

Bard
Utility Power

Word of Life

Use this power when another hero is reduced to zero HP. That hero heals 2 HP.

Bard
At-Will Power

War Song Strike

Attack an adjacent monster.

Att +6

Dmg 1 and the next hero to hit a monster may heal 1 HP. This effect ends at the end of your next turn.

Bard
At-Will Power

Vicious Mockery

Attack a monster within 2 tiles of you.

Att +7

Dmg 1 and the target is -2 to attack rolls until the start of your next turn.

Bard
Daily Power

Tune of Ice and Wind

Target one tile within 2 tiles of you. Attack each monster on that tile.

Hit or miss, each monster is immobilized.

Att +7

Dmg 2

Bard
Utility Power

Trickster's Healing

Use this power when an attack misses another hero within 2 tiles of you. That hero may heal 2 HP.

Bard
Daily Power

Song of Discord

Use this power instead of attacking.

Target a non-villain monster up to 2 tiles away from you and dominate it. You may move the dominated monster up to 1 tile and then make it use one of its attacks against another monster.

The dominated monster does not activate during its next turn, but loses the dominated status.

Bard
Utility Power

Song of Courage

Use this power at the start of the Hero phase. Until the start of your next turn all heroes gain +4 to attack rolls.

Bard
Daily Power

Inspiring Refrain

Attack an adjacent monster.

Att +6

Dmg 2 and each hero gains +2 to attack rolls until the end of your next turn.

Miss: Do not expend.

Bard
At-Will Power

Guiding Strike

Attack an adjacent monster.

Att +6

Dmg 1 and the target is -2 AC until the start of your next turn.