

The Idol

Your hero is the idol: the party member who dresses to impress and wants everyone to know it.

As the idol, you gain the following title:

The Idol

Effects: You cannot be made frightened. Any time you would be made frightened, you shriek instead, dealing 4 sonic damage to all creatures within 2.

Say the Line!

During the adventure, when you or another hero makes a power roll, you can say one of your lines to grant all of the following effects:

- You take 1d10 damage that can't be reduced in any way.
- You add +2 to the roll.
- If you're in combat, the next time you use an ability that has a potency, you can increase the potency by 1 for one target.

Lines

- *"The only thing killer around here is my look."*
- *"If the monster kills me, at least I'll be trending."*
- *"Stars don't run from the dark — they shine brighter!"*
- *"Monsters? Ugh. They always go for the popular ones."*
- *"You think I'm scared? Honey, I'm flawless."*
- *"Spirits can't hurt me. I don't believe in bad vibes."*

These are not your only lines, just examples! Feel free to get creative!

Death of the Idol

If your hero dies during the adventure, your spirit lingers, following the party around. You cannot interact with them in any way except:

- The memory of your voice echoes in your allies' minds. You can say your lines only in response to other hero's lines.
- You gain the following ability:

Echo of a Backhanded Compliment

The spirit of a friend chides an enemy while they're already struggling.

| Magic, Ranged | Free Triggered |
|--|----------------|
| ▴ Anywhere in the encounter | ◎ One enemy |
| Trigger: The target suffers an effect from a potency | |
| Effect: The spirit of the idol kicks the target while it's down. If the target is already weakened, they take 4 psychic damage which cannot be reduced in any way. If the target has R<1 , they are weakened (EoT). | |

Too Pretty to Die

If your hero survives the adventure and continues on in other adventures, their title "The Idol" changes to the following title:

The Idol Who Lived

Effects: You cannot be made frightened. Any time you would be made frightened, you can choose to shriek as a free triggered action, dealing sonic damage equal to twice your highest characteristic score to all enemies within 2.