

# The Tank

It feels great to be a tank. To know your place in the world. To have a distinct and profoundly important purpose. Not having to wonder what things you *should* be good at or not. Instead, you seem to have been born to accomplish one thing: take a beating and never stay down. Whether that abuse comes from a person or the world itself, you are as tough and resilient as they come. Few have what it takes to fulfill this role.

It is nearly impossible to not feel like a man among boys or a woman among girls. You are sparked with a feeling of rebelliousness or even cynicism at times. After all, who is going to challenge you if you decide to take matters into your own hands? But those feelings are tempered by your often selfless, protective nature of those you hold dear. Pity the person who tries to take those things away from you.



## Talents Unique to Tank Role

**Resilient:** You are particularly good at shaking off physical damage.

**Rebel:** You possess the ability to harness the damage you absorb to spur you on toward success.

**Cynic:** You are particularly good at keeping your morale high and shaking off doubt.

## MOVE

## STRENGTH

### SHAKE IT OFF

**It's the Tank's fate in life to endure both pain and suffering. As a Tank, you have learned to shake off the abuse – be it physical or psychological. You can shut out the outside world and let the pain just fade away to nothing. Arguably the simplest yet most amazing ability that exists in the world today.**

**Use this Move any time you suffer trauma of ANY type from nearly any source. The only consistent limitation is that you cannot use this move against trauma suffered when you push a dice roll.**

**Failure:** For some reason the pain is just too great for even you and it can't be shut out. You suffer the full amount of trauma. *You lose two Momentum.*

**Success:** For every Success you roll, one point of trauma is completely eliminated. If all trauma is cancelled, you suffer no damage at all, including all associated effects if there are any.

#### WHEN USED IN A CONFLICT

You are allowed to use this Play any number of times in a turn of a conflict, even if assaulted by numerous sources in the same turn back to back to back.

Using this Move does NOT count against your Action Points for the round and is treated as a free reaction to attacks made against you. Extra successes beyond those that absorb full damage are simply discarded.

*This play must be used AFTER all other defense-related rolls are made for each attack against you (examples: armor, cover, parry, artifact shielding, etc.)*

## MUTANT & FERAL

## TANK