














## HOBBIT “ADVENTURER”

Affiliations	SOLO  BUDDY  TEAM 		
Distinctions	LITTLE PERSON  or  CHEERFUL +1 PP A REAL EYE-OPENER!		
Power Sets	<div> <b>HALFLING</b> </div> <div>           THROWN WEAPON            INVISIBILITY  </div> <div>           COMMON SENSE            RESISTANT TO MAGIC  </div> <div> <p>SFX <i>Indomitable spirit</i>: Before taking an action, you may move one of your stress dice to the doom pool and step up one die in your pool.</p> <p>SFX <i>Sure at the mark</i>: Step up or double a THROWN WEAPON die against a single target. Remove the highest rolling die and add 3 dice for your total.</p> <p>SFX <i>Riddle game</i>: Add a D6 and step up your effect die when using a CUNNING or PERFORMANCE-related stunt to inflict Mental stress.</p> <p>SFX <i>Welcome with fitting words</i>: If you activate an opportunity to create a SOCIAL resource, step up that resource.</p> <p>SFX <i>More than meets the eye</i>: Spend 1 PP to add COMMON SENSE (or step it up if already in your pool) and reroll all dice when rolling a reaction.</p> <p>SFX <i>Full of surprises</i>: On a successful reaction against a Physical attack action, inflict Mental stress with your effect die at no PP cost or spend a PP to step it up.</p> <p>SFX <i>Kill all but NOT the Halflings</i>: If you take Physical stress, spend 1 PP to change it into a DRAGGED AWAY, CAPTURED or similar complication instead.</p> <p>SFX <i>Second breakfast</i>: When recovering stress during a Transition Scene, add a D6 to your pool and step up your effect die.</p> <p>SFX <i>Hour of the Shire-folk</i>: When one of your opportunities is activated to add a D6 to the Doom Pool, step it down to D4 instead. Spend 1 PP to do the same to a D6 already in the Doom Pool.</p> <p>Limit <i>Fool of a ...</i>: If you use a Scene Distinction at D4, or once during a Transition Scene, grow the Doom Pool to gain 1 PP.</p> <p>Limit <i>Just a piece of luggage</i>: Step up Mental or Emotional stress resulting from travel or strange events to gain 1 PP.</p> </div> <div> <b>MATHOMS</b> </div> <div>           MIMICRY  </div> <div> <p>SFX <i>Brought all your mementoes away with you</i>: A MIMICRY-related asset lasts until the next Transition Scene</p> <p>Limit <i>You'll want it, if you haven't got it</i>: MIMICRY may only be used to create assets. Eliminate a MATHOM-related asset to gain 1 PP.</p> </div>		
Specialties	CUNNING EXPERT  SOCIAL EXPERT 		
	PERFORMANCE EXPERT  [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]		

## Milestones

### HOBBIT-LORE

- 1 XP when you share an interesting detail about Hobbits with a stranger
- 3 XP when you succeed at an action with the help of a *mathom*
- 10 XP when you persuade another of the worth and importance of Hobbits, or come to terms with your own place in the Shire and the wider world

### THE ROAD GOES EVER ON

- 1 XP when you remark to a companion about how far you have travelled from the Shire
- 3 XP when you take stress from a strange event, or use a Scene Distinction to create an asset
- 10 XP when you either return home to the Shire and settle down, or when you realise that your journeys will never end and forsake the Shire forever