**Tier 1 Abilities**

**Field Instrument:** The Bard is able to carry an instrument of their choosing onto the field. Instruments include: flutes, acoustic guitars, mandolins, accordions, vocals, and many more.

**Song of Surrender:** The Bard has the ability to placate any foe temporarily, at least against themselves, by playing a song. They do not have to flee from combat and will be ignored by their opponents.

Phys Rep: The bard must play a song for a specific opponent, after 15 seconds that foe will no longer wish to attack the bard and otherwise ignore the bard as long as they continue playing.

Limitations: Can only be used twice per day with an additional use being granted for every tier after 3rd.

**Surf:** The Bard plays a tune that resonates with the waves of the ocean, allowing a single target to traverse across a body of water quickly. The target can be attacked, but cannot attack until landing on a solid surface, either land or a ship.

Phys Rep: A song, lasting while surfing, played for the caster or specific player.

Limitations: Can only be used once per day with an additional usage granted per tier after tier 3.

**Tier 2 Abilities**

**Bardic Inspiration:** The Bard plays an inspirational tune that gives a single player a +1 floating Armor Point.

Phys Rep: A 15 second song intro is played to a specific player for the effects to begin.

Limitations: The additional armor point only lasts only as long as the jam continues. Can be used once a day plus one for every odd tier after 3rd.

**Healing Song:** The Bard is able to channel healing magic through their instrument. They can heal one wound for a character with a song.

Phys Rep: A song, lasting 30 seconds, played for a specific player

Limitations: Can only be used twice per day with an additional use being granted for every tier after the 3rd.

**The Right Key:** The Bard is able to play a tune followed by a series of notes that resonate a lock, turning the tumblers inside. They are able to pick locks with a song equal to or lower than their tier level.

Phys Rep: A series of notes played on their instrument equal to their Tier or the Tier of lock to be opened.

Limitations: Can only be used once a day plus plus once per their tier level after 3rd.

**Tier 3 Abilities**

**Party Inspiration:** The Bard plays an inspirational tune that gives up to 4 players a +1 floating Armor Point.

Phys Rep: A 30 second song intro is played to a group of identified players for the effects to begin.

Limitations: The additional armor point only lasts only as long as the jam continues. Can be used once a day plus one for every odd tier after 3rd.

Prerequisite: Bardic Inspiration

**Surf Party:** The Bard plays a tune that resonates with the waves of the ocean, allowing a group of up to 10 to traverse across a body of water quickly. The target group is not affected by the normal water movement rules. However, they can be attacked, but cannot fight back until landing on a solid surface, either land or a ship.

Phys Rep: A song, lasting while surfing, played for the caster or specific group of players.

Limitations: Can only be used once per day with an additional usage granted per 3 tiers.

Prerequisite: Surf

**Tier 4 Abilites**

**Curative Works:** The Bard is able to channel more powerful healing magic through their instrument. They can heal one wound for up to 3 characters or cure any standard effects on them with a song.

Phys Rep: A song, lasting 30 seconds, played for specific players.

Limitations: Can only be used once per day with an additional use being granted for every tier after 3rd.

Prerequisite: Healing Song

**Song of Sight:** The Bard is able to play a melody that resonates with typical material of mundane traps. They can then identify traps up to 50 feet in front of them.

Phys Rep: A song, lasting 30 seconds, played towards the area they are searching.

Limitations: Can only be used once per day with an additional use being granted for every tier after 3rd.

**Tier 5 Abilites**

**Group Inspiration:** The Bard greatly projects their voice and their tune, able to grant an additional floating armor point to 10 players for the duration of the song.

Phys Rep: A 60 second song intro is played to a group of identified players for the effects to begin.

Limitations: The additional armor point only lasts only as long as the jam. Can be used once a day plus one for every odd tier after 3rd.

Prerequisite: Party Inspiration

**Tier 6 Abilites**

**Song of Life:** The Bard can fully restore a mortally wounded companion. No armor is regained, but the player is restored to full wounds.

Phys Rep: A song of at least 2 minutes, played to a mortally wounded player.

Limitations: Can only be used once a day plus one for every even tier.

Prerequisite: Curative Works

**Disarming Dirge:** The Bard is able to play a song that not only identifies traps but also disarms any mundane traps crafted below their tier level within a 50 foot cone.

Phys Rep: A 60 second song played in the direction of the traps they wish to disarm.

Limitations: Will disarm a non-magical trap equal to or less than the Bard’s tier. Can only be used once a day, plus one for every other tier after 3rd.

Prerequisite: Song of Sight