

# FEARLESS

## VOLUME 1



### CREDITS

#### DESIGN, LAYOUT AND WRITING

**Sébastien Latour**

#### COVERT ART AND INTERIOR ART

**Anas Arzaq (@anasarzq)**

For **design notes** about the subclasses in this supplement, its FAQ, musings about Daggerheart, news on future projects and other homebrew content, visit **Daggerquill.com**

Projects like this become better thanks to feedback from the community. To this end:

**Bluesky:** @daggerquill.com

**Email:** Seb@daggerquill.com

**Artstation:** Anas Arzaq

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### DAGGERHEART COMMUNITY GAMING LICENCE

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# BARD

Bards are the most charismatic people in all the realms. Members of this class are masters of captivation and specialize in a variety of performance types, including singing, playing musical instruments, weaving tales, or telling jokes.

Whether performing for an audience or speaking to an individual, bards thrive in social situations. Members of this profession bond and train at schools or guilds, but a current of egotism runs through those of the bardic persuasion. While they may be the most likely class to bring people together, a bard of ill temper can just as easily tear a party apart.

## DOMAINS

Grace and Codex

## STARTING EVASION SCORE

10

## STARTING HIT POINTS

5

## CLASS ITEMS

A romance novel or a letter never opened

## BARD'S HOPE FEATURE

**Make a Scene: Spend 3 Hope** to temporarily Distract a target within Close range, giving them a -2 penalty to their Difficulty.

## CLASS FEATURE

### Rally

Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice.

At level 5, your Rally Die increases to a **d8**.

## BARD SUBCLASSES

Choose either the **Harlequin** or **Mountebank** subclass.

Play the **Troubadour** if you want to play music to bolster your allies, lift spirits when hope is fading, and be the reason your party keeps going when the odds are against them.

Play the **Wordsmith** if you want to use clever wordplay and captivate crowds, win arguments before swords are drawn, and leave every room remembering exactly what you said.

Play the **Harlequin** if you want to dazzle, distract, and delight in equal measure, wearing whatever face the moment demands and turning the battlefield into your personal stage.

Play the **Mountebank** if you want a partner in crime who never lets you down, earn your keep through spectacle and charm, and always have one more trick up your sleeve.

### SUBCLASS ITEMS

**Harlequin:** A mask you've never shown anyone or a costume that doesn't belong to you.

**Mountebank:** A trick coin your companion helped you perfect or a playbill with a name on it that isn't yours.

## HARLEQUIN

### ■ SPELLCAST TRAIT

Presence

### ■ FOUNDATION FEATURE

**Theatrical Mask: Spend a Hope** to conjure a magical mask and don it until the end of the scene. Wear it to:

- Mimic any face or voice. It carries clearly to Close range regardless of noise.
- Roll your Rally Dice with advantage.

**Dressed for the Stage:** After a long rest, select a number of outfits equal to your Spellcast trait. **Spend a Hope** to magically change into one of them and gain a +1 bonus to your Presence Rolls while wearing it.

### ■ SPECIALIZATION FEATURE

**Acrobatic Prowess:** At the end of a long rest, place a number of tokens equal to your Presence on this card. You can spend a token to add your Presence to your Evasion against an attack, or to any roll involving acrobatics, tumbling, climbing, or athletic performance.

### ■ MASTERY FEATURE

**Encore:** After you spend your Rally Die, the die steps down to a d6 and you keep it for a later use. Additionally, **spend a Hope** to have an ally roll their Rally Die with advantage.

**The Show Must Go On:** When your character crosses through the veil of death, all your allies immediately gain a Rally Die.

## BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- You once played a character so convincingly that you forgot, briefly, who you really were. What happened?
- A performance once went terribly wrong. What happened and who was in the audience?
- Someone once ripped off your mask in front of a crowd and demanded to see the "real you." Who were they, and what did they see in your face that made them stop asking?

## CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What did you do the first time you saw me perform? Did you laugh, cry, or something else entirely?
- I once made you laugh when you desperately needed it. What was happening in your life at that moment?
- If you were telling the story of our friendship, what role would you cast me in?

## MOUNTEBANK

### ■ SPELLCAST TRAIT

Presence

### ■ FOUNDATION FEATURE

**Co-Starring:** You perform alongside a trained animal companion. They stay by your side unless you tell them otherwise. Your companion has their own Rally Die, which starts as a **d4** and increases to a **d6** at level 5.

**Pass the Hat:** After you make an action roll to perform, busk, or ask for a favor, you can **spend a Hope** to add a **d4** to the roll. When performing with your companion, you earn twice as much gold on a success.

### ■ SPECIALIZATION FEATURE

**New Tricks:** Choose a card from your vault and teach it to your companion. They can use that card, using your Spellcast trait halved, rounded up. You pay all costs. During a long rest, you can teach them a different card.

**You Must Have Heard of Us:** You and your companion are a known act. When you arrive in a settlement, at least one person has heard of you. Once per session, invoke your reputation to open a door, get an audience, or go somewhere you'd normally be refused.

### ■ MASTERY FEATURE

**Grand Performance:** When you use your "Make a Scene" Hope feature, you can also initiate a Tag Team Roll at no additional cost. This still counts toward your one Tag Team Roll per session.

**Repertoire:** Get an additional Grace or Codex domain card your level or lower and place it in your vault. Choose a second card from your vault and teach it to your companion. They now have two cards in their loadout and can use either.

## BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- How did you and your companion first find each other, and who needed the other more at that moment?
- Someone once tried to take your companion from you. Who were they and what did you do?
- What is the act you are most proud of, the one that still makes you smile when you think of it?

## CONNECTIONS


Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- Have you ever seen me perform with my companion? What did you think of us together?
- What did my companion do the first time they met you, and what do you think it means?
- I once earned us something valuable through a performance. What was it and what did you do with your share?

**To learn more about your co-star and what they can do, go to page 37.**



## HARLEQUIN



BARD

**HARLEQUIN**  
Foundation

**SPELLCAST TRAIT:** PRESENCE

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BARD

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## MOUNTEBANK



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*Foundation*

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