

# 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
<b>Heavy Hitter</b>	0	Passive	---	Ignore the penalties gained by using items marked with Heavy
<b>Lockdown</b>	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.
<b>Crackdown</b>	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.
<b>Brace</b>	1	Reaction	1 SP	Use a reaction ready your shield or weapon to add your STR to your AR for the attack.
<b>Steel Roots</b>	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.

<b>Steel Achor</b>	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.
<b>Steel Drive</b>	5	Passive	---	Your current Stamina is added to your AR during combat.
<b>Army of Mine</b>				
<b>Army of Mine</b>	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.
<b>Fight with Fury</b>	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.
<b>Act with Pride</b>	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.
<b>Run with Grace</b>	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.

<b>One Army, One Call</b>	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

<b>I Will Not Falter</b>	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.
<b>I Will Not Flinch</b>	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.
<b>I Will Not Bleed</b>	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.
<b>I Will Not Hesitate</b>	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.
<b>I Will Not Fall</b>	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

<b>Strength in Numbers</b>	2	Passive	- - -	When adjacent to a party member, add your SAN to your AR.
<b>Strength through Presence</b>	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.
<b>Strength through Intervention</b>	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.
<b>Strength through Vigilance</b>	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.
<b>Strength through Me</b>	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.

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