

# Bard and Ranger

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## ShadowDark

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# Bard Class

Bards are welcome wanderers and wise advisors; it is their task to protect and share knowledge handed down through the ages.

**Weapons:** Crossbow, dagger, mace, shortbow, shortsword, spear, staff

**Armor:** Leather armor, chainmail, shields

**Hit Points:** 1d6 per level

**Languages.** You know four additional common languages and one rare language.

**Bardic Arts.** You're trained in oration, performing arts, lore, and diplomacy. You have advantage on related checks.

**Magical Dabbler.** You can activate spell scrolls and wands using Charisma as your spellcasting stat. If you critically fail, roll a wizard mishap.

**Perform.** Make a Charisma check to enact one of the following effects. If you fail, you can't use that effect again until you successfully rest.

- **Inspire.** DC 12. One target in near gains a luck token.
- **Fascinate.** DC 15. You transfix all targets of level 4 or less within near for 1d4 rounds.

**Prolific.** Add 1d6 to your learning rolls. Groups carousing with 1 or more bards add 1d6 to their rolls.



## BARD TALENTS

### 2d6 Effect (10-11 duplicate = reroll)

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2 You find a random priest or wizard wand (you choose)

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3-6 +1 to melee and ranged attacks or +1 to Magical Dabbler rolls

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7-9 +2 points to distribute to any stats

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10-11 Reduce the DC of your Perform effects by 3 each

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12 Choose a talent



# Ranger Class

Skilled trackers, stealthy wanderers, and peerless warriors who call the wilds their home.

**Weapons:** Dagger, longbow, longsword, shortbow, shortsword, spear, staff

**Armor:** Leather armor, chainmail

**Hit Points:** 1d8 per level

**Wayfinder.** You have advantage on checks associated with:

- Navigation
- Tracking
- Bushcraft
- Stealth
- Wild animals

**Herbalism.** Make an INT check to prepare an herbal remedy you choose. If you fail, you can't make that remedy again until you successfully rest. Unused remedies expire in 3 rounds.

## HERBAL REMEDY

DC	Effect
11	<b>Salve.</b> Heals 1 HP
12	<b>Stimulant.</b> You can't be surprised for 10 rounds
13	<b>Foebane.</b> You get ADV on attacks and damage against one creature type you choose for 1d6 rounds
14	<b>Restorative.</b> Ends one poison or disease
15	<b>Curative.</b> Equivalent to a <i>Potion of Healing</i>

## RANGER TALENTS

2d6	Effect
2	You deal d12 damage with one weapon type you choose
3-6	+1 to melee or ranged attacks and damage
7-9	+2 to Strength, Dexterity, or Intelligence stat
10-11	You gain ADV on Herbalism checks for a remedy you choose
12	Choose a talent or +2 points to distribute to stats



# Titles

## BARD TITLES

Level	Lawful	Chaotic	Neutral
1-2	Storyteller	Guttersnipe	Seeker
3-4	Balladeer	Charlatan	Witness
5-6	Philosopher	Satirist	Speaker
7-8	Poet	Silvertongue	Voice
9-10	Master Poet	Doomspeaker	Truthbearer

## RANGER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Wanderer	Hood	Stranger
3-4	Strider	Outlaw	Wayfarer
5-6	Warden	Fugitive	Outlander
7-8	Guardian	Exile	Recluse
9-10	Sentinel	Pariah	Hermit

