

BARD

The bard is a master of taking advantage of the vestiges on sound effects and movement left by the legacy. Be it by pure intuition or through restless study and practice of dance and music, they can exploit these forces with precision to manipulate the rhythm of the creatures and world around them.

REPRESENTATION OF THE BARDS

A player that wants to make a classical “Jack of all trades” Bard might make a Partial Expert/Bard PC, while one that may want a bard archetype that has the mastery of the arcane through their music may make a Partial High Mage/Bard. A Partial Vowed/Bard can represent someone that wants to achieve perfection on their art and form while a Partial Priest/Bard could be a minister who chants to inspire their allies and preaches against their evil and sins.

BENEFITS OF THE BARDS

The Bard class exists only as a partial Mage class, to be taken by an Adventurer along with another partial class. All Bards gain Perform as a bonus skill, acquiring it at level-0, or level-1 if they already have it at level-0.

Partial Bard

Level	Arts Gained
1	Any Two
2	Any One
3	
4	Any One
5	Any One
6	Any One
7	
8	Any One
9	
10	Any One

ARTS OF THE BARDS

Bard Effort is calculated with Perform, with each PC's maximum being equal to their Perform Skill level plus the better of their Charisma or Dexterity modifiers, to a minimum of one point.

They get two arts of their choice at first level and can develop other techniques with time.

Bardic Inspiration: Commit Effort for the day as an Instant action when an ally fails a skill check or attack roll. They may reroll the skill check at a -2 penalty or the attack roll at a -4 penalty. This art can be used only once per roll.

Burst of Rhythm: Commit Effort for the Day as an Instant Action. An ally who can hear you immediately can take a Main Action of their choice. This gift can only be used once per scene per ally and no more than once per round. This art adds 1 System Strain to the bard or the target when used.

Countercharm: Whenever an ally must make a Mental save, you can make the same roll alongside if you have at least



one Effort available. If either roll is a success, the ally's roll counts as a success. If both are failures, only the ally suffers the consequences. If your interference changed the outcome of the save, Commit Effort for the day.

Echoing Whispers: Commit Effort for the Scene to create an illusory sound in a point within 60 feet per level. The sound illusion can mimic any sound or voice you know, its volume can be as low as a whisper and as high as a scream, and its duration is no more than a simple sentence. You can, instead, Commit Effort for the day for the illusion to have a continuous sound effect, lasting for the Scene.

Lead and Follow: Commit Effort for the Scene as a On Turn Action. You may confer either or both of your Main Action or your Move to one ally, sacrificing it to grant them a bonus action of the appropriate type. This art adds 1 System Strain to the bard or the target when used.

Lullaby: Commit Effort for the day as a Main Action and play an intoxicating lullaby. Roll 2d6 and add your character level; that many hit dice of creatures you chose that can hear you must make a Mental save; on a failure, they fall unconscious for the rest of the scene or until kicked or shaken awake. Creatures with more than twice as many hit dice as the bard are immune to this, while those with less than half as many HD as the bard's level get no saving throw.



Puppet Dance: As a Main Action, Commit Effort for the day to attempt to take control of the movements of any living creature within sixty feet that can hear you. The target gets a Mental saving throw to resist; on a failure, you can control its Move Action as an Instant Action during their turn for a number of turns equal to your level. If the movement would put the target in imminent danger, such as falling into a pit or walking into fire, the art effect ends. Targets with twice or more hit dice can repeat the save at the end of their turns to possibly end the effect.

Rhythm of Reassociation: Commit Effort for the day as an Instant Action to refresh a full Warrior or full Expert class ability, or an effort committed for the scene of an ally. This art can be used only once per scene per ally.

Rift of Mortality: Commit Effort for the day as a Main Action to remind foes of their mortality. Enemies you chose within 20 feet per level that can hear you must make a morale check; on a failed check, the targets will attempt to flee from the bard and his companions. Creatures with more than twice as many hit dice as the bard are immune to this. However, creatures with as many HD as the bard's level or less will not act for a turn, even if succeeding the check, if adding your perform skill to the Morale

check would make the targets fail the check. This art can be used only once per scene and has no effect on creatures with 12 Morale.

Silent Message: Commit Effort as an On turn Action. While it remains Committed, you and an ally within two hundred feet per level can share your hearing senses and the target (and only the target) hears your messages and can reply in a whisper that only you can hear.

Song of Rest: You play or chant a song that soothes the discomfort of your comrades before they sleep. One ally per level of your Perform skill recovers 1 System Strain and hit points equal to twice your Perform Skill when they sleep. This applies even if the target does not get "a good night of rest". At Perform level-2, two allies would recover 1 System Strain and recover 4 hit points each.

Vicious Mockery: Commit Effort for the Scene as a Main Action to provoke someone that can hear you (though it does not need to understand you). The target must make a Mental save with a penalty equal to your Perform skill; on a failure, whenever they roll an attack, they must roll it twice and use the worst result until the start your next turn. It has no effect on creatures with 12 Morale.

