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*TODO: PORTRAIT*

## Lvl 3 Drakona/Fairy Troubadour Bard

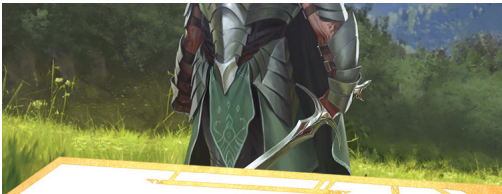
| Agility | Strength | Finesse | Instinct | Presence | Knowledge |
|---------|----------|---------|----------|----------|-----------|
| 0       | -1       | +2      | +1       | +3       | 0         |

## Experiences:

- Candy in pile of shit +2
- Fantastical hearing +2
- Reckless Bravery +2

## Battle stats:

- Evasion: 12
- Armor Slots: [ ] [ ] [ ]
- Damage thresholds: 8 14
- Health: [ ] [ ] [ ] [ ] [ ] [ ]
- Stress: [ ] [ ] [ ] [ ] [ ] [ ]



## DRAKONA

ANCESTRY

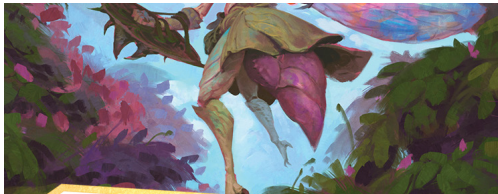
*Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath.*

**Scales:** Your scales act as natural protection. When you would take Severe damage, you can **mark a Stress** to mark 1 fewer Hit Points.

**Elemental Breath:** Choose an element for your breath (such as electricity, fire, or ice). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals **d8** magic damage using your Proficiency.

Mat Wilma

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## FAERIE

ANCESTRY

*Faeries are winged humanoid creatures with insectile features.*

**Luckbender:** Once per session, after you or a willing ally within Close range makes an action roll, you can **spend 3 Hope** to reroll the Duality Dice.

**Wings:** You can fly. While flying, you can **mark a Stress** after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.

Anthony Jones

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COMMUNITY

## WANDERBORNE

*Being part of a wanderborne community means you've lived as a nomad, forgoing a permanent home and experiencing a wide variety of cultures.*

**Nomadic Pack:** Add a Nomadic Pack to your inventory. Once per session, you can **spend a Hope** to reach into this pack and pull out a mundane item that's useful to your situation. Work with the GM to figure out what item you take out.

Paul Scott Canavan

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## TROUBADOUR

Foundation

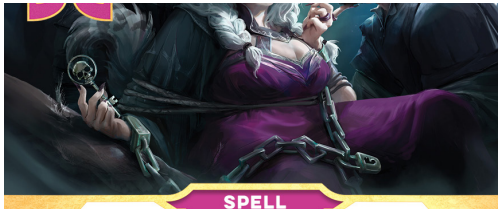
### SPELLCAST TRAIT: PRESENCE

**Gifted Performer:** Describe how you perform for others. You can play each song once per long rest:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily *Vulnerable*.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

Bear Frymire

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## ENRAPTURE

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the *Enraptured* target to mark a Stress as well.

Letícia Freitas

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## BOOK OF ILLIAT

**Slumber:** Make a **Spellcast Roll** against a target within Very Close range. On a success, they're *Asleep* until they take damage or the GM spends a Fear on their turn to clear this condition.

**Arcane Barrage:** Once per rest, **spend any number of Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

**Telepathy:** **Spend a Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

Ermanda Souza

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### BOOK OF SITIL

**Adjust Appearance:** You magically shift your appearance and clothing to avoid recognition.

**Parallela:** Spend 2 Hope to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

**Illusion:** Make a Spellcast Roll (14). On a success, create a temporary visual illusion no larger than you within Close range that lasts for as long as you look at it. It holds up to scrutiny until an observer is within Melee range.

Laura Galli

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### TROUBLEMAKER

When you taunt or provoke a target within Far range, make a Presence Roll against them. Once per rest on a success, roll a number of d4s equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

Anthony Jones

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### BOOK OF NORAI

**Mystic Tether:** Make a Spellcast Roll against a target within Far range. On a success, they're temporarily *Restrained* and must mark a Stress. If you target a flying creature, this spell grounds and temporarily *Restrains* them.

**Fireball:** Make a Spellcast Roll against a target within Very Far range. On a success, hurl a sphere of fire toward them that explodes on impact. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d20+5** magic damage using your Proficiency. Targets who succeed take half damage.

Simon Pape

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# Bass

## Finesse Very Close d10+2 Tech Electric Bass Guitar

## Augments

- Empty

- Empty

# Loot

## Quantum: [ 5 ]

### Scrap Collection

| Gear | Coil | Wire | Trigger | Lens | Crystal |
|------|------|------|---------|------|---------|
| 0    | 1    | 0    | 0       | 0    | 0       |

| Alluminum | Copper | Cobalt | Silver | Platinum | Gold |
|-----------|--------|--------|--------|----------|------|
| 1         | 0      | 0      | 0      | 0        | 0    |

| Fuse | Circuit | Disc | Relay | Capacitor | Battery |
|------|---------|------|-------|-----------|---------|
| 1    | 1       | 1    | 1     | 0         | 0       |

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Сирота, нашедший электробас на какой-то свалке, научился как-то на нем играть и петь, путешествует по Долине, собирая истории и пытается не умереть, зарабатывая на жизнь своим инструментом с переменным успехом. Испытывает страх перед Motherboard и старался путешествовать больше по окраинам Долины, где случайно и наткнулся на Библиотеку, жители которой были заинтересованы в его познаниях фольклора Долины.

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- [I.C.E](#) хватает его за руку по ночам когда он незаметно для себя скребет ногтями
- Раздражает [Зип Запа](#) своими историями о поверхности
- Был спасен [Волмартом](#) от техно-тигров
- Наврал [Волмарту](#) что он был в Шпиле, где нашёл гитару, а тот ему верит.
- Вместе с [Зип Запом](#) сломали какой-то девайс в Библиотеке и никому не рассказали
- Поделился с [I.C.E](#) своей главной тайной (пока спойлер для других игроков)