

The Nerd

Your hero is the nerd: the book-smart party member who has a logical explanation for everything, especially when faced with the inexplicable.

As the nerd, you gain the following title:

The Nerd

Effects: Your calculations allow you to completely ignore cover and concealment, and your line of effect cannot be broken by darkness. When you are knocked prone, you are also dazed while prone.

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 the Aid Attack maneuver, the creature you choose is also **R<2** weakened (save ends).

Lines

- “Fear is irrational.”
- “If it were truly cursed, someone would’ve studied it by now.”
- “Superstitions like this persist because of ignorance.”
- “Evil’s just a metaphor. For poverty. Or weather.”
- “You’re mistaking echoes for voices. Classic acoustics.”
- “Darkness is just absence of light; not a presence of anything else.”

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

Death of the Nerd

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:

Ackchyually...	
The spirit of a friend points out an error in the enemy’s plans and how to exploit it.	
Magic, Ranged	Free Triggered
▴ Anywhere in the encounter	◎ One enemy
Trigger: The target moves.	
Effect: You use the Aid Attack maneuver on the target as a free triggered action and one ally of your choice can make a free strike against the target as a free triggered action.	

32.33% Chance of Survival

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

The Nerd Who Lived

Effects: Your calculations allow you to completely ignore cover and concealment, and your line of effect cannot be broken by darkness.