

Harlequin

Harlequins have been around in one capacity or another since there have been rulers with courts that needed entertaining. They've long been known for their skill both as comedians and showman, as well as for acrobatic feats and trickery. The best of the jesters are masters of all manner of pageantry, including the less well known aspects of the craft: slight of hand, pickpocketing, even hypnosis. A master harlequin can perform spectacles that would put the finest magicians to shame. It's no surprise then to find them occasionally striking out on their own, adventuring, normally in the company of a few companions, searching for thrills and riches all over the world.

Backgrounds: Town fool, entertainer to nobles, tone deaf bard, neglected child of a large family, con artist, reformed thief, circus star, carnival barker, gypsy.

Icons: Mentally stable and mostly good-natured harlequins are likely to have ties to the Emperor, the Dwarf King, the Priestess, and maybe the Elf Queen. Even rulers enjoy a good show on occasion. Harlequins that are a more mean-spirited and less cogent lean more towards the Diabolist and the Prince of Shadows.

Overview

Play Style: Harlequins play like a cross between a rogue and a bard. They're not as straightforward as a fighter or a ranger, perhaps, but they also don't have to memorize a ton of spells or songs like a caster or a bard. More than anything though, they provide a multitude of opportunities to advance the story in unique and entertaining ways; and that can be fun for both the player and the GM.

Ability Scores: You want a high charisma modifier, since a lot of you're more unique abilities rely on it, and also because it helps a good bit with out of battle social encounters, at which a harlequin excels. Next in line should be either intelligence or dexterity, depending on whether your character is more of a trickster or an acrobat.

Harlequins gain a +2 bonus to Charisma or Dexterity, as long as it isn't the same ability you increase with your racial bonus.

Races: Gnomes, halflings and tanuki make some of the best jesters because of their general good humor and resilient (or in some cases, nonexistent) pride. They have no problem in a supporting roll, because after all, even if you can't be the rock star, that doesn't mean you can't be part of the band.



Gear

Armor

Harlequins generally favor light armor, if they wear any at all. It's much more important to their way of doing things that they be flexible and quick on their feet than that they can bear the strike of a broadsword to their chest. After all, who needs to withstand such an attack when it's so much easier to avoid it?

Harlequin Armor and AC

Type	Base AC	Attack Penalty
None	11	-
Light	12	-
Heavy	13	-2
Shield	+1	-1

Weapons

Because of the versatility of a typical harlequin's skill set, they are adept at using many types of light weaponry. Daggers, short swords, rapiers, even batons or rods may find a welcome spot in a harlequin's armory.

As for attacking at range, they're more likely to use throwing daggers or perhaps a sling over something larger or harder to conceal, such as crossbows or javelins.

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength OR Dexterity damage

Miss: Damage equal to your level

Harlequin Melee Weapons

One-Handed

Two-Handed

Small

1d4 dagger

1d6 club

Light or Simple

1d6 shortsword

1d8 spear

Heavy or Martial

1d8 Rapier, cutlass

1d10 (-2 atk) greatsword

Harlequin Ranged Weapons

Thrown

Crossbow

Bow

Small

1d4 dagger

1d4 hand crossbow

-

Light or Simple

1d6 javelin

1d6 light crossbow

1d6 Shortbow

Heavy or Martial

-

1d8 (-1 atk) heavy crossbow

1d8 (-2 atk) Longbow

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Harlequin Level Progression

Note: Although not listed on the table, this class gets talents. It does not gain more at higher levels.

HARLEQUIN LEVEL	TOTAL HIT POINTS	TOTAL FEATS	TRICKS	LEVEL-UP ABILITY BONUSES	DAMAGE BONUS FROM ABILITY SCORE
Level 1	(7 + CON mod) x 3	1 adventurer	3		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	4		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	5		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	5	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	6		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	6		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	7	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	7		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	8		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	9	+1 to 3 abilities	3 x ability modifier

Harlequin Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	14 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Class Features

All harlequins are gifted acrobats and entertainers, both traits that they bring to bear in and out of battle to great effect.

Roll With It

When half of your role entertaining royalty and nobility involves climbing, swinging, falling down and acting accident prone for the amusement of others, you tend to get pretty good at avoiding as much injury as possible while still making it look real. When an event or attack would normally change your position (knocked back, knocked prone, popped free, etc.), you can ignore half of the damage a number of times a day equal to your Dexterity modifier. The change of position still applies.

Adventurer Feat: If the change in position would knock you prone, you are instead knocked back and remain on your feet.

Champion Feat: Ignore all of the damage.

Epic Feat: Use the momentum to take a free move action anywhere that would be valid for a normal move on your turn.

Class Talents

Choose three of the following talents.

It's All an Act

You may seem to be a harmless fool that blurts out anything without thinking, but in reality it's a clever ploy, perfect camouflage for the stunningly sharp mind spinning beneath the surface. For all harlequin abilities, you can choose to use your Intelligence OR your Charisma.

Talented Acrobat

Of the many skills you use to dazzle your audience, your skill as an acrobat and tumbler are the most developed and refined you possess. Need to enter a building through the third story window from the ground? No problem. Need to make a hasty exit through that same window? Piece of cake. Terrified of heights? Maybe you shouldn't take this talent. Gain 5 points in the Acrobat background in addition to the rest of your background points.

Supremely Distracting

Your job is to be loud, flamboyant, and all around distracting in every way. In a town square or a noble's court, the purpose is to make your audience laugh and forget about the troubles of life for a while. In combat, the purpose is to get the enemy to watch you while your buddies put a sword in the back of him. During battle, as long as you're engaged with an enemy, all your allies receive a +1 bonus to attack rolls against it

Adventurer Feat: While you're around, anyone else making a thievery check gains a +1 to the check. This bonus can be applied to the save roll for the rogue's ability *Thief's Strike*.

Champion Feat: The enemy (or enemies) also take -1 penalty to all defenses.

Epic Feat: Once per battle, you can create a distraction at a distance from you, allowing you to benefit from this talent as well.

Appearances can be Deceiving

As an entertainer, you've become quite the expert at disguises, both hasty and planned. In the blink of an eye you can change your speech, posture and mannerisms can shift to mimic anyone from a noble to a beggar, and everyone in between. The applications of this skill outside of combat are obvious. In battle, it has its own unique uses: whenever there is a leader class enemy, you can mimic his behavior and commands. This has one of two effects: either you can apply the same bonuses he brings to the fight to your own team, or confuse the enemy enough to negate them altogether. Decide at the beginning of the fight what it's going to be *after* the GM tells you what the leader can do.

Champion Feat: After winning a battle involving a leader, you may use one of its leader abilities one time in the next battle, pending your GM's approval.

Epic Feat: Permanently learn the leader ability of a leader you've fought and add it to your list of tricks. You may switch it out upon learning another, but it is then gone for good (unless you fight that leader again.) The ability is in addition to your standard tricks; it does not fill a trick slot.

Touch of Insanity

A hero's resiliency, both mental and physical, typically come from an abundance of resolve. It's what allows them to push themselves so far beyond the limits of a normal person. In your case though, it's less about resolve, and more about a touch of purely irrational, masochistic insanity. Pain inspires you, drives you to greater heights. Once a day when staggered, you can immediately use a recovery and attack the enemy that staggered you with a basic melee attack as a free action if they're in range.

Adventurer Feat: Gain a +2 bonus to the attack roll, and add 2d6 to the damage roll if the attack hits.

Champion Feat: You can use the barbarian rage class feature after being staggered and activating this ability. It cannot be recharged, nor activated for free based on the escalation die, and you must use your Strength modifier + level instead of the modifier specified by the tricks or attacks you use while raging.

Epic Feat: Alright, you don't have to use your Strength modifier for tricks and attacks anymore; use the modifiers specified by the tricks as normal.

Practical Joker

It should really go without saying that harlequins enjoy pulling pranks on... well, anyone, as long as it's amusing. But you've taken it much further; it's almost an art form for you. Always interested in refining your art, you've even developed a couple tricks so devastating, you'd never use them on someone you consider a friend. An enemy though? They have it coming. Once a day when you disengage from an enemy, you can tag him with the magical equivalent of a "kick me" sign. All allies within range immediately make an opportunity attack against it in initiative order. The first one is a normal attack, the second one gets a +1 bonus to the attack roll, the third gets a +2, and so on, for as many creatures are attacking it.

Adventurer Feat: All creatures within range now make an attack on the target. *Note:* Mooks will not attack other mooks within their group. As always, they're treated as a single enemy.

Champion Feat: This ability is now recharge 16+.

Epic Feat: This ability is now recharge 11+.

Fool's Luck

Maybe you're possessed of an extraordinarily keen mind and merely excel at playing the fool others underestimate, or maybe you are that foolish and actually just lucky enough to have survived so long. Whichever it is, it sure seems to everyone else as if the universe is overly invested in your continued existence. The first time each day that an enemy crits on you, you

treat it as a normal hit rather than doubling the damage. For every subsequent crit on you that day, roll a hard save (16+), with success achieving the same effect. This talent can NOT be used in conjunction with Karmic Trickster; you may take both talents, but only one applies at a time.

Champion Feat: Add the escalation die to your rolls for each crit after the first. A total of 20+ reduces the damage further, to only half.

Epic Feat: The save becomes 11+.

Karmic Trickster

Sometimes, bad guys get away with doing bad things. But other times, you have the chance to turn things around and let the universe deal the damage back to the one attempting to inflict it. Once a day when an enemy crits on you, roll a save. If it's 11+, half the damage goes to you, and half back to the attacker. This talent can NOT be used in conjunction with Fool's Luck; you may take both talents, but only one applies at a time.

Adventurer Feat: On a 16+, you take no damage, and it's all reflected back at the enemy.

Champion Feat: This ability is now recharge 16+.

Epic Feat: This ability is now recharge 11+

Fool's Prerogative

Very often, the words a harlequin spouts are influenced by higher beings of which he may not even be aware. If it weren't for their tendency towards the eccentric and absurd, they might even be taken for prophets. Even when that's not the case, the fact that they exist outside the social structure gives them insight others lack.

Gain a permanent +2 bonus to your Intelligence score OR a positive relationship with the Priestess, in addition to the three relationship points you already have. You still can't exceed the three point limit per Icon, though. Also, it's much more common for the GM to clue you in to what might happen, or to maybe what NPCs are thinking. It wouldn't hurt to remind him of that occasionally, though.

Adventurer Feat: During social encounters, you may also cancel out one allies failed Charisma check, and reroll your own in place of it, even if you've already made a check during the same encounter.

Champion Feat: Take the other boon from this talent as well: gain a +2 bonus to your Intelligence score OR a positive relationship point with the Priestess, as long as it's not the same bonus you chose when taking the talent.

Epic Feat: Gain a permanent +2 bonus to your Charisma score.

1st Level Tricks

Rope-a-Dope

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and the next person to attack the target gets a +1 bonus to the attack roll.

Miss: Damage equal to your level.

Champion Feat: If you drop the target with *rope-a-dope* and you are engaged with another enemy, make another attack against it. On a hit, it takes half damage. No damage on a miss.

Acrobatic Strike

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and you can pop free from the target.

Miss: Damage equal to your level.

Adventurer Feat: Miss damage is equal to your level + your Dexterity modifier.

Champion Feat: If you're engaged with more than one enemy, gain a +5 bonus to disengage checks from them while popping free.

Juggling Knives

Ranged attack

At-Will

Target: One enemy

Effect: Make up to 3 attack rolls, Dexterity vs. AC against the target. When one hits, stop.

Hit: 1d4 per level + Dexterity damage.

Miss: No damage.

Adventurer Feat: If the first attack roll misses, gain a +1 bonus to the second attack roll. If the second roll misses, gain a +2 bonus to the third attack roll.

Champion Feat: The damage dice become d6s.

Epic Feat: You can now juggle 5 knives, allowing you to make up to 5 attack rolls. The bonus to the attack roll after missing does *not* increase beyond 2 after the second miss.

Breathe Fire

Melee attack

Recharge 16+ after battle

Target: One enemy

Attack: Intelligence + Level vs. AC

Hit: 1d10 per character level + Intelligence fire damage, and if the natural attack roll is odd, the target also takes 1d4 (1d10 at champion tier, 2d10 at epic,) ongoing fire damage.

Miss: 1d6 fire damage.

Champion Feat: Target takes the ongoing fire damage regardless of the natural attack roll.

Epic Feat: Attack can be made at range, targeting up to 3 enemies in a group.

The Switcheroo

Melee attack

Recharge 16+ after battle

Target: One enemy and one nearby willing ally

Attack: Charisma + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Switch places with the willing ally. They can make a melee basic attack with a +2 bonus to the attack roll.

Adventurer Feat: If the ally also misses the attack, they can return to their original position without provoking opportunity attacks.

Champion Feat: Apply damage equal to your level to the target if you miss before your ally moves in to attack.

Epic Feat: Once a day, you can use this ability even after a successful hit.

Paper Cranes

Melee attack

Once per battle

Target: One enemy

Attack: Intelligence + Level vs. AC

Hit: 1d8 per character level damage, and the target is dazed, save ends.

Miss: The target is dazed until the end of your next turn.

Champion Feat: Your paper cranes are now made from flash paper. Add 1d4 fire damage per level.

Epic Feat: On a hit, target is dazed and confused (for so long it's not true.) One hard save (16+) to end both effects.

Inspiring Joke

Flexible melee attack

Triggering roll: Any miss with a natural roll of 4 or less.

Effect: Target is now vulnerable until the end of your next turn. *Note:* Only one target can be affected by this trick at a time.

Champion Feat: The target is vulnerable, save ends.

Epic Feat: Even the target's allies are laughing at his expense. Everyone in battle will treat the target as an enemy until the end of your next turn.

3rd Level Tricks

Caltrops

Flexible melee attack

Once per battle

Triggering roll: Any natural odd miss.

Effect: The first time the target moves after triggering this effect, they automatically take 3d6 damage (6d6 at champion tier, 6d10 at epic.). *Note:* Taking flight, burrowing or teleporting does not trigger this effect.

Adventurer Feat: You may use this trick twice per battle.

Champion Feat: The attempted movement is canceled in addition to the damage.

Epic Feat: Any type of movement triggers this effect. They're *enchanted* caltrops.

Flash Paper

Melee attack

At-Will

Target: One enemy

Attack: Charisma + Level vs. AC

Hit: WEAPON + Charisma damage. *Natural 16+:* add 2d6 ongoing fire damage, save ends.

Miss: Damage equal to your level.

Adventurer Feat: All damage from this attack, even miss damage, is now fire damage.

Champion Feat: On a miss, add 1d8 fire damage in addition to normal miss damage.

Epic Feat: Ongoing damage is now equal to 1d6 per character level.

The Joker's Mallet

Melee attack

Recharge 11+ after battle

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: 1d12 per character level + Dexterity damage.

Miss: Half damage.

Champion Feat: Target up to 2 enemies in a group.

Epic Feat: Target is also stunned until the end of your next turn.

Living Rope

Melee attack

Recharge 16+ after battle

Target: One enemy

Attack: Intelligence + Level vs. AC

Hit: Target is helpless, save ends.

Miss: Target is stuck until the end of your next turn.

Champion Feat: The rope tightens each time the target fails a save against them, causing 1d8 damage.

Epic Feat: The tightening ropes damage is now 1d6 per character level.

Hidden Sword

Flexible melee attack

Recharge 16+ after battle

Triggering roll: Any natural even miss.

Effect: Make a second attack against the same target, Dexterity + Level vs. AC.

Hit: 1d6 per character level damage.

Miss: No damage.

Adventurer Feat: You can now use this ability twice a day, but there is no recharge option.

Champion Feat: Damage dice increase to d8s.

Epic Feat: Deal half damage on a miss.

Tales of Inspiration

Flexible melee attack

Daily

Triggering roll: Natural even roll

Effect: All allies double the value of the escalation die until the end of your next turn.

Adventurer Feat: Effect lasts for two turns.

Champion Feat: You may use this trick twice a day.

Epic Feat: Effect lasts until the end of battle.

5th Level Tricks

Spit Razors

Melee attack

At-Will

Target: One enemy

Attack: Charisma + Level vs. AC

Hit: 8d6 (6d12 at epic tier) + Charisma damage.

Miss: Level + Charisma damage.

Champion Feat: A hit also inflicts *pain* (-2 to defenses, -1 to attacks) until the end of your next turn.

Epic Feat: Add 2d12 poison damage to hits, save ends. And brush your teeth once in a while.

Noxious Smoke Bomb

Melee attack

Recharge 11+ after battle

Target: 1d4 enemies in a group

Attack: Intelligence + Level vs. AC

Hit: 5d8 poison damage, 10 ongoing poison damage.

Miss: 6 ongoing poison damage.

Champion Feat: This ability can now target up to 4 enemies in a group without needing to roll for it.

Epic Feat: Damage is now 7d8. Ongoing poison damage for a hit is now half the damage roll, minimum 15.

Dance of Confusion

Flexible melee attack

Recharge 16+ after battle

Triggering roll: Any natural even miss

Effect: Target is confused until the end of your next turn.

Champion Feat: Target is confused, save ends.

Tales of Harrowing Strength

Flexible melee attack

Recharge 16+ after battle

Trigger: You or an ally crit on an attack

Effect: You and all allies present and conscious regain the use of one expended daily ability.

Champion Feat: Recharge check is now 11+

Epic Feat: Allies may also use a recovery.

7th Level Tricks

Juggling Sickles

Ranged attack

At-Will

Target: One enemy

Effect: Make up to 3 attack rolls, Dexterity vs. AC against the target. When one hits, stop.

Hit: 1d6 per level + Dexterity damage.

Miss: No damage.

Champion Feat: If the first attack roll misses, gain a +1 bonus to the second attack roll. If the second roll misses, gain a +2 bonus to the third attack roll.

Epic Feat: The damage dice become d8s.

Linking Rings

Melee attack

Recharge 16+ after battle

Target: Up to 3 nearby enemies in a group

Attack: Intelligence + Level vs. AC

Hit: Target is helpless, save ends. For every save affected targets miss they take 4d8 damage.

Miss: Target is stuck until the end of your next turn.

Champion Feat: If the damage taken from failing a save drops any of the targets to 0 hp, all others still affected automatically fail their saves for that round.

Epic Feat: This trick no longer requires a recharge roll; it may be used 3 times a day, but no more than once an encounter.

Scaramouche's Fandango

Ranged attack

Daily

Target: 1d4 enemies in a group

Attack: Charisma + Level vs. MD

Hit: 1d6 per character level lightning damage + 2d12 thunder damage.

Miss: 2d6 lightning damage + 1d6 thunder damage.

Epic Feat: Also causes fear to all enemies targeted, save ends.

Tales of Salvation

Flexible melee attack

Recharge 11+ after battle

Trigger: An ally fails a death save

Effect: The ally may make another normal save (11+).

If they succeed, they can use a recovery and immediately return to the fight. If they fail, they are stabilized and no longer need to make death saves. If they roll a natural 1, this trick has no effect and cannot be used again until after the next full rest.

9th Level Tricks

Vanishing Arms

Melee attack

At-Will

Target: One enemy wielding a weapon

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage. *Natural 16+:* You also disarm the enemy, forcing them to make unarmed attacks in place of any attack that requires a weapon (see pg. 168, 13th Age core rulebook.) *Note:* This does not effect mages' and casters' spells.

Epic Feat: You can use this attack on beasts, aberrations, and demons as well; their attacks now only cause half damage.

Juggling Swords

Ranged attack

At-Will

Target: One enemy

Effect: Make up to 3 attack rolls, Dexterity vs. AC against the target. When one hits, stop.

Hit: 1d10 per level + Dexterity damage.

Miss: No damage.

Epic Feat: The damage dice become d12s.

Tales of the Divine

Flexible melee attack

Daily

Trigger: An ally falls unconscious

Effect: All allies, including the unconscious one, may immediately use a recovery OR make a save against an ongoing effect.

Epic Feat: Allies also receive a +2 bonus to AC and MD until the end of your next turn.

