**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 three categories.

*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 affect the entire battlefield and all allies or enemies are impacted.

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.

*Shouts* – Shouts are combat spells that have an immediate effect on the battlefield. They take an attack action (1/2 round, ends turn) to cast.

*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).

**Spell List**

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| Spell | Type | DL | Effects |
| Arrow Shout | Shout | + | * Target must save Reflex or Skill DL 14 or take 2d6 physical damage |
| Chant of Alacrity | Chant | + | * Grants all allies Mobility(1) |
| Chant of Doom | Chant | +++ | * Enemies take 1 point of penetrating damage each round * Any enemy spending an inspiration can ignore this effect for the rest of the battle |
| Chant of the Gazelle | Chant | ++ | * Allies get +2 move |
| Chant of Inspiration | Chant | ++ | * The chanter’s inspiration goes into the group pool for the duration of the chant |
| Chant of the Legion | Chant | ++ | * Allies get +1 AV but -1 initiative and move |
| Chant of Protection | Chant | + | * Grants all allies +1 defense |
| Chant of Rage | Chant | ++ | * Grants all allies the choice to Fight With Wild Abandon |
| Chant of Skill | Chant | + | * Allies gain +2 Skill |
| Chant of Vaskan Drumming | Chant | ++ | * Allies gain 4 temporary hit points |
| Earthquake Shout | Shout | ++ | * Reverberates in the earth and makes all terrain within 3 hexes of you rough terrain |
| Force Shout | Shout | + | * Target must save Muscle or Reflex DL 14 or be knocked prone * Spend 1 inspiration to also do 1d6 penetrating damage |
| Fellowship Ballad | Song | ++ | * Returns a single inspiration to the party pool |
| Gambler’s Sonnet | Song | + | * Grants a +2 to skill checks dealing with gambling, luck or social checks done in the context of gambling (so using converse to gain information over a game of cards) |
| Heroes’ Ballad | Song | +++ | * Returns one inspiration to all who listen |
| Killing Joke | Song | ++++ | * All who hear save Wit or Charisma DL 24 or die * If the caster fails his casting, he dies * Investiture(1) |
| King’s Song | Song | ++ | * Gives everyone listening an instant search check to detect any poisons in the vicinity |
| Love Song | Song | + | * Grants +2 to social checks pertaining to romance/seduction |
| Song of Cooperation | Song | + | * Grants +2 to all social checks pertaining to diplomacy and negotiation |
| Soothing Song | Song | ++ | * Heals 1d4 * Spending an inspiration allows this to heal an additional 1d4 |
| Tragic Song | Song | ++ | * Demoralizes all who hear * Skill checks, to hit and initiative all take a -1 penalty |
| Steadfast Chant | Chant | + | * Allies resist fear |
| Serpent Shout | Shout | ++ | * Target must save Reflex or Toughness DL 14 or be sickened for 1d3 rounds |
| Stunning Shout | Shout | +++ | * Target must save Reflex or Toughness DL 18 or be stunned for 1 round |
| Thundrous Chant | Chant | +++ | * All spellcasting attempts from sources other than words of power get a -2 penalty |
| Whisper on the Wind | Shout | + | * Send a message to anyone in sight without anyone else being able to hear |