

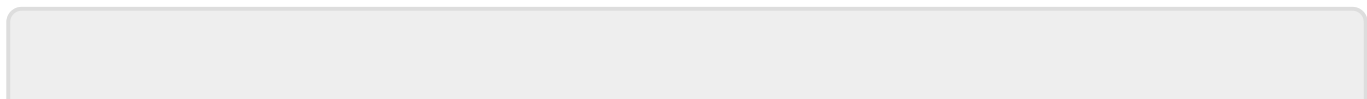
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# Physique

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- Miniscule (-1d6 in combat, advantage in going through gaps)
- Short and Wiry (advantage in going through gaps)
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- Tall and Strong (advantage in forcing doors and strength tasks)
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- Tall and Strong (advantage in forcing doors and strength tasks)
- Tall and Strong (advantage in forcing doors and strength tasks)
- A Man Mountain (+1d6 in combat, advantage in forcing doors and strength tasks)

CategoryGames ;



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