



## EQUIPMENT

MAX LOAD (9+STR)



## NOTES

### STARTING GEAR

HALFLING PIPEWEED (3 USES, 0 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

AN INSTRUMENT OR SONGBOOK WITH WHICH YOU MAKE

SWEET MUSIC

#### CHOOSE YOUR CLOTHING

LEATHER ARMOR (1 ARMOR, 1 WEIGHT)

OSTENTATIOUS FINERY (0 WEIGHT)

+BAG OF BOOKS (5 USES, 2 WEIGHT)

#### CHOOSE YOUR ARMAMENT

DUELING RAPIER (CLOSE, PRECISE, 2 WEIGHT)

WORN BOW (NEAR, 2 WEIGHT)

+BUNDLE OF ARROWS (3 AMMO, 1 WEIGHT)

+SHORT SWORD (CLOSE, 1 WEIGHT)

#### CHOOSE ONE

ADVENTURING GEAR (5 USES, 1 WEIGHT)

BANDAGES (3 USES, SLOW, 0 WEIGHT)

PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)

# BARD

*The poems say an adventurer's life is all open roads and the glory of coin and combat. The tales told in every farmhand-filled inn have to have some ring of truth to them, don't they? The songs to inspire peasantry and royals alike—to soothe the savage beast or drive men to a frenzy—have to come from somewhere.*

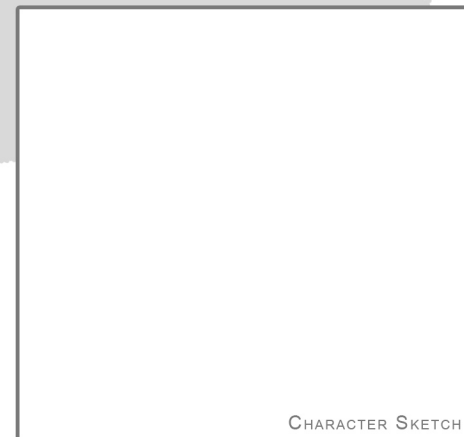
*Enter the bard. You, with your smooth tongue and quick wit. You teller-of-tales and singer-of-songs. A mere minstrel can retell a thing, but it takes a true bard to live it. Strap on your boots, noble orator. Sharpen that hidden dagger and take up the call. Someone's got to be there, fighting shoulder-to-shoulder with the goons and the thugs and the soon-to-be-heroes. Who better than you to write the tale of your own heroism?*

*Nobody. Get going.*

NAME

LEVEL

XP



CHARACTER SKETCH

### ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

**Mediator**

Defuse a tense situation with your quick thinking or silver tongue.

**Instigator**

Spur someone else to significant, unplanned, decisive action.

**Glory Hound**

Do something worth celebrating (your call) and make sure everyone knows about it.

### BONDS



### BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

**Folk Hero**

In every civilized settlement, there will be someone who will offer you shelter and aid. Also take +1 to Recruit and Order Followers.

**Skald**

You sing a song of bloody thunder and clashing swords. It's not beautiful, but it is powerful. When you use Arcane Arts, you may roll+CON instead of +CHA. Your weapons and armor weigh 1 less, to a minimum of 1.

**Trickster**

You can duplicate the effects of the Wizard Cantrips Light, Prestidigitation, and Telekinesis using your masterful performances. You don't even need to roll!

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH DEXTERITY CONSTITUTION INTELLECT WISDOM CHARISMA

STR DEX CON INT WIS CHA

WEAK  SHAKY  SICK  DAZED  CONFUSED  SCARRED

HIT POINTS  
Max = 6+CONSTITUTION

ARMOR

DAMAGE  
D6

MODIFIERS

STARTING MOVES

**ARCANE ART**

You've mastered a performing art - oratory, singing, dancing, music, etc. What is it?

Your performances pluck at the very strings of reality. What effects can you create? Pick 2. Gain another every odd level.

- Call of Glory:** A target takes +d4 damage forward and their mind is cleared of fear and enchantment.
- Clash of Steel:** A target gains an incredible burst of speed and also takes +d4 armor Forward.
- Serenade of Healing:** A target heals d6 HP.
- Dance of Wind:** A target is freed from physical restraints and takes +1 Forward to act gracefully.
- Dirge of Doom:** A target takes -3 damage and armor Forward.
- Metal Hurlant:** A target takes d6 damage (Forceful) and is briefly dazed
- Insane Solo:** A target becomes temporarily confused, causing them to lash out at anyone nearby.
- Halting Staccato:** A target is assaulted by waves of sound, preventing them from moving for a short time and interfering with their spellcasting.
- White Hot Spotlight:** A target is clearly illuminated by a blinding light. They are briefly blinded and your allies take +1 Forward against them.

When you **weave a performance into an arcane spell**, choose a Near target and roll+CHA. On a hit, your target gets a single effect. But on a 7-9 the magic reverberates, drawing unwanted attention or

**SERENADE**

Whenever you **begin a performance, tale, or speech**, you may roll+CHA. On a hit, choose one. On a 10+, choose another:

- Everyone's attention remains firmly locked on you for a few minutes, and they are all pleasantly entertained
- Everyone must acknowledge your skill, experience, and eloquence, and you gain the respect of one person in particular
- One or more members of the audience come forward with gifts.
- Someone comes to you afterwards, requesting your services or bearing news of an opportunity.

**BARDIC LORE**

Choose an area of expertise:

- Magic and Cosmology**
- Beasts and Nature**
- Politics and History**
- Religion and Legends**
- 

When you **Spout Lore** about something covered by your bardic lore, you can ask the GM any one question about it; the GM will answer truthfully. If you then relate the tale, song, or legend you heard that information from, you take +1 Forward acting on the information.

**PORT IN A 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.

LEVEL 2+ ABILITIES

**ELDRITCH TONES**

Learn another Arcane Art effect. Your Arcane Art is strong. On a 10+ you may choose a second effect to apply to the same target, or you may apply the same effect to another Near target.

**WORLDLY**

Gain an additional Bardic Lore.

**SHOUT OUT**

When you **Volley**, on a 10+ you may also apply an Arcane Art effect to your target or a nearby ally.

**SWASHBUCKLER**

When you **incorporate acrobatics into a successful attack**, deal an extra d4 damage.

**LINGUIST**

When you **attempt to read mysterious text or markings**, roll+Int. On a 7+ you know a literal translation. On a 10+ you also know who likely wrote it, and what their intentions were.

**THE GOOD STUFF**

When you **share Halfling Pipeleaf with someone while speaking candidly**, you can ask their player a question from the list below. They must answer it truthfully. They may then ask you a question from the list (which you must also answer truthfully).

- Who do you serve?
- What do you wish I would do?
- How can I get you to \_\_\_\_\_?
- What are you trying to hide?
- What do you most desire?

**SHRED**

When you **use Arcane Arts**, gain +1 Forward to Hack and Slash

**PARRY AND RIPOSTE**

When you **successfully Defy Danger in combat using your speed, cunning, or charm**, pick one:

- Deal d4 damage ignoring armor to the nearest enemy
- Disarm, trip, or otherwise hinder the nearest enemy
- Dance far out of range of all nearby enemies

**PARTY STARTER**

You may Carouse whenever you want to and it costs 50 fewer coins. If you **Carouse when returning victorious**, choose an additional benefit.

**DANDY**

Take +1 Forward whenever you **make a point of demonstrating your impeccable taste, fashion, and etiquette**.

**RAPIER WIT**

When you **cross wits with someone you have a grudge against**, roll+CHA. On a 7-9, choose one. On a 10+ choose two.

- Take +1 Forward against your rival
- Goad them into losing their temper
- Taunt them into revealing something they didn't want you to know
- Gain a key insight into their abilities, skills, or resources

**MULTICLASS DABBLER**

Get a move from another class. Treat your level as two lower for choosing the move.

LEVEL 6+ ABILITIES

**ELDRITCH TONES**

*Requires Eldritch Tones*  
When you **use Arcane Art**, on a 7-9, choose one. On a 10+, choose two:

- Target all Near enemies or allies
- Double the effect on your first target
- Apply an additional effect to your first target

**MAESTRO**

*Requires Parry and Riposte*  
Add the following options for Parry and Riposte:

- Grant an ally +1 Forward against the danger's source
- Redirect the danger towards a nearby enemy

When you **Parry and Riposte** on a 12+ choose 2 (not 1)

**SUPERSTAR**

When you **encounter a new group of people**, you may roll+CHA. On a hit, you're famous here and the people will do favors for you out of fear, respect, or love (as appropriate). But on a 9- someone has a score to settle with you.

**JACK OF ALL TRADES**

When you **Make Camp**, you can choose to spend some time with another player character. If you do, you gain one use of one of their moves and they gain one use of one of your moves.  
Uses are lost the next time you Make Camp.

**MAGICAL MYSTERY TOUR**

Gain the Arcana and Spellcasting Wizard moves. When casting spells, treat your level as 2 lower.

**WIDE REPERTOIRE**

Learn another Arcane Art effect. Also get a move from another class. Treat your level as two lower for choosing the move.

**THROW DOWN THE GAUNTLET**

When **someone has insulted your honor**, you may challenge them to a duel. If they do not accept, take +1 Ongoing against them until they do.

**INSPIRATION**

When you **successfully Aid an ally**, you may grant them an Arcane Arts effect.

**INSPIRATION**

*Requires The Good Stuff*  
You don't need Halfling Pipeleaf to use The Good Stuff. However, if you do share it you may ask another question (without answering another one!)

**RESOURCEFUL**

You only lose a charge of Adventuring Gear if you pull out something really unlikely.