




LEECH GLEEMAN




Career Skills: **Adventuring, Deception, Discipline, Instinct, Occult, Perception, Survival, Vigilance | Charm, Lore, Streetwise, Verse**

TORMENT 


Add  to all Social and Combat checks against prone, disoriented, and staggered targets.

COST 5

ENCOURAGING SONG 


While equipped with an instrument, as an action, make an Average Verse check. For each  the check generates, 1 ally within medium range adds  to their next skill check. For each , 1 affected ally heals 1 strain.

COST 5

GRIT 


Gain +1 strain threshold.

COST 5

DISARMING SMILE 


Take the Disarming Smile action: succeed at an opposed Charm check against a target within short range to lower all their defenses by ranks in Disarming Smile until the end of the encounter.




COST 5

GOES TO ELEVEN 


Increase the range of any talents that require an instrument by 1 range band per rank of Goes To Eleven.

COST 10

DISTRACTION 


Make an Average Charm check. For each  the check generates, 1 enemy of your choice within short range becomes disoriented. Spend  to inflict 1 strain on an affected enemy and spend a  to stagger a minion or rival within short range.



COST 10

GRIT 


Gain +1 strain threshold.

COST 10

ANTHEM 


Once per encounter, use an instrument to play an inspiring anthem. Allies within short range who can hear the anthem add   to all checks they make. Moving or being disrupted ends this effect.



COST 10

DISARMING SMILE 


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
COST 15

DISSONANCE 


While wielding an instrument, may make an Average Verse check. For each  and  the check generates, 1 enemy of your choice within medium range suffers 1 wound.

COST 15

POWER CHORD 

While wielding an instrument, may make an Average Verse check. For each  the check generates, all allies within short range heal 1 wound.

COST 15

GOES TO ELEVEN 

Increase the range of any talents that require an instrument by 1 range band per rank of Goes To Eleven.

COST 15

BRILLIANT RIFF 


Once per session, may spend 1 Destiny Point to perform a Verse action as a maneuver.


COST 20

LAUGH IT OFF 


When targeted by a social check that inflicts strain, may spend    or a  to reduce any strain the check inflicts by a number equal to ranks in Charm. If you do, the character that rolled the check suffers an equivalent amount of strain.


COST 20

ANTHEM (IMPR.) 

While playing your anthem, enemies within range of its effect who can hear it add  to their checks.

COST 20

THE CROWD GOES WILD 


While in a crowd or populated area, make an Average Verse check. If successful, enemies treat the area as difficult terrain for the remainder of the encounter. A  may be spent to make the terrain impassible instead.


COST 20

NATURAL STORYTELLER 


Once per session, may reroll any 1 Verse check.

COST 25

RUINOUS REPARTEE 


Once per encounter, may take the Ruinous Repartee action: make an opposed Verse check against a target within medium range. If successful, the target suffers strain equal to twice your Presence, plus 1 additional strain per . You heal strain equal to the strain inflicted.

COST 25

BIGGEST FAN 

Once per session, may take the Biggest Fan action: make a Hard Charm check to turn one NPC into your biggest fan.

COST 25

DEDICATION 

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25