

Description:

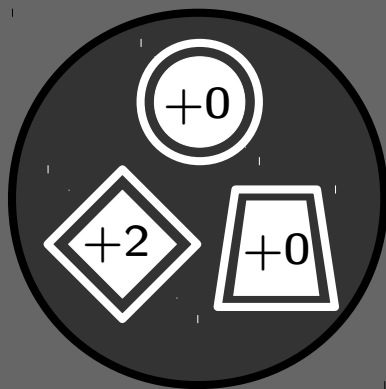
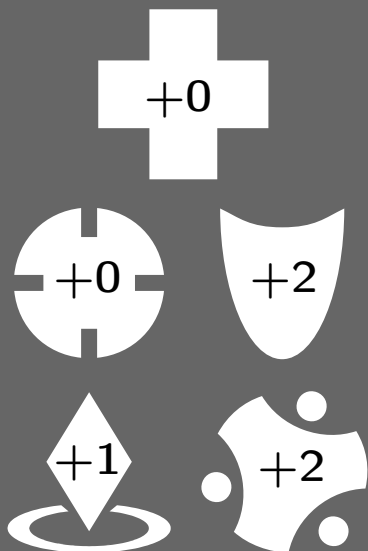
Whether climbing to the rooftops or leaping between them, the city is your playground. A mixture of skill and endurance, the Freerunner school of abilities allow you to navigate mountainsides and battlefields, surefooted and unafraid.

Strategy:

As a freerunner, your job is to be team scout, skill monkey, and logistics officer. When the team encounters obstacles you are expected to find a way over, under or around them; other skill classes such as ranger or infiltrator can help with this. In combat, you are the one team member who can get **anywhere** on the battlefield – make use of that. Position dependent combat classes such as Mender, Bodyguard or Swordfiend are right up your alley.

Starting Bonuses:

- ☐ +1 attack when unarmed.
- ☐ +4 Agility and Zero-G.
- ☐ +2 Stealth, Endurance, Squirm, Entertain and Perception.
- ☐ +1 Reaction per round.
- ☐ **Equipment:** A sealed messenger capsule, not yet delivered. You gain a free Freerunner feat upon successful delivery.



Character details:

Your running style is (circle up to two):

Showy	Graceful	Powerful	Precise
Fluid	Playful	Jagged	Meditative
Helter-Skelter	Energetic	Efficient	_____

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

What object or message are you currently midway through delivering? To whom? Why has it not been delivered already? Are you on your journey, or currently waylaid or sidetracked? _____

Have you ever been forced to leave someone behind- someone who could not run as fast? Who were they? What were you running from? What happened? _____

Describe a situation in which you (literally) ran into one of your team-mates. What were you doing at the time? Ask them what they were doing. _____

Duck and Weave

Whenever you would provoke an AoO by moving through danger, (for example running past a foe in combat), gain a +5 bonus to any resulting defence rolls or reflex saves.

Bullet Dodger

Requires: two Freerunner feats

Gain a +1 defense bonus for each beat spent moving during your last turn.

Tumble

Whenever you fall you may ignore the first 2d6 damage worth of damage (if you would roll 3d6, roll 1d6 instead) If this is reduced to zero, you automatically succeed at agility checks for your landing.

Gain a +5 bonus to stealth checks needed to mitigate the noise of landings.

This ability also applies when jumping from cars, or other fast moving objects.

Death from Above

Requires: Tumble, plus 1 other feat

You have of a devastating "Drop attack".

Whenever jumping down on enemies from above you may transfer up to 4d6 fall damage to your target.

If they are aware of you, they may make a DC 15 Reflex save to dodge out of the way. If you hit them, they are then prone, staggered and grappled, and you may make a free attack roll when you hit them.

If you dealt more than 20 fall damage then they also have a broken bone.

Athlete

Each level you gain one "athletics" skill rank. It can only be spent on physical skills, but can overlap normal skill ranks, allowing you to double rank a skill (but not triple rank).

Flow

Whenever rolling multiple physical checks one after the other as part of a climb, chase or other 'run', each consecutive success grants +2 on the next skill check (hence, if you pass three in a row, the fourth is made at a +6 bonus).

This bonus reduces back to zero whenever you fail a skill check and stumble.

Gain a similar +1 bonus when rolling continuous physical checks for non-parkour related activities.

Rise

If knocked prone, you can return to your feet at the beginning of your turn without spending actions or prompting AoO.

Fleet Movement

Requires: three freerunner feats

In combat, halve the amount of time it would take you to get anywhere (If the GM says it would take someone four beats to get somewhere, you can get there in two).

Out of combat, gain a +4 bonus on all skill checks required to get somewhere quickly (this includes agility and endurance checks, and anything else you might need).

Double this bonus if you are racing against a known deadline (doomsday device, critical council vote, etc). This doubling applies as long as there IS an imminent deadline, even if you don't know its precise timing.

Tricking

Each level, check off one of the skills listed below. You gain +3 on skill checks for:

- ☐ Long distance running (endurance)
- ☐ Sprinting through crowds (squirm)
- ☐ Long jump/jumping over chasms (agility)
- ☐ Climbing buildings and urban structures (various)
- ☐ Climbing rock formations (various)
- ☐ Climbing trees (various)
- ☐ Assisting allies with climbing (strength)
- ☐ Keeping track of people in crowds (perception)
- ☐ Scouting a route (perception)
- ☐ Balance, and traversing uneven terrain (agility)
- ☐ Looking cool while running (entertain)
- ☐ Jumping up to catch at ledges or land on platforms (agility)
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Need for Speed

Requires: three Freerunner feats

Never suffer a penalty on any skill check due to time pressure. You can pick a lock, explain a situation or spot an escape route at inhuman speed.

If you would spend two beats rolling a skill check in combat (picking locks, etc), you may instead accomplish the same activity in only one beat. **Any** action which would normally demand three beats in combat now demands only two.