

NAME

Elf: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir
Human: Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Lily, Ramonde, Cassandra

LOOK

Knowing Eyes, Fiery Eyes, or Joyous Eyes
 Fancy Hair, Wild Hair, or Stylish Cap
 Finery, Traveling Clothes, or Poor Clothes
 Fit Body, Well-fed Body, or Thin Body

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

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|----------|-----------|--------------|--------------|-------------|--|
| STRENGTH | DEXTERITY | CONSTITUTION | INTELLIGENCE | WISDOM | CHARISMA |
| WEAK -1 | SHAKY -1 | SICK -1 | STUNNED -1 | CONFUSED -1 | SCARRED -1 |
| STR | DEX | CON | INT | WIS | CHA |
| DAMAGE | D6 | ARMOR | | HP | CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION |

ALIGNMENT

- GOOD
Go out of your way to aid an innocent
- NEUTRAL
Avoid a conflict or defuse a tense situation
- CHAOTIC
Spur others to significant and unplanned decisive action

STARTING MOVES

ARCANE ART (CHA)

Through music, you can channel great magicks. **When you perform a magical melody**, roll +CHA. **On a 10+**, choose two. **On a 7-9**, choose one:

- An ally's wounds are magically sealed, and they heal 1d8 damage
- An ally is invigorated, and they deal +1d4 damage forward
- An ally's mind is cleared of enchantment or fear
- You coordinate your allies' teamwork - the next time an ally Aids another, they grant +2 instead of +1 to the aided ally
- Your tune does not draw attention to you or your bolstered ally

BARDIC LORE

When you Spout Lore, if you tell us 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.

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?

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.

TRUTH TO POWER

When you Spout Lore, on a 7+, take +1 forward when acting on that information.

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, you can always find someone who respects the customs of hospitality to 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 in person.
- _____ is often the butt of my jokes.
- I am writing a ballad about the adventures of _____.
- _____ has trusted me with a secret.
- _____ does not trust me, and for good reason.



THE BARD

LEVEL

XP

GEAR

Your Load is 9 + STR. You start with dungeon rations (5 uses, 1 weight).

Choose your instrument:

- 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 clothing

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:

- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Halfling pipeleaf (6 uses, 0 weight)
- 2d6 coin

ADVANCED MOVES

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

- A LITTLE HELP FROM MY FRIENDS

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

- BAMBOOZLE

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

- DUELIST'S PARRY

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

- ELDRITCH TONES

When you use Arcane Art, on a 7+, choose an additional option.

- HEALING SONG

When you heal someone with Arcane Art, you also heal 1d8 damage.

- IT GOES TO ELEVEN (CHA)

When you unleash a crazed performance, choose a target who can hear you and roll +CHA. On a 10+, the target flails in confusion, dealing its damage to a random creature nearby. On a 7-9, it still damages a random creature nearby, but then takes +1d4 ongoing to damage as your music invigorates it.

- MAGICAL DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

- MAGICAL INITIATE

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

- METAL HURLANT (CHA)

When you shout with great force or play a shattering note, choose a target and roll +CHA. 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 the blast is out of control - the GM will choose an additional target nearby.

- VICIOUS CACOPHONY

When you grant bonus damage with Arcane Art, choose another ally. That ally also takes +1d4 damage forward.

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

- A LIGHT IN THE DARKNESS

When you stand firm against an approaching threat and don't back down, every ally who backs you up gets +1 forward.

- 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.

- 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.

- DEVIIOUS

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.

- DUELIST'S BLOCK

Replaces: Duelist's Parry

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

- ELDRITCH CHORD

Replaces: Eldritch Tones

When you use Arcane Art, on a 7+, choose an additional option. The effects of this additional option are doubled.

- MAGICAL MASTER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

- 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 will tell you another thing they've heard.

- UNFORGETTABLE FACE

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

- VICIOUS BLAST

Replaces: Vicious Cacophony

Add the following options to the Arcane Art list:

- All allies who can hear you take +1d4 damage forward