

Name

Race

Look

Choose a name or make your own:

Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell
Baldric, Leena, Dunwick, Willem, Edwyn, Florian
Seraphine, Quorra, Charlotte, Lily, Melliandre, Dagoliir

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf
Lizardfolk, Orc, Gnome, Goblin, Hobgoblin
Tiefling, Catfolk, Kobold, Aasimar, Naga

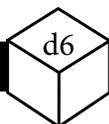
Choose one for each or make your own:

Knowing Eyes, Fiery Eyes, Joyous Eyes, _____
Fancy Hair, Wild Hair, Stylish Cap, _____
Finery, Traveling Clothes, Poor Clothes, _____

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
STR	DEX	CON	INT	WIS	CHA

Damage



Armor



HP



Your Max HP is 19

Drive

Choose one drive:

PURSUIT OF KNOWLEDGE

Uncover forgotten knowledge or discover something new.

KEEPER OF THE PEACE

Avoid a conflict or defuse a tense situation.

DISPLAY MY SKILLS

Perform for your own vanity or glory.

Background

Choose your race, and then choose one background:

WELL VERSED

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

TRAVELLER

When you first enter a civilized settlement, someone who respects the custom of hospitality to minstrels will take you in as their guest.

Bonds

Fill in the name of one of your companions in at least one:

This is not my first adventure with _____.

I sang stories of _____ long before I ever met them.

_____ is often the butt of my jokes.

_____ plays an important role in my performances.

I am writing a ballad about the adventures of _____.

_____ trusted me with a secret.

_____ does not trust me, and for good reason.

Starting Moves

You start with these moves:

BARDIC LORE

When you Spout Lore, if you tell the GM about a tale, song, or legend featuring the subject at hand, roll+CHA instead of +INT. On a 10+, you may also ask the GM any one question about the subject, and the GM must answer truthfully.

ENCHANTING ENTERTAINER

When you perform in front of an audience, if you describe to the GM a story you tell, a song you sing, or your performance, roll+CHA.

*On a 10+: Choose 2

*On a 7-9+: Choose 1, and the crowd starts to get out of control.

- You make some money - gain 4d6 coins.
- A NPC member of the audience becomes enraptured with you, the GM will tell you who.
- You gain useful information or hear rumors of an opportunity.
- Some NPC in the audience brings you a special gift for your performance.

ARCANE INSPIRATION

When you deliver a magical speech or song to your allies in the midst of combat, describe it and roll+CHA.

*On a 10+: Choose 1

*On a 7-9+: As a 10+, but one effect also reverberates your enemies - the GM chooses .

- You and your allies gain +1 forward.
- You and your allies gain +1 armor forward.
- You and your allies shake off the effects of a harmful enchantment.

REFRESHING SONG

When you Make Camp and sing a soothing song, describe the song and everyone in camp heals 1d6 damage.

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.



The Bard

Level

XP

Your load is 9+STR. Your starting gear is:

- Adventuring gear (5 uses, 1 weight)
- Pipeleaf (5 uses, 0 weight)
- Dungeon Rations (5 uses, 1 weight)
- 16 coins

Choose your clothing:

- Leather armor (1 armor, 1 weight)
- Ostentatious clothes (0 weight)

Choose your armament:

- Dueling rapier (*Close, Precise*, 2 weight)
- Worn bow (*Near*, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (*Close*, 1 weight)

Choose one instrument, all are 0 weight:

- 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
- A ukulele from an ancient civilization
- _____

Advanced Moves

When you gain a level from 2-5, choose from these moves.

 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.

 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?*
- *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?*

 DUELIST'S PARRY

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

 LITANY OF CURSES

When you **taunt an enemy with insult after insult**, roll+CHA.

*On a 10+: They are left open and exposed or make a dumb decision to get at you, GM's choice.

*On a 7-9+: As a 10+, but they are enraged and will go after you with extreme prejudice whenever possible.

 A LITTLE HELP FROM MY FRIENDS

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

 JACK OF ALL TRADES

Gain one move from a playbook no one else is currently using.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

 THROW DOWN THE GAUNTLET

When you **challenge someone to a duel**, roll +CHA.

*On a 10+: They choose 2 if they do not accept.

*On a 7-9: They choose 1 if they do not accept.

- You take +1 ongoing against them until they defeat you
- They lose the respect of their peers and underlings
- They retreat disgracefully

 PRECEDING REPUTATION

When you **first meet someone who's heard songs about you**, roll+CHA.

*On a 10+: Tell the GM 2 things they've heard about you

*On a 7-9: Tell the GM 1 thing they've heard, and the GM tells you 1 thing.

 IMPECCABLY DRESSED

Your appearance is always impeccable. When most would otherwise look wet, disheveled, or unkempt, you appear clean cut and dapper. Take +1 forward towards anyone who respects your appearance.

 FOOLING AROUND

When you **seduce a GM character after an evening of performance**, roll +CHA.

*On a 10+: You learn some information that is useful to your current adventure or troubles out of the pillow talk.

*On a 7-9: As a 10+ but choose 1 complication.

- You divulge some information you shouldn't have. Tell the GM what it is
- You get caught by their significant other or parents
- They will fall in love with you and will cause a scene

 UNFORGETTABLE FACE

When you **meet someone you've met before**, (your call) after some time apart you take +1 forward against them.

 WORDLY

Gain one move from a playbook no one else is currently using.

 MULTICLASS MASTER

Requires: *Jack of All Trades* **and** *Wordly*

Gain one move from another class.