



## Gnome Bard level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	10	0	AC 16	PD 12	MD 15
CON	10	0	Hit Points		
DEX	16	3	HP Current /28 Max		
INT	12	1	Recoveries		
WIS	14	2	Current /8 Max		
CHA	16	3	Recovery Roll 2d8		
			Initiative: +5		
			Equipment: Short Sword, Short bow, Musical Instrument, this and that...		

Backgrounds:

1st lvl: Pull it Together Feat  
2nd lvl: Battle Chant Feat  
Battle Skald: +1 Battle Cry  
Jack of Spells: Bless

### Basic Melee Attack



**Attack:** +2 vs. AC  
**Hit:** 2d6 Damage  
**Miss:** 2

### Basic Ranged Attack



**Attack:** +3 vs. AC  
**Hit:** 2d6+3 Damage  
**Miss:** -

### Pull It Together / Battle Cry



Flexible melee attack  
**Triggering Roll:** Natural 11+; use only *twice* per battle  
**Effect:** Nearby ally can heal using a recovery and heals +1d4 hp per point of escalation die.

### Stay Strong! / Battle Cry



Flexible melee attack  
**Triggering Roll:** Natural 16+  
**Effect:** Give a nearby ally a +2 bonus to AC until the start of your next turn.

### We Need You / Battle Cry



Flexible melee attack  
**Triggering Roll:** Natural even hit  
**Effect:** A nearby conscious ally can roll a save against a save ends effect.

### Battle Chant / At-Will



**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.  
**Target:** One nearby enemy  
**Attack:** +5 vs. MD  
**Hit:** 1d6+3 thunder damage.

### Charm Person/ Daily



Ranged Spell  
**Target:** 1 nearby creature with 40 hp or less  
**Special:** Cannot be cast in combat or on a target that has rolled initiative to fight  
**Attack:** + 5 vs. Mental Defense  
**Hit:** Target is friendly till hostile is taken. (Attacking their allies is fine)  
**Miss:** No effect; spell is not detectable by most others unless you miss by 4 or roll a 1, in which case everyone knows what you tried and will usually be angry about it.

### Bless / Daily



Ranged spell  
Quick action to cast  
**Effect:** You can cast this spell for power or for broad effect.  
**Cast for power:** One nearby ally gains a +2 attack bonus this battle  
**Cast for broad effect:** Five nearby allies gain a +1 attack.

### Soundburst / Daily



Ranged Spell  
**Targets:** 1d3 nearby enemies in a group  
**Attack:** +5 vs PD  
**Hit:** 3d6 + 3 thunder damage, and targets are dazed until end of your next turn.  
**Natural Even Hit:** Same damage but the target is now dazed (save ends).  
**Miss:** Half damage.

### Befuddling / Battle



Once per battle, when you roll a natural 16+ with an attack, you can also daze the target until the end of your next turn.

### Storyteller



Once per scene when an ally rolls icon relationship dice you can give a 1-2 sentence story that lets them reroll, if they want.

### Incremental Advances

Ability Score Bonus 4th / 7th / 10th level ☐ (+1 to 3 abilities)  
Feat: ☐  
Hit Points: ☐

Extra Magic Item ☐  
Power/Spell ☐☐☐☐  
Skills (+1) ☐