13th Age

Bard

NAME: Half Elf
KIN

● Strength ○ Dexterity

DESCRIPTION

LEVEL 3

One Unique Thing

Backgrounds

Background	Bonus

Skill Check = 3 (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
	3d8+4	18	3	+7

Control Threshold

52

Basic Ranged Attack

Shortbow

Weapon	Hit Damage	Avg	Miss	vs AC
	3d6+2	13	-	+5 (Near) +5 (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
	Adventurer Feat	If both rolls are enough to sustain the song, one concious nearby ally gains 6 thp.	
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 6 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
16	17	15

Initiative: +5

Hit Points & Recoveries

Staggered	Max HP	Dead	Recoveries	Max Recoveries
25	50	-25	☐☐☐ ☐☐ ☐☐	9

Current HP

Dead

Average 17 — 3d8+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

3

MAX ATTUNED

Potions & Runes

Spell & Song List



3

OF SONGS & SPELLS

- Song of Heroes
- Survivor's Song
- Befuddle

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
Std	**Befuddle**	Ranged Spell. When the *ESC DIE* is 2+ can be cast as a Quick action. Target: One nearby enemy with **52** or fewer. Special: Only roll to hit with this attack if rolling a 10 would miss, otherwise you hit automatically. **+4** vs MD. Hit *ESC DIE* 0-1: The target is dazed until the start of your next turn. Hit *ESC DIE* 2-3: The target is charmed until the start of your next turn. Hit *ESC DIE* 4+: The target is confused until the start of your next turn.	HH88
Free	**Endless Patter**	When hit in melee, force the attacker to reroll with a **-1** penalty.	HH86

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

Usage

At-Will & Recharge	Per Battle	Per Arc
Assist	☐ Rally	☐ Ghost Sound
Disengage	☐ Pass-By	☐ Glows
Intercept	☐ Strum Along	☐☐ Social Skills
Befuddle (Recharge 11+)	☐ Endless Patter	

Feats

Feature	Tier	Feature	Tier
Dance	A	Songmaster	A
Endless Patter	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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