[EDA-V5 - BARD 02]

A concert on legs. The Bard 02 has been the backbone of various EDA propaganda campaigns. Various idols and musicians have had their musical talents weaponized by these colorful machines, and their faces plastered on billboards across the Bastions.

ASSOCIATION // DISCOVERY: Earth Defense Alliance (EDA), Starter STAT: FOCUS ATU / CHA

TEAM: FOCUS

Support: SYN

COMPLEXITY

LTZTAT B002T1 : +1 Soak COST 1000 C

EPASSIVE1 : Glows in the Dark ESTRATAGEM∃ : Looks that Kill

L.L.S. HELM

FOCUS

Soak

The Laser, Lighting and Soak (LLS) Helm makes this MEC "too pretty to die." Its various beacons were originally designed to blind and confuse Wyrms, however most Bards now refer to the gear as a "Laser Light Show" Helm.

CORE BARD CORE

UTA L+: LTZ008 TATZ COST romrA S+: LTZ008 TATZ1 1000 C

EACTIONI : Redistribute SYN among

consenting Allies **FOCUS**

ATU SYN

The flamboyant and boisterous Bard series celebrates humanity's proclivity for music and bravado. Combining advanced bass technology and traditional stage gimmicks, the Bard is

MANEUVER PYROTECHNIC DRIP

COST 1000 C **■STRATAGEM■**: Blazing Climax

FOCUS

ATU / CHA Speed

LTZTAT B002T1 : +2 Speed

Against normal EDA protocols, these legs have been retro-fitted to house sparklers, flame jets and even fireworks to create stunning (and

OPTION HARMONIZER

EACTION∃ : +6 SYN to one Ally COST : Max once per Allied Phase 1000 C ■STRATAGEM■ : Purifying Harmony

FOCUS

SYN The difference between a musician and a maestro, is their ability to coordinate every rhythmic note into a greater whole. The Harmonizer allows this same coordination to be used on the Betyl of your allies. Support

ARM CONCUSSIVE AMP

EBASIC ATKI : ATU + (V) DMG : COST Range Side 1000 C

ESTRATAGEM3: Sound Rupture

FOCUS

ATU Concussive Amp can shatter ear drums in a single beat. It was initially pioneered after the Awakening, after the discovery that most Wyrms are very noise sensitive.

ARM WRIST SPEAKERS

EBASIC ATKI : ATU / COM + (P) DMG : COST Range 5

1000 C

ESTRATAGEM1: Binaural Melody

FOCUS ATU / COM

Wrist Speakers can provide soothing and grating sounds to exact positions at unreasonable 1 BURNING (blaze) Take DMG equal to half the ATK DMG you deal.

FREEZING (cryo)

Take DMG per Space Moved, Pushed or Pulled.

3 ARCING (shock) Cause 2 DMG to all other Arcing Units when ATKed

4 CORRODING (acid)

Unit cannot use Soak or Shields.

5 DAZED (piercing) Cannot use Ranged (non Self / Side) Actions.

> 6 STUCK (void) Cannot Shift, Boost or

Roll a Random Status Effect or Element.

Must ATK a Randon Target or Self.

FRENZY (—)

SIDE: Any Target beside you SIDE: #: Any Targets within # ALL-SIDE : All Targets beside you. #x#:#: An Area of Effect (AoE)
which affects a fixed span of
Spaces. At least one of these
Spaces MUST be in the Range #.

LINE: #: An AoE that only affects Targets in a straight Li of Spaces originating from the User. The length of the Line is defined by the Range #. #T: #: Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts

[BARD 02 - STRATAGEMS]



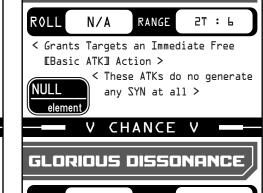


ROLL N/A RANGE

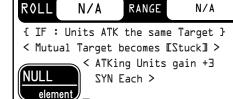
{ IF : Target hasn't taken DMG vet } < Deal +3 DMG >

< Generate +2 SYN between Allies per undamaged Target > element

RECHARGE 1 USE 6 USES



PURIFYING HARMONY



RECHARGE 1 USE 12 USES



LIMELIGHT

{ IF : An Ally is Within the AoE }

take +2 DMG >

RANGE

< Enemies are [Dazed] and

N/A

< Allies gain +4 SYN >

RECHARGE 1 USE 8 USES

element

EEACH HITI = +1 DMG

element

--! INTERVENTION !-

BLOWOUT

ATU RANGE Side **EEACH HIT** = +1 DMG

< Cause <pre>EStuck
> < User takes 2 DMG >

VOID element

RECHARGE 1 USE 6 USES

BINAURAL MELODY

RECHARGE 1 USE 6 USES