

BARD CARD DECK



BATTLE CRIES + SONGS + SPELLS
CLASS FEATURES + TALENTS

*Customizable Character Class Deck
compatible with 13th Age™, and The Archmage Engine™*

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MOVE IT!

MELEE ATTACK

FLEXIBLE

Triggering roll: *ANY EVEN ROLL*

EFFECT

Choose either:

- One of your unengaged allies can move as a free action
- One of your engaged allies can make a disengage check as a free action.

ADVENTURER FEAT

LEARNED ✦

The disengage check gains a +2 bonus.

CHAMPION FEAT

LEARNED ✦

The bonus increases to +5.

EPIC FEAT

LEARNED ✦

An engaged ally you target with this battle cry can pop free from one enemy as a free action before making the disengage check.

MOVE IT!

FLEXIBLE MANEUVER

MELEE ATTACK

PULL IT TOGETHER!

MELEE ATTACK

FLEXIBLE
TWICE PER BATTLE

Triggering roll:

NATURAL 11+

Champion feat
also on:

ANY EVEN ROLL

EFFECT

One nearby ally can *heal using a recovery*.

ADVENTURER FEAT

LEARNED



The target adds +1d4 healing per point on the escalation die.

CHAMPION FEAT

LEARNED



The attack can now also trigger on any natural even roll; the extra healing is now +1d6 per point.

EPIC FEAT

LEARNED



You can use *pull it together* three times per battle; the extra healing is now +1d10 per point.

PULL IT TOGETHER!

FLEXIBLE MANEUVER USED

TWICE PER BATTLE

epic feat: 3 × per battle

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

STAY STRONG!

MELEE ATTACK

FLEXIBLE

Triggering roll: *NATURAL 16+*

EFFECT

Give a nearby ally a +2 bonus to AC until the start of your next turn.

ADVENTURER FEAT

LEARNED ✦

The bonus also applies to PD.

CHAMPION FEAT

LEARNED ✦

The bonus also applies to MD.

EPIC FEAT

LEARNED ✦

Bonus increases to +4.

BARD BATTLE CRY LEVEL I

STAY STRONG!

FLEXIBLE MANEUVER

MELEE ATTACK

WE NEED YOU!

MELEE ATTACK

FLEXIBLE

Triggering roll:

ANY EVEN HIT

EFFECT

A nearby conscious ally can roll a save against a save ends effect.

ADVENTURER FEAT

LEARNED



The save gains a +1 bonus.

CHAMPION FEAT

LEARNED



The bonus increases to +2.

EPIC FEAT

LEARNED



If the escalation die is 3+, two nearby conscious allies (instead of one) can each roll a save (with bonuses).

BARD BATTLE CRY LEVEL I

WE NEED YOU!

FLEXIBLE MANEUVER

MELEE ATTACK

SONG OF HEROES

BARDIC SONG

RECHARGE

QUICK ACTION EACH TURN

SUSTAIN 11+

5th level: 9+

OPENING & SUSTAINED EFFECT

You and your nearby allies gain a +1 attack bonus until the start of your next turn.

FINAL VERSE

The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

3rd LEVEL SONG

LEARNED ✦

The effect also provides a +1 bonus to saves.

5th LEVEL SONG

LEARNED ✦

Sustain the song on a 9+.

7th LEVEL SONG

LEARNED ✦

Recharge check is now 6+.

9th LEVEL SONG

LEARNED ✦

The effect also provides a +1 bonus to Mental Defense.

SONG OF HEROES

SONG USED

RECHARGE 11+ AFTER BATTLE

7th level: 6+

SONG OF SPILT BLOOD

BARDIC SONG

DAILY

QUICK ACTION EACH TURN

SUSTAIN 6+

3th level: 4+

OPENING & SUSTAINED EFFECT

Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.

FINAL VERSE

The effect ends immediately, and you or one ally of your choice can *heal using a recovery*.

3rd LEVEL SONG

LEARNED ✦

Sustain the song on a 4+.

5th LEVEL SONG

LEARNED ✦

Add +5 hp to the *recovery*.

7th LEVEL SONG

LEARNED ✦

Add +10 hp to the *recovery*.

9th LEVEL SONG

LEARNED ✦

Add +15 hp to the *recovery*.

SONG OF SPILT BLOOD

SONG USED

DAILY

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

BATTLE CHANT

RANGED SPELL

AT-WILL

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Special: When you use battle chant, you can choose any battle cry effect you know as if you were making a basic melee attack, with the *battle chant* attack roll taking the place of the basic melee attack roll.

HIT

1d4 + Charisma thunder damage. *adv. feat: 1 d6 damage*

MISS

—

3rd LEVEL SPELL

LEARNED ✨

2 d4 thunder damage. *adv. feat: 2 d6 damage*

5th LEVEL SPELL

LEARNED ✨

4 d4 thunder damage. *adv. feat: 4 d6 damage*

7th LEVEL SPELL

LEARNED ✨

6 d4 thunder damage. *adv. feat: 6 d6 damage*

9th LEVEL SPELL

LEARNED ✨

10 d4 thunder damage. *adv. feat: 10 d6 damage*

BATTLE CHANT

REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.
It never runs out.*

ADVENTURER FEAT

LEARNED ✧

Your battle chant damage dice are now d6s instead of d4s.

CHAMPION FEAT

USED ✧ LEARNED ✧

Once per day, you can expend one of your *recoveries* to reroll a battle chant attack roll.

EPIC FEAT

USED ✧ LEARNED ✧

One battle per day, your battle chant damage dice become d10s.

BEFUDDLE

RANGED SPELL

RECHARGE

Target: One nearby creature with 40hp or fewer

Attack: Charisma + Level vs. MD

HIT

The target is *confused* until the end of your next turn.

MISS

Natural Even Miss: The target is *dazed* until the end of your next turn.

3rd LEVEL SPELL

LEARNED ✨

Target with 64hp or fewer.

5th LEVEL SPELL

LEARNED ✨

Target with 96hp or fewer.

7th LEVEL SPELL

LEARNED ✨

Target with 160hp or fewer.

9th LEVEL SPELL

LEARNED ✨

Target with 266hp or fewer.

BEFUDDLE

SPELL USED

RECHARGE 11+ AFTER BATTLE

adventurer feat: 6+

ADVENTURER FEAT

LEARNED ✦

Recharge check is now 6+.

CHAMPION FEAT

LEARNED ✦

The target of the spell doesn't have to be nearby, just in line of sight.

EPIC FEAT

LEARNED ✦

On a hit, the *confusion* effect is now save ends.

CONFUSED

You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

DAZED

You take a -4 penalty to attacks.

CHARM PERSON

RANGED SPELL

DAILY

Target: One nearby creature with 40hp or fewer

Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.

Attack: Charisma + Level vs. MD

HIT

The target believes you are their friend until you or your allies take hostile action against them. (Attacking their normal allies is okay.)

If you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

MISS

Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

CHARM PERSON

SPELL USED

DAILY

3rd LEVEL SPELL

LEARNED ✦

Target with 64hp or fewer.

5th LEVEL SPELL

LEARNED ✦

Target with 96 hp or fewer.

7th LEVEL SPELL

LEARNED ✦

Target with 160hp or fewer.

9th LEVEL SPELL

LEARNED ✦

Target with 266hp or fewer.

SOUNDBURST

RANGED SPELL

DAILY

Target: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

HIT

5d6 + Charisma thunder damage, and the target is *dazed* until end of your next turn.

MISS

Half damage, and deal thunder damage equal to your level to each of your allies engaged with the target.

3rd LEVEL SPELL

LEARNED ✨

6 d8 thunder damage.

5th LEVEL SPELL

LEARNED ✨

8 d10 thunder damage.

7th LEVEL SPELL

LEARNED ✨

2 d6 × 10 thunder damage.

9th LEVEL SPELL

LEARNED ✨

3 d6 × 10 thunder damage.

SOUNDBURST

SPELL USED

DAILY

champion feat: recharge 16+

ADVENTURER FEAT

LEARNED ✦

On a natural even hit, the *dazed* effect is now save ends.

CHAMPION FEAT

LEARNED ✦

The spell is now recharge 16+ after battle instead of daily.

EPIC FEAT

LEARNED ✦

You can now target 1d4 + 1 enemies in a group with the spell.

DAZED

You take a -4 penalty to attacks.

HANG TOUGH!

MELEE ATTACK

FLEXIBLE

Triggering roll: *ANY ODD ROLL*

EFFECT

Give a nearby ally temporary hit points equal to your Charisma modifier.

ADVENTURER FEAT

LEARNED ✨

If the ally is *staggered*, double the temporary hit points.

CHAMPION FEAT

LEARNED ✨

Add your level to the temporary hit points given (add before any doubling).

EPIC FEAT

LEARNED ✨

You can choose yourself instead of an ally as the target of the battle cry.

HANG TOUGH!

FLEXIBLE MANEUVER

MELEE ATTACK

STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

IT'S ALL YOURS!

MELEE ATTACK

FLEXIBLE

Triggering roll:

ANY EVEN MISS

EFFECT

This battle, your next ally to attack the target you missed gains a +2 attack bonus with that attack.

ADVENTURER FEAT

LEARNED



That ally's attack also deals +1 d6 damage.

CHAMPION FEAT

LEARNED



The damage bonus increases to +3 d6.

EPIC FEAT

LEARNED



The damage bonus increases to +3 d12.

BARD BATTLE CRY LEVEL 3

IT'S ALL YOURS!

FLEXIBLE MANEUVER

MELEE ATTACK

TAKE HEART!

MELEE ATTACK

FLEXIBLE

Triggering roll:

ANYHIT

EFFECT

Choose a nearby ally. That ally can either roll a save against a save ends effect or roll a normal save against a condition that has a duration that lasts until the end or beginning of a turn.

TAKE HEART!

FLEXIBLE MANEUVER

MELEE ATTACK

SONG OF AID

BARDIC SONG

DAILY

QUICK ACTION EACH TURN

SUSTAIN 11+

5th level: 9+

9th level: 7+

OPENING & SUSTAINED EFFECT

You or a nearby ally gains 3 d6 temporary hit points.

FINAL VERSE

One target that gained temporary hit points can also *heal using a recovery*.

7th level: *heal using a free recovery*

5th LEVEL SONG

LEARNED ✦

5 d6 temporary hit points; sustain the song on a 9+.

7th LEVEL SONG

LEARNED ✦

7 d6 temporary hit points, and the *recovery* from the final verse is free.

9th LEVEL SONG

LEARNED ✦

9 d6 temporary hit points; sustain the song on a 7+.

SONG OF AID

SONG USED

DAILY

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

HEAL USING A FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

SONG OF THUNDER

BARDIC SONG

DAILY

STANDARD ACTION EACH TURN

SUSTAIN 11+

OPENING & SUSTAINED EFFECT

Make the following attack:

Target: 1d4 + 1 nearby enemies

Attack: Charisma + Level vs. PD

FINAL VERSE

Make the attack again, but this time it deals half damage on a miss.

HIT

5d6 + Charisma thunder damage.

MISS

—

5th LEVEL SONG

LEARNED ✨

7d6 thunder damage.

7th LEVEL SONG

LEARNED ✨

9d8 thunder damage.

9th LEVEL SONG

LEARNED ✨

10d12 thunder damage.

SONG OF THUNDER

SONG USED

DAILY

CHAMPION FEAT

LEARNED ✦

The number of targets increases to 2d4.

EPIC FEAT

LEARNED ✦

Two of the targets can now be far away instead of nearby.

VICIOUS MOCKERY

RANGED SPELL

RECHARGE

Target: One nearby enemy

Attack: Charisma + Level vs. MD

HIT

6 d6 + Charisma psychic damage,
and until the end of your next turn, when the target
misses with one of its attacks, it takes half the damage
its attack would have dealt.

MISS

Damage equal to your level.

5th LEVEL SPELL

LEARNED ✨

9 d6 psychic damage.

7th LEVEL SPELL

LEARNED ✨

10 d8 psychic damage.

9th LEVEL SPELL

LEARNED ✨

2 d8 × 10 psychic damage.

VICIOUS MOCKERY

SPELL USED

RECHARGE 11+ AFTER BATTLE

champion feat: 6+

ADVENTURER FEAT

LEARNED ✧

On a hit, the effect that damages the target when it misses is now save ends.

CHAMPION FEAT

LEARNED ✧

Recharge check is now 6+.

EPIC FEAT

LEARNED ✧

A natural even miss does not expend the spell.

WILD HEAL

RANGED SPELL

DAILY

Target: Two random nearby allies.

Choose the targets randomly from all nearby allies (including you) who are damaged.

EFFECT

Each target can *heal using a recovery*.

epic feat: heal using a free recovery

5th LEVEL SPELL

LEARNED ✦

Add +5 hp to the *recovery*.

7th LEVEL SPELL

LEARNED ✦

Add +15 hp to the *recovery*.

9th LEVEL SPELL

LEARNED ✦

Add +25 hp to the *recovery*.

WILD HEAL

SPELL USED

DAILY

adventurer feat: recharge 16+

ADVENTURER FEAT

LEARNED ✦

The spell is now recharge 16+ after battle instead of daily.

CHAMPION FEAT

LEARNED ✦

Add a third random target.

EPIC FEAT

LEARNED ✦

The *recoveries* the targets use are now free.

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

HEAL USING A FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

STAY TRUE!

MELEE ATTACK

FLEXIBLE

NATURAL 20

Triggering roll:

*Escalation Die 3+
NATURAL 16+*

EFFECT

A nearby ally regains the use of a once-per-battle racial ability that was expended this battle.

STAY TRUE!

FLEXIBLE MANEUVER

MELEE ATTACK

VICTORY IS OURS!

MELEE ATTACK

FLEXIBLE

NATURAL 20

Triggering roll:

*Escalation Die 5+
NATURAL 16+*

*Champion feat
also on:*

*Escalation Die 3+
NATURAL 16+*

EFFECT

A nearby ally can heal using a recovery, and three nearby allies gain a +3 d6 damage bonus to their next damage roll this battle.

CHAMPION FEAT

LEARNED ✨

The battle cry can now trigger when the escalation die is 3+ instead of 5+.

EPIC FEAT

LEARNED ✨

The damage bonus is now +3 d12.

BARD BATTLE CRY LEVEL 5

VICTORY IS OURS!

FLEXIBLE MANEUVER

MELEE ATTACK

SONG OF MAGIC

BARDIC SONG

DAILY

QUICK ACTION EACH TURN

SUSTAIN 16+

OPENING & SUSTAINED EFFECT

Until the start of your next turn, you and your nearby allies who cast spells that are normally expended by being cast can roll a d20 after casting the spell. On a 16+, the spell is not expended.

FINAL VERSE

All spells you and your allies cast before the start of your next turn gain a +2 attack bonus.

7th LEVEL SONG

LEARNED ✨

Gain a bonus to *song of magic's* sustain check equal to the escalation die.

9th LEVEL SONG

LEARNED ✨

Rolls to retain expended spells gain a bonus equal to the escalation die.

SONG OF MAGIC

SONG USED

DAILY

ARROW OF VERSE

RANGED SPELL

RECHARGE

Target: One nearby enemy

Attack: Charisma + Level vs. MD

HIT

8 d8 + Charisma psychic damage

+Xd6 bonus damage, where X = escalation die.

epic feat: +Xd12 bonus damage

MISS

Xd6 psychic damage, where X = escalation die.

epic feat: Xd12 damage

7th LEVEL SPELL

LEARNED ✨

10 d10 psychic damage.

9th LEVEL SPELL

LEARNED ✨

2 d10 × 10 psychic damage.

ARROW OF VERSE

SPELL USED

RECHARGE 16+ AFTER BATTLE

champion feat: 11+

CHAMPION FEAT

LEARNED ✨

Recharge check is now 11+.

EPIC FEAT

LEARNED ✨

Bonus dice and miss dice are now d12s.

DISCOMBOBULATE

RANGED SPELL

DAILY

Target: One nearby creature with 100 hp or fewer

Attack: Charisma + Level vs. MD

HIT

The target is *confused* until it rolls two successful saves.

MISS

The target is *dazed* until the end of your next turn.

7th LEVEL SPELL

LEARNED ✦

Target with 140 hp or fewer.

9th LEVEL SPELL

LEARNED ✦

Target with 240 hp or fewer.

DISCOMBOBULATE

SPELL USED

DAILY

CONFUSED

You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

DAZED

You take a -4 penalty to attacks.

THEY FALL BEFORE US!

MELEE ATTACK

FLEXIBLE

Triggering roll:

NATURAL 20

*Epic feat
also on:*

NATURAL 19+

Special: You can use this battle cry only on your turn.

EFFECT

A nearby ally can make a basic attack as a free action.

EPIC FEAT

LEARNED ✨

The battle cry can now trigger on a natural 19+.

THEY FALL BEFORE US!

FLEXIBLE MANEUVER

MELEE ATTACK

SONG OF BLOOD & LEGENDS

BARDIC SONG

DAILY

STANDARD ACTION EACH TURN

SUSTAIN 16+

OPENING & SUSTAINED EFFECT

Each nearby ally who hits at least one enemy with an attack during their turn can *heal using a recovery*.

FINAL VERSE

One nearby ally can make a basic attack as a free action and *heal using a recovery* if the attack hits at least one target.

9th level: heal using a free recovery

9th LEVEL SONG

LEARNED ✦

The *recovery* granted by the final verse attack is free.

SONG OF BLOOD & LEGENDS

SONG USED

DAILY

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

HEAL USING A FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

SONG OF VICTORY

BARDIC SONG

DAILY

QUICK ACTION EACH TURN

SUSTAIN 16+

OPENING & SUSTAINED EFFECT

Each nearby enemy that has fewer hit points than you is *dazed* until the end of your next turn.

FINAL VERSE

Each nearby enemy takes
5 d6 + Charisma psychic damage.

9th LEVEL SONG

LEARNED ✦

7 d6 psychic damage.

SONG OF VICTORY

SONG USED

DAILY

DAZED

You take a -4 penalty to attacks.

THE OVERWORLD TWO-STEP

CLOSE-QUARTERS SPELL

RECHARGE

QUICK ACTION TO CAST

EFFECT

You can swap your position and the positions of all your nearby allies, even if you can't see them when you cast the spell.

Each position presently occupied by you or an ally must end up occupied after the swap, but otherwise you can swap freely.

CHAMPION FEAT

LEARNED ✦

Recharge check is now 11+.

EPIC FEAT

LEARNED ✦

You can now also swap the positions of far-away allies you can see, up to a maximum of 9 creatures.

BARD SPELL LEVEL 7

THE OVERWORLD TWO-STEP

SPELL USED

RECHARGE 16+ AFTER BATTLE

champion feat: 11+

THE TIME IS NOW!

MELEE ATTACK

FLEXIBLE

Triggering roll: *NATURAL 19+*

Epic feat
also on: *NATURAL 18+*

EFFECT

Choose one nearby ally. That ally can expend a *recovery* to regain a daily power or spell.

EPIC FEAT

LEARNED ✦

The battle cry can now trigger on natural 18+.

THE TIME IS NOW!

FLEXIBLE MANEUVER

MELEE ATTACK

SONG OF DESTINIES

BARDIC SONG

DAILY

QUICK ACTION EACH TURN

SUSTAIN 11+

OPENING & SUSTAINED EFFECT

Later this turn, you can add 1 to the natural result of one ally's d20 roll.

Then, afterwards, you can subtract 1 from the natural result of an enemy's d20 roll.

FINAL VERSE

The GM chooses an icon relevant to the situation; you choose the PC who will make an *icon relationship check*.

That player makes the check and joins the GM in a duet of improvisation as to how the icon relationship roll has some impact on the current battle.

SONG OF DESTINIES

SONG USED

DAILY

ICON RELATIONSHIP CHECK

To check your relationship with a particular icon, roll a d6 for each point you have in the relationship.

If any die is a 6, you get some meaningful advantage from the relationship without having complications.

If two or three dice come up 6, that's even better.

If any die is a 5, your connection to the icon is going to work out as well as a 6 would, but with some unexpected complication. If it's a good icon, you might be drawn into some obligation. If it's a villainous icon, you might attract unwanted attention.

Rolling 5s when you also rolled 6s should make life both interesting and advantageous!

INSPIRE LEGENDS

CLOSE-QUARTERS SPELL

DAILY

Target: You and all nearby allies

Special: Escalation die must be 4+.

EFFECT

Each target can roll a d20 for each of its expended daily, recharge, and per battle powers and spells other than inspire legends. If the roll is 11+, the character regains the use of that power or spell.

BARD SPELL LEVEL 9

INSPIRE LEGENDS

SPELL USED

DAILY

BARDIC SONGS

CLASS FEATURE

EFFECT

Bardic songs last for one or more rounds and end with a final verse that carries a big payoff. Although magical, bardic songs don't count as spells; they don't force the bard to suffer opportunity attacks from engaged enemies, and they can't be canceled by effects that can cancel spells. In fact, bards can cast spells while in the middle of singing a bardic song.

Each song specifies what type of action starts it. To sustain it during the next round, it requires an action and a d20 check against its sustain target. If successful, the song can continue with its sustained effect for that round. (The next round will require another sustain check.) If your attempt to sustain a song fails, the song's final verse effect resolves immediately, and then the song's power ends. You can start another song on your next round.

You don't have to try to sustain the song at the start of your turn. If you choose not to sustain a song, its effects end immediately and you choose whether to use the song's final verse effect in the current round or to start a new song. You can't do both.

BARDIC SONGS

CLASS FEATURE

EFFECT

Some songs have an immediate effect that happens each time you start or sustain the song. Others have effects that continue throughout the entire round.

Most songs stop when a bard is knocked unconscious, silenced, or stunned. Having your song stopped this way prevents you from getting the final verse effect.

You can only sing one bardic song at a time. If you are singing a song (or spend an action to try to sustain a song), you can't start another song that round.

Bardic songs are loud, and cancel any of stealth effects you may have.

ADVENTURER FEAT

LEARNED



Your bardic songs don't stop immediately when you are knocked *unconscious*, *stunned*, or *silenced*. Instead, they continue for one round, giving you the chance to sustain the song on your next turn.

BATTLE CRIES

CLASS FEATURE

EFFECT

Bards use battle cries to encourage, inspire, warn, and magically aid their allies. Battle cries are triggered by flexible melee attacks. The bard makes a melee attack and is able to use a battle cry that corresponds to the attack's natural result, sometimes whether or not the attack hits.

Bonuses provided by battle cries can help a bard's allies but not the bard.

ADVENTURER FEAT

LEARNED



You can generate the effect of any 1st or 3rd level battle cry you know as a standard action (instead of making a flexible melee attack to see which battle cry you are able to trigger). This allows you to choose the particular battle cry you want, at the expense of taking your standard action.

SPELLS

CLASS FEATURE

EFFECT

Bards use arcane spells that function like those of other spell-casting classes. Some spells are daily, some recharge, and others are at-will.

ATTACKS

CLASS FEATURE

EFFECT

Unlike most character classes, bards use two different ability scores for their attacks. Their melee and ranged weapon attacks use Strength or Dexterity, while their spells use Charisma.

BALLADEER

TALENT

EFFECT

At each level, including 1st level, you may learn a great ballad of your choice. Each day you can sing one of these songs to give you a positive relationship with an icon that you would not ordinarily have ... as well as increasing a negative relationship with another icon.

Song choices for the great ballad are up to the role-player. It takes at least a few rounds to sing a great ballad, so ideally it happens outside of combat. As you sing the ballad, it's an opportunity to tell the GM what's special about the story you are telling. Make a Charisma skill check using your best singing or musical background. If you succeed, you gain 2 points of positive relationship with the chosen icon for the rest of the day (until the next full heal-up).

The DC depends on the environment:

DC 15: Adventurer, DC 20: Champion, DC 25: Epic

You can use these points to roll relationship dice the way you roll your normal icon relationships. If you already have positive or conflicted dice with the icon you've sung about, add them to your new bonus dice. If you have negative dice with the icon you've sung a ballad to, they can be temporarily overruled by the ballad, but the GM should feel free to interpret any 5s rolled with a heavy hand.

BALLADEER

When your great ballad magically compliments an icon, another icon should take a hit. As you explain the story of your ballad to the GM, you should account for at least one icon who is being mocked, vilified, or referred to in unflattering terms. You get an equal number of cursed dice for that icon. Cursed dice aren't like negative relationship dice—they never help you. At the GM's option, you'll have to roll these cursed dice at least once and interpret them as possible problems for you: rolls of 1 are a definite problem; rolls of 2 mean there are story complications connected to the temporary enemy icon.

ADVENTURER FEAT

LEARNED



The first time you use your ballad-created relationship, any 5s you roll become 6s. You also gain a +2 bonus to your Balladeer checks.

CHAMPION FEAT

LEARNED



You can sing two great songs a day. You can't sing positively about an icon that you've already sung about as an enemy earlier in the day.

EPIC FEAT

LEARNED



If you are willing to gain an equal number of cursed relationship dice with all of the listed enemies for a song, increase the positive bonus dice you gain from a successful ballad to 3 or 4.

BATTLE SKALD

TALENT

Special: You cannot take this talent if you have taken the *Spellsinger* talent.

EFFECT

Increase the number of battle cries you know by one. The bonus battle cry can be from your highest possible level.

ADVENTURER FEAT

USED



LEARNED



One battle per day, you can use your battle cries to help yourself.

CHAMPION FEAT

LEARNED



When you use a battle cry on yourself, it also helps an ally.

EPIC FEAT

USED



LEARNED



Once per battle, reroll an attack that was meant to trigger a battle cry but didn't.

BARD TALENT

BATTLE SKALD

TALENT

JACK OF SPELLS

TALENT

EFFECT

Choose another spell-casting character class. You can choose one spell from the spell list (but not the talent list) of that class, of your own level or lower, as an extra spell you know how to cast. You can even take its feats up to your tier, if it has any. You may only choose from the spell list—not from talents.

This spell is a bonus spell, not included in your bard class count.

CHOSEN SPELL-CASTING CLASSES

JACK OF SPELLS

TALENT

ADVENTURER FEAT

LEARNED



You can use your Charisma as the ability score that provides spell's attack bonus and damage bonus (if any). Other ability score references remain unchanged.

If the spell is a wizard spell, you also gain three cantrips of your choice from the wizard. You can cast them like a wizard who lacks the Cantrip Mastery talent.

If you choose a spell from the sorcerer class, you also gain the sorcerer's dancing lights class feature.

CHAMPION FEAT

LEARNED



Choose a second spell-casting class.
Choose another spell from that class as well.

EPIC FEAT

LEARNED



Choose a third spell-casting class.
Gain a spell from that class also.

LOREMASTER

TALENT

Special: You cannot take this talent if you have taken the *Mythkenner* talent.

EFFECT

Choose two of the following three bonuses:

EFFECT

LEARNED ✧

Your bardic skills and magic are now based on your Intelligence rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Intelligence.

EFFECT

LEARNED ✧

Take two additional points of backgrounds. You can use these additional points to raise a background that has something to do with history, bardic lore, or magical knowledge up to the usually impossible rating of +6.

EFFECT

LEARNED ✧

Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one – positive, conflicted, or negative.

BARD TALENT

LOREMASTER

TALENT

MYTHKEPNER

TALENT

Special: You cannot take this talent if you have taken the *Loremaster* talent.

EFFECT

Choose two of the following three bonuses:

EFFECT

LEARNED ✧

Your bardic skills and magic are now based on your Wisdom rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Wisdom.

EFFECT

LEARNED ✧

Take two additional points of backgrounds; you can use these additional points to raise a background that has something to do with religion, mythology, or history up to the usually impossible rating of +6.

EFFECT

LEARNED ✧

Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

BARD TALENT

MYTHKEPPER

TALENT

SONGMASTER

TALENT

EFFECT

When you attempt to maintain a bardic song, if you describe it in a fashion that entertains the GM, or at least a couple of the players, you get a bonus of +1 to +3 to maintain the song.

BARD TALENT

SONGMASTER

TALENT

SPELLSINGER

TALENT

Special: You cannot take this talent if you have taken the *Battle Skald* talent.

EFFECT

You can choose an extra bardic song or bard spell at the highest level you know.

BARD TALENT

SPELLSINGER

TALENT

STORYTELLER

TALENT

EFFECT

Once per scene when one of your allies rolls relationship dice for an icon, you can roleplay a one or two sentence story (usually related to the icon, but perhaps otherwise pivotal) that allows them to reroll the relationship check if they don't like the first result.

BARD TALENT

STORYTELLER

TALENT

BARD POWER PROGRESSION

SONG & SPELL PROGRESSION

BARD	SONG & SPELL LEVEL				
	1 st	3 rd	5 th	7 th	9 th
Level 1	2	—	—	—	—
Level 2	3	—	—	—	—
Level 3	1	2	—	—	—
Level 4	—	4	—	—	—
Level 5	—	3	2	—	—
Level 6	—	—	5	—	—
Level 7	—	—	3	3	—
Level 8	—	—	—	6	—
Level 9	—	—	—	4	3
Level 10	—	—	—	—	7

BARD POWER PROGRESSION

BATTLE CRY PROGRESSION

BARD	BATTLE CRIES	
	KNOWN	POOL AVAILABLE
Level 1	2	1 st level
Level 2	2	1 st level
Level 3	3	3 rd level
Level 4	3	3 rd level
Level 5	3	5 th level
Level 6	4	5 th level
Level 7	4	7 th level
Level 8	5	7 th level
Level 9	5	9 th level
Level 10	6	9 th level

BARD BASIC ATTACKS

MELEE ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

HIT

Weapon + Strength OR Dexterity damage

MISS

Damage equal to your level

RANGED ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

—

ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	12	13	+1
<i>Attack Penalty</i>	—	—	-2	-1

MELEE WEAPONS

ONE-HANDED

TWO-HANDED

SMALL

1d4 dagger

1d6 club, staff

LIGHT OR SIMPLE

1d6 mace, shortsword

1d8 spear

HEAVY OR MARTIAL

1d8
longsword, scimitar

1d10 (–2 attack)
dire flail, greatsword

RANGED WEAPONS

THROWN

CROSSBOW

BOW

SMALL

1d4
dagger

1d4
hand crossbow

—

LIGHT OR SIMPLE

1d6
javelin, axe

1d6
light crossbow

1d6
shortbow

HEAVY OR MARTIAL

—
heavy crossbow

1d8 (–1 attack)
longbow

1d8 (–2 attack)
longbow