**Bard**

(New Skill) (Personality)

**Attribute**

**Performance Points**  (PsB + EB)

A character’s Performance Points (PfP) maximum, which is equal to the sum of their Personality Bonus and their Endurance Bonus, is a measure of how much performance power the character is naturally able to draw upon from their reserves.  
*Performance Points can be recovered over a long rest at a rate of 1x the users PsB.*

**Talents**

Performance

**Natural Performer   
Journeyman (Personality)**   
The character doubles his natural recovery rate for performance points and recovers 1d4 PfP on a short rest.

**Entrancing Pretender   
Journeyman (Personality)**   
The character can use the Bard skill in place of the Deceive skill, but each time he does so he must spend 1 performance point.

**Rehearsed Song  
Journeyman (Personality)**   
May choose a Novice or Apprentice song during a short rest to use one time without a PfP cost before the next long rest.

**Intense Rehearsal  
Expert (Personality)**   
*Requires Rehearsed Song.* May upgrade the rehearsed song to a Journeyman song.

**Prolific Entertainer**

**Adept (Personality)**

When the character passes a Bard skill test he can choose to take the number of degrees of success that he rolled, or take a number equal to his Bard skill rank instead.

**Practiced Musician  
Expert (Personality)**   
The character adds his PsB to his total Performance Point maximum value. Total Performance Point maximum becomes [(2x PsB) + EB].

**The Greatest Showman**

**Master (Personality)**

The character improves his Personality bonus by 1 for song effect purposes.

**Songs:**

**Heroic Anthem (master)**

*Cost: 100 CrP*

*Through masterful playing and a crescendo of inspiring words, the bard is able to motivate an ally to move beyond their natural capabilities.*

| Level | Master |
| --- | --- |
| Cost | 5 PfP and 1 SP |

Target receives 1 AP and either +1 Degrees of Success to their next roll or +10 to their TN. The caster can spend an additional SP to allow the target character to take an immediate action. This may exceed their 2 attack maximum.

**Chant of Doom (master)**

*Cost: 100 CrP*

| Level | Master |
| --- | --- |
| Cost | 5 PfP and 1 SP |

Target makes a Willpower test with a 30 - (10 x PsB) modifier or reduce their AP by 2 until the end of their next turn.

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**Sacrificial Verse (expert)**

*Cost: 75 CrP*

| Level | Expert |
| --- | --- |
| Cost | 4 PfP and +1 AP |

Target character can take an immediate action. Spend 1 SP to allow that character to exceed the 2 attack maximum.

**Abiding Hymn (expert)**

*Cost: 75 CrP*

| Level | Expert |
| --- | --- |
| Cost | 4 PfP |

Affected target gains PsB additional degrees of success on successful defense tests for 1 round. They can also move 1 meter further than normal to avoid AoE attacks on successful evade tests.

**Painful Crescendo**

*Cost: 60 CrP*

| Level | Adept |
| --- | --- |
| Cost | 3 PfP |

All enemies within 15m take 1d4 +PsB damage.

**Healing Chorus**

*Cost: 60 CrP*

| Level | Adept |
| --- | --- |
| Cost | 3 PfP |

All allies within 15m gain Regeneration (2) for rounds equal to PsB.

**Invigorating Ditty**

*Cost: 60 CrP*

| Level | Adept |
| --- | --- |
| Cost | 3 PfP |

Target character within 1 meter removes 1 level of fatigue if they have any.

**Cutting Words**

*Cost: 45 CrP*

| Level | Journeyman |
| --- | --- |
| Cost | 2 PfP |

1d4 +PsB damage to an enemy within 25m.

**Healing Psalm**

*Cost: 45 CrP*

| Level | Journeyman |
| --- | --- |
| Cost | 2 PfP |

Heal 1d4 + PsB HP to a single target within 25m.

**Biting Tune**

*Cost: 45 CrP*

| Level | Journeyman |
| --- | --- |
| Cost | 2 PfP |

As a reaction and before an attack is rolled, the target reduces their DoS by 1 (not to go below 0).

**Soothing Lullaby**

*Cost: 45 CrP*

| Level | Journeyman |
| --- | --- |
| Cost | 2 PfP |

Affected target must make a Willpower test with a 30 - (10 x PsB) modifier or be calmed for 1 minute. A calmed character loses the will to fight. While calmed, they cannot willingly attack any character unless that character attacks them first, at which point they snap out of the effect.

**Provoking Call**

*Cost: 45 CrP*

| Level | Journeyman |
| --- | --- |
| Cost | 2 PfP |

Affected target may make a Willpower test with a 30 - (10 x PsB) modifier or gain the Frenzied condition. - 4 x PsB

**Campire Melody**

*Cost: 30 CrP*

| Level | Apprentice |
| --- | --- |
| Cost | 1 PfP |

Increase the HP recovery by the bards PsB for a long rest. Roll 1d4 for a short rest.

**Galvanizing Ballad**

*Cost: 30 CrP*

| Level | Apprentice |
| --- | --- |
| Cost | 1 PfP |

Willing affected target receives a +5 x PsB to any Fear tests within 1 minute. Targets under the effects of fear can make a Willpower test with the same bonus to snap out of the effects.

**Demoralizing Taunt**

*Cost: 15 CrP*

| Level | Novice |
| --- | --- |
| Cost | 1 PfP |

Target has a -10 penalty to his / her next attack

**Inspiring Sonnet**

*Cost: 15 CrP*

| Level | Novice |
| --- | --- |
| Cost | 1 PfP |

Target receives a +10 to the next attack.

**Legendary Songs** (typically found at the end of a hard quest)

**Dominating Serenade**

*Cost: 200 CrP,* ***Upkeep***

| Level | Grand Master |
| --- | --- |
| Cost | 1 SP and 6 PfP |

Target character must make a Willpower test with 30 - (10xPsB) modifier or receive the Bound trait for 1 round. Any attacks by the bards allies will immediately negate this effect.

**Notes:**

* What happens on a critical success? *Roll 1d4 and divide by 2 rounding up. Subtract that from the PfP cost of the song.*
* What happens on a critical failure?