

**BARD  
CARD DECK**



**BATTLE CRIES + SONGS + SPELLS  
CLASS FEATURES + TALENTS**

*Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™*

**BARD CARD DECK**

---

*Design by* Kazekami — [kazekami303@gmail.com](mailto:kazekami303@gmail.com)

*Version* 1.0 — April 2014

---

**LEGAL NOTICE**

This *Bard Card Deck* uses trademarks and/or copyrights owned by Fire Opal Media, which are used under the Fire Opal Media, 13<sup>th</sup> Age Community Use Policy. We are expressly prohibited from charging you to use or access this content. This *Bard Card Deck* is not published, endorsed, or specifically approved by Fire Opal Media. For more information about Fire Opal Media's 13<sup>th</sup> Age Community Use Policy, please visit: [www.fireopalmedia.com/communityuse](http://www.fireopalmedia.com/communityuse)

For more information about Fire Opal Media and 13<sup>th</sup> Age products, please visit: [www.fireopalmedia.com](http://www.fireopalmedia.com) and [www.pelgranepress.com](http://www.pelgranepress.com)

*Licensed under the Open Game License.*

**BARD BATTLE CRY LEVEL I**

**MOVE IT!**

**MELEE ATTACK** **FLEXIBLE**

*Triggering roll:* **ANYEVENROLL**

**EFFECT**

Choose either:

- One of your unengaged allies can move as a free action
- One of your engaged allies can make a disengage check as a free action.

**ADVENTURER FEAT** LEARNED ✦

The disengage check gains a +2 bonus.

**CHAMPION FEAT** LEARNED ✦

The bonus increases to +5.

**EPIC FEAT** LEARNED ✦

An engaged ally you target with this battle cry can pop free from one enemy as a free action before making the disengage check.

**BARD BATTLE CRY LEVEL I**

**MOVE IT!**

**FLEXIBLE MANEUVER**

**MELEE ATTACK**

Print on card-stock paper, and cut along the black crop marks (works best with a sharp utility knife or paper/photo trimmer). Fold at the grey dash line, and glue them back-to-back.

You can also laminate the cards using *laminating pouches* in **A7 format** (card size: 74 mm × 105 mm). But then please use normal paper, and don't glue them, because this would kill your laminator!

**BARD BATTLE CRY LEVEL I**

**PULL IT TOGETHER!**

MELEE ATTACK FLEXIBLE  
TWICE PER BATTLE

Triggering roll: **NATURAL 11+**

Champion feat also on: **ANY EVEN ROLL**

**EFFECT**  
One nearby ally can *heal using a recovery*.

**ADVENTURER FEAT** LEARNED ✨  
The target adds +1d4 healing per point on the escalation die.

**CHAMPION FEAT** LEARNED ✨  
The attack can now also trigger on any natural even roll; the extra healing is now +1d6 per point.

**EPIC FEAT** LEARNED ✨  
You can use *pull it together* three times per battle; the extra healing is now +1d10 per point.

**BARD BATTLE CRY LEVEL I**

**PULL IT TOGETHER!**

**FLEXIBLE MANEUVER USED**

TWICE PER BATTLE *epic feat: 3 × per battle*

**HEAL USING A RECOVERY**  
The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

**BARD BATTLE CRY LEVEL I**

**STAY STRONG!**

MELEE ATTACK FLEXIBLE

Triggering roll: **NATURAL 16+**

**EFFECT**  
Give a nearby ally a +2 bonus to AC until the start of your next turn.

**ADVENTURER FEAT** LEARNED ✨  
The bonus also applies to PD.

**CHAMPION FEAT** LEARNED ✨  
The bonus also applies to MD.

**EPIC FEAT** LEARNED ✨  
Bonus increases to +4.

**BARD BATTLE CRY LEVEL I**

**STAY STRONG!**

**FLEXIBLE MANEUVER**

MELEE ATTACK

**BARD BATTLE CRY LEVEL I**

**WE NEED YOU!**

**MELEE ATTACK** **FLEXIBLE**

*Triggering roll:* **ANYEVENHIT**

**EFFECT**

A nearby conscious ally can roll a save against a save ends effect.

**ADVENTURER FEAT** LEARNED ✦

The save gains a +1 bonus.

**CHAMPION FEAT** LEARNED ✦

The bonus increases to +2.

**EPIC FEAT** LEARNED ✦

If the escalation die is 3+, two nearby conscious allies (instead of one) can each roll a save (with bonuses).

**BARD BATTLE CRY LEVEL I**

**WE NEED YOU!**

**FLEXIBLE MANEUVER**

**MELEE ATTACK**

**BARD SONG LEVEL I**

**SONG OF HEROES**

**BARDIC SONG** **RECHARGE**

**QUICK ACTION EACH TURN** **SUSTAIN 11+**  
*5<sup>th</sup> level: 9+*

**OPENING & SUSTAINED EFFECT**

You and your nearby allies gain a +1 attack bonus until the start of your next turn.

**FINAL VERSE**

The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

**3<sup>rd</sup> LEVEL SONG** LEARNED ✦

The effect also provides a +1 bonus to saves.

**5<sup>th</sup> LEVEL SONG** LEARNED ✦

Sustain the song on a 9+.

**7<sup>th</sup> LEVEL SONG** LEARNED ✦

Recharge check is now 6+.

**9<sup>th</sup> LEVEL SONG** LEARNED ✦

The effect also provides a +1 bonus to Mental Defense.

**BARD SONG LEVEL I**

**SONG OF HEROES**

**SONG USED**

**RECHARGE 11+ AFTER BATTLE** *7<sup>th</sup> level: 6+*

## BARD SONG LEVEL I

## SONG OF SPILT BLOOD

BARDIC SONG DAILY

QUICK ACTION EACH TURN SUSTAIN 6+  
3<sup>rd</sup> level: 4+

## OPENING &amp; SUSTAINED EFFECT

Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.

## FINAL VERSE

The effect ends immediately, and you or one ally of your choice can *heal using a recovery*.

3<sup>rd</sup> LEVEL SONG LEARNED ✧

Sustain the song on a 4+.

5<sup>th</sup> LEVEL SONG LEARNED ✧

Add +5hp to the *recovery*.

7<sup>th</sup> LEVEL SONG LEARNED ✧

Add +10hp to the *recovery*.

9<sup>th</sup> LEVEL SONG LEARNED ✧

Add +15hp to the *recovery*.

## BARD SONG LEVEL I

## SONG OF SPILT BLOOD

SONG USED

DAILY

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

## BARD SPELL LEVEL I

## BATTLE CHANT

RANGED SPELL AT-WILL

Target: One nearby enemy

Attack: Charisma + Level vs. MD

*Special:* When you use battle chant, you can choose any battle cry effect you know as if you were making a basic melee attack, with the *battle chant* attack roll taking the place of the basic melee attack roll.

## HIT

1d4 + Charisma thunder damage. *adv. feat: 1 d6 damage*

## MISS

—

3<sup>rd</sup> LEVEL SPELL LEARNED ✧

2d4 thunder damage. *adv. feat: 2 d6 damage*

5<sup>th</sup> LEVEL SPELL LEARNED ✧

4d4 thunder damage. *adv. feat: 4 d6 damage*

7<sup>th</sup> LEVEL SPELL LEARNED ✧

6d4 thunder damage. *adv. feat: 6 d6 damage*

9<sup>th</sup> LEVEL SPELL LEARNED ✧

10d4 thunder damage. *adv. feat: 10 d6 damage*

## BARD SPELL LEVEL I

## BATTLE CHANT

REUSABLE SPELL

AT-WILL *You can re-use an at-will power freely. It never runs out.*

ADVENTURER FEAT LEARNED ✧

Your battle chant damage dice are now d6s instead of d4s.

CHAMPION FEAT USED ✧ LEARNED ✧

Once per day, you can expend one of your *recoveries* to reroll a battle chant attack roll.

EPIC FEAT USED ✧ LEARNED ✧

One battle per day, your battle chant damage dice become d10s.

**BARD SPELL LEVEL I**

## BEFUDDLE

**RANGED SPELL** **RECHARGE**

**Target:** One nearby creature with 40 hp or fewer

**Attack:** Charisma + Level vs. MD

**HIT**

The target is *confused* until the end of your next turn.

**MISS**

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

**3<sup>rd</sup> LEVEL SPELL** LEARNED ✦

Target with 64 hp or fewer.

**5<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 96 hp or fewer.

**7<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 160 hp or fewer.

**9<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 266 hp or fewer.

**BARD SPELL LEVEL I**

## BEFUDDLE

**SPELL USED**

**RECHARGE 11+ AFTER BATTLE** *adventurer feat: 6+*

**ADVENTURER FEAT** LEARNED ✦

Recharge check is now 6+.

**CHAMPION FEAT** LEARNED ✦

The target of the spell doesn't have to be nearby, just in line of sight.

**EPIC FEAT** LEARNED ✦

On a hit, the *confusion* effect is now save ends.

**CONFUSED**

You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

**DAZED**

You take a -4 penalty to attacks.

**BARD SPELL LEVEL I**

## CHARM PERSON

**RANGED SPELL** **DAILY**

**Target:** One nearby creature with 40 hp or fewer

*Special:* This spell cannot be cast during combat or on a target that has rolled initiative to fight.

**Attack:** Charisma + Level vs. MD

**HIT**

The target believes you are their friend until you or your allies take hostile action against them. (Attacking their normal allies is okay.)

If you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

**MISS**

*Special:* On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

**BARD SPELL LEVEL I**

## CHARM PERSON

**SPELL USED**

**DAILY**

**3<sup>rd</sup> LEVEL SPELL** LEARNED ✦

Target with 64 hp or fewer.

**5<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 96 hp or fewer.

**7<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 160 hp or fewer.

**9<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 266 hp or fewer.

BARD SPELL LEVEL 1

## SOUNDBURST

RANGED SPELL DAILY

**Target:** 1d4 nearby enemies in a group

**Attack:** Charisma + Level vs. PD

**HIT**

5d6 + Charisma thunder damage, and the target is *dazed* until end of your next turn.

**MISS**

Half damage, and deal thunder damage equal to your level to each of your allies engaged with the target.

**3<sup>rd</sup> LEVEL SPELL** LEARNED ✦

6d8 thunder damage.

**5<sup>th</sup> LEVEL SPELL** LEARNED ✦

8d10 thunder damage.

**7<sup>th</sup> LEVEL SPELL** LEARNED ✦

2d6 × 10 thunder damage.

**9<sup>th</sup> LEVEL SPELL** LEARNED ✦

3d6 × 10 thunder damage.

BARD BATTLE CRY LEVEL 3

## HANG TOUGH!

MELEE ATTACK FLEXIBLE

*Triggering roll:* **ANY ODD ROLL**

**EFFECT**

Give a nearby ally temporary hit points equal to your Charisma modifier.

**ADVENTURER FEAT** LEARNED ✦

If the ally is *staggered*, double the temporary hit points.

**CHAMPION FEAT** LEARNED ✦

Add your level to the temporary hit points given (add before any doubling).

**EPIC FEAT** LEARNED ✦

You can choose yourself instead of an ally as the target of the battle cry.

BARD SPELL LEVEL 1

## SOUNDBURST

SPELL USED

**DAILY** *champion feat: recharge 16+*

**ADVENTURER FEAT** LEARNED ✦

On a natural even hit, the *dazed* effect is now save ends.

**CHAMPION FEAT** LEARNED ✦

The spell is now recharge 16+ after battle instead of daily.

**EPIC FEAT** LEARNED ✦

You can now target 1d4 + 1 enemies in a group with the spell.

**DAZED**

You take a -4 penalty to attacks.

BARD BATTLE CRY LEVEL 3

## HANG TOUGH!

FLEXIBLE MANEUVER

MELEE ATTACK

**STAGGERED**

When you are reduced to half your hit points or fewer, you're *staggered*.

**BARD BATTLE CRY LEVEL 3**

**IT'S ALL YOURS!**

MELEE ATTACK FLEXIBLE

*Triggering roll:* **ANYEVENMISS**

**EFFECT**

This battle, your next ally to attack the target you missed gains a +2 attack bonus with that attack.

**ADVENTURER FEAT** LEARNED ✦

That ally's attack also deals +1d6 damage.

**CHAMPION FEAT** LEARNED ✦

The damage bonus increases to +3d6.

**EPIC FEAT** LEARNED ✦

The damage bonus increases to +3d12.

**BARD BATTLE CRY LEVEL 3**

**IT'S ALL YOURS!**

FLEXIBLE MANEUVER

MELEE ATTACK

**BARD BATTLE CRY LEVEL 3**

**TAKE HEART!**

MELEE ATTACK FLEXIBLE

*Triggering roll:* **ANYHIT**

**EFFECT**

Choose a nearby ally. That ally can either roll a save against a save ends effect or roll a normal save against a condition that has a duration that lasts until the end or beginning of a turn.

**BARD BATTLE CRY LEVEL 3**

**TAKE HEART!**

FLEXIBLE MANEUVER

MELEE ATTACK

## BARD SONG LEVEL 3

## SONG OF AID

BARDIC SONG DAILY

QUICK ACTION EACH TURN SUSTAIN 11+  
5<sup>th</sup> level: 9+  
9<sup>th</sup> level: 7+

## OPENING &amp; SUSTAINED EFFECT

You or a nearby ally gains 3d6 temporary hit points.

## FINAL VERSE

One target that gained temporary hit points can also *heal using a recovery*.7<sup>th</sup> level: *heal using a free recovery*5<sup>th</sup> LEVEL SONG

LEARNED ✧

5d6 temporary hit points; sustain the song on a 9+.

7<sup>th</sup> LEVEL SONG

LEARNED ✧

7d6 temporary hit points, and the *recovery* from the final verse is free.9<sup>th</sup> LEVEL SONG

LEARNED ✧

9d6 temporary hit points; sustain the song on a 7+.

## BARD SONG LEVEL 3

## SONG OF AID

## SONG USED

## DAILY

## HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

## HEAL USING A FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

## BARD SONG LEVEL 3

## SONG OF THUNDER

BARDIC SONG DAILY

STANDARD ACTION EACH TURN SUSTAIN 11+

## OPENING &amp; SUSTAINED EFFECT

Make the following attack:

**Target:** 1d4 + 1 nearby enemies**Attack:** Charisma + Level vs. PD

## FINAL VERSE

Make the attack again, but this time it deals half damage on a miss.

## HIT

5d6 + Charisma thunder damage.

## MISS

—

5<sup>th</sup> LEVEL SONG

LEARNED ✧

7d6 thunder damage.

7<sup>th</sup> LEVEL SONG

LEARNED ✧

9d8 thunder damage.

9<sup>th</sup> LEVEL SONG

LEARNED ✧

10d12 thunder damage.

## BARD SONG LEVEL 3

## SONG OF THUNDER

## SONG USED

## DAILY

## CHAMPION FEAT

LEARNED ✧

The number of targets increases to 2d4.

## EPIC FEAT

LEARNED ✧

Two of the targets can now be far away instead of nearby.



BARD SPELL LEVEL 3

## VICIOUS MOCKERY

RANGED SPELL RECHARGE

**Target:** One nearby enemy

**Attack:** Charisma + Level vs. MD

**HIT**

6 d6 + Charisma psychic damage, and until the end of your next turn, when the target misses with one of its attacks, it takes half the damage its attack would have dealt.

**MISS**

Damage equal to your level.

5<sup>th</sup> LEVEL SPELL LEARNED ✦

9 d6 psychic damage.

7<sup>th</sup> LEVEL SPELL LEARNED ✦

10 d8 psychic damage.

9<sup>th</sup> LEVEL SPELL LEARNED ✦

2 d8 × 10 psychic damage.

BARD SPELL LEVEL 3

## VICIOUS MOCKERY

SPELL USED

RECHARGE 11+ AFTER BATTLE *champion feat: 6+*

ADVENTURER FEAT LEARNED ✦

On a hit, the effect that damages the target when it misses is now save ends.

CHAMPION FEAT LEARNED ✦

Recharge check is now 6+.

EPIC FEAT LEARNED ✦

A natural even miss does not expend the spell.

BARD SPELL LEVEL 3

## WILD HEAL

RANGED SPELL DAILY

**Target:** Two random nearby allies.  
Choose the targets randomly from all nearby allies (including you) who are damaged.

**EFFECT**

Each target can *heal using a recovery*.  
*epic feat: heal using a free recovery*

5<sup>th</sup> LEVEL SPELL LEARNED ✦

Add +5 hp to the *recovery*.

7<sup>th</sup> LEVEL SPELL LEARNED ✦

Add +15 hp to the *recovery*.

9<sup>th</sup> LEVEL SPELL LEARNED ✦

Add +25 hp to the *recovery*.

BARD SPELL LEVEL 3

## WILD HEAL

SPELL USED

DAILY *adventurer feat: recharge 16+*

ADVENTURER FEAT LEARNED ✦

The spell is now recharge 16+ after battle instead of daily.

CHAMPION FEAT LEARNED ✦

Add a third random target.

EPIC FEAT LEARNED ✦

The *recoveries* the targets use are now free.

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

HEAL USING A FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

**BARD BATTLE CRY LEVEL 5**

**STAY TRUE!**

MELEE ATTACK FLEXIBLE

Triggering roll: *NATURAL 20*  
*Escalation Die 3+*  
*NATURAL 16+*

**EFFECT**

A nearby ally regains the use of a once-per-battle racial ability that was expended this battle.

**BARD BATTLE CRY LEVEL 5**

**STAY TRUE!**

FLEXIBLE MANEUVER

MELEE ATTACK

**BARD BATTLE CRY LEVEL 5**

**VICTORY IS OURS!**

MELEE ATTACK FLEXIBLE

Triggering roll: *NATURAL 20*  
*Escalation Die 5+*  
*NATURAL 16+*

Champion feat also on: *Escalation Die 3+*  
*NATURAL 16+*

**EFFECT**

A nearby ally can heal using a recovery, and three nearby allies gain a +3 d6 damage bonus to their next damage roll this battle.

**CHAMPION FEAT** LEARNED ✨

The battle cry can now trigger when the escalation die is 3+ instead of 5+.

**EPIC FEAT** LEARNED ✨

The damage bonus is now +3 d12.

**BARD BATTLE CRY LEVEL 5**

**VICTORY IS OURS!**

FLEXIBLE MANEUVER

MELEE ATTACK

**BARD SONG LEVEL 5**

## SONG OF MAGIC

**BARDIC SONG** **DAILY**

**QUICK ACTION EACH TURN** **SUSTAIN 16+**

**OPENING & SUSTAINED EFFECT**

Until the start of your next turn, you and your nearby allies who cast spells that are normally expended by being cast can roll a d20 after casting the spell. On a 16+, the spell is not expended.

**FINAL VERSE**

All spells you and your allies cast before the start of your next turn gain a +2 attack bonus.

**7<sup>th</sup> LEVEL SONG** LEARNED ✨

Gain a bonus to *song of magic's* sustain check equal to the escalation die.

**9<sup>th</sup> LEVEL SONG** LEARNED ✨

Rolls to retain expended spells gain a bonus equal to the escalation die.

**BARD SONG LEVEL 5**

## SONG OF MAGIC

**SONG USED**

**DAILY**

**BARD SPELL LEVEL 5**

## ARROW OF VERSE

**RANGED SPELL** **RECHARGE**

**Target:** One nearby enemy

**Attack:** Charisma + Level vs. MD

**HIT**

8d8 + Charisma psychic damage  
+Xd6 bonus damage, where X = escalation die.  
*epic feat: +Xd12 bonus damage*

**MISS**

Xd6 psychic damage, where X = escalation die.  
*epic feat: Xd12 damage*

**7<sup>th</sup> LEVEL SPELL** LEARNED ✨

10d10 psychic damage.

**9<sup>th</sup> LEVEL SPELL** LEARNED ✨

2d10 × 10 psychic damage.

**BARD SPELL LEVEL 5**

## ARROW OF VERSE

**SPELL USED**

**RECHARGE 16+ AFTER BATTLE** *champion feat: 11+*

**CHAMPION FEAT** LEARNED ✨

Recharge check is now 11+.

**EPIC FEAT** LEARNED ✨

Bonus dice and miss dice are now d12s.

BARD SPELL LEVEL 5

## DISCOMBOBULATE

RANGED SPELL DAILY

**Target:** One nearby creature with 100hp or fewer

**Attack:** Charisma + Level vs. MD

**HIT**

The target is *confused* until it rolls two successful saves.

**MISS**

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

**7<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 140 hp or fewer.

**9<sup>th</sup> LEVEL SPELL** LEARNED ✦

Target with 240 hp or fewer.

BARD SPELL LEVEL 5

## DISCOMBOBULATE

SPELL USED

DAILY

**CONFUSED**

You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

**DAZED**

You take a -4 penalty to attacks.

BARD BATTLE CRY LEVEL 7

## THEY FALL BEFORE US!

MELEE ATTACK FLEXIBLE

*Triggering roll:* NATURAL 20

*Epic feat also on:* NATURAL 19+

*Special:* You can use this battle cry only on your turn.

**EFFECT**

A nearby ally can make a basic attack as a free action.

**EPIC FEAT** LEARNED ✦

The battle cry can now trigger on a natural 19+.

BARD BATTLE CRY LEVEL 7

## THEY FALL BEFORE US!

FLEXIBLE MANEUVER

MELEE ATTACK

**BARD SONG LEVEL 7**

## SONG OF BLOOD & LEGENDS

**BARDIC SONG** **DAILY**

**STANDARD ACTION EACH TURN** **SUSTAIN 16+**

**OPENING & SUSTAINED EFFECT**

Each nearby ally who hits at least one enemy with an attack during their turn can *heal using a recovery*.

**FINAL VERSE**

One nearby ally can make a basic attack as a free action and *heal using a recovery* if the attack hits at least one target.

*9<sup>th</sup> level: heal using a free recovery*

**9<sup>th</sup> LEVEL SONG** LEARNED ✨

The *recovery* granted by the final verse attack is free.

**BARD SONG LEVEL 7**

## SONG OF BLOOD & LEGENDS

**SONG USED**

**DAILY**

**HEAL USING A RECOVERY**

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

**HEAL USING A FREE RECOVERY**

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

**BARD SONG LEVEL 7**

## SONG OF VICTORY

**BARDIC SONG** **DAILY**

**QUICK ACTION EACH TURN** **SUSTAIN 16+**

**OPENING & SUSTAINED EFFECT**

Each nearby enemy that has fewer hit points than you is *dazed* until the end of your next turn.

**FINAL VERSE**

Each nearby enemy takes 5 d6 + Charisma psychic damage.

**9<sup>th</sup> LEVEL SONG** LEARNED ✨

7 d6 psychic damage.

**BARD SONG LEVEL 7**

## SONG OF VICTORY

**SONG USED**

**DAILY**

**DAZED**

You take a -4 penalty to attacks.

**BARD SPELL LEVEL 7**

**THE OVERWORLD TWO-STEP**

**CLOSE-QUARTERS SPELL** **RECHARGE**

**QUICK ACTION TO CAST**

**EFFECT**

You can swap your position and the positions of all your nearby allies, even if you can't see them when you cast the spell.

Each position presently occupied by you or an ally must end up occupied after the swap, but otherwise you can swap freely.

**CHAMPION FEAT** LEARNED ✦

Recharge check is now 11+.

**EPIC FEAT** LEARNED ✦

You can now also swap the positions of far-away allies you can see, up to a maximum of 9 creatures.

**BARD SPELL LEVEL 7**

**THE OVERWORLD TWO-STEP**

**SPELL USED**

**RECHARGE 16+ AFTER BATTLE** *champion feat: 11+*

**BARD BATTLE CRY LEVEL 9**

**THE TIME IS NOW!**

**MELEE ATTACK** **FLEXIBLE**

*Triggering roll:* **NATURAL 19+**

*Epic feat also on:* **NATURAL 18+**

**EFFECT**

Choose one nearby ally. That ally can expend a *recovery* to regain a daily power or spell.

**EPIC FEAT** LEARNED ✦

The battle cry can now trigger on natural 18+.

**BARD BATTLE CRY LEVEL 9**

**THE TIME IS NOW!**

**FLEXIBLE MANEUVER**

**MELEE ATTACK**

**BARD SONG LEVEL 9**

## SONG OF DESTINIES

**BARDIC SONG** **DAILY**

**QUICK ACTION EACH TURN** **SUSTAIN 11+**

**OPENING & SUSTAINED EFFECT**

Later this turn, you can add 1 to the natural result of one ally's d20 roll.

Then, afterwards, you can subtract 1 from the natural result of an enemy's d20 roll.

**FINAL VERSE**

The GM chooses an icon relevant to the situation; you choose the PC who will make an *icon relationship check*.

That player makes the check and joins the GM in a duet of improvisation as to how the icon relationship roll has some impact on the current battle.

**BARD SONG LEVEL 9**

## SONG OF DESTINIES

**SONG USED**

**DAILY**

**ICON RELATIONSHIP CHECK**

To check your relationship with a particular icon, roll a d6 for each point you have in the relationship.

If any die is a 6, you get some meaningful advantage from the relationship without having complications.

If two or three dice come up 6, that's even better.

If any die is a 5, your connection to the icon is going to work out as well as a 6 would, but with some unexpected complication. If it's a good icon, you might be drawn into some obligation. If it's a villainous icon, you might attract unwanted attention.

Rolling 5s when you also rolled 6s should make life both interesting and advantageous!

**BARD SPELL LEVEL 9**

## INSPIRE LEGENDS

**CLOSE-QUARTERS SPELL** **DAILY**

**Target:** You and all nearby allies

*Special:* Escalation die must be 4+.

**EFFECT**

Each target can roll a d20 for each of its expended daily, recharge, and per battle powers and spells other than inspire legends. If the roll is 11+, the character regains the use of that power or spell.

**BARD SPELL LEVEL 9**

## INSPIRE LEGENDS

**SPELL USED**

**DAILY**

## BARD CLASS FEATURE

## BARDIC SONGS

## CLASS FEATURE

## EFFECT

Bardic songs last for one or more rounds and end with a final verse that carries a big payoff. Although magical, bardic songs don't count as spells; they don't force the bard to suffer opportunity attacks from engaged enemies, and they can't be canceled by effects that can cancel spells. In fact, bards can cast spells while in the middle of singing a bardic song.

Each song specifies what type of action starts it. To sustain it during the next round, it requires an action and a d20 check against its sustain target. If successful, the song can continue with its sustained effect for that round. (The next round will require another sustain check.) If your attempt to sustain a song fails, the song's final verse effect resolves immediately, and then the song's power ends. You can start another song on your next round.

You don't have to try to sustain the song at the start of your turn. If you choose not to sustain a song, its effects end immediately and you choose whether to use the song's final verse effect in the current round or to start a new song. You can't do both.

## BARD CLASS FEATURE

## BARDIC SONGS

## CLASS FEATURE

## EFFECT

Some songs have an immediate effect that happens each time you start or sustain the song. Others have effects that continue throughout the entire round.

Most songs stop when a bard is knocked unconscious, silenced, or stunned. Having your song stopped this way prevents you from getting the final verse effect.

You can only sing one bardic song at a time. If you are singing a song (or spend an action to try to sustain a song), you can't start another song that round.

Bardic songs are loud, and cancel any of stealth effects you may have.

## ADVENTURER FEAT

LEARNED ✨

Your bardic songs don't stop immediately when you are knocked *unconscious*, *stunned*, or *silenced*. Instead, they continue for one round, giving you the chance to sustain the song on your next turn.

## BARD CLASS FEATURE

## BATTLE CRIES

## CLASS FEATURE

## EFFECT

Bards use battle cries to encourage, inspire, warn, and magically aid their allies. Battle cries are triggered by flexible melee attacks. The bard makes a melee attack and is able to use a battle cry that corresponds to the attack's natural result, sometimes whether or not the attack hits.

Bonuses provided by battle cries can help a bard's allies but not the bard.

## ADVENTURER FEAT

LEARNED ✨

You can generate the effect of any 1<sup>st</sup> or 3<sup>rd</sup> level battle cry you know as a standard action (instead of making a flexible melee attack to see which battle cry you are able to trigger). This allows you to choose the particular battle cry you want, at the expense of taking your standard action.

## BARD CLASS FEATURE

## SPELLS

## CLASS FEATURE

## EFFECT

Bards use arcane spells that function like those of other spell-casting classes. Some spells are daily, some recharge, and others are at-will.

## ATTACKS

## CLASS FEATURE

## EFFECT

Unlike most character classes, bards use two different ability scores for their attacks. Their melee and ranged weapon attacks use Strength or Dexterity, while their spells use Charisma.



## BARD TALENT

## BALLADEER

## TALENT

## EFFECT

At each level, including 1<sup>st</sup> level, you may learn a great ballad of your choice. Each day you can sing one of these songs to give you a positive relationship with an icon that you would not ordinarily have ... as well as increasing a negative relationship with another icon.

Song choices for the great ballad are up to the role-player. It takes at least a few rounds to sing a great ballad, so ideally it happens outside of combat. As you sing the ballad, it's an opportunity to tell the GM what's special about the story you are telling. Make a Charisma skill check using your best singing or musical background. If you succeed, you gain 2 points of positive relationship with the chosen icon for the rest of the day (until the next full heal-up).

The DC depends on the environment:

**DC 15: Adventurer, DC 20: Champion, DC 25: Epic**

You can use these points to roll relationship dice the way you roll your normal icon relationships. If you already have positive or conflicted dice with the icon you've sung about, add them to your new bonus dice. If you have negative dice with the icon you've sung a ballad to, they can be temporarily overruled by the ballad, but the GM should feel free to interpret any 5s rolled with a heavy hand.

## BARD TALENT

## BALLADEER

When your great ballad magically compliments an icon, another icon should take a hit. As you explain the story of your ballad to the GM, you should account for at least one icon who is being mocked, vilified, or referred to in unflattering terms. You get an equal number of cursed dice for that icon. Cursed dice aren't like negative relationship dice—they never help you. At the GM's option, you'll have to roll these cursed dice at least once and interpret them as possible problems for you: rolls of 1 are a definite problem; rolls of 2 mean there are story complications connected to the temporary enemy icon.

## ADVENTURER FEAT

LEARNED ✦

The first time you use your ballad-created relationship, any 5s you roll become 6s. You also gain a +2 bonus to your Balladeer checks.

## CHAMPION FEAT

LEARNED ✦

You can sing two great songs a day. You can't sing positively about an icon that you've already sung about as an enemy earlier in the day.

## EPIC FEAT

LEARNED ✦

If you are willing to gain an equal number of cursed relationship dice with all of the listed enemies for a song, increase the positive bonus dice you gain from a successful ballad to 3 or 4.

## BARD TALENT

## BATTLE SKALD

## TALENT

*Special: You cannot take this talent if you have taken the *Spellsinger* talent.*

## EFFECT

Increase the number of battle cries you know by one. The bonus battle cry can be from your highest possible level.

## ADVENTURER FEAT

USED ✦ LEARNED ✦

One battle per day, you can use your battle cries to help yourself.

## CHAMPION FEAT

LEARNED ✦

When you use a battle cry on yourself, it also helps an ally.

## EPIC FEAT

USED ✦ LEARNED ✦

Once per battle, reroll an attack that was meant to trigger a battle cry but didn't.

## BARD TALENT

## BATTLE SKALD

## TALENT

**BARD TALENT**

## JACK OF SPELLS

**TALENT**

**EFFECT**

Choose another spell-casting character class. You can choose one spell from the spell list (but not the talent list) of that class, of your own level or lower, as an extra spell you know how to cast. You can even take its feats up to your tier, if it has any. You may only choose from the spell list—not from talents.

This spell is a bonus spell, not included in your bard class count.

**CHOSEN SPELL-CASTING CLASSES**


**BARD TALENT**

## JACK OF SPELLS

**TALENT**

**ADVENTURER FEAT** LEARNED ✦

You can use your Charisma as the ability score that provides spell's attack bonus and damage bonus (if any). Other ability score references remain unchanged.

If the spell is a wizard spell, you also gain three cantrips of your choice from the wizard. You can cast them like a wizard who lacks the Cantrip Mastery talent.

If you choose a spell from the sorcerer class, you also gain the sorcerer's dancing lights class feature.

**CHAMPION FEAT** LEARNED ✦

Choose a second spell-casting class.  
Choose another spell from that class as well.

**EPIC FEAT** LEARNED ✦

Choose a third spell-casting class.  
Gain a spell from that class also.

**BARD TALENT**

## LOREMASTER

**TALENT**

*Special: You cannot take this talent if you have taken the Mythkenner talent.*

**EFFECT**

Choose two of the following three bonuses:

**EFFECT** LEARNED ✦

Your bardic skills and magic are now based on your Intelligence rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Intelligence.

**EFFECT** LEARNED ✦

Take two additional points of backgrounds. You can use these additional points to raise a background that has something to do with history, bardic lore, or magical knowledge up to the usually impossible rating of +6.

**EFFECT** LEARNED ✦

Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one – positive, conflicted, or negative.

**BARD TALENT**

## LOREMASTER

**TALENT**

**BARD TALENT**

**ΜΥΤΗΚΕΠΠΕΡ**

TALENT

*Special:* You cannot take this talent if you have taken the *Loremaster* talent.

**EFFECT**

Choose two of the following three bonuses:

**EFFECT** LEARNED ✦

Your bardic skills and magic are now based on your Wisdom rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Wisdom.

**EFFECT** LEARNED ✦

Take two additional points of backgrounds; you can use these additional points to raise a background that has something to do with religion, mythology, or history up to the usually impossible rating of +6.

**EFFECT** LEARNED ✦

Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

**BARD TALENT**

**ΜΥΤΗΚΕΠΠΕΡ**

TALENT

**BARD TALENT**

**SONGMASTER**

TALENT

**EFFECT**

When you attempt to maintain a bardic song, if you describe it in a fashion that entertains the GM, or at least a couple of the players, you get a bonus of +1 to +3 to maintain the song.

**BARD TALENT**

**SONGMASTER**

TALENT

BARD TALENT

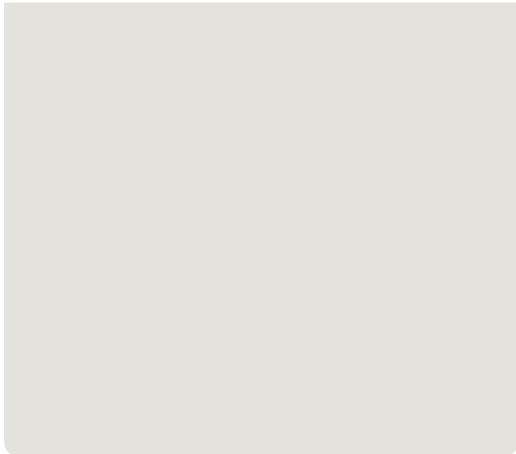
### SPELLSINGER

TALENT

*Special:* You cannot take this talent if you have taken the *Battle Skald* talent.

EFFECT

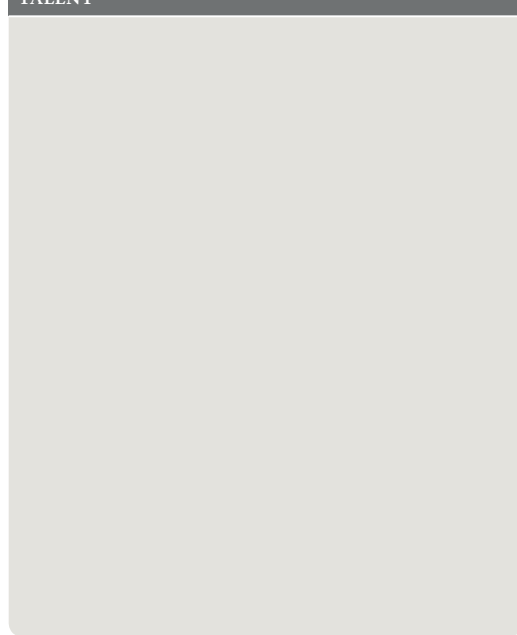
You can choose an extra bardic song or bard spell at the highest level you know.



BARD TALENT

### SPELLSINGER

TALENT



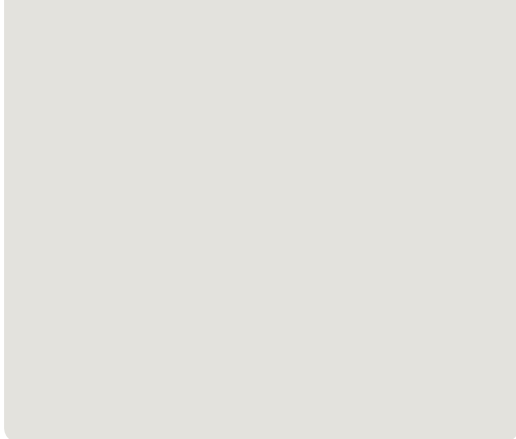
BARD TALENT

### STORYTELLER

TALENT

EFFECT

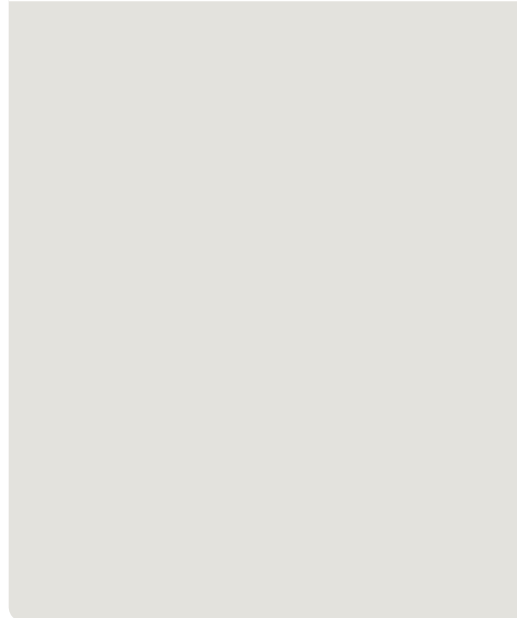
Once per scene when one of your allies rolls relationship dice for an icon, you can roleplay a one or two sentence story (usually related to the icon, but perhaps otherwise pivotal) that allows them to reroll the relationship check if they don't like the first result.



BARD TALENT

### STORYTELLER

TALENT



BARD POWER PROGRESSION					
SONG & SPELL PROGRESSION					
BARD	SONG & SPELL LEVEL				
	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	9 <sup>th</sup>
Level 1	2	—	—	—	—
Level 2	3	—	—	—	—
Level 3	1	2	—	—	—
Level 4	—	4	—	—	—
Level 5	—	3	2	—	—
Level 6	—	—	5	—	—
Level 7	—	—	3	3	—
Level 8	—	—	—	6	—
Level 9	—	—	—	4	3
Level 10	—	—	—	—	7

BARD POWER PROGRESSION		
BATTLE CRY PROGRESSION		
BARD	BATTLE CRIES	
	KNOWN	POOL AVAILABLE
Level 1	2	1 <sup>st</sup> level
Level 2	2	1 <sup>st</sup> level
Level 3	3	3 <sup>rd</sup> level
Level 4	3	3 <sup>rd</sup> level
Level 5	3	5 <sup>th</sup> level
Level 6	4	5 <sup>th</sup> level
Level 7	4	7 <sup>th</sup> level
Level 8	5	7 <sup>th</sup> level
Level 9	5	9 <sup>th</sup> level
Level 10	6	9 <sup>th</sup> level

BARD BASIC ATTACKS				
MELEE ATTACK				
BASIC ATTACK		AT-WILL		
Target: One enemy				
Attack: Strength OR Dexterity + Level vs. AC				
<b>HIT</b>				
Weapon + Strength OR Dexterity damage				
<b>MISS</b>				
Damage equal to your level				
RANGED ATTACK				
BASIC ATTACK		AT-WILL		
Target: One enemy				
Attack: Dexterity + Level vs. AC				
<b>HIT</b>				
Weapon + Dexterity damage				
<b>MISS</b>				
—				
ARMOR AND AC				
Armor Type	None	Light	Heavy	Shield
Base AC	10	12	13	+1
Attack Penalty	—	—	-2	-1

BARD WEAPONS		
MELEE WEAPONS		
ONE-HANDED	TWO-HANDED	
<b>SMALL</b>		
1d4 dagger	1d6 club, staff	
<b>LIGHT OR SIMPLE</b>		
1d6 mace, shortsword	1d8 spear	
<b>HEAVY OR MARTIAL</b>		
1d8 longsword, scimitar	1d10 (-2 attack) dire flail, greatsword	
RANGED WEAPONS		
THROWN	CROSSBOW	BOW
<b>SMALL</b>		
1d4 dagger	1d4 hand crossbow	—
<b>LIGHT OR SIMPLE</b>		
1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
<b>HEAVY OR MARTIAL</b>		
—	1d8 (-1 attack) heavy crossbow	1d8 (-2 attack) longbow