

# Charger

## Multi-Pattern: Heavy Hide & Light Weight

Name	Prereq	Type	Cost	Effect
<b>Charge</b>	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
<b>Rush</b>	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.
<b>Accelerate</b>	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.
<b>Bounce</b>	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.

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