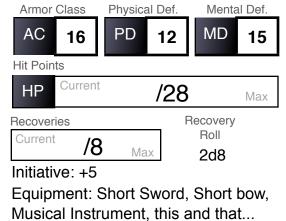
Gnome Bard level 2

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





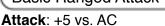
Basic Melee Attack



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

Miss: 2

Basic Ranged Attack



Hit: 2d6+3 Damage

Miss: -

Pull It Together / Battle Cry



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

aroup

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