

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 10



ARMOR



AGILITY



Sprint
Leap
Maneuver

STRENGTH



Lift
Smash
Grapple

FINESSE



Control
Hide
Tinker

INSTINCT



Perceive
Sense
Navigate

PRESENCE



Charm
Perform
Deceive

KNOWLEDGE



Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

**MINOR
DAMAGE**

Mark 1 HP

**MAJOR
DAMAGE**

Mark 2 HP

**SEVERE
DAMAGE**

Mark 3 HP

HP ☐

STRESS ☐

HOPE

Spend a Hope to use an experience or help an ally.



Make a Scene: Spend 3 Hope to temporarily *Distract* a target within Close range, giving them a -2 penalty to their Difficulty.

EXPERIENCE

GOLD



HANDFULS



BAGS



CHEST

CLASS FEATURE

RALLY

Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice.

At level 5, your Rally Die increases to a **d8**.

ACTIVE WEAPONS

PROFICIENCY ☒ ☐ ☐ ☐ ☐ ☐

PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

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.

