DnD

Bard Abilities

**Bard:**

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| **Level** | **Ability** | **Description** |
| 1 | A Bards Way | Learn the most basic Bard Spells |
| 2 | Provoking Insult | Targeted enemy will target you for one turn |
| 3 | Cowering Flinch | Reduce the damage from enemy attack with a charisma check (OPR) |
| 4 | A Bards Way II | Learn Advance Bard Spells |
| 5 | Dancing Stride | Move 15ft towards target, if it’s an enemy, they get pushed for 10ft and stun for one turn, if its ally you can push the ally 10ft (OPR) |
| 6 | Encore | Gain an extra cast on an art or lore (OPR) |
| 7 | A Bards Way III | Can Master all Bard Spells |
| 8 | Improvisation | Combine two bard spells with different effects and halve the effect. (OPR) |
| 9 | Encore II | Gain an extra cast for one different art or lore. (OPR) |
| 10 | Crescendo | Increase the cast range of Bard Spells by 10ft |

**Bard I**

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| Song of swiftness (30ft) 10c | Increase movement speed of ally by 10ft for one turn (x4) |
| Story of Miracles (30ft) 20c | Heal ally for one d4 (x4) |
| Lullaby (30ft) 50c | Put one enemy to sleep (x4) |
| Blind (10ft) 50c | Hit an enemy and blind them for 1 turn (x4) |

**Bard II**

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| Ballad of Distraction (30ft) 30c | Cause a disadvantage to an enemy attack (x4) |
| Healing Chord (30ft) 50c | Heal ally for one d6 |
| Magical Secrets (Spell Check) 100c | Copy other class spells up to Lv.2 (x4) |
| Counter Charm (30ft) 100c | Counter spells and effects by counter roll (x4) |

**Bard III**

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| Discourage (30ft) 200c | Cause an enemy to deal less or no damage by roll (x4) |
| Song of Healing (30ft) 100c | Heal ally for one d8 (x4) |
| Confusing Distraction (30ft) 100c | Causes enemies to attack random opponents (x2) |
| Story of Horror (30ft) 100c | Causes enemy to skip a turn |