

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

BLOODIED

RATTLED

CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY

SPARK

CHARACTER DETAILS

INTRODUCE A TANGLE: TAKE SPARK

BACKGROUNDS

WISES

TRAITS: 2 you are | 1 you're really not

DESIRES: 2 you want | 1 you really don't

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 Style + Tune of Impact and roll Presence. Sing one to pull off a potent feat of emotional influence or interrupt any impact move. You can also sing 3 melodies (session) without a roll or composition to: clear a mark—heal rattled—assist without risk. [Growth: 3 levels/+1 bardsong, +1 melody].

BARDSONGS

MELODIES

PATH TALENTS

BARDIC LORE: You gain any 3 wises and 1 extra story per session. You take +1d on any story rolls pertaining to what you know or story details you add.

STORY

DYNAMIC ENTRANCE: You can always appear in a scene exactly where and when you want, limited only by your physical capabilities. Make a 3d story roll to see if you're engaged as you enter.

FORKED TONGUE: When given time, you can tell potent lies. You can push yourself to do it on the spot.

PUSH

FRIENDLY FACE: In any new town or district of a city you go to, you can always: know someone useful—quickly make a friend—be recognized by a fan. They'll gladly do you a reasonable favor. Take spark if you promise to pay them back.

INFLUENCE: Twice per session, you can invoke an ally's bond with you to increase their die roll result by 1. You don't have to be in the same scene—they might recall a memory.

INFLUENCE

JACK OF ALL TRADES: Increase one of your stats that's a 1 to a 2. You also take +1d on montage rolls.

WORDPLAY: On a perfect defense roll when the situation allows for verbal quips, you make them: embarrass themselves—let a secret slip—focus on or lose track of you. Once per session, you can goad the GM into spending suspense on conversation.

GOAD

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.

At +, take a new talent.

GRIMWILD

v1.2