**Words of Power**

The people of Anthis believe that words have power – specifically the words of the Old Dwarvish and Old Elvish languages. When spoken or sung with a particular pronunciation and tone, they can have tangible effects on the speaker and his surroundings.

Words of Power is a skill available as a racial boon, or as a background or focus skill. Anyone who has the skill is called a Speaker (or Singer) and can use it to cast spells.

**Voice**

Voice is a measure of the speaker’s magical power. It is the number of spell casting attempts a Speaker can make before needing to rest. A speaker’s starting voice score is Power/2 and every time a he attempts a word of power, his voice score decreases by 1 whether or not the casting succeeds. Voice returns when the speaker rests, at a rate of 1d3 points each night.

**Spell Types**

Words of power spells fall into four categories. The

*Chants* – Chants consist of a short rhythmic verse, repeated loudly on the battlefield. Chants take 1 round to cast, but can then be maintained as a free action, allowing the chanter to move and fight (but not cast other spells) at will.

Chants all have the trait *Parch(4)*, meaning that every round, the chanter must roll a d12 to maintain the chant. If a 4/12 is rolled, the chanter must spend another point of voice, or stop chanting.

*Power Words* – Single words, or short phrases, uttered in the old languages can have magical effects. Power words are usually minor self-buffs that last for 6 combat rounds. They have no casting time, but still only 1 each round may be attempted.

*Songs* – Songs have a cast time of several minutes and require all of the targets to be within hearing distance. They are most appropriately cast in a relaxed atmosphere such as a campfire, or an inn. Songs typically affect all who hear them, and last for an extended period (between 1 hour and 1 day).