

Lem, bard

Background

Lem possesses a delightful sense of humor, along with a boundless optimism, despite his childhood as a slave in Cheliox. Constantly humming tunes from lore or of his own invention, the impulsive halfling is quick to intervene whenever he witnesses cruelty.

Ancestry

- **Agile:** Halflings are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **Keen Senses:** Keen senses allow halflings to catch details others might miss. They start with a d6 in Notice instead of a d4. This increases maximum Notice to d12+1.
- **Lucky:** Halflings have a knack for surviving. They gain the Luck Edge. Even halfling Extras gain this ability!
- **Reduced Pace:** Decrease Pace by 1 and reduce the running die by one die type.
- **Size –1:** Halflings reduce their Size and Toughness by 1.
- **Sure-footed:** Naturally graceful, halflings start with a d6 in Athletics instead of a d4. This increases maximum Athletics to d12+1.

Hindrances

- **Impulsive (major):** These daredevils almost always leap before they look. They rarely think things through before taking action, avoid complicated plans, and are at the head of any charge.
- **Mild Mannered (minor):** Your milquetoast just isn't threatening. Maybe the hero is a little doughy around the middle, has a kind face, or a soft voice. Whatever the issue, the character subtracts 2 when making Intimidation rolls.
- **Quirk (minor):**
 - This individual has some minor foible that is usually humorous but can occasionally cause real trouble. A swashbuckler may always try to slash a mark on foes, a dwarf may brag constantly about dwarven culture, or a snobby débutante might not eat, drink, or socialize with the lower class, for example.
 - You are constantly humming catchy tunes.

Edges

- **Bard:**
 - **Arcane Background (Bard):** Bards use Performance as their arcane skill. They have 3 starting powers and 10 Power Points.

- **Armor Interference (Light):** Bulky armor interferes with a bard's grace and dexterity. They subtract 4 from their Performance rolls and the character cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement if using medium or heavy armor or shields.
- **Sharp Tongued:** Bards may use Performance as Taunt to Test a foe. They may also ignore the Repetition advice given under Tests (see page 140), as long as they recite different verses, stanzas, lyrics, etc. Bards may also substitute Performance for Taunt to meet Edge Requirements.
- **Charismatic:** Your hero is likable for some reason. She may be trustworthy or kind, or might just exude confidence and goodwill. You get one free reroll on Persuasion rolls.
- **Inspire Heroics:**
 - Bards inspire their comrades with epic tales of valor and bravery. Once during any combat encounter (GM's call), the bard can spend a Benny to gain five Inspiration Tokens. This is a limited free action.
 - For the remainder of the encounter, the bard may give these tokens to anyone within a Range of Smarts except himself. This may be done at any time (as long as the bard is conscious). The recipient must use the token immediately - it cannot be saved.
 - Each Inspiration Token allows a character to reroll a Trait or damage roll. A Trait or damage roll may only benefit from a single Inspiration Token, even if there are multiple bards present. Further rerolls require spending a Benny or a special ability.
 - Inspiration Tokens aren't Bennies, don't trigger Edges that use Bennies (such as Elan), and can't be used as such in any other way such as drawing new Action Cards or Soaking Wounds.
- **Luck:** The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!). He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Powers

Modifiers for all spells on Core Rulebook page 170.

Boost/Lower Trait

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Smarts (12 yard)
- **Duration:** 5 rounds (*boost*); Instant (*lower*)
- **School:** Transmutation (*boost*); Necromancy (*lower*)
- **Trappings:** Physical change, glowing aura, potions.

This power allows a character to increase or decrease a target's Trait (attribute or skill).

Boosting an ally's Trait increases the selected Trait one die type, or two with a raise.

Lowering an enemy's Trait has a Duration of Instant and lowers the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

Modifiers

- **Additional Recipients (+2):** The power may affect more than one target for 2 additional Power Points each.
- **Strong (+1):** *Lower Trait* only. The Spirit roll to shake off the effect is made at -2.

Confusion

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Smarts (12 yard)
- **Duration:** Instant
- **School:** Enchantment
- **Trappings:** Hypnotic lights, brief illusions, loud noises.

Confusion confounds all targets in a Medium Blast Template, making them either Distracted or Vulnerable, or both with a raise. The same effect applies to all those affected. These states are removed at the end of the victims' next turn as usual.

Modifiers

- **Area of Effect (+0/+1):** The caster can focus the *confusion* to a Small Blast Template for free or a Large Blast Template for +1.

Empathy

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts (12 yard)
- **Duration:** 5 rounds
- **School:** Enchantment
- **Trappings:** Concentration, a sympathetic smile, exchanging a pleasantry.

A successful arcane skill (Performance) vs Spirit roll gives the caster insight into a target's basic emotions. This grants him a +1 bonus (+2 with a raise) to all Intimidation, Persuasion, Performance, or Taunt rolls against the target for the Duration of the power. The bonus does not apply to skill rolls made to activate powers.

Empathy works on animals, adding +1 (+2 with a raise) to Riding or other rolls to interact with the creature.

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.
- **Charm (+2):** If the target is Uncooperative or Neutral, a successful casting makes him Cooperative, or Friendly with a raise. The spell is instantly broken if the caster or his allies attack the victim or his allies.
- **Duration (+1):** Duration is measured in minutes instead of rounds. If the character Critically Fails any of the affected skill rolls against the target, the effect terminates immediately.

Gear

- potion of minor *healing*: removes one Wound less than an hour old
- vial of antitoxin: grants a +4 bonus to resist poison for one hour

Situational Rules

Distracted & Vulnerable

Characters may be Distracted or made Vulnerable by special abilities, Tests, or powers. These states last until the end of the character's next turn unless otherwise noted. If a hero becomes Distracted or Vulnerable during her current turn, it lasts until the end of her next turn. Like effects don't stack.

- **Distracted:** The hero subtracts 2 from all Trait rolls until the end of his next turn.
- **Vulnerable:** Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with The Drop.