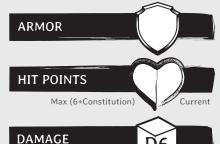
NAME

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

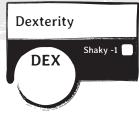
LOOK Choose one for each, or write your own: BODY: Fit, well-fed, thin EYES: Knowing, fiery, joyous HAIR: Fancy, wild, stylish cap CLOTHES: Finery, traveling, poor

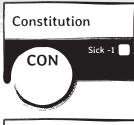


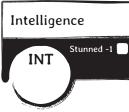


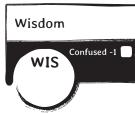
Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

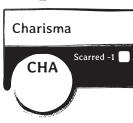












STARTING MOVES

X Arcane Art

When you weave a performance into a basic spell, choose an ally and an effect:

- Heal 1d8 damage
- +1d4 forward to damage
- · Their mind is shaken clear of one enchantment
- · The next time someone successfully assists the target with aid, they get +2instead of +1

Then roll+CHA. • On a 10+, the ally gets the selected effect. • On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

X Charming & 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?

X Bardic Lore

Choose an area of expertise:

- Spells and Magicks
- The Dead and Undead
- Grand Histories of the Known World
- A Bestiary of Creatures Unusual
- The Planar Spheres
- Legends of Heroes Past
- Gods and Their Servants

When you first encounter an important creature, location, or item (your call) covered by your bardic lore you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

X 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.

ALIGNMENT

LEVEL

Good

Perform your art to aid someone else.

Neutral

Avoid a conflict or defuse a tense situation.

XΡ

Chaotic

Spur others to significant and unplanned decisive action.

BONDS

Fill in at least one with the name of a companion, or write your own.

This is not my first adventure with

| sang stories of | long | befor |
|--------------------------|------|-------|
| ever met them in person. | | |

| is often | the butt | 10 | my Jokes. |
|----------|----------|----|-----------|
| | | | |

| 1 | am | writing | a | ballad | about | the | adventures | |
|---|----|---------|---|--------|-------|-----|------------|--|
| , | .6 | | | | | | | |

| trusted | me | with a | a secr | et. |
|---------|----|--------|--------|-----|
| | | | | |

does not trust me, and for good reason.

RACE

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 someone who respects the custom of hospitality to minstrels will take you in as their quest.

