

# Pvt. "Iron"

Laborer / Tradesperson (melee)

An army marches on its stomach, but if the truck works, you don't have to march at all. You're easy to get along with, or maybe people just respect the size of your swing.

3 BRAWN	2 AGILITY	3 INTELLECT	2 CUNNING	2 WILLPOWER	3 PRESENCE
SOAK VALUE 4	WOUND THRESHOLD 15	STRAIN THRESHOLD 10	DEFENSE 0   0 <small>MELEE RANGED</small>		ENCUMBRANCE THRESH 8

## SKILLS

GENERAL SKILLS	DICE POOL	RANK	COMBAT SKILLS	DICE POOL	RANK
ATHLETICS* (BR)	3	3	BRAWL (BR)	3	3
COOL (PR)	3	3	MELEE* (BR)	3	3
COORDINATION (AG)	2	3	RANGED-LIGHT (AG)	2	3
DISCIPLINE* (WILL)	2	3	RANGED-HEAVY (AG)	2	3
MEDICINE (INT)	2	3			
MECHANIC* (INT)	3 (+1 -2)	3			
OPERATING (INT)	3	3			
PERCEPTION* (CUN)	2	3			
RESILIENCE* (BR)	3	3			
RIDING (AG)	2	3			
SKULDUGGERY (CUN)	2	3			
STEALTH (AG)	2	3			
STREETWISE* (CUN)	2	3			
SURVIVAL (CUN)	2	3			
VIGILANCE (WILL)	2	3			
			SOCIAL SKILLS	DICE POOL	RANK
			CHARM (PR)	3	3
			COERCION (WILL)	2	3
			DECEPTION (CUN)	2	3
			LEADERSHIP (PR)	3	3
			NEGOTIATION* (PR)	3	3
			KNOWLEDGE SKILLS	DICE POOL	RANK
			EDUCATION (INT)	3	3
			LORE (INT)	2	3

\* Indicates a career skill

## ABILITIES/TALENTS

- **Tough as Nails:** Once per session, you may spend a story point as an incidental after suffering a critical injury and determining the result. If you do so, the result changes to having rolled as 1 (so still add + other modifiers).
- **Challenge!:** Once per encounter, make a **Challenge!** maneuver to target an adversary within short range. Until your character is incapacitated or the end of the encounter, the target gains   when targeting you, and   when targeting anyone else.
- **Knack For It:** Remove up to   from every Mechanics check you make.
- **Inventor:** When your character makes a check to construct new items or modify existing ones, use this talent to add a number of   equal to ranks in Inventor. In addition, your character may attempt to reconstruct devices that they have heard described but have not seen nor have schematics for.

## WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
SHOVEL	MELEE	3	4	ENGAGED	INACCURATE 1, DISORIENT 2

**MOTIVATIONS**

**Strength:** Independent

**Flaw:** Deception

**Desire:** Safety

**Fear:** Nemesis

**EQUIPMENT**

ITEM	ENC
Basic Armor	1
Custom Tool Kit	2
Shovel	3

**NOTES**

**CHANGE LOG**

- 20XP Wil 1 → 2
- 30XP Pr 2 → 3
- 30XP Int 2 → 3
- 5XP Challenge!
- 5XP Knack For It
- 10XP Inventor

- 5XP Resilience Rank 1
- 5XP Streetwise Rank 1
- 10XP Education Rank 1
- 10XP Athletics Rank 2
- 10XP Melee Rank 2
- 10XP Negotiation Rank 2

100  
Total XP

0  
Available  
XP

**TALENT PYRAMID**

**TIER 1**  
5XP

**TIER 2**  
10XP

**TIER 3**  
15XP

**TIER 4**  
20XP

**TIER 5**  
25XP

Challenge!

Knack For It

Inventor

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