



# BARD

As a bard, your songs resound across the battlefield, inspiring your allies and bolstering their courage.

Like other physical ranged DPS jobs, you have a multitude of abilities that can damage or otherwise hamper your foes. On your turn, you can make use of your **Arrow Volley** trait to attack not once but twice, and potentially even three times if you use the **Barrage** ability in tandem with it. **Venomous Bite + Windbite** inflicts a potent **DOT**, while **Straight Shot** packs a significant punch, though it can only be used while under the effect of **Straight Shot Ready**.

But what sets you apart from other projectile slingers is your capacity for empowering your party through *song*. When you use a *song* ability such as **Mage's Ballad**, it grants you a **Bardsong** enhancement that the entire party benefits from. You gain access to an additional song ability at level 40—**Army's Paeon**—allowing you more freedom to choose the right song for the right occasion. Take care to remind your allies of the benefits your **Bardsong** confers, lest they forget to take them into account!

Typically, you'll want to use a *song* ability before performing a primary action. However, if you want to take advantage of the **Bardsong** enhancement granted on your previous turn, you can perform a primary action first, reaping the benefits of the enhancement a second time, before using a new *song* ability.



Name / Race

## LV30 DPS/BARD

## Primary Attributes

STR +1

DEX +4

VIT +2

INT +3

MND +2

## Secondary Attributes

Defense 13

Magic Defense 13

Vigilance 12

Speed 5 squares

MP  
MAX  
5

Recover 2 MP at the end of the [Adventurer Step].

## Profile

HP  
MAX  
24

## Barrier

## ITEMS



## Traits &amp; Other Effects

## Arrow Volley

Trait

On your turn, after resolving the effects of an ability that enables this trait, you may use an additional *volley* ability. You may choose a new target when using this additional ability. **Arrow Volley** can only be used once per turn.

## Bardsong

Trait

While under the effect of a **Bardsong** enhancement, all allies benefit from its effects. **Bardsong** enhancements are removed at the end of your next turn or when you are granted a new **Bardsong** enhancement.

## Bardsong: Mage's Ballad

Enhancement

While under the effect of **Bardsong: Mage's Ballad**, all allies may each reroll a single die when determining the amount of damage dealt by an ability. Any die rerolled in this way cannot be rerolled again, and its result must be used.



## Limit Break: Sagittarius Arrow

Limit Break, Physical

**Trigger:** Any time **Target:** All enemies within range

**Range:** A 5x∞ area extending in a straight line from 1 square adjacent to this character

**Base Effect:** Deals 6d6 damage divided evenly (rounded up) amongst all targets and inflicts a **DOT (4)** on all targets.

## Primary Abilities



## Heavy Shot

Primary, Physical, Ranged, Volley

**Target:** Single **Range:** 10 squares

**Check:** DEX (d20 + 4) **CR:** Target's **Defense**

**Base Effect:** Deals 2 damage to the target and enables **Arrow Volley**. If the die rolled for this ability check lands on a 15 or higher, the following **proc** effect triggers.

**Heavier Shot:** Grants **Straight Shot Ready**.

**Direct Hit:** Deals an additional 1d6 damage.

**X Ready (Enhancement):** While a character is under the effect of **X Ready**, they may use an ability that requires them to be under the effect of this enhancement. **X Ready** is removed after the ability is used.



## Straight Shot

Primary, Physical, Ranged, Volley

Ready

**Requirement:** Under the effect of **Straight Shot**

**Target:** Single **Range:** 10 squares

**Check:** DEX (d20 + 4) **CR:** Target's **Defense**

**Base Effect:** Deals 3 damage to the target and enables **Arrow Volley**.

**Direct Hit:** Deals an additional 2d6 damage.



## Venomous Bite + Windbite

Primary, Physical, Ranged, Wind-Aspected, Poison

**Target:** Single **Range:** 10 squares

**Check:** DEX (d20 + 4) **CR:** Target's **Defense**

**Base Effect:** Inflicts a **DOT (4)** on the target and enables **Arrow Volley**.

**Direct Hit:** Deals 2 damage to the target.



## Quick Nock

Primary, Physical, Ranged

**Target:** All enemies within range

**Range:** A 3x3 area adjacent to this character

**Check:** DEX (d20 + 4) **CR:** Target's **Defense**

**Base Effect:** Deals 2 damage to all targets.

**Direct Hit:** Deals an additional 1d6 damage.

## Secondary Abilities



## Raging Strikes

Secondary

**Base Effect:** Your *primary* abilities deal an additional 2 damage until the end of this turn.

**Limitation:** Twice per phase



## Mage's Ballad

Secondary, Magic, Song

**Target:** Single **Range:** 10 squares

**Base Effect:** Deals 2 damage to the target and grants

**Bardsong: Mage's Ballad**. Restores one use of **Bloodletter**.

**Limitation:** Once per phase

## Bind (Enfeeblement):

- While **Bound**, small and medium characters' **Speed** falls to 0, while larger characters' **Speed** is reduced by 2.
- Characters receive one advantage die when making ability checks targeting a **Bound** character.

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP.

Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

## Instant Abilities

*Instant abilities cannot be used when surprised. A character cannot use multiple instant abilities on a given turn.*



## Leg Graze

Instant, Physical, Ranged

**Trigger:** Immediately after an enemy makes an ability check

**Target:** The enemy that triggered this ability

**Range:** 10 squares

**Base Effect:** Reduces the total of the ability check that triggered **Leg Graze** by 1d6.

**Limitation:** Once per phase



## Second Wind

Instant

**Trigger:** When any character finishes their turn

**Base Effect:** Restores 1d6 + 2 HP.

**Limitation:** Once per phase



## Foot Graze

Instant, Physical, Ranged

**Trigger:** Immediately before an enemy moves

**Target:** The enemy that triggered this ability

**Range:** 10 squares

**Check:** DEX (d20 + 4) **CR:** Target's **Defense**

**Base Effect:** None.

**Direct Hit:** Inflicts **Bind** on the target until the end of this turn.

**Limitation:** Once per phase



## Bloodletter

Instant, Physical, Ranged

**Trigger:** When any character finishes their turn

**Target:** Single **Range:** 10 squares

**Base Effect:** Deals 4 damage to the target.

**Limitation:** Twice per phase



## Repelling Shot

Instant, Physical, Ranged

**Trigger:** When any character finishes their turn

**Target:** Single **Range:** 10 squares

**Base Effect:** Move up to 3 squares. You cannot end this movement in a square that is closer to the target than where you began.

**Limitation:** Once per phase



## Head Graze

Instant, Physical, Ranged

**Trigger:** When an enemy within 10 squares of this character uses an *invoked* ability, or is using an *invoked* ability to generate a marker

**Target:** The enemy that triggered this ability

**Range:** 10 squares

**Base Effect:** Interrupts the *invoked* ability that triggered **Head Graze**, negating it completely.

**Limitation:** Once per phase





Name / Race

## LV50 DPS/BARD

## Primary Attributes

STR	+2	Defense	14
DEX	+5	Magic Defense	14
VIT	+3	Vigilance	13
INT	+4	Speed	5 squares
MND	+3		

## Secondary Attributes

MP  
MAX  
5

Recover 2 MP at the end of the [Adventurer Step].

## Profile

HP  
MAX  
45

## Barrier

## ITEMS

## Traits &amp; Other Effects

## Arrow Volley

Trait

On your turn, after resolving the effects of an ability that enables this trait, you may use an additional *volley* ability. You may choose a new target when using this additional ability. **Arrow Volley** can only be used once per turn.

## Bardsong

Trait

While under the effect of a **Bardsong** enhancement, all allies benefit from its effects. **Bardsong** enhancements are removed at the end of your next turn or when you are granted a new **Bardsong** enhancement.

## Bardsong: Mage's Ballad

Enhancement

While under the effect of **Bardsong: Mage's Ballad**, all allies may each reroll a single die when determining the amount of damage dealt by an ability. Any die rerolled in this way cannot be rerolled again, and its result must be used.

## Bardsong: Army's Paeon

Enhancement

While under the effect of **Bardsong: Army's Paeon**, all allies may each reroll a single d20 that landed on a 3 or lower when making an ability check. You may do so after learning whether the ability scored a direct hit. Any die rerolled in this way cannot be rerolled again, and its result must be used.

## The Warden's Paeon

Enhancement

When a character is under the effect of **The Warden's Paeon**, remove the next enfeeblement inflicted. Some enfeeblements cannot be removed by this effect. **The Warden's Paeon** is removed when its effect is resolved.



## Limit Break: Sagittarius Arrow

Limit Break, Physical

Trigger: Any time Target: All enemies within range

Range: A 5x∞ area extending in a straight line from 1 square adjacent to this character

Base Effect: Deals 8d6 damage divided evenly (rounded up) amongst all targets and inflicts a DOT (6) on all targets.

## Primary Abilities



## Heavy Shot

Primary, Physical, Ranged, Volley

Target: Single Range: 10 squares

Check: DEX (d20 + 5) CR: Target's Defense

Base Effect: Deals 3 damage to the target and enables **Arrow Volley**. If the die rolled for this ability check lands on a 15 or higher, the following **proc** effect triggers.

**Heavier Shot**: Grants **Straight Shot Ready**.

Direct Hit: Deals an additional 1d6 damage.

**X Ready (Enhancement)**: While a character is under the effect of **X Ready**, they may use an ability that requires them to be under the effect of this enhancement. **X Ready** is removed after the ability is used.



## Straight Shot

Primary, Physical, Ranged, Volley

Requirement: Under the effect of **Straight Shot Ready**

Target: Single Range: 10 squares

Check: DEX (d20 + 5) CR: Target's Defense

Base Effect: Deals 5 damage to the target and enables **Arrow Volley**.

Direct Hit: Deals an additional 2d6 damage.



## Venomous Bite + Windbite

Primary, Physical, Ranged, Wind-Aspected, Poison

Target: Single Range: 10 squares

Check: DEX (d20 + 5) CR: Target's Defense

Base Effect: Inflicts a DOT (6) on the target and enables **Arrow Volley**.

Direct Hit: Deals 1d6 damage to the target.



## Quick Nock

Primary, Physical, Ranged

Target: All enemies within range

Range: A 3x3 area adjacent to this character

Check: DEX (d20 + 5) CR: Target's Defense

Base Effect: Deals 3 damage to all targets.

Direct Hit: Deals an additional 1d6 damage.



## Barrage

Primary

Requirement: This character's turn

Base Effect: Grants **Straight Shot Ready**. After resolving this ability's effects, immediately use one of your *volley* primary abilities. **Arrow Volley** can be used twice this turn; however, ignore all effects other than damage when using these additional abilities.

Limitation: Once per phase

## Instant Abilities

Instant abilities cannot be used when surprised. A character cannot use multiple *instant* abilities on a given turn.

## Leg Graze

Instant, Physical, Ranged

Trigger: Immediately after an enemy makes an ability check

Target: The enemy that triggered this ability

Range: 10 squares

Base Effect: Reduces the total of the ability check that triggered **Leg Graze** by 1d6.

Limitation: Once per phase



## Second Wind

Instant

Trigger: When any character finishes their turn

Base Effect: Restores 2d6 + 3 HP.

Limitation: Once per phase



## Foot Graze

Instant, Physical, Ranged

Trigger: Immediately before an enemy moves

Target: The enemy that triggered this ability

Range: 10 squares

Check: DEX (d20 + 5) CR: Target's Defense

Base Effect: None.

Direct Hit: Inflicts **Bind** on the target until the end of this turn.

Limitation: Once per phase

## Bind (Enfeeblement):

- While **Bound**, small and medium characters' **Speed** falls to 0, while larger characters' **Speed** is reduced by 2.
- Characters receive one advantage die when making ability checks targeting a **Bound** character.



## Bloodletter

Instant, Physical, Ranged

Trigger: When any character finishes their turn

Target: Single Range: 10 squares

Base Effect: Deals 5 damage to the target.

Limitation: Twice per phase, shared with **Rain of Death**

## Repelling Shot

Instant, Physical, Ranged

Trigger: When any character finishes their turn

Target: Single Range: 10 squares

Base Effect: Move up to 3 squares. You cannot end this movement in a square that is closer to the target than where you began.

Limitation: Once per phase



## Head Graze

Instant, Physical, Ranged

Trigger: When an enemy within 10 squares of this character uses an *invoked* ability, or is using an *invoked* ability to generate a marker

Target: The enemy that triggered this ability

Range: 10 squares

Base Effect: Interrupts the *invoked* ability that triggered **Head Graze**, negating it completely.

Limitation: Once per phase

## Secondary Abilities



## Raging Strikes

Secondary

Base Effect: Your *primary* abilities deal an additional 3 damage until the end of this turn.

Limitation: Twice per phase



## Mage's Ballad

Secondary, Magic, Song

Target: Single Range: 10 squares

Base Effect: Deals 3 damage to the target and grants

**Bardsong: Mage's Ballad**. Restores one use of **Bloodletter** or **Rain of Death**.

Limitation: Once per phase



## Army's Paeon

Secondary, Magic, Song

Target: Single Range: 10 squares

Base Effect: Deals 3 damage to the target and grants

**Bardsong: Army's Paeon**.

Limitation: Once per phase



## The Warden's Paeon

Secondary, Magic

Target: Single Range: 10 squares

Base Effect: Removes a single enfeeblement of the target's choosing. If the target is not suffering from any enfeeblements, grants them **The Warden's Paeon** instead.

Limitation: Once per phase



## Arm's Length

Instant

Trigger: Immediately before an ability is resolved

Base Effect: You are immune to all movement effects until the end of this turn.

Limitation: Once per phase



## Rain of Death

Instant, Physical, Ranged

Trigger: When any character finishes their turn

Target: All enemies within range

Range: A 5x5 area within 10 squares of this character

Base Effect: Deals 3 damage to all targets.

Limitation: Twice per phase, shared with **Bloodletter**

## Battle Voice

Instant

Trigger: Any time during your turn

Target: All allies within range

Range: A 5x5 area centered on this character

Base Effect: Grants all targets one advantage die on their next ability check this phase.

Limitation: Once per phase