons in favor of becoming more slippery, letting the only thing harder than matching pace with a Lightweight be actually pinning them down.

Name	Prereq	Type	Cost	Effect
Setup	0	Action	1 SP	Reduce the AR of an adjacent target by 1 until your next turn. You cannot reduce a target's AR to less than 1.
Weak Spots	1	Passive	- - -	Your attacks may use DEX in addition to the weapon damage when attacking instead of STR.
Double Take	1	Action	- - -	Do two actions at a single time. Both cost their initial amount of stamina, but cost an extra 2 each when used again this turn.
Distraction	1	Reaction	1 SP	When an opponent successfully attacks or casts a single target spell on an ally that is adjacent to you, you can take this reaction to add your SKL to that ally's AR against that attack or spell.
One Handed Explorer	5	Passive	- - -	While Climbing, Mounting, Grappling, or Swimming, always maintain the use of single handed weapons and tools.
Feather Foot	5	Passive	- - -	Ignore any and all terrain effects.

Wall Runner	5	Action	1 SP	When next to a wall, add your DEX to your MOV when using MOV as long as you stay on the wall for the duration of the MOV usage. MOV used on walls may go parallel to the ground or up the wall with no penalty.
Free Flow				
Free Flow	2	Passive	---	When you have no weapon equipped, your MOV increased by your DEX
Too Slow	3, Free Flow	Passive	---	Melee attacks made against you as reactions cannot hit you.
Hands on the Holster	3, Free Flow	Passive	---	Equipping and Dequipping weapons and tools costs 1 less Stamina
Natural Explorer	3, Free Flow	Passive	---	Effects that require at least 1 Stamina to avoid punishment by end of round now require none.
Just Adds Weight	4, Free Flow	Passive	---	Gain Stamina equal to your DEX - AR
Shade				
From the Shadows	2	Passive	---	When you make an attack against a creature while you are hidden, its AR becomes 1 against that attack.
Darkened Strike	3, From the Shadows	Passive	---	While you are hidden, your attacks deal +2 Lethal Wounds.
Shadow Guide	3, From the Shadows	Passive	---	When you take the Hide action, all of your allies that are not in view of an opponent become hidden as well.

To Know One	3, From the Shadows	Passive	- - -	When a hidden opponent moves through a space that you can see, they are no longer hidden.
No Witness	4, From the Shadows	Passive	- - -	When killing an enemy from a sneak attack, you remain hidden until your next attack.
Jockey				
Jockey	2	Passive	- - -	When attacking a hostile creature, you may Mount them, requiring a challenged DEX stat to get you off.
Stagger	3, Jockey	Action	1 SP	While you are Mounted on a hostile creature, roll an amount of dice equal to your DEX, removing one of their successes for every one of yours.
Nice Aim	3, Jockey	Passive	- - -	While you are Mounted on a hostile creature, all attacks that fail to hit you damage the creature instead.
Discount Conductor	3, Jockey	Action	1 SP	While you are Mounted on a hostile creature, you may use half your move to move them. They may choose to resist, letting them roll a STR check with every success reducing the effect by 1 tile.
Up Here!	4, Jockey	Passive	- - -	While you are Mounted on a hostile creature, they reduce all sensory based check pools by half your DEX

Breaker

Multi-Pattern: Heavy Hide & Operator

Name	Prereq	Type	Cost	Effect
Shatter	3	Reaction	1 SP	When being attacked, you may choose to reduce your AR to 1, but in turn may attempt to make a STR check to break the weapon attacking you. Breaking a wooden or similar weapon would require 2 successes, most metals being 4, and darksteel being 6.
Pierce	4, Shatter	Action	1 SP	When making attacks against an armored opponent, you may use this action along side an attack to reduce their armors AR by 1 until repaired.
Crumble	4, Shatter	Action	1 SP	When encountering any enviromental obstacle, you may make a STR check to break through without any tools, and easier than others. Wood is reduced to 1 success, bricks and stone are 2, metals are 4, and darksteel is 6.
Calculate	4, Shatter	Passive	- - -	Checks to use STR to break objects or individuals add your SKL.

Runner

Multi-Pattern: **Operator & Light Weight**

Name	Prereq	Type	Cost	Effect
Moving Target	3	Passive	- - -	Attacks made against you while using your MOV add your MOV to your AR.
Fly By	4, Moving Target	Passive	- - -	You may include an attack while using MOV
Double Step	4, Moving Target	Passive	- - -	You may include a lightweight ability while using MOV
Double Task	4, Moving Target	Passive	- - -	You may include an Operator ability while using MOV

Charger

Multi-Pattern: **Heavy Hide & Light Weight**

Name	Prereq	Type	Cost	Effect
Charge	3	Action	1 SP	Gain the Charge combat action. Move an amount of tiles equal to your MOV, and if an enemy or object is in the way they must make a contested DEX check or take damage equal to your STR + your Armor AR
Rush	4, Charge	Action	- - -	Use Charge multiple times at once following normal stamina usage rules, but add another instance of your STR score for every stack.
Accelerate	4, Charge	Passive	- - -	For every empty space crossed with MOV before hitting an enemy in a direct line, increase the damage of your Charge by 1.
Bounce	4, Charge	Passive	- - -	After hitting an enemy with charge, you may redirect or keep going for the rest of your MOV, charging into other enemies.