

Bard (d8)

Choose one of the following Archetypes:

- *Performer*
- *Scholar*
- any Archetype from another class within the *Heroes of Magic & Shadow* slate

Choose a Role:

- *Controller*
- *Support*

Background

You can use Knowledge skills in place of relevant Investigation checks.

You can use Performance skills in place of relevant Persuasion checks.

Power Sources:

You gain the Arcane power source, plus one of the following:

- Divine
- Martial

Performer:

You are Trained in all Performance skills.

You have Expertise in all untrained Knowledge skills.

Scholar:

You gain an additional Power Source of your choosing.

You have Expertise in all Knowledge skills.

Core Skills

You are trained in one Basic Ability or Skillset of your choice.

Performer:

Trained:

- Subtlety (Stealth, Sleight of Hand, Bluff)

In addition, choose one of the following to be Trained in:

- AGIL (Balance, Jump, Tumble, Escape, Stealth)
- CHA (Persuasion, Disguise, Bluff, Insight)

Scholar:

Trained:

- Influence (Intimidate, Persuasion, Animal Handling)

In addition, choose one of the following to be Trained in:

- INT (Disable Device, Forgery, Investigate)
- Infiltration (Open Lock, Disguise, Disable Device, Forgery)
- Detection (Search, Insight, Investigate, Perception)

Expertise:

You have Expertise in all untrained Core skills.

Combat Abilities

Iconic Ability: Arcane Luck

[Concentration]

As a Minor Action, roll your class die. This is your Lucky Number! If the result is odd, allies in your Maelstrom gain Advantage on their Defense rolls; if the result is even, *Nearby* allies can add this number to any unsuccessful basic attack rolls. It takes no action to sustain this ability; however, as a Minor Action on subsequent turns, you can reroll the die.

Iconic Ability: Sword & Sorcery

As a Standard Action, make two attacks, in any order: a ranged attack, and a melee attack. You can make one of these attacks with Advantage on the attack roll, and you can also treat one of these attacks as a basic attack. You can *Power Attack* using a basic roll for the *Trade-off*.

- **Arcane Luck:** If an attack roll using this ability equals your lucky number, treat the attack roll as a critical success.

Controller Ability: Vicious Mockery

- **Arcane Luck:** If you or an ally make a defense roll and the result equals your lucky number, treat the roll as a critical success (granting an *Opportunity Attack* against the targeting enemy.)

[Sustaining]

Whenever you make a successful ranged basic attack, the target is *Weakened*. Your allies can *Engage* or *Disengage* enemies who are *Weakened* by this ability, using no action to do so.

Support Ability: Inspiring Song

Special: During each encounter, you can use this ability on each ally only once, regardless of the action type you use for it.

As a Minor Action, choose one ally who has taken damage. Roll your class die, and have the targeted ally roll theirs; they regain HP equal to the higher of the two results. Any HP above the character's maximum is lost at the end of the encounter.

You can choose to use this ability as a Standard Action; if you do, you can direct the ally to make a basic attack, in addition to restoring their HP. If the attack is unsuccessful, it can be treated as a Reliable attack.

- **Arcane Luck:** If the attack is successful, add your lucky number to the damage roll.