



[EDA-VS - 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



HELMET

L.L.S. HELM

COST

1000 C

FOCUS

Soak

ATU / CHA

[[STAT BOOST]] : +1 Soak
[[PASSIVE]] : Glows in the Dark
[[STRATAGEM]] : Looks that Kill

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.

MANEUVER

PYROTECHNIC DRIP

COST

1000 C

FOCUS

ATU / CHA

Speed

[[STAT BOOST]] : +2 Speed
[[STRATAGEM]] : Blazing Climax

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

ARM

CONCUSSIVE AMP

COST

1000 C

FOCUS

ATU

[[BASIC ATK]] : ATU + (V) DMG :
Range Side
[[STRATAGEM]] : Sound Rupture

Bass boosted and turned up to 11, this 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.

CORE

BARD CORE

COST

1000 C

FOCUS

ATU

SYN

[[STAT BOOST]] : +1 ATU
[[STAT BOOST]] : +2 Armor
[[ACTION]] : Redistribute SYN among
consenting Allies

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 a formidable, if ostentatious foe.

OPTION

HARMONIZER

COST

1000 C

FOCUS

SYN

Support

[[ACTION]] : +6 SYN to one Ally
: Max once per Allied Phase
[[STRATAGEM]] : Purifying Harmony

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.

ARM

WRIST SPEAKERS

COST

1000 C

FOCUS

ATU / COM

[[BASIC ATK]] : ATU / COM + (P) DMG :
Range 5
[[STRATAGEM]] : Binaural Melody

Using advanced spatial sound equipment, the Wrist Speakers can provide soothing and grating sounds to exact positions at unreasonable volumes.

ELEMENTAL GLOSSARY

1 BURNING (blaze)

Take DMG equal to half the ATK DMG you deal.

3 ARCING (shock)

Cause 2 DMG to all other Arcing Units when ATKed.

5 DAZED (piercing)

Cannot use Ranged (non Self / Side) Actions.

FRENZY (—)

Must ATK a Random Target or Self.

2 FREEZING (cryo)

Take DMG per Space Moved, Pushed or Pulled.

4 CORRODING (acid)

Unit cannot use Soak or Shields.

6 STUCK (void)

Cannot Shift, Boost or take associated Actions.

WYRD (—)

Roll a Random Status Effect or Element.

>>> COMMON RANGES

SIDE : Any Target beside you
SIDE : # : Any Targets within # consecutive spaces beside you.
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 Line 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]

LOOKS THAT KILL

ROLL ATU/CHA RANGE 5x5 : Self

[[EACH HIT]] = +1 DMG

PIERCING
element

— V CHANCE V —

LIMELIGHT

ROLL N/A RANGE N/A

{ IF : An Ally is Within the AoE }
< Allies gain +4 SYN >

NULL
element
< Enemies are [[Dazed]] and take +2 DMG >

RECHARGE 1 USE 8 USES 1

BLAZING CLIMAX

ROLL ATU/CHA RANGE All-Side

[[EACH HIT]] = +1 DMG
< Cause [[Burning]] >

BLAZE
element

— V CHANCE V —

MAKE AN ENTRANCE

ROLL N/A RANGE N/A

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

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

RECHARGE 1 USE 6 USES 1

PURIFYING HARMONY

ROLL N/A RANGE 2T : 6

< Grants Targets an Immediate Free [[Basic ATK]] Action >
< These ATKs do no generate any SYN at all >

NULL
element

— V CHANCE V —

GLORIOUS DISSONANCE

ROLL N/A RANGE N/A

{ IF : Units ATK the same Target }
< Mutual Target becomes [[Stuck]] >
< ATKing Units gain +3 SYN Each >

NULL
element

RECHARGE 1 USE 12 USES 1

SOUND RUPTURE

ROLL ATU RANGE Line : 3

[[EACH HIT]] = +1 DMG

VOID
element

— ! INTERVENTION ! —

BLOWOUT

ROLL ATU RANGE Side

[[EACH HIT]] = +1 DMG
< Cause [[Stuck]] >
< User takes 2 DMG >

VOID
element

RECHARGE 1 USE 6 USES 2

BINAURAL MELODY

ROLL ATU/COM RANGE 6

[[EACH HIT]] = +1 DMG
< Cause [[Dazed]] >

PIERCING
element

— X ALTERNATE X —

CACOPHONOUS BEAT

ROLL ATU/COM RANGE 6

[[EACH HIT]] = +1 DMG
< Cause [[Stuck]] >

VOID
element

RECHARGE 1 USE 6 USES 2