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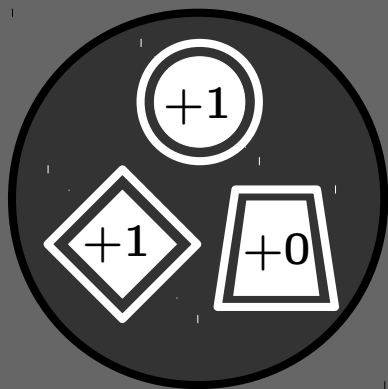
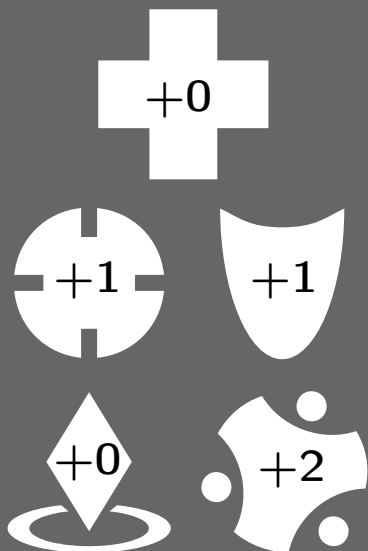
Life should be fun. Life should involve friends. Preferably life should involve friends who are fun, and if they can come with you on adventures even better. Upon selecting this class nominate a partner - they must also select the class. As long as you and your partner stick together you gain a variety of tricks and bonuses.

Strategy:

Duo can be played either as a skill class or a combat class- but is ideally a mix of the two; each partner choosing one utility class and one combat class (usually melee), with Duo bridging in between. In combat you’ll want to pair a deadly attacker with a hardy defender. Outside combat Duo can combine with any skill class; but is best with more social characters.

Starting Bonuses:

- ☐ +2 entertain, agility, squirm
- ☐ Gain a +2 bonus in a skill your partner has a class bonus in.
- ☐ Gain a +2 bonus in a skill your partner DOESN’T have a bonus in.
- ☐ **Collaboration:** Any feat you have that explicitly keys off of inter class synergies (for example, the calibrist’s ‘personal touch’, or pilots ‘signature stunt’) can make use of your partners talents and classes.
- ☐ **Dependence:** To unlock Duo feats, you and your partner must both select the feat at the same time. To use Duo feats you must both be conscious and free to move.



Character details:

Answer one (or more) of the following backstory details. Discuss with your partner, but feel free to have conflicting accounts of what happened.

Why do you and your partner stick together? _____

Describe the stupidest mess your partner managed to land themselves in, and how you rescued them with flare and cunning. Have there been any longterm consequences of this mess?

What is the greatest philosophical or personality difference between you and your partner? This may be a cause of tension or merely amusement. _____

Do you and your Partner have any rivals? Who? How did they become your rivals? _____

Coordinated Assault

Whenever you must roll initiative, take the best of your partner's roll and your own initiative (after all bonuses have been applied).

You and your partner take a shared turn. For example, you could move, then your partner could attack, then you could attack, and then your partner could move.

One-Two Punch

Requires: Coordinated assault

Whenever your partner damages an enemy, that enemy loses all defense bonuses vs you until end of turn.

Pincer Movement

Requires: Coordinated assault

Whenever you and your partner are on opposite sides of an enemy you each gain a +2 attack bonus in addition to any other bonuses that may be produced by flanking.

Synchronicity

Requires: 5 Duo feats

Whenever you and your partner roll the same number at the same time for a d20 roll, synchronicity occurs (this applies to the number shown on the dice itself, prior to bonuses and penalties). For attack and defence roles, your rolls are now considered critical. Attacks must still hit in order to deal critical damage, defences must still dodge in order to allow counter attacks.

For skill checks, reflex saves and initiative rolls, whenever synchronicity occurs, replace all dice rolls involved with the number '20'.

Friendly Competition

Nothing helps with training like a little bit of friendly competition. Each level you and your partner each receive one team skill rank. This team skill rank ignores the usual "one skill point per level" restriction, but you must both agree onto which skill the rank is placed, and must both spend a regular skill rank on that skill this level. You may not triple rank a skill this way.

Performance Pair

Requires: Friendly Competition

Whenever you and your partner would cooperate in a social activity (For example playing good-cop bad-cop, or pretending to turn on one another at a suitably distracting juncture) you each gain a +3 bonus on all relevant social skill checks.

For activities involving mixed skills (partly social, partly some other type) this ability will grant bonuses to only the social skills.

Athletic Team

Requires: Friendly Competition

Whenever you and your partner would cooperate in a physical activity (for example if one of you vaults the other over a wall) you each gain a +3 bonus on all relevant physical skill checks.

For activities involving mixed skills (partly physical, partly something else) this ability will grant bonuses to only the physical skills.

Common Property

In combat, if you both spend a beat, then either one of you can access any number of items from the others inventory (as opposed to the multiple beats that may be required to search through backpacks). Doing so never prompts AoO.

Back to Back

Whenever you and your partner are back to back in combat (that is, right next to each other) you both gain a +2 defense bonus. While back to back you are unable to be flanked, nor sneak attacked. Even in close quarters it is assumed that you can move past one another freely and if your GM ever decides to invoke grid based combat, you may occupy the same square.

Mutual Cover

Requires: Back to back

As long as you and your partner are back to back, either of you may redirect any attacks meant for your partner to yourself.

Tandem Footwork

Requires: Coordinated assault, Back to Back

You and your partner may move, while maintaining all Back-to-Back bonuses. While doing so neither you nor your partner prompts any attacks of opportunity.

Shared Skills

Requires: Friendly competition, three other feats

Upon selecting this feat, you gain access to a single unlocked feat from one of your partner's character sheets. Note that you must meet all requirements for the feat (hence it will probably be low level), and your GM is free to rule that the feat does not make sense rules or story wise (a robot gaining access to biotech, for example).