

DUNGEON WORLD

NAME: _____

BARD

LEVEL

XP

STAT STAT MOD DEBILITY

STR

WEAK

INT

STUNNED

WIS

CONFUSED

DEX

SHAKY

CON

SICK

CHA

SCARRED

16 (+2) 15 (+1) 13 (+1) 12 (+0) 9 (+0) 8 (-1)

Knowing Eyes, Fiery Eyes, Joyous Eyes, Dreaming Eyes

Fancy Hair, Wild Hair, Braided hair, Stylish Cap

Finery, Traveling Clothes, Poor Clothes, Provocative Clothes

Fit Body, Well-fed Body, Thin Body, Underfed body

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +6

STARTING MOVES *You start with all of these:*

ARCANE ART

When you **weave a performance into a basic spell**, choose an ally and an effect, then ROLL+CHA.

- Heal 1d8 damage
- +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The target gets +2 instead of +1 the next time someone assists them with aid.

10+: The ally gets the selected effect.

7-9: Your effect works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well (GM's choice.)

BARDIC LORE

Choose an area of expertise:

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

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

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.

RACE

ELF

When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

HUMAN

When you first enter a civilized settlement someone who respects the custom of hospitality to minstrels will take you in as their guest.

ALIGNMENT

GOOD

Perform your art to aid someone else.

NEUTRAL

Avoid a conflict or defuse a tense situation.

CHAOTIC

Spur others to significant and unplanned decisive action.

BONDS *(Fill in the name of one of your companions in at least one bond:)*

_____ trusted me with a secret.

_____ is often the butt of my jokes.

_____ does not trust me, and for good reason.

This is not my first adventure with _____.

I am writing a ballad about the adventures of _____.

Before I ever met them in person I sang stories of _____.

ADVANCED MOVES *(Choose one new move each time you gain a level.)*

LEVEL 2-10 MOVES

HEALING SONG

When you **heal with Arcane Art**, you heal +1d8 damage.

VICIOUS CACOPHONY

When you **grant bonus damage with Arcane Art**, you grant an extra +1d4 damage.

IT GOES TO ELEVEN

When you **unleash a crazed performance** (a righteous lute solo, mighty brass blast, confusing interpretive dance) choose a target who can hear you and ROLL+CHA.

10+: The target flails in confusion dealing its damage to a creature of your choosing.

7-9: The target damages a creature you choose, but is invigorated by the performance and adds +1d4 to its damage ongoing.

METAL HURLANT

When you **shout with great force or play a shattering note** choose a target and ROLL+CON.

10+: The target takes 2d6 damage and is deafened for a few minutes.

7-9: You still damage your target, but the magic is out of control: the GM will choose an additional target nearby.

A LITTLE HELP FROM MY FRIENDS

When you **successfully Aid someone** you take +1 forward as well.

ELDRITCH TONES

Your **Arcane Art** is strong, allowing you to choose two effects instead of one.

DUELIST'S PARRY

When you **Hack and Slash**, you take +1 **armor** forward.

BAMBOOZLE

When you **Parley with someone**, on a 7+ you also take +1 forward with them.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

MULTICLASS INITIATE

Get one move from another class. Treat your level as one lower for choosing the move.

LEVEL 6-10 MOVES

HEALING CHORUS *Replaces: Healing Song*

When you **heal with Arcane Art**, you heal +2d8 damage.

VICIOUS BLAST *Replaces: Vicious Cacophony*

When you **grant bonus damage with Arcane Art**, you grant an extra +2d4 damage.

UNFORGETTABLE FACE

When you **meet someone you've met before** (your call) after some time apart you take +1 forward against them.

REPUTATION (CHA)

When you **first meet someone who's heard songs about you**, ROLL+CHA.

10+: Tell the GM two things they've heard about you.

7-9: Tell the GM one thing they've heard, and the GM tells you one thing.

ELDRITCH CHORD *Replaces: Eldritch Tones*

When you **use Arcane Art**, you choose two effects. You also get to choose one of those effects to double.

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.

DEVIOUS

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

DUELIST'S BLOCK *Replaces: Duelist's Parry*

When you **Hack and Slash**, you take +2 **armor** forward.

CON *Replaces: Bamboozle*

When you **Parley with someone**, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

MULTICLASS MASTER

Get one move from another class. Treat your level as one lower for choosing the move.

GEAR *(Your Load is 9+STR.)*

You have **dungeon rations** (5 uses, 1 weight).

Choose one instrument:

- Your family **mandolin**, repaired
- A fine **lute**, gifted by a noble
- The **pipes** with which you courted your first love
- A stolen **horn**
- A **fiddle**, never before played
- A **songbook** in a forgotten tongue

Choose your clothing:

- Leather armor** (1 armor, 1 weight)
- Ostentatious clothes**

Choose your armament:

- Duelling rapier** (Close, Precise, 2 weight)
- Worn bow** (Near, 2 weight) and **bundle of arrows** (3 ammo, 1 weight), and short sword (Close, 1 weight)

Choose one:

- 3 coin**
- Bandages** (0 weight)
- Halfling pipeleaf** (1 weight)
- Adventuring Gear** (1 weight)