

## Description:

As a bodyguard your primary objective is the protection of those around you- whether through diplomacy, cunning, or simply acting as a human shield, you **will** ensure the safety of your teammates.

## Strategy:

Bodyguards tend to protect tech experts or watch the backs of reckless strikers. The class works best when combined with at least one class that provides weapons, and as much extra health as you can find. Also, your position on the battlefield is important, so Freerunner may prove surprisingly useful.

## Starting Bonuses:

- ☐ +1 attack on either light fire arms or unarmed attacks (choose one).
- ☐ +1 critical defense range.
- ☐ +2 Knowledge History, Medical, People
- ☐ +2 People reading, Soothe, Perception
- ☐ Your hands count as 2d4 bludgeoning weapons.
- ☐ **Equipment:** Hardlight Generator. Single use force field: 1 beat set up time, deploy to block a doorway or create cover. Absorbs 30 damage before breaking.

## Character details:

Answer one (or more) of the following backstory details.

Being a Bodyguard is in some sense a position of trust. How did you earn this trust? Professionally? Personally? Historically? \_\_\_\_\_

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Describe a previous charge you were assigned to protect. In what way were they under threat? What happened to them during your time as protector, and what has happened since then? \_\_\_\_\_

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Do you have a currently assigned “Primary” (Person you must protect)? Is it one of the other Player Characters? Is it someone else? What is your relationship with them? \_\_\_\_\_

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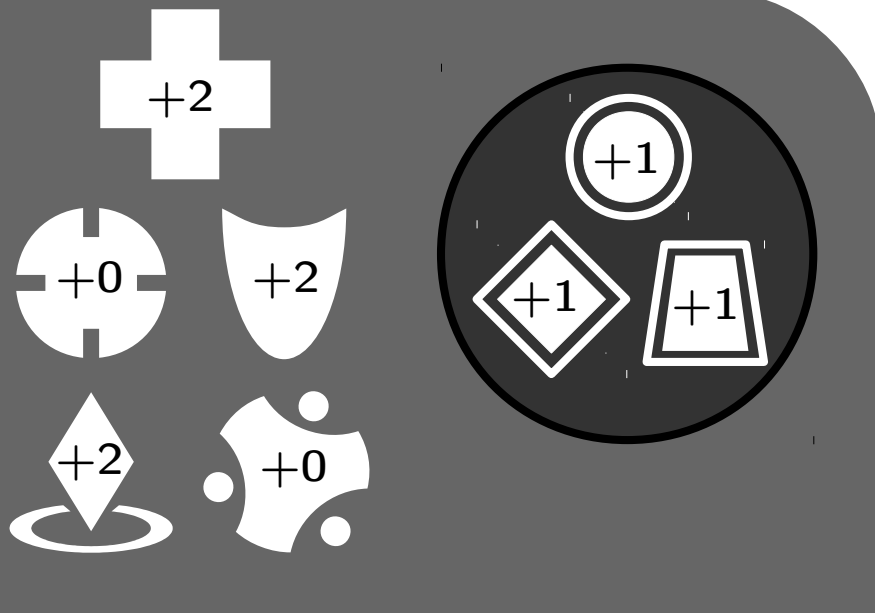
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## Defensive Interference

At the end of each turn you may ready one "interference". Select an enemy, an ally, and a means of attack. Write down your prediction. Until your next turn, if the predicted attack occurs roll defense; the defender may use the better of your roll and their own. If you roll a critical defense in this manner you may choose to counter-attacks.

You must be standing adjacent to either the attacker or the defender in order to interfere. Defence rolls resulting from this ability cost no Reactions, though any resulting counter-attack will.

## Advanced Protective Measures

**Requires:** *Def. Interfer. +2 other feats*

Gain a +2 defense bonus whenever using Defensive Interference.

During your turn you may spend a beat to prepare an additional interference. You may use this ability any number of times per turn. Each attack can only be interfered with once.

## Harm's Way

Spend a Reaction to swap positions with a nearby ally who has just been attacked, even when you have prepared no interference. This choice is made before attack or defense are rolled, and you are now considered the target of the attack. You must be aware of the attack to defend against it.

The first time you pull your Primary out of harm's way each round does not use up a reaction.

## Reprisal

You gain a +2 attack bonus against anyone who you have successfully defended against since your last turn. If they were attacking your Primary when you defended against them, +4 instead.

## Butler

Immediately gain 2 ranks in Piloting, Survival, Soothe, Medical and Engineering.

Medical or Engineering checks to fix up your primary gain a +5 bonus.

Whenever you level up, you gain one "Assistance" skill rank, which can be placed in any of skills mentioned previously, ignoring the usual "no double ranking" restriction. You may not triple rank skills this way.

## Fireman's Lift

**Requires:** *Butler*

You may carry any character of equal or smaller size at no movement penalty, and without risk of injury to the passenger (for instance, if their leg is broken, carrying will not hurt them.).

You no longer take any attack, defense or initiative penalties due to carrying someone, and halve all penalties to skill checks (round down). Picking up and letting down a character takes two beats, but prompts no AoO.

## Envoy

**Requires:** *Primary*

Your Primary gains a +10 bonus on any social check made to keep you present (for example, during one on one interviews, they insist that you remain with them.)

Social bonuses associated with your primaries title or professional ties apply to you also.

Ties based on familiarity or personal attachment transfer to you at a 50% penalty (round up). (If your Primary gains a +7 bonus with their family members, you gain +3.)

## Move Like Water

**Requires** *6 Bodyguard feats*

Increase your critical defense range by 20.

Whenever you roll a critical defense on behalf of your Primary, you may make a counter-attack without spending a reaction.

## Primary

**Requires:** *1 Bodyguard feat*

Upon taking this feat you may select a 'primary' charge; the main person you are expected to protect on a day to day basis. You gain a +1 DEF bonus whenever defending this person, along with a variety of feat specific bonuses. While you may only have one primary at a time, you are free to select this feat multiple times – replacing one primary charge with another as the needs of plot and roleplaying dictate.

## Sharp Lookout

**Requires:** *Primary* Gain a +5 bonus on all perception and people reading checks made to detect threats to your Primary. For example, if your GM asks you to make a perception check, you might roll and respond "17, or 22 versus threats to Vanyan"

Whenever someone would make a stealth or surprise attack vs your Primary, you may make a perception check vs their stealth, even if they have overcome your perception previously. If you manage to notice them at the last moment, the attack is no longer considered sneaky.

You may always act during a surprise round.

## Protector of Body

Whenever you succeed at a reflex save (or do not need to take it due to being out of harms way), you may grant one adjacent ally a +5 bonus on that save. If that ally is your primary, they gain +10 instead.

## Protector of Mind

Any ally you are able to talk to gains a +2 bonus on all will saves, unless you have failed a save against a similar effect (You can't talk people through hallucinations if you are also hallucinating).

Double this bonus when aiding your Primary.