The Bard

Level:

XP: ❑ (Next level at __+current level)

Name: _____

Elf: *Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagolir*
Human: *Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Charlotte, Lily, Ramonde*
Halfling: *Webley, Ellory, Gavis, Theodore, Amaryllis, Filbert, Mayweather, Poppy, Keane*
Dwarf: *Meredda, Kosil, Bolir Rullya, Kurgan, Tobur, Albreathe, Sagnus, Bricla*

Alignment

❑ Good
Perform your art to aid someone else.

❑ Neutral
Avoid a conflict or defuse a tense situation.

❑ Chaotic
Spur others to significant and unplanned decisive action.

❑ _____

_____

Starting Moves

Arcane Art
When you **weave a performance into a spell,** choose an ally and an effect:
- Heal 1d8 damage
- +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA. *****On a 10+, the ally gets the selected effect. *****On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

Bardic Lore
Choose an area of expertise:
- ❑ Spells and Magicks
- ❑ The Dead and Undead
- ❑ Grand Histories of the Known World
- ❑ A Bestiary of Creatures Unusual
- ❑ The Planar Spheres
- ❑ Legends of Heroes Past
- ❑ Gods and Their Servants
- ❑ _____

When you **first encounter an important creature, location, or item (your call) covered by your bardic lore,** you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

Charming and Open
When you **speak frankly with someone,** you can ask their player a question from the list below (the GM is also a player). They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).
- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

A Port in the Storm
When you **return to a civilized settlement you've visited before,** tell the GM when you were last here. They'll tell you how it's changed since then.

Look

EYES: *Knowing, Fiery, Joyous, or* _____
HAIR: *Fancy, Wild, Stylish Cap, or* _____
CLOTHES: *Finery, Travelling, Poor, or* _____
BODY: *Fit, Well-Fed, Thin, or* _____

Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STR ○		**INT** ○	
Strength:	**Weak ❑ -1**	**Intelligence:**	**Stunned ❑ -1**
DEX ○		**WIS** ○	
Dexterity:	**Shaky ❑ -1**	**Wisdom:**	**Confused ❑ -1**
CON ○		**CHA** ○	
Constitution:	**Sick ❑ -1**	**Charisma:**	**Scarred ❑ -1**

HP Max: HP:

Max HP = 6 + Constitution

Damage: D6 + Armor:

Tags:

Race

❑ Elf
When you **enter an important location (your call),** you can ask the GM for one fact from the history of that location.

❑ Human
When you **first enter a civilized settlement,** someone who respects the value of minstrels will take you in as their guest.

❑ Halfling
People find you nonthreatening. When you **use Charming and Open** ask two questions, but only answer one.

❑ Dwarf
In addition to whatever expertise you pick for Bardic Lore, you also know of the Renowned Craftsmen and Their Works.

❑ _____

_____

Bonds

Max Bonds: 6

I won't waste my music on _____'s tone-deaf ears.
_____'s no hero like the song's claim, but I'll help them become one.
_____—the butt of my jokes—is out for my blood; I'll have to make amends while I still can.
I'll convince _____ to let me sing of their sordid past.
_____ lacks social grace, but I'll smooth their rough edges.
I can't let _____ find out I've been blabbing their secrets.

_____

_____

_____

_____

Gear

Coin: ___ Load: ___ / ___

(100 coin = 1 weight) (Your Load is 9+STR)

You start with:

Dungeon Rations (ration, 5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑

Your **personal instrument** (0 weight), choose one:

- ❑ Your father's **mandolin**, repaired
- ❑ A fine **lute**, a gift from a noble
- ❑ The **pipes** with which you courted your first love
- ❑ A stolen **horn**
- ❑ A **fiddle**, never before played
- ❑ A **songbook** in a forgotten tongue
- ❑ _____

Choose your clothing:

- ❑ **Leather Armor** (1 armor, 1 weight)
- ❑ **Ostentatious Clothes** (0 weight)

Choose your armament:

- ❑ **Rapier** (close, precise, 1 weight)
- ❑ **Worn Bow** (near, 2 weight), **Short Sword** (close, 1 weight), & **Bundle of Arrows** (3 ammo, 1 weight), Ammo left: ❑ ❑ ❑

Choose one:

- ❑ **Adventuring gear** (5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑
- ❑ **Bandages** (3 uses, slow, 0 weight) *heals 4 HP*, Uses left: ❑ ❑ ❑
- ❑ **Halfling Pipeleaf** (6 uses, 0 weight) *+1 forward to Parley with when shared,* Uses left: ❑ ❑ ❑ ❑ ❑ ❑
- ❑ **3 Coins**

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Advanced Moves (Level 2+)

❑ Healing Song

When you **heal with Arcane Art,** you heal +1d8 damage.

❑ Vicious Cacophony

When you **grant bonus damage with Arcane Art,** you grant an extra +1d4 damage.

❑ It Goes to Eleven

When you **unleash a crazed performance** (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+CHA. *****On a 10+ the target attacks their nearest ally in range. *****On a 7–9 they attack their nearest ally, but you also draw their attention and ire.

❑ Metal Hurlant

When you **shout with great force or play a shattering note** choose a target and roll+CON. *****On a 10+ the target takes 1d10 damage and is deafened for a few minutes. *****On a 7–9 you still damage your target, but it's out of control: the GM will choose an additional target nearby.

❑ Eldritch Tones

Your arcane art is strong: choose two effects instead of one.

❑ A Little Help From My Friends

When you **successfully Aid someone** you take +1 forward as well.

❑ Duelist's Parry

When you **Hack & Slash,** you take +1 armor forward.

❑ Bamboozle

When you **Parley with someone,** on a 7+ you also take +1 forward with them.

❑ Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

❑ Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move.

Advanced Moves (Level 6+)

❑ Healing Chorus

Replaces: Healing Song

When you **heal with Arcane Art,** you heal +2d8 damage.

❑ Vicious Blast

Replaces: Vicious Cacophony

When you **grant bonus damage with Arcane Art,** you grant an extra +2d4 damage.

❑ Con

Replaces: Bamboozle

When you **Parley with someone,** on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

❑ Reputation

When you **first meet someone who's heard songs about you,** roll+CHA. *On a 10+, tell the GM two things they've heard about you. *On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

❑ Eldritch Chord

Replaces: Eldritch Tones

When you **use Arcane Art,** you choose two effects. You also get to choose one of those effects to double.

❑ Unforgettable Face

When you **meet someone again whom you haven't seen for some time (your call),** take +1 forward against them.

❑ Devious

When you **use Charming and Open** you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

❑ An Ear for Magic

When you **hear an enemy cast a spell** the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

❑ Duelist's Block

Replaces: Duelist's Parry

When you **Hack & Slash,** you take +2 armor forward.

❑ Multiclass Master

Get one move from another class. Treat your level as one lower for choosing the move.