13th Age

Bard

NAME: Half Elf
KIN

● Strength ○ Dexterity

DESCRIPTION

LEVEL 1

One Unique Thing

Backgrounds

Background	Bonus

Skill Check = 1 (Level) + Ability Modifier + Background

Usage

At-Will & Recharge	Per Battle	Per Arc
Songmaster	☐ Dance	☐ Strings
Song of Heroes (Recharge 16+)	☐ Perfect Step	☐ Easy Listening
Survivor's Song (Recharge 16+)	☐☐ Move It	
	☐☐ Simple Chord	

* **Strength Melee:** Gain a bonus 1/arc use of each of your combat riffs triggered by *bardic melee attacks.*

Ability Scores

Armor Class

Strength	Dexterity	Constitution	Wisdom	Intelligence	Charisma
Score 19	Score 14	Score 17	Score 10	Score 12	Score 13
+4 Modifier	+2 Modifier	+3 Modifier	+0 Modifier	+1 Modifier	+1 Modifier

Physical Defense — Mental Defense

Basic Melee Attack

Rapier

Weapon	Hit Damage	Avg	Miss	vs AC
	1d8+4	9	1	+5

Control Threshold

34

Basic Ranged Attack

Shortbow

Weapon	Hit Damage	Avg	Miss	vs AC
	1d6+2	6	-	+3 (Near) +3 (Far)

Features, Talents, Songs, & Spells

Action	Name	Trigger/Target/Effect	Page #
Free	**Resilient**	Reroll a d20 roll other than an attack roll, and use the rerolled result. If the reroll is 11+ you can also heal using a recovery.	HH39
-	**Dance**	If you have hit this battle, you can force an enemy to reroll an attack against your AC	HH78
Free	**Perfect Step**	CQ Spell, after you or a nearby ally succesfully disengages, they heal using a recovery +1	
Quick	**Strings**	CQ Spell, when the *ESC DIE* is 3+. Choose a willing nearby ally. You can cast one of their at-will spells as part of this action. Swap references to Wis and Int to use your Charisma. The ally cannot cast the at-will spell until after a quick rest	HH82
Free	**Easy Listening**	Can only be cast at the start of a quick rest. During this rest add +1 to healing given by each recovery.	
-	**Songmaster**	Roll an extra d20 when you roll to sustain Bardic Songs, use the result you prefer.	HH86
Quick	**Song of Heroes**	CQ Song. Quick action each turn, 11+ to sustain. Opening & Sustained Effect: You and your nearby allies gain +1 to attack until the end of your next turn. Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll.	HH88
Quick	**Survivor's Song**	CQ Song. Quick action each turn, 11+ to sustain. Opening & Sustained Effect: Your or a nearby ally gain 4 temporary hit points. Final Verse: One ally of your choice that gained temporary hit points from the song heals using a recovery.	HH89

Combat Riffs

Action	Name	Trigger/Target/Effect	Page #
Free	**Move It**	CQ Spell. After hitting with a bardic melee attack, you or one of your nearby allies can use a move action as a free action.	HH78
Free	**Simple Chord**	CQ Spell. After hitting with a bardic melee attack one nearby ally can attempt a save against a temporary effect.	HH82

✧ changes/refresh at new level ✧ changes at new level or with incremental advance ↻ refresh at new arc ⊗ refresh at end of battle

Defenses & Initiative

Physical Defense	Armor Class	Mental Defense
14	15	13

Initiative: +3

Hit Points & Recoveries

Staggered	Max HP	Dead	Max Recoveries
15	30	-15	9

Recoveries ↻: ☐☐☐ ☐☐ ☐☐

Current HP

Dead

Average 8 — 1d8+3 — Recovery Dice

Temp HP

Ongoing Damage ⊗ | Type | Save

Conditions & Other Effects ⊗ | Save

Icon Relationships

#d6	+/±/-*	Icon	5+ ↻	Used ↻
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐

* + positive, ± conflicted, or – negative relationship.

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Magic Items

1

Max Attuned

Potions & Runes

Spell & Song List

2

# of Songs & Spells

- Song of Heroes
- Survivor's Song

Miscellaneous Features

Social Skills: Use for you or a nearby ally to reroll a failed social, diplomacy, or personal interaction skill check. A second use gives +3 bonus if you narrate something you do or set up beforehand (HH72).

Diverse Actions, Interrupts, & Other Surprises

Action	Name	Trigger/Target/Effect	Page #
Std	**Assist**	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	**Disengage**	Roll *disengage check* (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	**Intercept**	While unengaged, move to engage enemy that is moving past you.	HH296
Std	**Rally**	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298
Std	**Ghost Sound**	Ranged spell. Create a variety of sounds from somewhere nearby.	HH72
Std	**Glows**	30 ft field of sorcerer's *dancing lights* (HH163) or wizards's soft *light* (HH181).	HH73

Usage

At-Will & Recharge	Per Battle	Per Arc
Assist	☐ Rally	☐ Ghost Sound
Disengage	☐ Pass-By	☐ Glows
Intercept	☐ Strum Along	☐☐ Social Skills

Miss-Effects

Action	Name	Trigger/Target/Effect	Page #
Int	**Pass-By**	CQ Spell, when an enemy you are engaged with misses an attack.You can make a disengage check.	HH78
Int	**Strum Along**	CQ Spell, when a nearby enemy misses with an attack. Target: That enemy. Your next ally to attack the target adds double the *ESC DIE* as an attack bonus instead of just the *ESC DIE*.	HH82

Gear & Notes

Armor	Armor AC	+Shield	=Base AC
Light Armour	12	1	13

Gold

Bard Base Armor

Armor	Base AC	Atk
None	10	+0
Light	12	+0
Heavy	13	-2
Shield	+1	-1
Shield	+1	+0

Bard Weapon Damage/Attack Penalty

Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
Small (daggers, clubs, hand crossbows)	d4/+0	d6/+0	d4/+0	–	d4/+0
Light/Simple (shortswords, spears, handaxes, javelins, shortbows, light crossbows)	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
Heavy/Martial (longswords, scimitars, greatswords, longbows, heavy crossbows)	d8/+0	d10/-2	–	d8/-2	d8/-1

changes/refresh at new level · changes at new level or with incremental advance · refresh at new arc · refresh at end of battle

Feats

Feature	Tier	Feature	Tier
Dance	A		A
	A		A
	○		○
	○		○
	○		○
	○		○

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

Incremental Advances

- △ Gain next level feat
- △ Increase max HP to next level
- △ +1 to physical defense
- △ +1 to 3/4/5 ability scores at level 3/6/9
- △ Gain next level power, song or spell
- △ +1 to skill & initiative checks
- △ +1 magical item attunement
- △ +1 to mental defense
- △ Gain 2x/4x ability multipliers at level 4/7
- △ Gain next level control threshold

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