

Name

M0A2R1I0P2

Class

Troubadour

Lvl1

xp00

Ancestry

Wode Elf

SIGNATURE TRAIT: WODE ELF GLAMOR

You can magically alter your appearance to better blend in with your surroundings. You gain an edge on Agility tests made to hide and sneak, and tests made to find you while you are hidden take a bane.

FOREST FEET (COSTS 1 POINT)

You can shift into difficult terrain.

PERFECT MEMORY (COSTS 1 POINT)

Accessing memories is as easy as living in the present for you. You have an edge on all tests made to recall lore.

SWIFT (COSTS 1 POINT)

Your base speed is 6.

Lifespan: 1,200-3,000Age: 400Size: 1M

Culture

Wode Elf

EnvironmentOrganizationUpbringing

WildernessBureaucraticMartial

Skills Granted: Ride, History, Monsters

Career

Performer

You can sing, act, or dance well enough that people actually pay to see you do it. Imagine that!

Tragic Lesson: When a producer who shortchanged you shouted out on the street for you to stop a thief who had picked their pocket, your spite towards them inspired you to let the thief run past. But that decision led to tragedy when the thief later harmed someone you loved. From that moment on, you decided your responsibility was to protect others.

Perk

Charming Liar

If you fail a test with the Lie skill, you don't suffer any consequences associated with the failure. You can't benefit from this perk again until you gain at least 1 Victory.

During a negotiation, you can be caught in one lie without negative consequences. You can't benefit from this perk again until you gain at least 1 Victory.

Renown: 2Wealth: 1

Stamina

21Max

10Winded

0Dying

Temp: 0-10Dead

Recoveries

+7

Max: 8Value

Surges

+2 Damage

Victories

1d3 drama start of your turn.  
2 drama first time three or more heroes use an ability on the same turn  
2 drama first time a hero is wounded  
2 drama any creature within line of effect crits  
10 drama when a hero dies

Drama

Melee

1

Range

5

Speed

9

Disengage

2

Stability

0

Skills

Music, Perform, Brag, History, Intimidate, Monsters, Persuade, Read Person, Ride, Society, Gamble

Languages: Caelian, Yllvric

Immunity:

Weakness:

Kit

Swashbuckler

Stamina: +3 /echelon

Speed: +3

Stability: +0

Distance: +0

Disengage: +1

If you want to be mobile and deal a lot of damage with melee attacks, then you should reach for the Swashbuckler kit. This is a great kit for heroes who want to be master duelists.

EQUIPMENT

You wear light armor and wield a medium weapon.

Melee Weapon Damage

+2+2+2

<1112-1617+

Range Weapon Damage

+0+0+0

<1112-1617+

Class Features

Class Act: Skald

Skald: You seek drama from story and recount, using your magic to manipulate the sequence of events unfolding before you.

Curtain Call

You enter every performance with a set of routines at the ready. Routines are auras and other wide-reaching effects that have the Routine keyword, and which center around you while you move through the fray. At the start of each round of combat, as long as you are not dazed, dead, or surprised, you can either set a new routine to be active or maintain your current routine (no action required). Your routine ends if you are unable to maintain it, or at the end of the encounter.

You start off with the Choreography and Revitalizing Limerick routine ability. Your choice of troubadour class act then grants you additional routines.

Melee Weapon Free Strike

A

Keywords: Charge, Melee, Strike, Weapon, Action

Distance: Melee 1Target: 1 Creature or Object

Power Roll + MGT or AGL:

≤ 11: 6 damage

★ 12-16: 9 damage

★ ≥ 17: 11 damage

2d10+2

Ranged Weapon Free Strike

A

Keywords: Ranged, Strike, Weapon, Action

Distance: Ranged 5Target: 1 Creature or Object

Power Roll + MGT or AGL:

≤ 11: 4 damage

★ 12-16: 6 damage

★ ≥ 17: 8 damage

2d10+2

Dramatic Monologue	M
<i>It doesn't need to make sense. Just say it with emotionality.</i>	
<b>Keywords:</b> Magic, Ranged, <b>Maneuver</b>	
<b>Distance:</b> Ranged 10	<b>Target:</b> Special
<b>Effect:</b> Choose one of the following effects: <ul style="list-style-type: none"> <li>You orate a rousing tale of victory. One ally within distance gains an edge on the next power roll they make before the start of your next turn.</li> <li>You weave a tale of high stakes heroics. One ally within distance gains a surge.</li> <li>You insult a foe where they're most vulnerable. That foe takes a bane on the next power roll they make before the end of their next turn.</li> </ul> <b>Spend 1 Drama:</b> You can choose two targets for any of these effects.	

Fancy Footwork	KS
<i>All combat is a dance—and you'll be the one leading.</i>	
<b>Keywords:</b> Melee, Strike, Weapon, <b>Action</b>	
<b>Distance:</b> Melee 1	<b>Target:</b> One creature
<b>Power Roll + Might or Agility:</b> <b>2d10 + 2</b> <ul style="list-style-type: none"> <li>♦ 11 or lower: <b>7 damage</b></li> <li>★ 12–16: <b>9 damage; push 1</b></li> <li>✱ 17+: <b>12 damage; push 2</b></li> </ul> <b>Effect:</b> You can shift into any square your target leaves after you force move them with this ability.	

Artful Flourish	S
<i>And they said practicing fencing was a waste!</i>	
<b>Keywords:</b> Melee, Strike, Weapon, <b>Action</b>	
<b>Distance:</b> Melee 1	<b>Target:</b> Two creatures or objects
<b>Power Roll + Agility:</b> <b>2d10 + 2</b> <ul style="list-style-type: none"> <li>♦ 11 or lower: <b>4 damage</b></li> <li>★ 12–16: <b>7 damage</b></li> <li>✱ 17+: <b>9 damage</b></li> </ul> <b>Effect:</b> You can shift up to 3 squares.	
<b>Spend 2+ Drama:</b> You can target one additional creature or object within distance for every 2 drama you spend.	

Turnabout Is Fair Play	T
<i>All's fair in love and whatever.</i>	
<b>Keywords:</b> <b>Triggered</b>	
<b>Distance:</b> Ranged 10	<b>Target:</b> One creature
<b>Trigger:</b> The target makes an ability power roll with at least one edge or bane.	
<b>Effect:</b> One of the edges becomes a bane or vice versa.	
<b>Spend 3 Drama:</b> One of the edges becomes a double bane, or one of the attack's banes becomes a double edge.	

Harsh Critic	3
<i>Just one bad review will ruin their day.</i>	
<b>Keywords:</b> Magic, Melee, Ranged, Strike, <b>Action</b>	
<b>Distance:</b> Melee 1 or ranged 10	<b>Target:</b> One creature or object
<b>Power Roll + Presence:</b> <b>2d10 + 2</b> <ul style="list-style-type: none"> <li>♦ 11 or lower: <b>9 sonic damage</b></li> <li>★ 12–16: <b>12 sonic damage</b></li> <li>✱ 17+: <b>15 sonic damage</b></li> </ul> <b>Effect:</b> The first time the target uses an ability before the start of your next turn, any tier-related effects of that ability other than damage are suppressed, negating those effects for all targets. Ability effects that always happen regardless of the power roll work as usual.	

Dramatic Reversal	5
<i>Give the audience a surprise.</i>	
<b>Keywords:</b> Area, Magic, <b>Action</b>	
<b>Distance:</b> 3 burst	<b>Target:</b> Self & each ally in the area
<b>Power Roll + Presence:</b> <b>2d10 + 2</b> <ul style="list-style-type: none"> <li>♦ 11 or lower: <b>The target can shift 1 square and make a free strike.</b></li> <li>★ 12–16: <b>The target can shift up to 2 squares and make a free strike with an edge.</b></li> <li>✱ 17+: <b>The target can shift up to 3 squares and make a free strike with an edge, then can spend a Recovery.</b></li> </ul>	

Choreography	R
<i>Taps, kicks, steps. Now it's all "choreography."</i>	
<b>Keywords:</b> Area, Magic, Routine	
<b>Distance:</b> 5 aura	<b>Target:</b> Self & each ally in the area
<b>Effect:</b> While this routine is active, each target who starts their turn in the aura gains a +2 bonus to speed until the end of their turn.	

Revitalizing Limerick	R
<i>There once was a man from Capital....</i>	
<b>Keywords:</b> Area, Magic, Routine	
<b>Distance:</b> 5 aura	<b>Target:</b> Self & each ally in the area
<b>Effect:</b> While this routine is active, choose a number of targets equal to your Presence score at the end of your turn. Each chosen target can spend a Recovery.	

Blocking	R
<i>No, no, no, you lose the audience that way. Try it like this ...</i>	
<b>Keywords:</b> Area, Magic, Routine	
<b>Distance:</b> 2 aura	<b>Target:</b> Special
<b>Effect:</b> At the end of each of your turns while this routine is active, you can choose a number of creatures equal to your Presence score in the aura, causing those creatures to be teleported to unoccupied squares in the aura. A target can't be teleported in a way that would harm them (such as over a cliff), leave them dying, or result in them suffering a condition or other negative effect.	