

2<sup>ND</sup> LEVEL  
Minoſtaur Bard

NAME:

ONE UNIQUE THING:



BACKGROUNDS:  
(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
16	14	9	10	13	17
+3	+2	-1	+0	+1	+3

INITIATIVE → +1

## BASIC ATTACKS

MELEE (SCIMITAR) | +5 vs AC

Hit: 2d8+3 damage

Miss: 2 damage

RANGED (LIGHT CROSSBOW) | +1 vs AC

Hit: 2d6-1 damage

As a bard, your basic melee and battle chant attacks are flexible attacks: they can trigger battle cries (below).

## BATTLE CRIES

**Move It!** (trigger: natural even)

One of your unengaged allies makes a free move; OR one of your engaged allies makes a free disengage check.

**Pull it Together!** (trigger: natural 11+, 2x per battle)

One nearby ally can heal using a recovery.

**Stay Strong!** (trigger: natural 16+)

One nearby ally gets +2 to AC until your next turn.

## TALENTS

**Animate Glyphs** (standard action to activate)

You are orbited by floating, immaterial glyphs. Activate them to deal 5 damage (of any energy type) to one nearby enemy.

**Battle Skald** (1x per day)

Once per day, you can use a battle cry to help yourself.

**Storyteller**

Once per scene when one of your allies rolls relationship dice for an icon, you can tell a story to allow a re-roll.

Feats (already accounted for): Animate glyphs, battle skald

Equipment: Light armor, Weapons, Lantern, Rope, Adventurer's kit, 20 gold pieces, Instrument, a lot of books

			MAX	NOW
Armor Class	AC	15	HIT POINTS	36
Physical Defense	PD	14	RECOVERIES	8
Mental Defense	MD	14	RECOVERY VALUE	2d8+3

## SPELLS & SONGS

**Battle Chant** (ranged, at-will)

Attack: +5 vs. MD

Hit: 1d4+3 thunder damage

**Befuddle** (ranged, recharge: 11+ after battle)

Attack: +5 vs. MD (one nearby creature < 40 hp)

Hit: The target is confused until end of your next turn

Miss: The target is dazed until end of your next turn

**Shrieking Glyph** (quick action, recharge: 16+)

This glyph attaches to your face or a nearby ally's face. For the rest of the battle, target can make a *shriek* attack:

C: Shriek +5 vs. PD (1d3 nearby enemies in a group)

Hit: 2d6 thunder damage

**Song of Heroes** (quick action, recharge: 11+)

While active, you and your nearby allies gain a +1 attack bonus. When it ends, one ally of your choice gains a +2 bonus to their next attack roll. (11+ to sustain.)

## RACIAL POWER

**Gore** (1x per battle)

After you hit with a melee attack, add 1d8 damage.