



# LYRIC STRINGWOOD

Human Bard ♦ Level: 1

## TRAITS



STR -1

DEX +2

CON -1

INT +0

WIS -2

CHA +2



## VIRTUE



## ABILITIES

**PERSUASIVE** Add +2 to all rolls to persuade and convince.

**ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.

**ANIMAL TAMER** Add +2 to all rolls to train and handle animals.

**INSULT** Once per Page: Add + d6 to a Damage roll.

**SLEEPY MELODY** Once per Page: Add + d4 to an Attack roll.

HP 10

DEF 13

ATK +3

DMG D8

WEAPON:  
Rapier

GOLD:

EQUIPMENT & LOOT:

Blank area for equipment and loot.



# LYRIC STRINGWOOD

Human Bard • Level: 2

## TRAITS



**STR**  
Strength icon

**DEX**  
Dexterity icon

**CON**  
Constitution icon

**INT**  
Intelligence icon

**WIS**  
Wisdom icon

**CHA**  
Charisma icon



## VIRTUE



## ABILITIES

**PERSUASIVE** Add +2 to all rolls to persuade and convince.

**ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.

**ANIMAL TAMER** Add +2 to all rolls to train and handle animals.

**CHARM** Once per Rest: Add +15 to your Charisma roll.

**INSULT** Once per Page: Add +d6 to a Damage roll.

**SLEEPY MELODY** Once per Page: Add +d4 to an Attack roll.

**DAZZLE** Once per Rest: Gain a +2 Defense for the Page.

**HP** 13



**DEF** 13

**ATK** +4

**DMG** D10

WEAPON:  
**Rapier**

### GOLD:

### EQUIPMENT & LOOT:

Blank area for equipment and loot.

**Bonus**



# LYRIC STRINGWOOD

Human Bard • Level: 3

## TRAITS



**STR**  
Strength icon

**DEX**  
Dexterity icon

**CON**  
Constitution icon

**INT**  
Intelligence icon

**WIS**  
Wisdom icon

**CHA**  
Charisma icon



## VIRTUE



## ABILITIES

**PERSUASIVE** Add +2 to all rolls to persuade and convince.

**ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.

**ANIMAL TAMER** Add +2 to all rolls to train and handle animals.

**CHARM** Once per Rest: Add +15 to your Charisma roll.

**PICKPOCKET** Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

**INSULT** Once per Page: Add +d6 to a Damage roll.

**SLEEPY MELODY** Once per Page: Add +d4 to an Attack roll.

**DAZZLE** Once per Rest: Gain a +2 Defense for the Page.

**HEALING MELODY** Once per Rest: Restore d6 Health.

**HP** 17



**DEF** 14

**ATK** +5

**DMG** D12

WEAPON:

Rapier

**GOLD:**

**EQUIPMENT & LOOT:**

Empty box for equipment and loot.

**Bonus**

# LYRIC STRINGWOOD

Human Bard • Level: 4

## TRAITS






















STR  DEX  CON 

INT  WIS  CHA 

## VIRTUE



## ABILITIES

-  **PERSUASIVE** Add +2 to all rolls to persuade and convince.
-  **ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
-  **ANIMAL TAMER** Add +2 to all rolls to train and handle animals.
-  **CHARM**   Twice per Rest: Add +15 to your Charisma roll.
-  **PICKPOCKET**  Once per Page when encountering a non-enemy character: Gain 4 in gold. On a result of 4: Lose 1 Virtue Point.
-  **LOCKSMITH**  Add +2 to all rolls to pick a lock.
-  **APPRAISER** Reduce the cost of items by 20%, rounded up. You can't sell back items bought with this ability.
-  **INSULT**  Once per Page: Add +4 to a Damage roll.
-  **SLEEPY MELODY**  Once per Page: Add +4 to an Attack roll.
-  **DAZZLE**  Once per Rest: Gain a +2 Defense for the Page.
-  **HEALING MELODY**  Once per Rest: Restore 46 Health.
-  **CAPTIVATE**  Once per Page: Reduce incoming damage by 2.



HP  21

DEF  14

ATK  +6

DMG  2D8

WEAPON:  
**Rapier**

**GOLD:**

**EQUIPMENT & LOOT:**

Empty space for tracking gold and equipment.

 Bonus 



# LYRIC STRINGWOOD

Human Bard • Level: 5

### TRAITS

STR

DEX

CON

INT

WIS

CHA

### VIRTUE



### ABILITIES

- PERSUASIVE** Add +2 to all rolls to persuade and convince.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- ANIMAL TAMER** Add +2 to all rolls to train and handle animals.
- CHARM** Twice per Rest: Add +15 to your Charisma roll.
- PICKPOCKET** Once per Page when encountering a non-enemy character: Gain 4g in gold. On a result of 4: Lose 1 Virtue Point.
- LOCKSMITH** Add +2 to all rolls to pick a lock.
- APPRAISER** Reduce the cost of items by 20%, rounded up. You can't sell back items bought with this ability.
- INSULT** Once per Page: Add +4 to a Damage roll.
- SLEEPY MELODY** Once per Page: Add +4 to an Attack roll.
- DAZZLE** Twice per Rest: Gain a +2 Defense for the Page.
- HEALING MELODY** Once per Rest: Restore 4b Health.
- CAPTIVATE** Once per Page: Reduce incoming damage by 2.
- LUCKY INSTRUMENT** Once per Page: Reroll any die roll and take the new result.

HP 26

DEF 15

ATK +6

DMG 2d10

WEAPON:  
**Rapier**

**GOLD:**

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**EQUIPMENT & LOOT:**

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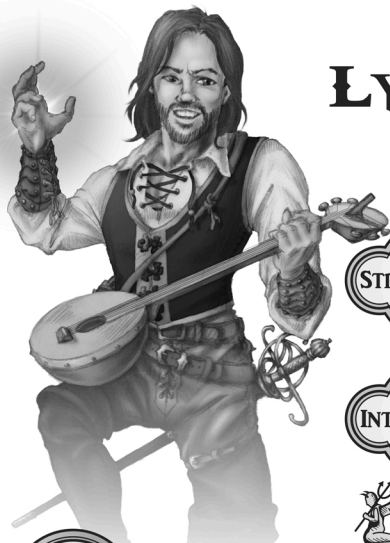


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Bonus

# LYRIC STRINGWOOD

Human Bard • Level: 6



## TRAITS



## VIRTUE



## ABILITIES

- PERSUASIVE** Add +2 to all rolls to persuade and convince.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- ANIMAL TAMER** Add +2 to all rolls to train and handle animals.
- CHARM** ♦♦ Twice per Rest: Add +15 to your Charisma roll.
- PICKPOCKET** ♦ Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.
- LOCKSMITH** Add +2 to all rolls to pick a lock.
- APPRAISER** Reduce the cost of items by 20%, rounded up. You can't sell back items bought with this ability.
- INSULT** ♦♦ Twice per Page: Add + d6 to a Damage roll.
- SLEEPY MELODY** ♦ Once per Page: Add + d4 to an Attack roll.
- DAZZLE** ♦♦ Twice per Rest: Gain a +2 Defense for the Page.
- HEALING MELODY** ♦♦ Twice per Rest: Restore d6 Health.
- CAPTIVATE** ♦♦ Twice per Page: Reduce incoming damage by 2.
- LUCKY INSTRUMENT** ♦ Once per Page: Reroll any die roll and take the new result.

HP 30

DEF 16

ATK +6

DMG 3D8

WEAPON:  
Rapier

**GOLD:**

**EQUIPMENT & LOOT:**

★ Bonus ★