

BARD

Bards are the most charismatic people in all the realms. Members of this class are masters of captivation and specialize in a variety of performance types, including singing, playing musical instruments, weaving tales, or telling jokes. Whether performing for an audience or speaking to an individual, bards thrive in social situations. Members of this profession bond and train at schools or guilds, but a current of egotism runs through those of the bardic persuasion. While they may be the most likely class to bring people together, a bard of ill temper can just as easily tear a party apart.

DOMAINS

Grace and Codex

STARTING EVASION SCORE

10

STARTING HIT POINTS

5

CLASS ITEMS

A romance novel or a letter never opened

BARD'S HOPE FEATURE

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

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**.

BARD SUBCLASSES

Choose either the *Troubadour* or *Wordsmith* subclass.

TROUBADOUR

Play the *Troubadour* if you want to play music to bolster your allies.

■ SPELLCAST TRAIT

Presence

■ FOUNDATION FEATURE

Gifted Performer: Describe how you perform for others. You can play each song once per long rest:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily *Vulnerable*.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

■ SPECIALIZATION FEATURE

Maestro: Your rallying songs steel the courage of those who listen. When you give a Rally Die to an ally, they can gain a Hope or clear a Stress.

■ MASTERY FEATURE

Virtuoso: You are among the greatest of your craft and your skill is boundless. You can perform each of your “Gifted Performer” feature’s songs twice instead of once per long rest.



WORDSMITH

Play the Wordsmith if you want to use clever wordplay and captivate crowds.

■ SPELLCAST TRAIT

Presence

■ FOUNDATION FEATURES

Rousing Speech: Once per long rest, you can give a heartfelt, inspiring speech. All allies within Far range clear 2 Stress.

Heart of a Poet: After you make an action roll to impress, persuade, or offend someone, you can **spend a Hope** to add a **d4** to the roll.

■ SPECIALIZATION FEATURE

Eloquent: Your moving words boost morale. Once per session, when you encourage an ally, you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally without spending Hope.
- Give them an additional downtime move during their next rest.

■ MASTERY FEATURE

Epic Poetry: Your Rally Die increases to a **d10**. Additionally, when you Help an Ally, you can narrate the moment as if you were writing the tale of their heroism in a memoir. When you do, roll a **d10** as your advantage die.

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?

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?

