

# The Professional

Your hero is the professional: the grizzled party member who's seen this all before. From your past experiences, you know what to expect, and you're all the more surprised when things don't go according to plan.

As the professional, you gain the following title:

## ***The Professional***

**Effects:** You treat your characteristic scores as 1 higher than usual for the purpose of resisting potencies related to abilities that would make you frightened. If you are frightened, it is (save ends), and you gain 1 surge.

## 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 or an ally makes a free strike, the strike deals a bonus +3 rolled damage.

## ***Lines***

- *"The first scream's never the last."*
- *"We're already inside the story and I've read this one before. The ending's just waiting."*
- *"You don't fight monsters. You survive them."*
- *"I've seen courage get men killed quicker than fear ever did."*
- *"Every light draws something hungry."*
- *"Places remember what was done in them. And they don't forgive."*

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

# Death of the Professional

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:

## ***Keep Moving, Amateur!***

*The spirit of a friend positions you in a practiced stance, readying you for whatever comes next.*

**Magic, Melee**

**Free Triggered**

► Anywhere in the encounter

◎ One ally

**Trigger:** An ability deals damage to the target.

**Effect:** The target can shift 1 square after the effects of the ability have resolved. If the target ends their movement adjacent to the creature who used the ability, they can make a melee free strike against the creature.

## Failure Was Never an Option

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

## ***The Professional Who Lived***

**Effects:** You treat your characteristic scores as 1 higher than usual for the purpose of resisting potencies related to abilities that would make you frightened. If you are frightened, you gain 1 surge.