

Bard

"I know the tales and the songs by heart. I have told and retold them in the solitude of my mind and before a crowd. Yet, it's one thing to recount the stories others created; another to shape my own, choosing the words, leaving my mark in the sagas others will sing. Now it's time to live the tale, to write my epic, to become the main character of the play on this vast stage that others call life."

Bards are storytellers and songkeepers, but they are also skilled with their weapons, as sharp as their tongues.

NAME

LEVEL

LOOKS

XP

Strength
STRDexterity
DEXConstitution
CONWeak -1 ☐Shaky -1 ☐Sick -1 ☐Intelligence
INTWisdom
WISCharisma
CHAStunned -1 ☐Confused -1 ☐Scarred -1 ☐

ARMOR

HIT POINTS

DAMAGE

d8

(Maximum 8+Constitution)

Origin

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Choose your Homeland:

- ☐ Atisi
- ☐ Gotai
- ☐ Minal
- ☐ Mungo
- ☐ Javala
- ☐ Eiman
- ☐ Qatab

Heritage/Origin Move

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Alignment

Alignment

Choose an alignment:

- ☐ Good: Use your songs or stories to bring excitement or happiness to someone else.
- ☐ Neutral: Discover something new, or write a new song.
- ☐ Chaotic: Use your music to sow chaos or your words to spread misinformation.

Bonds

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Ask the other players the following questions and write down who volunteered.

- * Who is searching for a legendary artifact or place with me?
- * Who has traveled with me for a long time?
- * Who was my lover in the past?
- * Who is the model I'm using for a character in my tales?

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight) and a songbook or instrument of your choice (0-1 weight). Choose your defenses:

- ☐ A thick, worn cloak (0 weight) and poultices and herbs (2 uses, slow, 0 weight)
- ☐ Leather tunic (1 armor, 1 weight)

Choose your weapon:

- ☐ An elaborately crafted longsword (close, +1 damage, 2 weight)
- ☐ A slender short sword (close, precise, 1 weight) and an easily concealed dagger (hand, 1 weight)

Choose one:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Beauty kit (1 weight) and 3 coins
- ☐ 8 coins

Select your Initial Move

Choose one of these to start with:

☐ Bardic College

Where is your school located? Who was your favorite instructor? Who was your least favorite? When you **use stories and legends or spout lore**, on a miss, in addition to whatever else the GM says you know where to go to find the information you seek.

☐ Fey Tutelage

You learned from one or more denizens of the faerie realm. Were you abducted as a child? Was it part of an exchange? Lost in the woods of Kunla? Maybe you overheard a dryad or nymph singing. You start with **soothe the savage beast**.

☐ On the Road

Out on your own with just the clothes on your back, you quickly learned that many were willing to trade a warm meal and roof for an entertaining evening. You can **use your stories and songs to get a roof over your head for the night**, and when you **parley** with someone to prevent conflict, take +1.

Extra Starting Moves

You also start with these moves:

☒ Entertainer

When you **carouse**, if you describe to the GM a story you tell, a song you sing, or your performance, you don't have to pay 100 coins. In addition, add the following to the list of options that you can choose from:

- * You make some money—gain 2d10 coins.

☒ Stories & Legends

When you **declare that you've heard tell of something or someone important**, name the book, song, or story that you learned of it from. Then ask the GM any one question about it and roll +INT. On a 10+, the GM will give you an elaborate answer, providing information immediately useful or relevant to you. On a 7-9, you'll need to find out a good use for the answer the GM will give you.

☒ Magical Music

When you **sing or play a song**, describe it and roll +CHA. On a 10+, you hold the attention of every intelligent creature that can see or hear you until the performance is completed, or until something happens to break their attention, and choose 2. On a 7-9, like 10+ but choose 1.

- * A member of the audience becomes enraptured with you – the GM will tell you who.
- * One or more members of the audience give you gifts – the GM will tell you what.
- * A member of the audience requests your services.

☒ Stirring Speech

When you **deliver a stirring speech before a conflict**, roll +CHA. On a 10+, choose 2. On a 7-9, choose 1.

- * Your allies take +2 armor forward.
- * Your allies take +1d4 damage forward.
- * Your allies take +1 ongoing against fear until the conflict ends.

☒ Song of Rest

When you **make camp**, if you sing a soothing song, everyone recovers +1d6 hit points the next day.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

☐ Befuddling Banter

When you **spend a while conversing with someone**, take +1 to parley with them or convince them to go along with a plan or suggestion of yours.

☐ Cutting Jibe

When you **insult someone**, roll +CHA. On a 10+ choose two. On a 7-9 choose one.

- * The target makes a rash decision.
- * The target falters or leaves an opening—you or an ally take +1 forward against them.
- * They do not make an attack against you.

☐ Graceful Swordsman

When you **face a foe one-on-one and are wielding a weapon with the precise tag**, gain +1 armor. In addition, when you **hack and slash with a precise weapon**, on a 12+ you ignore their armor.

☐ Lullaby

When you **sing or play a gentle song**, roll +CHA. On a 10+, every creature you choose that can hear you becomes lethargic and inattentive until the song ends, and falls asleep after a few minutes. On a 7-9, they are able to resist the urge to sleep, but remain lethargic and inattentive.

☐ Pep Talk

You can **use aid or interfere** by simply giving someone a few words of encouragement, and you can choose to roll +CHA instead of +Bonds.

☐ Putting the Pieces Together

When you **use stories and legends or spout lore**, on a miss, if you spend a while pondering or carefully examining the subject or object you can try again.

☐ Refreshing Song

When you **use song of rest**, everyone either regains an additional 1d6 hit points or takes +1 forward the next day.

☐ Soothe the Savage Beast

When you **play a song in the presence of wild beasts**, roll +CHA. On a 10+, they are enthralled: they won't attack you or your allies until the song ends or they are attacked first. After that, the GM will choose if they leave peacefully or regard you affectionately. On a 7-9, the enthrall will last only until they are attacked or the song ends.

☐ Storyteller

When you **tell a story**, you can use **entertainer** without having to return triumphantly from an adventure. If you choose to **gain coins**, you instead gain 3d10 coins.

☐ War Skald

You ignore the clumsy tag when wearing armor, and when you **hack and slash while chanting a war hymn**, deal +1 damage.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ Captivating Storyteller

Requires: Storyteller

When you **use storyteller**, choose one additional option, and on a miss you can still choose one.

☐ Furry Friend

Requires: Soothe the Savage Beast

You've attracted the attention of a loyal animal. Regardless of its size or appearance, treat it as a hireling with 8 skill points and a starting Loyalty of +1. If it dies, the next time you **use soothe the savage beast**, one of the animals will stick around.

☐ Inspiring Shout

Requires: Pep Talk

When you **use aid or interfere by shouting at someone**, on a 10+ they instead take +2 or -3, your choice.

☐ Invigorating Song

Replaces: Refreshing Song

When you **use song of rest**, everyone regains an extra 1d6 hit points and takes +1 forward the next day.

☐ Moving Music

When you **pour your heart and soul into a performance**, roll +CHA. On a 10+, every creature you choose that can hear you is instilled with joy, hope, despair, or dread even long after the song has ended. On a 7-9, the effects linger only until the song ends.

☐ Patronage

When your **patron asks a task of you**, write a bond reflecting this task. When you complete it, mark XP and when you **return to your patron** he or she will reward you for your services. In addition when you **use magical music** you can choose to have an NPC admire your patron.

☐ Rallying Cry

Requires: War Skald

You can **use stirring speech simply by shouting as you charge headlong into the fray**, and you choose from these instead:

- * Your allies take +3 armor forward.
- * Your allies take +1d6 damage forward.
- * Your allies are immune to fear until the conflict ends.

☐ Reading Between the Lines

When you **spend some time engaged with someone, whether talking or performing**, you may ask the GM any one question about them.

☐ Riposte

Requires: Graceful Swordsman

When you **defy danger against a nearby opponent while wielding a weapon with the precise tag**, on a 10+ you can deal your damage to your attacker.

☐ Sudden Insight

Requires: Putting the Pieces Together

You can **discern realities** by quickly glancing about. When you **use stories and legends or spout lore**, on a 12+ the GM will also reveal a glaring weakness, strength, or long-forgotten secret.

