

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

◆ **Shortsword**

◆ **Leather Armor (+1 Armor)**

◆ **A unique musical Instrument**

Describe it.

◆ **Pipeleaf (3 uses) ○○○**

When you choose to share it with someone, expend two uses and take +1 Forward to Parley with them.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

Bag of Books (5 uses) ○○○○○

Mark this if you've chosen the "Historian" Background.

When you Spout Lore and consult one of your books, mark off a use and take +1 to your roll.

Adventuring Gear (5 uses) ○○○○○

Mark this if you've chosen the "Wandering Minstrel" Background.

Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Rapier

Mark this if you've chosen the "Swashbuckler" Background.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

BARD

You're the social one who will help the party talk their way through problems. Pay special attention to the moves *Aid Or Interfere* and *Parley* from the Basic & Adventuring Moves insert.

You also have a wealth of knowledge that can give your party useful clues about the dangers they face, and you know a few magical songs to support them in battle.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Avon, Galadiir, Hrona, Uriel, Froia, Vitus, a laughing name, a musical name, a short name

Look: _____

Examples: Knowing Eyes, Fancy, Hair, Traveling Clothes, Well-fed, Seductive Face, Human, Elf, Dwarf, Halfling, Gnome, Orc, Kobold, Goblin, Faun

A personal goal (and why):

Examples: A grand performance, a forgotten story, a romantic gesture, a rival.

A memory that made you YOU:

Examples: Your favorite story, a warm home, a distant land, something you're running from.

Knowledge of the area:

Examples: Why have you returned here? How are outsiders treated here? What stories do you know about this place?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who here have I heard stories of before?

Who here has entrusted me with a secret?

Who here doesn't trust me, for good reason?

Who here is most often the butt of my jokes?

Who here have I adventured with before?

Whose adventures am I writing about?

Backgrounds

(Choose one)

Historian

+2 INT, +1 WIS

You start with a **bag of books** (5 uses).

You rarely leave your home; instead spending your time collecting obscure folk wisdom and songs from books. Choose a second area of expertise for Bardic Lore. Additionally, **when you heal with arcane art**, you heal +1d8 damage.

Wandering Minstrel

+2 CHA, +1 DEX

You start with **adventuring gear** (5 uses).

You roam the land in search of stories of heroism to share, and earn your keep telling your stories and singing your songs in taverns and inns.

You start with the A Port In The Storm Advance, along with your regular class moves.

Swashbuckler

+2 DEX, +1 STR

You start with a **rapier** instead of a short sword.

You're a dashing rogue, adept at swordplay as well as magic. With a quick smile and an even quicker blade, you're one of the finest duelists in the land!

When you Hack & Slash with your rapier, you roll with +DEX instead of +STR. Additionally, you take +1 Forward to Defy Danger the first time you are attacked in combat.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- Enter a fight that you aren't sure you can win
- Provoke conflict between others
- Share a passionate moment with another
- Spur others to significant and unplanned decisive action
- Avoid a conflict or defuse a tense situation

Stats

 **Hit Points** _____ /18

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.

 **Armor** _____

Subtract your armor from any damage you take.

 **Damage**  **1d6**

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA
<input type="checkbox"/> Weakened -1 ONGOING STR & DEX	<input type="checkbox"/> Dazed -1 ONGOING INT & WIS	<input type="checkbox"/> Miserable -1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive



- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Arcane Art

You know the secrets of infusing music with magical power. **When you weave a performance into a basic spell**, choose an ally and an effect:

- ◆ They are healed of 1d8 damage
- ◆ They take +1d4 Forward to damage
- ◆ Their mind is shaken clear of one enchantment
- ◆ The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA.

On a 10+, the ally gets the selected effect.

On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

Bardic Lore

Your studies have made you an expert on a subject. Choose an area of expertise:

- Spells and Magicks
- The Planar Spheres
- The Dead and Undead
- Legends of Heroes Past
- Grand Histories of the Known World
- Gods and their Servants
- A Bestiary of Creatures Unusual

When you first encounter an important creature, location, or item (your call) covered by your Bardic Lore, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

Charming and Open

When you speak frankly with someone, you can ask them a question from the list below. They must answer it truthfully, and 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 you to ____?
- ◆ What are you really feeling right now?
- ◆ What do you most desire?

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Help From My Friends

When you successfully Aid someone, you take +1 Forward as well.

Bamboozle

When you Parley with someone, on a hit you also take +1 Forward against them as well.

Devious

When you use Charming and Open you may also ask "How are you vulnerable to me?"

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.

It Goes to Eleven

When you unleash a crazed performance (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+Cha. On a 10+ the target attacks their nearest ally in range. On a 7-9 they attack their nearest ally, but you also draw their attention and ire.

Eldritch Tones

Your arcane art is strong, allowing you to choose two effects instead of one.