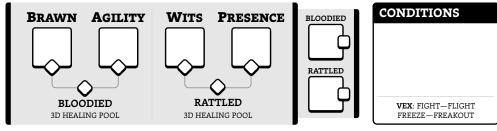
NAME		DISTINCTIVE FEAT	URES	
PLAYER				
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CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY O

SPARK 🔲 🔲

CHARACTE	R DETAILS			INTRODUCE A T	ANGLE: TAKE SPARK
BACKGROUNDS		WISES			
TRAITS: 2 you	are ● 1 you're	e really not Ø	DESIRES: 2 you	ı want ● 1 yoı	u really don't Ø
O Brave	O Gentle	O Protective	O Belonging	O Justice	O Renown
O Caring	O Honest	O Quiet	O Glory	O Knowledge	O Thrills
O Confident	O Honorable	O Rash	O Harmony	O Love	O Wealth
O Curious	O Persistent	O Stubborn	O Honor	O Power	O Wisdom
0			0		

BONDS	Change a bond: the other PC takes spark quarrel: both take spark
PC	BOND

BARD	TRACKERS
CORE TALENT	
● BARDSONG: You can sing 3 bardsongs (session). Choose a S roll Presence. Sing one to pull off a potent feat of emotional impact move. You can also sing 3 melodies (session) without clear a mark—heal rattled—assist without risk. [Growth: 3 leventhes of the content of the con	ut a roll or composition to: MELODIES
PATH TALENTS	
O BARDIC LORE: You gain any 3 wises and 1 extra story per se story rolls pertaining to what you know or story details you	
O DYNAMIC ENTRANCE : You can always appear in a scene anyour physical capabilities. Make a 3d story roll to Set the S	
O FORKED TONGUE : When given time, you can tell potent li to do it on the spot.	ies. You can push yourself
O FRIENDLY FACE: In any new town or district of a city you seful—quickly make a friend—be recognized by a fan. They's spark if you promise to pay them back.	
O INFLUENCE : Twice per session, you can <i>invoke an ally's bon</i> die roll result by 1. You don't have to be in the same scene—t	·
O JACK OF ALL TRADES: Increase one of your stats that's a 1 to	o a 2. You also take +1d on montage rolls.
O WORDPLAY : On a perfect defense roll when the situation a make them: <i>embarrass themself—let a secret slip—focus on o</i> session, you can <i>goad</i> the GM into spending suspense on	r lose track of you. Once per
NON-PATH TALENTS & NOTES	STYLE + TUNE OF IMPACT chaotic anthem affection dire aria awe fiery ballad calm gentle chant despair haunting ditty fear playful hymn fury nostalgic ode hope rousing requiem joy vicious rhapsody mockery whimsical serenade wonder

STORY ARCS	FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.
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OOOOO
OOOOO
OOOOOO
At +, take a new talent.

