

The Fool

Your hero is the fool: the happy-go-lucky, snack-hungry party member who's only looking for a good time and assumes the best in everyone and everything.

As the fool, you gain the following title:

The Fool

Effects: When you are affected by a condition, you fall prone. When you end your turn prone, you can end one effect on you that is ended by a saving throw.

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 take damage, you can choose to fall prone and half the damage.

Lines

- *"If we die, I call dibs on haunting the tavern."*
- *"Hey, maybe the ghost just wants to hang out."*
- *"I once ate a mushroom that made the trees sing. This feels similar."*
- *"You're all stressing, but like... what if it's good magic?"*
- *"I saw a ghost once. Turned out to be my reflection. Still spooky."*
- *"Can't run from evil on an empty gut, man."*
- *"I knew I should've joined the baker's guild."*

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

Death of the Fool

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:

Comfortably Numb

The spirit of a friend relaxes your mind and prepares it to rebuke malicious feelings.

Magic, Melee

Free Triggered

▴ Anywhere in the encounter

◎ One ally

Trigger: The target takes psychic damage from a creature's ability.

Effect: The damage is halved, but the target is frightened (EoT) of the creature who used the ability.

Oh Well, Whatever, Nevermind

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

The Fool Who Lived

Effects: When you end your turn prone, you can end one effect on you that is ended by a saving throw.