

# Bard Class

In any world where most people do not travel far, the Bard is the walking newspaper and often times judge and jury. In most places Bards are considered sacred due to their store of knowledge and history. A bard's knowledge, her ability to perform stories, song, and poetry virtually guarantees a nights lodging in any inn as long as they are willing to perform. A bard will always have some type of instrument with her, even just a small whistle. A bard's magic will affect even deaf characters or monsters with no normal means of hearing.

## **Base Attributes**

This section provides the base attributes for a Bard of each level. With the exception of life points, these values are immutable and can never be permanently changed.

## **Weapons and Armor**

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

**Weapon Usage** – Any two weapon types except great sword, or great axe

**Non-Proficiency Base Damage** – 1 point

**Armor** – Leather Armor or Chain Mail

**Shield** – No

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1	1	3	1
2	2	2	4	2
3	3	3	5	2
4	4	4	6	3
5	5	5	7	4
6	5	5	7	4
7	6	6	8	5
8	6	6	8	5
9	7	7	9	6
10	7	7	9	6

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	NA

### Life and Spell Points

The Life and Spell Point table below provides base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

Life and Spell Points				
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Spell Points
1	3	11	19	25
2	3	14	22	30
3	3	17	25	35
4	4	20	28	40
5	5	23	31	45
6	6	26	34	50
7	7	29	37	55
8	8	32	40	60
9	9	35	43	65
10	10	38	46	70

### Bard Spells

A Bard should obtain and carry some type of instrument with them at all times. This instrument is the primary focus for a bard's music, even if it is just a small whistle to help set their tone. Bards tend to use grand gestures while performing but the true power of the bard lies in her voice. All the bardic abilities can be invoked by voice alone.

At 6th level, each Bard chooses to specialize in one of the following fields: Maestro, Swashbuckler, or Wanderer; once chosen, this specialization may never be changed.



## Innate Ability:

### Instrumental Focus

A bard must select upon character creation one of the following musical instrument types as her instrument of choice: Brass, Harp/Keyboard, Percussion, String, or Woodwind. A bard can use any musical instrument to cast her spells but she can only specialize in 1 type. However, when the bard uses an instrument of her chosen type, she can gain a slight advantage when casting certain spells. These advantages are considered base for the Bard and can be stacked with spells such as **Invoke** or **+2 LI**. The bard must have that type of instrument on her person to gain the advantages of Instrumental Focus. This ability is base for the character and cannot be acquired by a magic item.

In addition to the advantages gained on certain spells, a Bard may cast **Legend Lore** for free on an instrument of her chosen type that she can see or if she hears the name of a famous instrument. Subject to GM knowledge.

Brass: +1 outgoing LI when casting **Counter Song: Dispel Magic** and can target an additional victim with her **Stunning Song: Stun** for an additional 3 SPs.

Harp/Keyboard: +1 outgoing LI when casting **Lullaby: Crash Time**, and **Soothing Song: Earth Calming** can affect 1 additional creature.

Percussion: +1 outgoing LI when casting **Discordant Song: Confusion** and inflicts an additional -1 whenever casting **Wracking Song: Pain Strike**.

String: +1 outgoing LI when casting **Beguiling Song: Enthral** and **Silent Song: Mute**.

Woodwind: +1 casting level when casting **Dirge** and can extend her **+1/+2 vs Charm** to all allies within 30' for 5 mins per level or 1 combat. A bard can use the Charm ability ½ times per level, each day, round up (min 1).

### Fluency

**Range:** 10 feet

**Area:** Self

**Duration:** 5 minutes/level

**Stacking:** NA

**Misc.:** NA

**Cost:** 0

Due to their travels a Bard can converse in and understand all non-magical languages spoken around her, similar to the spell **Speak Easy** (Magic User 1). In addition, the Bard has the ability to translate written text like the spell **Read Language** (Magic User 1).

## 1<sup>st</sup> Level

### Fog Brain

**Range:** 30 feet

**Area:** 1 Target per level

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** LI, Rev.

**Cost:** LI

This spell will cause the target to forget everything that occurred in the previous 5 minutes. If a target of **Fog Brain** has a logical reason to believe that she has been affected by a **Fog Brain**, then she will be aware that she has a memory lapse. Logical reasons might include missing gold or items, unexplained damage, foreign surroundings, or missing information, but are ultimately governed by GM discretion. Spells already in effect will continue to be in effect for their normal duration. The reverse of this spell can be used in one of two ways, at the discretion of the caster: it can either cause the target to clearly remember the information and events of the previous 5 minutes, or it can reverse the effects of the most recent **Fog Brain** cast on the target. Reverse **Fog Brain** need only be cast at the level of the affected individual. The effects of **Fog Brain** and reverse **Fog Brain** are permanent, unless the target is otherwise affected. This is an LI spell.

### Healing Potion

**Range:** Touch

**Area:** 1 Potion

**Duration:** Game Day or until used

**Stacking:** NA

**Misc.:** NA

**Cost:** Var.

The Bard can brew a **Healing Potion** that will heal himself or another character for 2 life points per ability point expended. The Bard may expend up to her level in ability points per **Healing Potion**.

### Legend Lore

**Range:** Self

**Area:** 1 Target

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** NA

**Cost:** 1

With this ability, the Bard can determine the legends and history surrounding any famous object, location, historical event, or legend; the Bard will not learn magical abilities of the item with this ability. The Bard need only hear the name or something unique about the target of a **Legend Lore**, and does not have to be in possession of an item to learn about it. If any other types of lore, such as nature, heraldic, or religion, exist for the target, the Bard will know the type of lore available but not its specific content

In addition to the advantages gained on certain spells, a Bard may cast **Legend Lore** for free on an instrument of her chosen type that she can see or if she hears the name of a famous instrument. Subject to GM knowledge.

### **Lullaby: Crash Time**

**Range:** 30 feet

**Area:** 5-foot radius

**Duration:** 5 minutes/level

**Stacking:** NA

**Misc.:** LI

**Cost:** LI

This spell will cause all affected targets within a 5' radius circle to fall asleep. Affected targets will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. **Crash Time** affects each target separately, and lasts for a duration of 5 minutes per level of effect or until a target is awakened; measures taken to awaken a target will only work for that target.

Noise or damage will not cause a target to awaken. Arcane methods that can awaken a target include **Awaken** (Magic User 2) and a white **Flower of Avalon** (Druid 8). The only physical means that can be used to wake the affected targets is to lightly shake the targets for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend himself. The Bard will not be slept by her own spell unless she chooses to be. This is an LI spell.

### **Pick Locks**

**Range:** Touch

**Area:** 1 Target

**Duration:** Special

**Stacking:** NA

**Misc.:** Material Component

**Uses:** ½ Level per lock, minimum of 1

This skill provides the Bard with the ability to pick a lock, as described in Chapter 8, and allows the Bard to accurately gauge the type and difficulty of a lock by inspecting it. A Bard must have an IFGS lock pick, which must comply with the guidelines in Chapter 8, and she may carry as many lock picks as she wishes. A Bard may attempt to pick a particular lock a number of times equal to half her level rounded up; the Bard must start at the beginning of the lock with each new attempt. Material component: Lock pick.

## **2<sup>nd</sup> level**

### **Beguiling Song: Enthral**

**Range:** 30 feet

**Area:** 1 Target per level

**Duration:** 5 minutes/level

**Stacking:** NA

**Misc.:** LI

**Cost:** LI

This spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and he will give consent to have additional non-damaging spells cast on him by the caster. The target will not do anything that goes against his own basic nature or that seems dangerous to him, with the exception that he will do his best to defend the caster against attack. If the caster attacks the target, the **Enthral** will immediately end. This is an LI spell.

### Inspiring Song - Fanfare

**Range:** Special                      **Area:** 10 Targets                      **Duration:** 5 minutes or 1 Combat  
**Stacking:** Damage                      **Misc.:** NA                      **Costs:** Var

*Inspiring Song Fanfare* allows all targets to add +1 point for every two bard levels to their armor (rounded up). This ability provides 1 additional point of protection for every 2 spell points expended. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target, it is not necessarily over for other targets that were affected by the spell. This spell can also be dispelled on an individual basis. The Bard may specify up to 10 individuals, including himself, to be the targets of this spell; each target must each be within 30' of the Bard at the time the spell is cast. The duration of this spell is one combat or one game day, whichever comes first. A Bard may only have a single **Inspire** type song up at any time until they reach the 10<sup>th</sup> level. A Bard may spend up to her own level in points.

### Major Lore

**Range:** Self                                      **Area:** 1 Target                                      **Duration:** Instantaneous  
**Stacking:** NA                                      **Misc.:** NA                                      **Cost:** 2

With this ability, the Bard will learn all of the lore surrounding any lore target; the Bard will not learn magical abilities of the target with this ability. All information provided by the following SAS will be revealed, with all stipulations of each SAS: **Battlefield Lore** (Fighter 1), **Heraldic Lore** (Knight 1), **Legend Lore** (Monk 1), **Nature Lore** (Ranger 1), **People Lore** (Thief 2), and **Religion Lore** (Cleric 1). The ability points will not be spent if there is no lore information available.

### Savvy

**Range:** 1 inch                                      **Area:** 1 Target                                      **Duration:** Instantaneous  
**Stacking:** NA                                      **Misc.:** NA                                      **Cost:** 2

This ability can be used on a magical target, and will provide the Bard with information regarding the target's magical properties. The information provided by this ability is defined in game design, and will often be comprised of multiple pieces of information. Each use of this ability will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. **Savvy** does not usually give information regarding curses, but can do so by game design.

### Sonic Strike

**Range:** 50 feet                                      **Area:** 1 Target                                      **Duration:** Instantaneous  
**Stacking:** NA                                      **Misc.:** NA                                      **Cost:** Var.

This spell causes a Bard's voice to take physical form and hit a single target. The **Sonic Strike** will cause 2 points of damage per spell point expended by the Bard; all damage is applied to the target's torso. The Bard may expend up to her level in spell points per **Sonic Strike**.

## 3<sup>rd</sup> level

### +1 vs. Charm Effects

**Range:** Self                                  **Area:** Self                                  **Duration:** Permanent  
**Stacking:** BASE                               **Misc.:** NA                                  **Cost:** 0

At 3<sup>rd</sup> level, the Bard gains +1 to her resistance versus LI effects centered around charm, *Enthral* (*Magic User 1, Druid 2*), *Simon Spell* (*Cleric 2*), *Crashtime* (*Magic User 2*), *Awe* (*Cleric 10*). This skill is a base of the character class and may not be placed in a magic item.

### Bardic Curse I

**Range:** 30 feet                                  **Area:** 1 Target                                **Duration:** 5 minutes or 1 Combat  
**Stacking:** NA                                  **Misc.:** NA                                  **Cost:** 3

With this spell, the Bard can cause a single target within 30 feet to be cursed at minus 1 LI. The target is effectively 1 level lower to all incoming LI spells. For example, a 4<sup>th</sup> level Ranger targeted by this spell would be affected by a Magic User's *Crashtime* cast at 3<sup>rd</sup> level. The Bard should call out "*Curse -1 LI, Target*". This spell may be countered by a *Remove Curse* (*Cleric 3*), *Battlefever* (*Fighter 3+*), or *Confidence* (*Knight 7*).

### Elemental Damage

**Range:** 1 inch                                  **Area:** 1 Weapon                                **Duration:** 1 Combat  
**Stacking:** Damage                              **Misc.:** NA                                  **Cost:** Var.

With this spell, the Bard can enhance a weapon with elemental damage. The affected weapon will cause 1 additional point of magical damage for every 2 spell points expended by the Bard, and the Bard can spend up to her level in spell points. The Bard must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the weapon is used, the wielder should call the total amount of damage per strike and the specific type of elemental damage, for example "8 magic, Fire". The duration of the enhancement is one combat or one game day, whichever comes first.

### Elemental Protection

**Range:** 1 inch                                  **Area:** 1 Target                                **Duration:** 5 minutes/level  
**Stacking:** Damage                              **Misc.:** Material Component              **Cost:** Var.

This spell will protect the target from one element of the caster's choice (Earth, Fire, Ice, or Lightning). The Bard may expend up to her level in spell points, and the amount of protection received is 3 points per spell point expended. A character can only have one *Elemental Protection* in effect at any given time. Material component: Blue flag.



## Memory

**Range:** Self

**Area:** Self

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** NA

**Uses:** Level

When a Bard uses this skill she can remember up to 5 minutes of verbiage or 1 page of text for up to one game day. This could be used to remember information including directions, a list, a map, names, a riddle, or an answer. The Bard must study the target text for at least 10 seconds or clearly hear the verbiage, and the Bard must state to a GM or SK that she is using this skill within 5 minutes of studying the text or hearing the verbiage. The Bard does not have to be able to understand the text or verbiage to remember it.

## 4<sup>th</sup> Level

### Counter-song: Dispel Magic

**Range:** 30 feet

**Area:** 1 Spell

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** LI

**Cost:** LI

With this spell the Bard can negate the spell of any caster, cast up to the level of the Bard. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Bard should call out “**Dispel**” followed by the name and level of spell that she is trying to negate (for example, an 8<sup>th</sup> level Bard could call out “Dispel **Physical Protection**, 6<sup>th</sup> level”). To negate one of her own spells before the end of its duration, the Bard must also use **Dispel Magic**. When this spell is used in conjunction with **LI Enhancement +1 or +2** (Magic User 3 & 6) the Bard can affect levels higher than her own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up).

### Discordant Song: Confusion

**Range:** 30 feet

**Area:** 1 Target

**Duration:** 5 minutes

**Stacking:** NA

**Misc.:** LI

**Cost:** LI

This spell will cause the target to lose the ability to focus his thoughts enough for spell casting. The target of the spell cannot cast spells or activate magic items for the duration of this spell; however, autoactivated magic items will still be triggered as normal. This is an LI spell.

### Identify Glyph

**Range:** 50 feet

**Area:** 1 Glyph

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** NA

**Cost:** 4

With this spell, the Bard can point to a single visible glyph and determine its name and properties. This spell will not identify what action will trigger the glyph.

### Inspiring Song - Battle

**Range:** Special

**Area:** 10 Targets

**Duration:** 1 Combat or 1 Game Day

**Stacking:** Damage

**Misc.:** NA

**Costs:** Var

**Inspiring Song - Battle** allows all targets to add +1 point for every two bard levels to their damage (rounded up). This ability provides 1 additional point of damage for every 2 spell points expended. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target, it is not necessarily over for other targets that were affected by the spell. This spell can also be dispelled on an individual basis. The Bard may specify up to 10 individuals, including herself, to be the targets of this spell; each target must each be within 30' of

the Bard at the time the spell is cast. This spell stacks in the Damage group but does not affect No Defense damage in either form. The duration of this spell is one combat or one game day, whichever comes first. A Bard may only have a single **Inspire** type song up at any time until they reach the 10<sup>th</sup> level. A Bard may spend up to her own level in points.

### **Plant Attack**

**Range:** 30 feet

**Area:** 1 Target

**Duration:** 5 minutes

**Stacking:** NA

**Misc.:** LI

**Cost:** Var.

When this spell is cast, plants will animate and grow to entangle and damage the target. The target will take 2 points of damage to her torso per level of the Bard, and may also become entangled and immobilized. The entangling portion of this spell is LI; if the target is affected, she will be unable to cast spells, activate items, or fight. An unaffected creature may free the entangled target by chopping at the plants with a weapon for 15 seconds. Once freed, the target can fight only defensively for the next 5 seconds while she role-plays disentangling herself. The Bard must expend her level in spell points, and must call out the appropriate damage and level of effect; for example, a 6<sup>th</sup> level Bard would call out "**Plant Attack**, 6<sup>th</sup> level, 12 points of damage" for a cost of 6 spell points.

## **5<sup>th</sup> Level**

### **Bypass Glyph**

**Range:** Self

**Area:** Self

**Duration:** Special

**Stacking:** NA

**Misc.:** LI

**Uses:** Level

This skill allows the Bard to bypass glyphs of her level or less, but only if she knows the name of the glyph to be bypassed. No invocation is required; however, the Bard must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then touch the glyph within one minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the Bard is incorrect, the glyph will discharge immediately. If the Bard fails to touch the glyph within one minute, then the glyph will go off normally if the Bard is still interacting with the protected area or item. The glyph can still be triggered normally by any other creature, even during the Bard's 1-minute grace period. This is an LI skill.

### **Sonic Strike - Enhanced**

**Range:** 50 feet

**Area:** 1 Target

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** NA

**Cost:** Var.

At this level the Bard has trained her voice to project with greater force. A Bard's **Sonic Strike** now does 3 points of damage per spell point expended by the Bard.

### **Swashbuckler**

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** BASE

**Misc.:** NA

**Cost:** 0

A bard wielding a single weapon gains an innate point of damage. The bard may not be holding anything in her off hand. For the purposes of this ability, staves and bows are considered single weapons.

### Wathit

**Range:** 30 feet

**Area:** 1 Target

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** NA

**Cost:** Var.

By observing a creature for 10 seconds, the Bard can gather information about its natural properties. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many life points the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Bard cannot use this ability to determine a creature's level or class. The Bard will learn 1 property of her choice for every 2 ability points expended, and can spend up to her level in ability points for each use of Wathit.

### Wracking Song: Pain Strike

**Range:** 30 feet

**Area:** 1 Target

**Duration:** 1 Combat

**Stacking:** Damage

**Misc.:** NA

**Cost:** Var.

For every 2 spell points expended by the Bard, this spell causes the target creature to subtract 1 point of damage from all melee, thrown, and propelled attacks. The Bard may expend up to her level in spell points. This spell should be called out as "***Pain Strike***, minus X points to damage". A ***Resist Pain*** (Knight 5) will counteract the effects of this spell if it is used as an immediate counter or if a character has the ability already in effect. This spell is not LI.

## 6<sup>th</sup> level

### Dirge

**Range:** 50 feet

**Area:** 5-foot radius

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** KD5

**Cost:** 6

A Bard can focus energy through sound to perform an attack using her voice. The attack will cause 2 points of damage per level of the Bard and a 5-second Knockdown. The Bard must call out "***Dirge***, x points, 5 second Knockdown" after identifying the targets. This attack is not considered to be magical, and cannot be countered by an SAS such as ***Spell Defense*** (Magic User 4) or ***Evade*** (*Movement Monk 7*).

### Inspiring Song - March

**Range:** Special

**Area:** 10 Targets

**Duration:** 1 Combat or 1 Game Day

**Stacking:** Damage

**Misc.:** NA

**Costs:** 6

This spell allows all targets to add +5 hit points to their totals. This spell will not stack with ***Invoke*** (*Cleric 7*). This spell will allow an individual to go over his or her max points. All damage done to the individual is applied to these temporary hit points first – if at the end of the spell's duration, the loss of these additional life points causes the target to fall unconscious or to drop to or below 0 life points, then the target will be unconscious or dead; this effect stacks in the Damage group. The duration of this spell is one combat or one game day, whichever comes first. ***Invoke – Life Points*** (*Cleric 7*) or ***Life Enhancement*** (*Cleric 7*) cannot be in effect simultaneously with ***Inspiring Song - March*** on any individual. A Bard may only have a single ***Inspire*** type song up at any time until they reach the 10<sup>th</sup> level.

### Soothing song: Earth Calming

**Range:** 30 feet

**Area:** 1 Target

**Duration:** 5 minutes/level

**Stacking:** NA

**Misc.:** NA

**Cost:** 6

This spell causes the calmness of the earth to pervade the target. This spell will negate the effects of any of the following (magically induced or not) for the duration of the spell, regardless of their levels of effect: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever** (Fighter 1, 3, 5, 7, & 9), **Spook** (Magic User 2), and any type of intense emotion. This spell does not induce a docile nature or alter the intent of the recipient, it only causes calmness. The effects of this spell can be removed by a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5, Bard 4) cast at 6<sup>th</sup> level.

### Summon Elemental Essence:

**Range:** Special

**Area:** 10 Targets

**Duration:** 5 minutes or 1 Combat

**Stacking:** Damage

**Misc.:** NA

**Costs:** 6

The bard may summon the essence of an elemental and have it grant an elemental damage type to the team. This damage type is the same for each individual but must be fire, earth, water, or lightning.

## 7<sup>th</sup> Level

### +2 vs. Charm Effects

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** BASE

**Misc.:** NA

**Cost:** 0

At 7<sup>th</sup> level, the Bard gains +2 to her resistance versus LI effects centered around charm **Enthrall** (Magic User 1, Druid 2) **Simon Spell** (Cleric 2), **Crashtime** (Magic User 2), **Awe** (Cleric 10). This increase is not cumulative with the +1 gained at 3<sup>rd</sup> level. This skill is a base of the character class and may not be placed in a magic item.

### Bardic Curse II

**Range:** 30 feet

**Area:** 1 Target

**Duration:** 5 minutes or 1 Combat

**Stacking:** NA

**Misc.:** NA

**Cost:** 7

With this spell the Bard can cause a single target within 30 feet to be cursed at minus 2 LI. The target is effectively 2 levels lower to all incoming LI spells. For example, a 5<sup>th</sup> level Ranger targeted by this spell would be affected by a Magic User's Crashtime cast at 3<sup>rd</sup> level. The Bard should call out "**Curse -2 LI, Target**". This spell may be countered by a **Remove Curse** (Cleric 3), **Battlefever** (Fighter 3+), **Confidence** (Knight 7).

### Silent Song: Mute

**Range:** 30 feet

**Area:** 1 Target

**Duration:** 5 minutes

**Stacking:** NA

**Misc.:** LI

**Cost:** LI

With this song the Bard can prevent the target from making any sounds with his mouth or throat, which will prevent the target from casting, talking, and similar actions. The creature can still make noises with his body as normal, such as clapping, and can call damage in combat because calling damage is a game mechanic. This is an LI spell.

### **Stunning Song: Stun**

**Range:** 50 feet

**Area:** 1 Target

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** KD10

**Cost:** 7

The target of this spell is knocked down for a full 10 seconds. The caster should call "*Stun*, 10-second Knockdown"

## **8<sup>th</sup> Level**

### **Discern Person or Creature:**

**Range:** Special

**Area:** Special

**Duration:** 5 minutes per level

**Stacking:** LI Group

**Misc.:** NA

**Costs:** 8

By invoking this ability, a bard may study a person or creature and for the next 5 minutes she will be able to detect any lie or falsehood that he/she/it tells. The Bard must be in reasonable (GM Discretion) proximity to the person being observed and able to both see and hear the person. Additionally, this will tell the bard if the target is under any type of enchantment, compulsion, disguise, or possession but not the specifics. This is an LI spell.

### **Inspiring Song - Trance**

**Range:** Special

**Area:** 10 Targets

**Duration:** 5 minutes or 1 Combat

**Stacking:** LI Group

**Misc.:** NA

**Costs:** 8

This spell allows all targets to add a +1 LI to either their outgoing LI or incoming LI for spells. Each target of the spell may choose to apply the +1 to either outgoing LI or incoming LI, not both. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target, it is not necessarily over for other targets that were affected by the spell. This spell can also be dispelled on an individual basis. The Bard may specify up to 10 individuals, including himself, to be the targets of this spell; each target must each be within 30' of the Bard at the time the spell is cast. The duration of this spell is one combat or one game day, whichever comes first.

## **9<sup>th</sup> Level**

### **Become One with the music**

**Range:** Self

**Area:** Self

**Duration:** 5 minutes or 1 Combat

**Stacking:** Var.

**Misc.:** NA

**Cost:** 9

This spell allows a Bard to become one with her music. For the duration of this spell (1 minute) all bardic spells take only 5 seconds to cast and their cost is reduced by ½.

### **Fascinate**

**Range:** 30 feet  
**Stacking:** LI

**Area:** 10' radius  
**Misc.:** LI

**Duration:** Instantaneous  
**Cost:** Var.

This spell will cause all affected targets within a 10' radius circle to be affected by a 10 second paralysis, unable to do anything except look and listen to the Bard. If the target is attacked, the paralysis ends immediately. The bard must speak for the entire 10 seconds to keep their attention. This is an LI spell.

## **10<sup>th</sup> Level**

### **Unraveling Song**

**Range:** 50 feet  
**Stacking:** NA

**Area:** 1 Target  
**Misc.:** NA

**Duration:** Instantaneous  
**Cost:** 10

This ranged song causes all spells, skill and abilities that are present on the target creature to immediately be dispelled. This does not prevent the spells from being recast. This song causes such a strain on the Bard that they may only cast it twice a day.

### **Inspiring Song - Bardic Epic**

**Range:** Special  
**Stacking:** Var.

**Area:** 10 Targets  
**Misc.:** NA

**Duration:** 5 minutes or 1 Combat  
**Costs:** 10

This spell allows the bard to combine any 2 of the lower level *Inspiring Songs* spells and cast them as a single 10<sup>th</sup> level spell. For example, a Bard may cast both *Inspiring Song - Fanfare* and *Inspiring Song - Battle* granting up to 10 people both a bonus to damage and to armor.

## Specialty Abilities

### Maestro

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The following abilities are gained by Bards who specialize in music and songs (Maestros) and are in addition to the standard Bard abilities described above.

#### 6<sup>th</sup> Level

##### Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument.

#### 7<sup>th</sup> Level

##### Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument. This is in addition to all other instruments granted by the class.

#### 8<sup>th</sup> Level

##### Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument. This is in addition to all other instruments granted by the class.

#### 9<sup>th</sup> Level

##### Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument. This is in addition to all other instruments granted by the class.

#### 10<sup>th</sup> Level

##### Conductor

**Range:** 50 feet

**Area:** 5' radius

**Duration:** Instantaneous

**Stacking:** NA

**Misc.:** NA

**Cost:** 10

At this level the Maestro's fame has spread to such a degree that others are willing to follow his lead when it comes to music. This ability allows the Maestro to act as a director and inspire another player. When another player casts any single target skill, ability, or spell and a Maestro assists it will allow the S/A/S being cast to affect all targets within a 5-foot radius centered on the caster.

## Swashbuckler

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The following abilities are gained by Bards who specialize in fighting (Swashbucklers) and are in addition to the standard Bard abilities described above.

### 6<sup>th</sup> Level

#### Enhanced Swashbuckler

**Range:** Self                      **Area:** Self                      **Duration:** Permanent  
**Stacking:** BASE                      **Misc.:** NA                      **Cost:** 0

In addition to the additional damage gained at 5<sup>th</sup> level, a bard wielding a single weapon gains an additional point of damage for a total of +2. The bard may not be holding anything in her off hand. For the purposes of this ability, staves and bows are considered single weapons.

### 7<sup>th</sup> Level

#### Cloak

**Range:** Self                      **Area:** Self                      **Duration:** Permanent  
**Stacking:** BASE                      **Misc.:** NA                      **Cost:** 0

A Swashbuckler of this level has learned to use their cloak in a manner that confuses their opponents. At 7<sup>th</sup> level the swashbuckler gains an additional point of innate armor. A swashbuckler must wear a cloak to gain this benefit.

### 8<sup>th</sup> Level

#### Deceptive Song I

**Range:** Self                      **Area:** Self                      **Duration:** Permanent  
**Stacking:** BASE                      **Misc.:** NA                      **Cost:** 0

At the 8<sup>th</sup> level a swashbuckler gains the ability to cast any of his songs from the 1<sup>st</sup> – 4<sup>th</sup> level while he is fighting. They do not have to stand still while casting.

### 9<sup>th</sup> Level

#### Dodge Blow

**Range:** Self                      **Area:** 1 Blow                      **Duration:** Instantaneous  
**Stacking:** NA                      **Misc.:** NA                      **Uses:** ½ Level

With this skill a Bard can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of **Backstab** (Thief 1), **Free Strike** (Monk 9), and **Kill Dagger** (Thief 2). Non-damaging blows such as **Numbing Blow** (Knight 9) can also be dodged. If hand-held attacks such as **Electrify** (Magic User 1), **Killing Attack** (Killing Monk 8, Knight 8), or **No Defense Blow** (Knight 6) are dodged, then that spell, ability, or skill is still discharged. In addition to attacks from hand-held melee weapons, the abilities **Physical Attack** (Monk 3), **Throw** (Monk 5), and **Sacrifice Throw** (Monk 3) can also be dodged. In order to use this skill the Bard must not be unconscious, held, or otherwise immobilized. The Bard must loudly call out “**Dodge**” when he uses this skill. This skill is an immediate counter.



## 10<sup>th</sup> Level

### Deceptive Song II

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** BASE

**Misc.:** NA

**Cost:** 0

At the 10<sup>th</sup> level a swashbuckler gains the ability to cast any of his songs below 8th level while he is fighting. They do not have to stand still while casting.

## Wanderer

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The following abilities are gained by Bards refuse to specialize and instead wander the world seeking knowledge (Wanderers) and are in addition to the standard Bard abilities described above.

### 6<sup>th</sup> Level

#### Additional Skill

A Wanderer has travelled the world and picked up odd bits of knowledge. At this level the Wanderer may choose a first level skill from another class that they do not already possess and gain it as a Bardic ability. All the restrictions, uses per day etc. of the original skill apply. This is the only class that may learn another classes ability.

### 7<sup>th</sup> Level

#### Additional Spell

A Wanderer has travelled the world and picked up odd bits of knowledge. At this level the Wanderer may choose a first level spell from another class that they do not already possess and gain it as a Bardic spell. All the restrictions, uses per day etc. of the original spell apply and this is in addition to previous spells acquired using this ability.

### 8<sup>th</sup> Level

#### Additional Skill

A Wanderer has travelled the world and picked up odd bits of knowledge. At this level the Wanderer may choose a second level skill from another class that they do not already possess and gain it as a Bardic ability. All the restrictions, uses per day etc. of the original skill apply and this is in addition to previous skills acquired using this ability.

### 9<sup>th</sup> Level

#### Additional Spell

A Wanderer has travelled the world and picked up odd bits of knowledge. At this level the Wanderer may choose a second level spell from another class that they do not already possess and gain it as a Bardic spell. All the restrictions, uses per day etc. of the original spell apply and this is in addition to previous spells acquired using this ability.

## **10<sup>th</sup> Level**

### **Additional Skill or Spell**

A Wanderer has travelled the world and picked up odd bits of knowledge. At this level the Wanderer may choose a third level skill or spell from another class that they do not already possess and gain it as a Bardic skill or spell. All the restrictions, uses per day etc. of the original skill or spell apply and this is in addition to previous skills or spells acquired using this ability.

### **Specialty Skill or Spell**

A Wanderer of this level has picked a single song, skill or ability as his “go-to” song, skill or ability. A Wanderer designates a single song, skill or ability and can cast it for 2 points less than normal with a minimum cost of 1 point. This spell also only requires a 5 second cast time.