***Preface***

The rules and spells detailed here are meant to add a new play style without breaking lore (too much) and without adding whole new mechanics.

***The Lore/BS***

Magic is a powerful thing with many diverse applications. Some learned that one can carry their magic through sound, theorized to be an extremely primitive and limited form of tonal art akin to the Thu’um. However, the songs of old have carried with them magic and are shown to drain the arcane energy from the performer to accomplish their effects.

***The Mechanics***

Bardic spells are costly and require constant focus and performance to maintain the effects. Bards use the ***new skill*** “*Performance [PRS/WP]*” to cast their bardic spells. This skill can also be used to simply play an instrument or sing a song.

In functionality, Bardic Magic is a new school of Magic. Each Bardic Spell has a Skill Rank Requirement and an Exp/CrP cost listed with its effects below.

All Bardic Spells have the “Channeling” attribute and cannot be restrained or overloaded. Bardic Spells also require some form of Musical Instrument.

*(****NOTE****:* ***Channeling*** *acts like upkeep without the MP cost, instead you can’t take any actions aside from maintaining the effect or ending the effect. If the Caster receives more damage than their WpB+EndB within a round, their Channeling spell ends.)*

***Learning Bardic Spells***

Bardic spells cost an amount of Exp/CrP depending on their Level and require your Performance skill to be a certain rank as well.

* **Level 1**: 100 exp/crp, Novice Rank
* **Level 2**: 200 exp/crp, Journeyman Rank
* **Level 3**: 300 exp/crp, Expert Rank

***Bardic Spells***

*Song of Rest*

Level: ***1***

Cost: ***10*** Magicka

Verse Length: Every Other Round

The Song of Rest restores the stamina of the bard’s allies. Restoring 1 SP or 1 level of Fatigue at the start of every other round.

*Hymn of Healing*

Level: ***2***

Cost: ***14*** Magicka

Verse Length: Every Other Round

The Hymn of Healing restores the Health of the bard’s allies. Restoring 3 Health at the start of every other round.

*Sonnet of Sorcery*

Level: ***2***

Cost: ***12*** Magicka

Verse Length: Every Other Round

The Sonnet of Sorcery restores the Magicka of the bard’s allies. Restoring 5 Magicka at the start of every other round.

*Calming Lullaby*

Level: ***2***

Cost: ***14*** Magicka

Verse Length: Every Two Rounds

The Calming Lullaby forces all enemies that hear it to make a WP save to resist becoming calmed with a modifier based on their distance from the bard. Within 5m is a -20, 10m is a -10, 15m is -0, 20m or more is a +20. The Calm effect only lasts as long as the Bard continues the Lullaby.

Additionally, Calmed targets who are affected by the Lullaby, such as one who failed their save and then the next verse starts, must remake the save to resist falling asleep.

*Discordant Melody*

Level: ***2***

Cost: ***14*** Magicka

Verse Length: Every Two Rounds

The Discordant Melody plays at the inner fears of those that hear it. Forces the bard's enemies that can hear the melody to make a Panic test with a modifier based on their distance from the bard. Within 5m is a -20, 10m is a -10, 15m is -0, 20m or more is a +20.

Those under the effects of Panic when the next verse comes, are forced to make a Horror test with the same modifiers.

*Psalm of Protection*

Level: ***2***

Cost: ***12*** Magicka

Verse Length: Every Other Round

The Psalm of Protection projects a ward across the allies of the bard. All allies within 5m gain 8 Temporary HP, within 10m gain 6 Temp HP, and those within 20m gain 4 Temp HP. This bonus health refreshes with every verse, though it does not stack.

*Call to Arms*

Level: ***2***

Cost: ***10*** Magicka

Verse Length: Every Other Round

The Call to Arms amplifies the damage of the bard's allies. All allies within 5m can add +3 damage to one attack or spell each verse, those within 10m can add a +2, and those within 20m can add a +1.

*Inspiring Chords*

Level: ***1***

Cost: ***12*** Magicka

Verse Length: Every Other Round

The Inspiring Chords boosts the skills of the bard’s allies. All allies within 5m gain a +15 to their TN to one skill test of their choice per verse, those within 10m gain a +10, and those within 15m gain a +5.

*Armiger’s Anthem*

Level: ***3***

Cost: ***15*** *Magicka*

Verse Length: Every Two Rounds

The Armiger’s Anthem is a strange and rare song that has the magicka and will of the Bard manifest into a warrior guardian known as an Armiger.

Summons an Armiger (Stats below) that is under the direct control of the Bard. At the start of each verse, the Bard must spend additional Magicka equal to the base cost of the Anthem. If the Armiger is destroyed, the Bard loses their voice for 24 hours and prevents them from performing any other Bardic Spell until their voice returns to them.

The appearance of the Armiger is affected by the will of the Bard, but will always appear at least functionally humanoid and always wielding a physical weapon.

*Requiem for the Fallen*

Level: ***3***

Cost: ***25*** Magicka

Verse Length: Every Other Round

The Requiem for the Fallen is a powerful spell that spares the dying and mourns the lost. Every ally of the Bard that is making Death Saves within 15m are stabilized and those that have died within the area are allowed to return to life as a specter to fight alongside their comrades one last time.

Those that return, restore half of their total stats (HP, SP, and MP) and gain the Incorporeal trait. They will return to death when the bard stops performing the song.

*The Coming Dawn*

Level: ***3***

Cost: ***14*** Magicka

Verse Length: Every Other Round

The Coming Dawn carries light upon its tunes. The Bard begins to shed a Bright light in a 20m area centered on them. This area is considered to be Sunlight and all allies within the light gain a +20 on all tests made to resist Fear or Mind altering effects.

***The Armiger***

*Construct, Major Solo, No Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 70* | *Hit Points 25* | *Combat 90* |
| *Endurance 50* | *Wound Thr. 17* | *Magic --* |
| *Agility 50* | *Magicka ---* | *Evade 60* |
| *Intelligence 30* | *Stamina 5* | *Observe* |
| *Willpower 50* | *Initiative +11* | *Stealth 30* |
| *Perception 35* | *AP 3* | *Knowledge 30* |
| *Personality 20* | *Speed 17m* | *Social 20* |
| *Luck #* | *Size Medium* | *Physical 100* |

*\* Weapons & Armor*

***- Natural Toughness ‘5****: Reduces all incoming damage by 5*

*Choose one of the following*

***- Armiger’s Greatsword****: 1d12+2 Slashing, 2H, 3M, Unwieldy, Concussive*

***- Armiger’s Maul****: 1d12+2 Crushing, 2H, 2m, Unwieldy, Shield Splitter, Concussive*

***- Armiger’s Greataxe****: 1d12+2 Splitting, 2H, 3m, Unwieldy, Shield Splitter, Concussive*

***- Armiger’s Blade****: 1d8+2 Slashing, 1H, 2m*

***- Armiger’s Axe****: 1d8+2 Splitting, 1H, 2m, Unwieldy*

***- Armiger’s Mace****: 1d8+2 Crushing, 1H, 2m, Unwieldy*

***- Armiger’s Bow****: 1d8+2, 2H 10/250/350 Reload (2), Unwieldy*

* *Infinite Arrows with the Splitting quality*

*If using a 1h weapon, they can either dual wield or hold a Shield*

***- Armiger’s Shield****: BR 12, MBR 8*

*\* Special Abilities*

***- Duelist****: 1 extra DoS to melee attacks when only 1 opponent is*

*in range .*

***- Brawler****: +1 DoS to Combat tests when engaged in melee with*

*2+ opponents.*

*The Armiger may select 1 of the Following abilities*

***- Searing Radiance (1SP)****: The Armiger can channel pure magicka through their blades when fighting iniquity, dealing an extra 1d4 Fire Damage that counts as Sunlight after making a successful melee attack.*

***- Charge (1 AP, 1 SP)****: When activated this ability lets the*

*Armiger move twice their movement rating, and then attack with +2 damage on to the attack*

***- Full Circle Swing (2 SP)****: The Armiger may activate this ability to swing their weapon in a 360 degree arc around themselves. As part of a melee attack, They can strike any targets in Reach as a single action. Roll once for the attack. This attack otherwise functions the same as a normal attack in terms of damage.*

*\* Traits & Talents*

***- Armiger’s Might****: All attacks made by the Armiger gain the Magic and Proven qualities.*

***- Herald of those Beyond****: The Armiger may take any Stamina actions available to Players.*

***Bardic Talents***

*Rehearsal*

*“Description”*

**Adept (Personality)**

Over a Long Rest, you can rehearse a Bardic Spell. You can only have one Spell rehearsed at a time. Performing your Rehearsed spell gains you a +20 to the Skill Test.

*Tonal Restraint*

*“Description”*

**Expert (Willpower)**

Reduces the Magicka cost of your Bardic Spells by your WpB.

*Name*

*“Description”*

**Master (Any)**

???

*Name*

*“Description”*

**Master (Any)**

???