

BONDS

Bonds are what make you a party of adventurers, not just a random assortment of people. They're the feelings, thoughts, and shared history that tie you together. You will always have at least one bond, and you'll often have more.

Each bond is a simple statement that relates your character to another player character. Your class gives you a few to start with, you'll replace your starting bonds and gain new ones through play.

Resolving Bonds

At the end of each session you may resolve one bond. Resolution of a bond depends on both you and the player of the character you share the bond with: you suggest that the bond has been resolved and, if they agree, it is. When you resolve a bond, you get to mark XP.

A bond is resolved when it no longer describes how you relate to that person. That may be because circumstances have changed—Thelian used to have your back but after he abandoned you to the goblins, you're not so sure. Or it could be because that's no longer a question—you guided Wesley before and he owed you, but he paid that debt when he saved your life with a well-timed spell. Any time you look at a bond and think "that's not a big factor in how we relate anymore" the bond is at a good place to resolve.

If you have a blank bond left over from character creation you can assign a name to it or write a new bond in its place whenever you like. You don't get an XP for doing so, but you do get more defined bonds to resolve in the future.

Barbarian

_____ is puny and foolish, but amuses me.
_____ 's ways are strange and confusing.
_____ is always getting into trouble - I must protect them from themselves.
_____ shares my hunger for glory; the earth will tremble at our passing!

Bard

This is not my first adventure with _____.
I sang songs 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 a good reason.

Cleric

_____ has insulted my deity; I do not trust them.
_____ is a good and faithful person; I trust them implicitly.
_____ is in constant danger, I will keep them safe.
I am working on converting _____ to my faith.

Druid

_____ smells more like prey than a hunter.
The spirits spoke to me of a great danger that follows _____.
I have showed _____ a secret rite of the Land.
_____ has tasted my blood and I theirs. We are bound by it.

Fighter

_____ owes me their life, whether they admit it or not.
I have sworn to protect _____.
I worry about the ability of _____ to survive in the dungeon.
_____ is soft, but I will make them hard like me.

Immolator

_____ has felt the hellish touch of fire, now they know my strength.
I will teach _____ the true meaning of sacrifice.
I cast something into the fire for _____ and still owe them their due.

Paladin

_____ 's misguided behavior endangers their very soul!
_____ has stood by me in battle and can be trusted completely.
I respect the beliefs of _____ but hope they will someday see the true way.
_____ is a brave soul, I have much to learn from them.

Ranger

I have guided _____ before and they owe me for it.
_____ is a friend of nature, so I will be their friend as well.
_____ has no respect for nature, so I have no respect for them.
_____ does not understand life in the wild, so I will teach them.

Thief

I stole something from _____.
_____ has my back when things go wrong.
_____ knows incriminating details about me.
_____ and I have a con running.

Wizard

_____ will play an important role in the events to come. I have foreseen it!
_____ is keeping an important secret from me.
_____ is woefully misinformed about the world; I will teach them all I can. make them hard like me.

Writing New Bonds

You write a new bond whenever you resolve an old one. Your new bond may be with the same character, but it doesn't have to be. When you write a new bond choose another character. Pick something relevant to the last session—maybe a place you traveled together or a treasure you discovered. Choose a thought or belief your character holds that ties the two together and an action, something you're going to do about it. You'll end up with something like this:

Mouse's quick thinking saved me from the white dragon we faced. I owe her a boon.

Avon proved himself a coward in the dungeons of Xax'takar. He is a dangerous liability to the party and must be watched.

Valeria's kindness to the Gnomes of the Vale has swayed my heart, I will prove to her I am not the callous fiend she thinks I am.

Xotoq won the Bone-and-Whispers Axe through trickery! It will be mine, I swear it.

These new bonds are just like the old ones—use them, resolve them, replace them.