

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 alongside an attack to reduce their armor AR by 1 until repaired.
Crumble	4, Shatter	Action	1 SP	When encountering any environmental 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.

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