



# BARD

## CHARACTER GUIDE

*As a bard, you know how to get people to talk, bring attention to yourself, and use words or music to influence the world around you.*

### SUGGESTED TRAITS

0 Agility, -1 Strength, +1 Finesse,  
0 Instinct, +2 Presence, +1 Knowledge

### SUGGESTED PRIMARY WEAPON

Rapier - Presence Melee - d8 phy - One-Handed

**Quick:** When you make an attack, you can mark a Stress to target another creature within range.

### SUGGESTED SECONDARY WEAPON

Small Dagger - Finesse Melee - d8 phy - One-Handed

**Paired:** +2 to primary weapon damage to targets within Melee range

### SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3

**Flexible:** +1 to Evasion

### INVENTORY

#### TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

#### THEN CHOOSE BETWEEN:

a Minor Health Potion OR  
a Minor Stamina Potion

#### AND EITHER:

a romance novel OR  
a letter never opened

#### THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

songbook, journal, etc.

### CHARACTER DESCRIPTION

**Choose one (or more) from each line, or write your own description.**

**Clothes that are:** extravagant, fancy, loud, oversized, ragged, sleek, wild

**Eyes like:** carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

**Body that's:** broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

**Skin the color of:** ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

**Attitude like:** a barkeep, a magician, a ringmaster, a rock star, a swashbuckler

### BACKGROUND QUESTIONS

Answer any of the following background questions.  
You can also create your own questions.

Who from your community taught you to have such confidence in yourself?

You were in love once. Who did you adore, and how did they hurt you?

You've always looked up to another bard. Who are they, and why do you idolize them?

Then work with the GM to generate two starting Experiences for your character.

### CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What made you realize we were going to be such good friends?

What do I do that annoys you?

Why do you grab my hand at night?

### TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

