

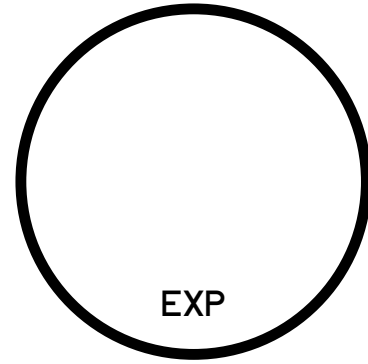




### Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Swashbuckler Advancement list.



### Bard Advancements (1 Per Level)

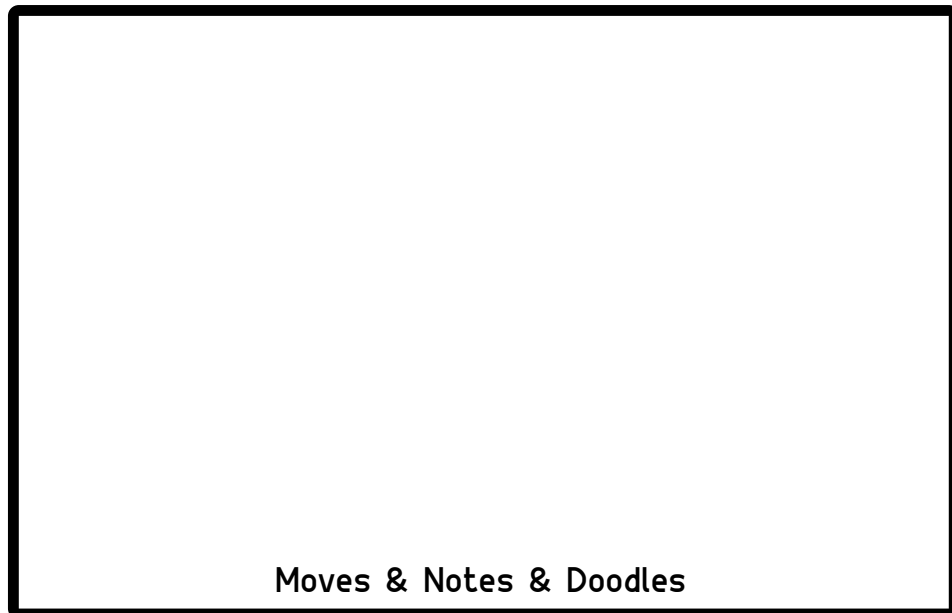
- Gregarious. Gain +1 Charisma
- Storied. Gain +1 Wisdom
- Skilled. Gain +1 Dexterity
- Worldly. Take an advancement from another class (choose a cool one, not an attribute bonus).
- Solo. When you perform a song and roll a 12+ its effects are enhanced dramatically.
- Studios. You may adapt a spell from the cleric or wizard spell list as a song.
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- Loremaster. When you try to divine the use of a magical item, roll+Wis. On a roll of 6- your brain fogs. On a roll of 7-9, you recall half truths about it. On a 10+ you recall truths about it.
- Acrobat. When avoiding enemies, gain a +1 bonus if you act dramatically.
- Skald. You may perform songs of battle to grant your allies +1 to attack enemies. You are lost in the music.
- Storyteller. When you tell tales of your adventures, gain a +1 to impress your audience.

### Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

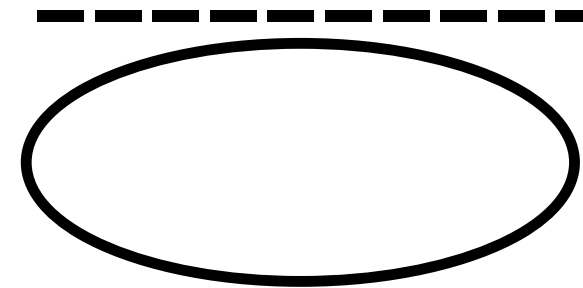


### Character Creation

Character Creation

(The GM will help you out.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment. (A cool instrument?)
6. Go find a dungeon!

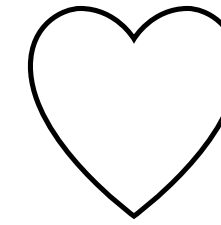


What do you look like?

Name: \_\_\_\_\_

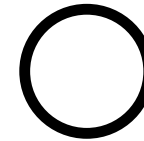


Armor

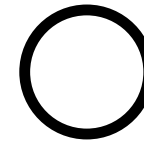


HP

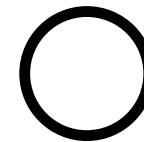
str



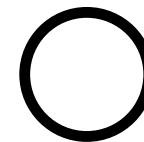
dex



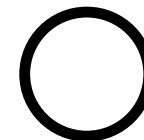
con



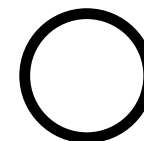
int



wis



cha



### Inventory

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_

Gear:

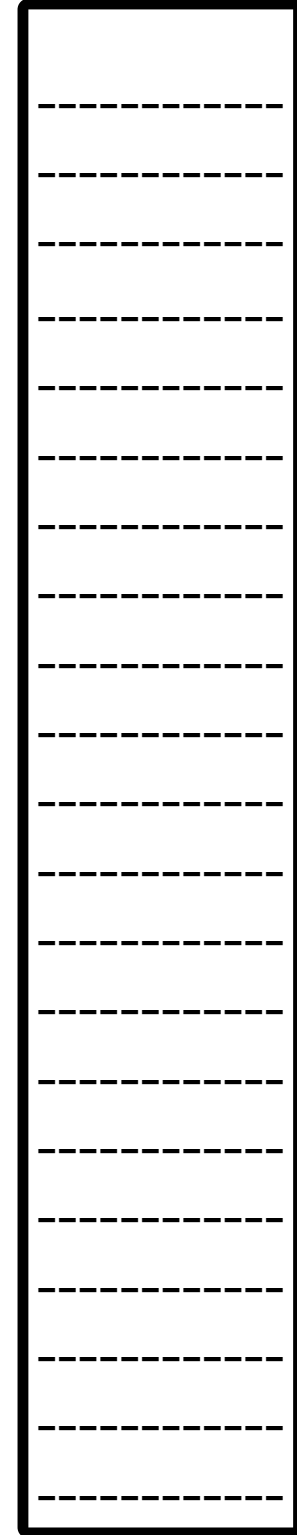


### Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence

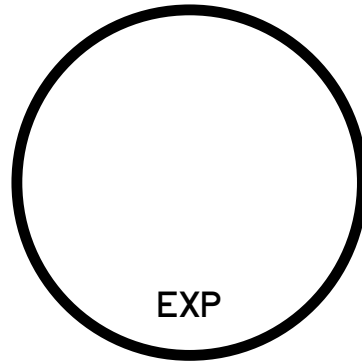
### Class Moves



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## Class Advancements (1 Per Level)



## Other Stuff

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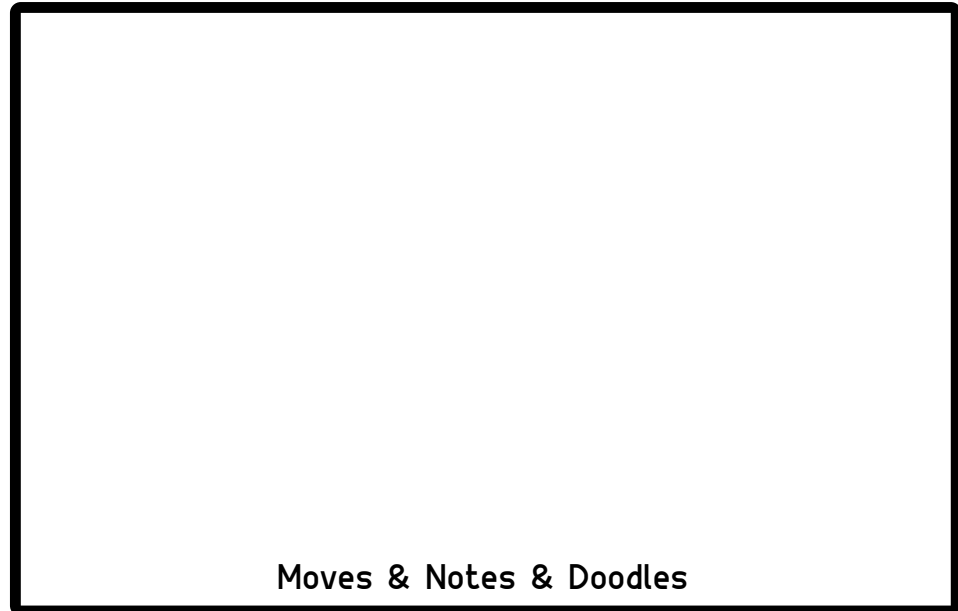
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Moves & Notes & Doodles