



Gnome Bard level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier
STR	10	0
CON	10	0
DEX	16	3
INT	12	1
WIS	14	2
CHA	16	3

Armor Class	Physical Def.	Mental Def.
AC 16	PD 12	MD 15

Hit Points

HP	Current	/28	Max
----	---------	-----	-----

Recoveries

Current	/8	Max
---------	----	-----

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: +5 vs. AC
Hit: 2d6+3 Damage
Miss: 2

Basic Ranged Attack 


Attack: +5 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 detectible 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: Three nearby allies gain a +1 attack.

Soundburst / Daily 

Ranged Spell
Targets: 1d4 nearby enemies in a group
Attack: +5 vs PD
Hit: 5d6 + 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, and deal thunder damage equal to your level to each ally engaged with the target.

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 Extra Magic Item
 4th / 7th / 10th level (+1 to 3 abilities) Power/Spell
 Feat: Skills (+1)
 Hit Points: