

SONGS & BALLADS



"There are bards who play their instruments for coin, and then there are musical artists who inspire all those who hear their music—trust neither!"

— BODEGAR BOLGER, MUSIC CRITIC

These heroic abilities are meat to add to the fantasy of playing a bard, both as a musician as well as a storyteller. They are meant to add flavor to your character, to be used during a journey or for increasing your reputation and influence in a settlement, rather than be a mechanically optimal choice to increase your character's combat effectiveness.

If your group agrees, you can use any of these heroic abilities instead of the MUSICIAN starting ability for a bard player character.

INSTRUMENTS: You can use a musical instrument to reduce the WP required by the MARCHING SONG and the SONG OF REST abilities by the same number as for the MUSICIAN ability (see Rulebook, page 75).

A musical instrument can be used for the TALL TALES or STORYTELLER ability, but it only adds flavor and does not provide any mechanical benefits.

MARCHING SONG

- ♦ **Requirement:** Performance 12
- ♦ **Willpower Points:** 3

You can play your instrument or sing during a journey to lighten the mood. You can activate this ability for 3 WP to give all allies you travel with (including you) the chance to make a WIL roll to avoid becoming exhausted during a Forced March (Rulebook, p.101).

You can spend an additional 2 WP per character to grant them a boon on this roll.

TALL TALES

- ♦ **Requirement:** Performance or Persuasion 12
- ♦ **Willpower Points:** 3

You can activate this ability when you take a shift to go about a town or city to tell heroic tales about you or your group or sow rumors and gossip about your rivals or enemies.

Afterwards, while you remain in town, you can spend 1 WP to get a boon on a PERSUASION roll that leverages one of your spread tales.

SONG OF REST

- ♦ **Requirement:** Performance 12
- ♦ **Willpower Points:** 2

You can activate this ability during a stretch rest to let your allies either recover an additional 1D6 WP or heal an additional condition, their choice.

STORYTELLER

- ♦ **Requirement:** Myths & Legends 12
- ♦ **Willpower Points:** 3

You can activate this ability when telling a story or legend around the camp fire in the evening to give all your allies a boon on their BUSHCRAFT rolls to find a good sleeping spot.