



MAX
ATTUNED

[illegible]# OF SONGS
& SPELLS

MISCELLANEOUS FEATURES

Social Skills: Use for you or a nearby ally to reroll a failed social, diplomacy, or personal interaction skill check. An additional use gives +3 bonus if you can describe something you do or set up beforehand.

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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 <i>disengage check</i> (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	Glow	30 ft field of <i>dancing lights</i> (like sorcerer spell) or soft <i>light</i> (like wizard cantrip).	HH73

[illegible]

GEAR & NOTES				GOLD
ARMOR	ARMOR AC	+SHIELD	=BASE AC	

GOLD

BARD BASE ARMOR			BARD WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
POPE	10	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	12	+0	LIGHT/SIMPLE (SHORTSWORDS, SPEARS, HANDAXES, JAVELINS, SHORBTBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY	13	-2	HEAVY/MARTIAL (LONGSWORDS, SCIMITARS, GREATSWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/+0	d10/-2	—	d8/-2	d8/-1
SHIELD	+1	-1						
SHIELD 🧤	+1	+0						



- changes/refresh at new level

- changes at new level or with incremental advance

refresh at new arc



- refresh at end of battle

[illegible]

FEATS	
FEATURE	TIER
	A
	A
	B
	C
	D
	E
	F

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

◆ INCREMENTAL ADVANCES ◆

△ GAIN NEXT LEVEL FEAT	△ +1 TO SKILL & INITIATIVE CHECKS
△ INCREASE MAX HP TO NEXT LEVEL	△ +1 MAGICAL ITEM ATTUNEMENT
△ +1 TO PHYSICAL DEFENSE	△ +1 TO MENTAL DEFENSE
△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9	△ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7
△ GAIN NEXT LEVEL POWER, SONG OR SPELL	△ GAIN NEXT LEVEL CONTROL THRESHOLD