

STAT	STAT	MOD	DEBILITY
STR			□ WEAK
INT			☐ STUNNED
WIS			□ CONFUSED
DEX			☐ SHAKY
CON			□ SICK
CHA			□ SCARRED
16 (+2) 15	(+1) 13 (+	1) 12 (+0)	9 (+0) 8 (-1)

RACE

DELF

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 custom of hospitality to minstrels will take you in as their guest.

ALIGNMENT

□ GOOD

Perform your art to aid someone else.

D NEUTRAL

Avoid a conflict or defuse a tense situation.

CHAOTIC

Spur others to significant and unplanned decisive action.

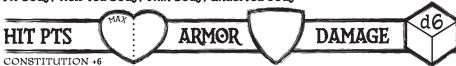
NAME:

BARD

LEVEL

ХÞ

Knowing Eyes, Fiery Eyes, Joyous Eyes, Dreaming Eyes Fancy Hair, Wild Hair, Braided hair, Stylish Cap Finery, Traveling Clothes, Poor Clothes, Provocative Clothes Fit Body, Well-fed Body, Thin Body, Underfed body



STARTING MOVES You start with all of these:

Z ARCANE ART

When you weave a performance into a basic spell, choose an ally and an effect, then ROLL+CHA.

- Heal 1d8 damage
- +1d4 forward to damage
- · Their mind is shaken clear of one enchantment
- The target gets +2 instead of +1 the next time someone assists them with aid.

10+: The ally gets the selected effect.

7-9: Your effect 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
- ☐ Gods and Their Servants
- ☐ Grand Histories of the Known World

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. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?
- How can I get you to _
- What do you most desire?
- What are you really feeling right now?

■ A Bestiary of Creatures Unusual

■ The Planar Spheres

☐ Legends of Heroes Past

What do you wish I would do?

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.

BONDS (Fill in the name of one of your companions in at least o	ne bond:)
trusted me with a secret.	
is often the butt of my jokes.	
does not trust me, and for good reason.	
This is not my first adventure with	
I am writing a ballad about the adventures of	
Before I ever met them in person I sang stories of	

ADVANCED MOVES (Choose one new move each time you gain a level.)

LEVEL 2-10 MOVES LEVEL 6-10 MOVES ☐ HEALING SONG ☐ HEALING CHORUS Replaces: Healing Song When you heal with Arcane Art, you heal +1d8 damage. When you heal with Arcane Art, you heal +2d8 damage. □ VICIOUS CACOPHONY □ VICIOUS BLAST Replaces: Vicious Cacophony When you grant bonus damage with Arcane Art, you grant an When you grant bonus damage with Arcane Art, you grant an extra +1d4 damage. extra +2d4 damage. **IT GOES TO ELEVEN** ☐ UNFORGETTABLE FACE When you unleash a crazed performance (a righteous lute solo, When you meet someone you've met before (your call) after mighty brass blast, confusing interpretive dance) choose a target some time apart you take +1 forward against them. who can hear you and ROLL+CHA. □ REPUTATION (CHA) 10+: The target flails in confusion dealing its damage to a creature When you first meet someone who's heard songs about you, of your choosing. 7-9: The target damages a creature you choose, but is invigorated 10+: Tell the GM two things they've heard about you. by the performance and adds +1d4 to its damage ongoing. 7-9: Tell the GM one thing they've heard, and the GM tells you ☐ METAL HURLANT one thing. When you shout with great force or play a shattering note ■ ELDRITCH CHORD Replaces: Eldritch Tones choose a target and ROLL+CON. When you use Arcane Art, you choose two effects. You also 10+: The target takes 2d6 damage and is deafened for a few get to choose one of those effects to double. 7-9: You still damage your target, but the magic is out of control: **DAN EAR FOR MAGIC** the GM will choose an additional target nearby. 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 ☐ A LITTLE HELP FROM MY FRIENDS on the answers. When you successfully Aid someone you take +1 forward as well. **DEVIOUS DELORITCH TONES** When you use Charming and Open you may also ask "How are you Your Arcane Art is strong, allowing you to choose two effects vulnerable to me?" Your subject may not ask this question of you. instead of one. □ DUELIST'S BLOCK Replaces: Duelist's Parry DUELIST'S PARRY When you Hack and Slash, you take +2 armor forward. When you Hack and Slash, you take +1 armor forward. □ CON Replaces: Bamboozle □ BAMBOOZLE When you Parley with someone, on a 7+ you also take +1 forward 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 with them. must answer truthfully. ☐ MULTICLASS DABBLER ☐ MULTICLASS MASTER Get one move from another class. Treat your level as one lower Get one move from another class. Treat your level as one lower for choosing the move. for choosing the move. □ MULTICLASS INITIATE Get one move from another class. Treat your level as one lower for choosing the move. GEAR (Your Load is 9+STR.) Choose your clothing: ☐ Leather armor (1 armor, 1 weight) You have dungeon rations (5 uses, 1 weight). ☐ Ostentatious clothes Choose one instrument: Choose your armament: ☐ Your family **mandolin**, repaired **Dueling rapier** (Close, Precise, 2 weight) ☐ A fine **lute**, gifted by a noble ☐ Worn bow (Near, 2 weight) and bundle of arrows ☐ The **pipes** with which you courted your first love

Choose one:

☐ 3 coin

(3 ammo, 1 weight), and short sword (Close, 1 weight)

☐ Halfling pipeleaf (1 weight) ☐ Adventuring Gear (1 weight)

■ Bandages (o weight)

☐ A stolen **horn**

☐ A **fiddle**, never before played

☐ A **songbook** in a forgotten tongue