

HERO CLASS - GRIMZIM'S VARIANT



FATE SYMBOL



VITALITY



COURAGE



DICE POOL



STARTING GEAR

Warped Spoon, Cracked Mug, Adventurer's Gear

ADVANCED HERO CARDS

(Name of Hero) Dealt with Death, Finale, Lifesong Lingerin', Stalwart, With Strength Enough, Chorus



With the late hour just a few stragglers remain, sitting around the tables either conversing quietly or snoring softly. It had been a busy evening and she'd made enough coin to more than pay her room and board. She stretches her hands, joints popping, stiff from long playing. Almost time for supper and sleep.

With a nod from the innkeeper she decides to finish one last song before retiring.

The Darkness made flesh...

As she starts to play, the door opens and night enters. Man-shaped but wrong-noted, three riders take stock of the room. Instantly, the room grows discordant. Sharp, cold threat muting the bright warmth of the hearthfire. Though her heart skips a beat, the Skald plays on. Their refrain is a familiar one.

Seeing only prey, the riders don't hesitate. The first grabs the serving boy as he passes, claiming the mug on his tray with one hand and roughly shoving the boy to the ground with the other.

The Skald takes in their measure, ready to play for more than her supper. She looks over her orchestra. Serving boy gathering his feet under him, nursing his shoulder. Innkeeper coming around the bar, outrage replacing sensible caution. Old soldier, her cane held tight in her grizzled grip, wishing for steel and the strength to wield it. Even the lovers secreted in the corner, eyes only for one another, now realizing Darkness stands among them.

The Heroes, their blades burning bright...

Her song swells, willing the patrons to meet the challenge, knowing they must all rise or die. The innkeeper moves swiftly, hits the first rider low and hard as the lovers toss empty mugs and neglected bottles from nearby tables, the barrage surprising the riders. Thus distracted, they do not notice the fighter, buoyed by the song, her cane no longer needed but instead raised as a weapon. She brings it down on the first rider's head with a sharp crack, remembered strength delivering a killing blow.

In doubt, Languishing and Leaderless...

Fear creeps into the other two riders, fed by the Skald song. She pushes the song at them, her fingers straining to weave their surprise into fear. One backs up as if to make for the door and finds his feet swept from under him. The serving boy struck, now straddles the enemy. Without hesitation he brings the heavy wooden tray down on the rider's throat again and again until his foe struggles no more.

The Heroes, Terrible as the Dawn. Other, their deaths decided...

The final rider seems shaken, but resolute. The Skald's song peels at him, but doesn't reach his core. He is strong. She switches refrains, filling the heroes of happenstance with her melody. Replete with a terrible righteous anger, they converge on the rider. He makes a halfhearted swipe but they outnumber him. He meets her eyes across the room and understands, finally, what has happened, too late, as the heroes swarm him, rending flesh and breaking bones.

On that day, the Darkness defeated, a dirge unsung...

The riders down, the Skald changes her song. The bloodlust leaves the patrons, only pride in its place. They have defended their hearth. The Darkness will not hold sway here, at least for one more day. They look at each other in wonderment; the warrior collects her cane, needed once again. The lovers exchange looks, as only lovers can. The innkeeper nods to the serving boy, who stands a little taller.

The Skald puts down her instrument. The suddenness of its lost song, a hot ache. The innkeeper nods at her, understanding, at least a little, as she collects the coins from her case, puts her instrument away, and stretches out the ache in her hands. She glances at the still bodies, their wrongness now silent. If the Darkness has touched even such as these, it is time to move on. Her skills are needed elsewhere.

*Music is a higher revelation than all wisdom and philosophy.
Music is the electrical soil in which the spirit lives, thinks and invents.*

- Ludwig van Beethoven

PLAYING THE SKALD

The Skald is an agile character, able to move around the battlefield with ease while simultaneously strengthening her teammates with **Verses** from her songs. The Skald's **Verses** have a range limited by the used **Instrument**, so positioning the Skald for maximum effect is important. To play **Verses** the Skald selects and plays a **Tempo** card at the beginning of each Hero Cycle. Depending on the played **Tempo** card she is able to play a certain number of **Verses** on it. To play a **Verse** the Skald must successfully beat it's target number (**Tempo** base ♪ TN + **Verse** ♪ TN). On a failure, no more **Verses** may be played this Hero Cycle.

Controlling the battlefield and what occurs on it is a major component of what makes the Skald a welcome companion on any adventure. The Skald has many hero cards that allow him to manipulate the Darkness and support his fellow heroes. However, strengthening her teammates isn't her only purpose in combat. All of her damaging hero cards automatically hit any foe within range. Unlike other Heroes, the Skald has zero Interrupt cards to protect her from enemy attacks during the Darkness Cycle. So playing defensive **Verses** in preparation for a Darkness Cycle is a key component to keeping her and her teammates alive.

The Skald can generate Threat just from playing **Verses**, and Threat caused from damaging enemies. In addition the played **Tempo** card may also generate a certain amount of Threat each Hero Cycle. Managing Threat reduction is always a concern as the Skald has multiple **Verses** she can play each Hero Cycle.



Every note has meaning. Understand this and you can play the song hidden in every being's heart.

INSTRUMENTS

The Skald uses **Instruments** to strengthen the chance to trigger Fate Dice recipes. **Instruments** also define the range **Verses** are able to affect heroes or enemies.

Instrument also grant additional  as a bonus when rolling for the  TN.

Note that Instruments are usually used in the primary slot. This allows the Skald to equip items in his secondary slot. As the Skald has some special melee attacks, taking an appropriate weapon is a sensible thing to do.

TRICKY CARDS

SONG OF BLADES

Song of Blades is one of only two Attack cards that use a Skald's melee weapon. However, do not underestimate this card. If you only play **Positive Verse** cards you will be able to hit several enemies at once. For maximum effect ensure that you have enough potential targets in range of your weapon.


(NAME OF HERO) SHONE BRIGHT

Need someone to "tank" those 10 minions that have you surrounded? *(Name of Hero) Shone Bright* is the answer to all of your problems. With this Hero card the Skald directs all minions on the current realm tile to attack a Hero chosen by the Skald, including herself. The chosen Hero also gains a +2 TN to their defense for all attacks received this Darkness Cycle.

It is important to note this only happens if the card is still in an Action Space when the Darkness Cycle begins.





TEMPO

The Skald has several **Tempo** cards. These cards are not part of the draw deck, but kept separate. The Skald starts with *Lento* in play (as normal in an Action Slot). At the start of each Hero Cycle the Skald may replace the **Tempo** card by another one. However, the level may only be increased (or decreased) by one step e.g. from *Lento* (Slow) to *Mod-erato* (Medium) or vice versa but not from *Lento* (Slow) to *Allegro* (Fast) or vice versa. The chosen **Tempo** card defines the base target number ( TN) when checking if a **Verse** is played successfully.

In addition, the **Tempo** card defines the maximum number of **Verses** that can be played this Hero Cycle. **Tempo** cards have the **Stacked** keyword and all **Verses** are played on the **Tempo** card.

VERSES

Most of the Skald's Hero cards are a **Verse**. Each **Verse** is either **Positive**, **Negative**, or **Neutral**. During the Hero Cycle the Skald can play **Verses** on his chosen **Tempo** card. To successfully play a **Verse** the Skald has to beat it's target number (**Tempo** base  TN + **Verse**  TN). On a failure, no more **Verses** may be played this Hero Cycle.

Positive Verses typically grant the Skald or a member of their party some kind of beneficial effect. These effects range from healing a party member to increasing their defense. They can also grant unique effects, such as a limited number of dodges during a Darkness Cycle.

Negative Verses mainly affect the Darkness in some way. These cards have effects that can lower the Darkness Meter or even cause the enemy to perform a Courage test to attack a Hero. Cards that damage enemies are found in these **Verses** and generate the most AP. The value of these **Negative Verses** cannot be underestimated as they require no dice roll to hit enemies.

Neutral Verses are very limited in number but they are always Reaction cards and cost zero AP. The various effects of these cards are minor, but when combined with **Positive** or **Negative Verses** the effects can become powerful.

The Skald can play any combination of **Negative Verse**, **Positive Verse** and **Neutral Verses** together in the same Hero Cycle. However, certain Hero Cards may be better with certain Verse combinations and some **Instruments** may provided additional benefits for certain **Verse** types.

LINE OF SIGHT

The Skald does not need line of sight for his **Verses** to be effective. Attacks with his weapon work as normal.

CARD SYNERGY

SO IT WAS + (NAME OF HERO) SHONE BRIGHT!

Part of the fun of playing the Skald is to combo **Verses** to create your own songs while fighting alongside your team. **Verses** can be played in any order but it is encouraged that you do so in the order that most makes sense based on the **Verse** titles. Also reading it aloud in an epic story teller voice doesn't hurt either!

A perfect example is *So it was, the Soldier Shone Bright!* (I chose the Soldier in this example) This card combo is quite powerful, and a Skald can easily perform it, even without an instrument. With these **Verses** the Soldier would receive all attacks from any Minions on the Realm Tile at a +1 TN. Any attacks that successfully hit the Soldier would have to be rerolled.

