Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.

Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.

Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.

Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.

Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.

Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.

Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.

Bard

All races allowed
hp 6
CS d6-2 melee and ranged (any 1-handed weapon, bow / leather or padded)
Abilities:

- Charming: reroll any task involving **charisma**, take the best result.
- Loremaster: may reroll any non-combat task involving the recounting of ancient texts, history, geography, poetry, monster lore and weaknesses, etc., per the PM's discretion.
- Bardic Music: through the magic that certain ancient songs posses, the Bard can manifest magical effects. These songs must be sung for a minimum of 3 combat rounds before a new song may be sung. The Bard may perform other actions whilst singing, including combat. All song targets must be within hearing range for the song's magic to take effect.