

# 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:**

# LYRIC STRINGWOOD

Human Bard • Level: 2



## 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** 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:


Bonus

# LYRIC STRINGWOOD

Human Bard • Level: 3



## TRAITS



**STR**  
Icon: hand holding a hammer

**DEX**  
Icon: bow and arrow

**CON**  
Icon: human figure

**INT**  
Icon: three gears

**WIS**  
Icon: open book

**CHA**  
Icon: figure with a banner



## 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  
Icon: heart

**DEF** 14  
Icon: knight in armor

**ATK** +5  
Icon: crossed swords

**DMG** D12  
Icon: skull

WEAPON:  
**Rapier**

**GOLD:**

**EQUIPMENT & 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 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 + 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.
- CAPTIVATE** Once per Page: Reduce incoming damage by 2.

**HP** 21

**DEF** 14

**ATK** +6

**DMG** 2D8

WEAPON:

Rapier

**GOLD:**

**EQUIPMENT & LOOT:**


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 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 + 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**

Once per Rest: Restore d6 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:

EQUIPMENT & LOOT:

Bonus

# LYRIC STRINGWOOD

Human Bard • Level: 6

## 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**

Twice 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**

Twice per Rest: Restore 66 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