

THE BARD



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

ARMOR



HIT POINTS



Max (6+Constitution) Current

DAMAGE



LEVEL

XP

ALIGNMENT

- ☐ **Good**
Perform your art to aid someone else.
- ☐ **Neutral**
Avoid a conflict or defuse a tense situation.
- ☐ **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

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

trusted me with a secret.

does not trust me, and for good reason.

STARTING MOVES



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 +2 instead 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.



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?



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.



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.

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