

Bard Page 1

Sash: Blue
 highest level.
 Armor: None
 Shields: None
 Weapons: Dagger
 Magic-User: 5 pts of magic from list
 Look The Part: 1 extra point of magic



Incantations

- “My power grants thee confidence”
- “I command thy attention” x3
- “From thy bindings thou art released” x5
- “My power shoves thee” x3
- “I sing of my unwavering determination”

Abilities

Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Confidence	1	-	1/Refresh Charge x5	Verbal	Sorcery	Touch
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Insult	1	-	1/Life	Verbal	Command	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life	Verbal	Sorcery	20'
Song of Determination	1	1	Unlimited	Enchantment	Protection	Self

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

Confidence

T: Verbal S: Sorcery R: Touch
 I: “My power grants thee confidence”
 E: Target player may instantly Charge a single Magic or Ability.
 L: May not be used on self. May not be used within 20’ of a living enemy

Experienced

T: Neutral S: Neutral
 E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.
 L: Verbal must be 4th level or lower.

Insult

T: Verbal S: Command R: 20’
 I: “I command thy attention” x3
 E: Victim is unable to attack or cast magic at anyone other than the caster for 30 seconds. If the victim of insult is attacked or has magic cast on them by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.
 N: If the caster of Insult dies, the victim's effect is negated.

Charge Incant: Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour.”

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Release

T: Verbal S: Sorcery R: Touch

I: “From thy bindings thou art released” x5

E: A single ongoing effect or State is removed from the target.
Casters choice.

L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

Shove

T: Verbal S: Sorcery R: 20’

I: “My power shoves thee” x3

E: Target player is moved back 20’ in a straight line away from the caster. Works on Stopped players

Equipment: Weapon, Short

T: Neutral

E: May wield one short weapon at a time for each instance purchased (but may carry extras).

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