

Troubadour

Talent	PreReq	Description	Tags
Troubadour Entry	Character Level 2	Gain: Stanzas - Learn three Stanzas of your choice. Gain: Setup (1/Round) - During an allied creature's turn, if they are within 40 ft of you, you may spend 1 Reactive AP . That ally gains that AP. Gain: Battle Song - When you roll Initiative, roll 1d4 and add it to the Initiative of any creature of your choice. Gain Skilled - +4 Skill Points that you can spend on any skills of your choice. You also gain one inexpensive instrument or prop to enhance your performances (such as a flute, mask, or colorful silk handkerchiefs).	Troubadour, Class Entry

Stanzas

- When you gain the ability to use Stanzas, choose Auditory or Visual. If Auditory, creatures must hear you to be affected; if Visual, they must see you.
- Stanzas cost 1 AP.
- Stanzas last until the end of your next turn unless otherwise noted.
- A Stanza's base range is 40 ft.
- You can use the same Stanza multiple times in one turn, and can use different Stanzas on the same turn.
- A creature can only be affected by one Stanza at a time. If you use a Stanza on a creature already under the effects of one of your Stanzas, your old Stanza ends. If they are under the effects of a Stanza from another Troubadour, roll CHA against the other Troubadour's WILL. On a hit, your Stanza takes effect. On a miss, you lose your 1 AP and there is no effect.
- If you use a Stanza with the scorn tag, make a CHA attack against the creature's WILL. On a hit, the Stanza takes effect.

Stanza	Rank 1	Rank 2 (2/Recoup)	Rank 3 (2/Recoup)	Tags
Antagonism	<i>Scorn</i> : Creature is Taunted by you. Range is 120 ft.	Range is 120 ft, target two creatures.		<i>Scorn</i>
Clarity	You or an ally is Focused against a creature of your choice within 40 ft of you.	This affects two allies or you and one ally.	This affects three allies or you and two allies.	
Dazzling	You or an ally becomes Blinded, or use <i>Scorn</i> to Blind an enemy. Requires that your Stanzas are Visual.	Target two creatures.	Target three creatures.	<i>Scorn</i>
Deafening	You or an ally becomes Deafened, or use <i>Scorn</i> to Deafen an enemy. Requires that your Stanzas are Auditory.	Target two creatures.	Target three creatures.	
Disdain	Costs +1 AP. <i>Scorn</i> : Creature takes 1d4 psychic damage.	<i>Scorn</i> : Creature takes 1d8 psychic damage.	<i>Scorn</i> : Creature takes 1d12 psychic damage.	<i>Scorn</i>
Dread	<i>Scorn</i> : Creature is Frightened of you. Range is 120 ft.	Range is 120 ft, target two creatures.		<i>Scorn</i>
Glumness	<i>Scorn</i> : Creature gains Demoralized.	Target two creatures.	Target three creatures.	<i>Scorn</i>
Grace	<i>Scorn</i> : Creature is Charmed by you.	Target two creatures.	Target three creatures.	<i>Scorn</i>
Mettle	You or an ally is Protected.	Range is 120 ft.	Range is 120 ft, targets two allies or you and one ally.	
Quivering	<i>Scorn</i> : Creature gains Shaken.	Range is 120 ft.	Range is 120 ft, target two creatures.	<i>Scorn</i>
Silencing	<i>Scorn</i> : Creature becomes Silenced.	Target two creatures.	Target three creatures.	<i>Scorn</i>
Valor	You or an ally is Rallied.	This affects two allies or you and one ally.	This affects three allies or you and two allies.	
Vigor	You or an ally gains 1d4 Shield HP. (Because Stanzas end at the end of your next turn, this Shield HP goes away at that point)	This affects two allies or you and one ally.	This affects two allies or you and one ally. It bestows 1d8 Shield HP.	