

NAME

Male: Names

Female: Names

Wildcard: Names

LOOK

Knowing Eyes, Fiery Eyes, or Joyous Eyes




Fancy Hair, Wild Hair, or Stylish Cap

Finery, Traveling Clothes, or Poor Clothes

Fit Body, Well-Fed Body, or Thin Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

DRIVE

☐ THIRST FOR GLORY

Heroically place yourself front and center in danger for your tale and of those around you to be told.

☐ LIVING SCHOLAR

Risk the people and things near and dear to you in order to preserve works of history, art, and culture.

☐ VICTORS WRITE HISTORY

Take a decisive hand in making sure your tales end the way you desire, no matter the cost.

STARTING MOVES

INSPIRING PRESENCE

Through your force of will and personality you inspire great deeds. **When you inspire others through your words or presence**, roll +CHA. *On a 10+, choose 2. *On a 7-9, choose 1:

- An ally's wounds are ignored, and they heal +1d8 damage
- An ally is invigorated, and they deal +1d4 damage forward
- An ally's mind is cleared of enchantment or fear
- You coordinate your allies' teamwork – the next time an ally Aids Another, they grant +2 instead of +1 to the aided ally
- You do not draw attention to you or a bolstered ally

BARDIC LORE

When you Spout Lore, if you tell us about a tale, song, or legend featuring the subject at hand, roll +CHA instead of +INT. *On a 10+, you may also ask the GM any one question about the subject, and the GM must answer truthfully.

CHARMING AND OPEN

When you speak frankly with someone, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully):

- Whom do you serve?
- What do you wish I would do?
- How can I get to _____?
- What are you really feeling right now?
- What do you most desire?

A PORT IN THE STORM

When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

TRUTH TO POWER

When you Spout Lore, on a 7+ take +1 forward when acting on that information.

BACKGROUND

☐ SHELTERED AND LEARNED

You've yearned to see the world for yourself, though much of it frightens you without your friends. When using Inspiring Presence, when an ally's mind is cleared of enchantment or fear so is yours.

☐ POET OF THE PEOPLE

Renown is your middle name. When you attempt to Parley with someone, you can offer to stake your reputation on the deal, and it will surely reach the eyes and ears of those that respect you.

☐ VETERAN OF WARS

You are at your finest entrenched in with men who sweat and bleed alongside you. You may use A Port In The Storm when returning to old battlefields or places of great bloodshed.

BONDS

Fill in the names of your companions in at least one:

This is not my first adventure with _____.

I sand stories of _____ long before I ever met them in person.

_____ is often the butt of my jokes.

I'm writing a ballad about the adventures of _____.

_____ trusts me with a secret.

_____ does not trust me, and for good reason.



THE SKALD v1.0

LEVEL

XP

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight)

Choose your defenses:

☐ Leather Armor (1 armor, 1 weight)

☐ Ostentatious Clothing

Choose your weapon:

☐ Dueling Rapier (close, precise, 2 weight)

☐ Worn Bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight) and short sword (close, 1 weight)

Choose one:

☐ An Heirloom Instrument

☐ A Dusty Tome of Knowledge

Choose One:

☐ Adventuring Gear (5 uses, 1 weight)

☐ Bandages (3 uses, slow, 0 weight)

☐ Pipeweed (6 uses, 0 weight)

☐ 2d6 Coin

ADVANCED MOVES

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

☐ A LITTLE HELP FROM MY FRIENDS

When you successfully Aid someone, on a 7+ you gain some insight of your own into that ally or of an enemy they are facing.

☐ BAMBOOZLE

When you Parley with someone, on a 6 or less they let slip some vital piece of information that gives insight into the desires of themselves or their allies.

☐ DUELIST'S PARRY

When you Hack & Slash, on a 10+ instead of dealing +1d4 damage you may instead throw your opponent off balance or humiliate them.

☐ ELDRITCH TONE/WORDS OF WISDOM

When you use Inspiring Presence, on a 7+ you may pick one additional option.

☐ LET ME HELP YOU HELP ME

When you heal someone with Inspiring Presence, you also heal +1d8 damage.

☐ IT GOES TO ELEVEN

When you unleash your commanding presence, choose a target who can hear or see you and roll +CHA. *On a 10+ the target flails in confusion, dealing its damage to a random creature nearby. *On a 7-9, it still damages a random creature nearby but takes +1d4 ongoing to damage as your presence invigorates it.

☐ JACK OF ALL TRADES

Gain one non-multiclass move from any class list. Choose the move as if it were one level lower than you.

☐ COME TO THINK OF IT...

When you Spout Lore, on a 6 or less you manage to glean some sort of secret or forgotten knowledge after facing the consequences.

☐ METAL HURLANT

When you shout with great force or rebuke an enemy with terrifying presence roll +CHA. *On a 10+, the target takes 1d10 damage and is deafened for a few minutes. *On a 7-9, you still damage your target but your presence is front and center – the GM will choose an additional target nearby.

☐ VICIOUS CACOPHONY

When you grant bonus damage from your Inspiring Presence, choose another ally. That ally also takes +1d4 damage forward, or their attacks resonate with your personal power and disorient those they strike.

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

☐ A LIGHT IN THE DARKNESS

When you stand firm in the face of an approaching threat and don't back down, every ally that backs you up may choose one effect of Inspiring Presence.

☐ AN EAR FOR MAGIC

When you hear an enemy cast a spell the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

☐ CON (*REQUIRES: BAMBOOZLE*)

When you Parley with someone, on a 7+ you also take +1 forward and you may ask the player one question, which they must answer truthfully.

☐ DEVIOUS

When you use Charming and Open, you may also ask "How are you vulnerable to me?" The subject may not ask this question of you.

☐ DUELIST'S BLOCK (*REQUIRES: DUELIST'S PARRY*)

When you Hack & Slash, on a 10+ instead of dealing +1d4 damage you may instead pick two between throwing your opponent off balance, humiliating them, or disarming them.

☐ ELDRITCH CHORD (*REQUIRES: ELDRITCH TONES*)

When you use Inspiring Presence, on a 7+ choose an additional option. The effects of this additional option are doubled.

☐ MASTER OF SOME

Gain one non-multiclass move from any class list. Choose the move as if it were one level lower than you.

☐ REPUTATION

When you first meet someone who's heard tales of you or knows of the wisdom you possess, roll +CHA. *On a 10+, tell the GM two things they've heard about you. *On a 7-9, tell the GM one thing they've heard, and the GM will tell you another thing they've heard about you.

☐ UNFORGETTABLE FACE

When you meet someone you've met before (your call) after some time apart, you may opt to have them tell you a small piece of valuable information.

☐ VICIOUS BLAST (*REQUIRES: VICIOUS CACOPHONY*)

Add the following option to the Inspiring Presence list: All allies who can see and hear you take +1d4 damage forward, their attacks resonate with your personal power and disorient those they strike, or their attacks deal no damage but steal a valuable secret from the foe.