**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 |
| Chant of Alacrity | Chant | + | * Grants all allies Mobility(1) |
| Chant of Inspiration | Chant | ++ | * The chanter’s inspiration goes into the group pool for the duration of the chant |
| Chant of Protection | Chant | + | * Grants all allies +1 defense |
| Chant of Rage | Chant | ++ | * Grants all allies the choice to Fight With Wild Abandon |
| Heroes’ Ballad | Song | +++ | * Returns one inspiration |
| Love Song | Song | + | * Grants +2 to social checks pertaining to romance/seduction |
| Soothing Song | Song | ++ | * Heals 1d4 |
| Steadfast Chant | Chant | + | * Allies resist fear |