

The world of Azraeém is **ALIVE** and you are here to help it learn to speak.

- *The Bardic Motto*

BASICS

COMPLEXITY LEVEL



STAMINA SLOTS



PRIORITY DISCIPLINES

*Agility, Charisma, Intuition
and Wisdom.*

PRIORITY FORTES

*Pageantry, Conviction, and
Recognition.*

PRIORITY APTITUDES

Lore and History.

INCANTATION REPERTOIRE

LEVEL	DELICATE	GENEROUS
0	4	2
2	4	3
6	5	4
10	5	5
14	6	6

ABOUT

Before the Great Calamity, working as a Bard was an opportunity that offered ample avenues towards easy success. However, due to the persistent state of Calm, many Bards found themselves on the outs with much of society due to the growing lack of interest in hearing stories of the world that came before and the Wars that brought them towards modern history. While being a Bard is not a pursuit that is as actively sought after any longer, those who do find themselves called to move in this direction tend to uncover from an early stage in their studies that there is

a great deal of power and magic that is not only found from within themselves but from the world of Azraeém, The Governors, and all life that exists within the World including within it's History.

Due to the growing lack of interest from much of the world's people, many Bards have also worked to become very clever in order to find new ways to garner interest from the public. This has led them towards also specializing in other skills such as Acrobatics, Athletics in order to add more power to their Performance.

Though it is standard at the start of a Bard's journey to choose an instrument, it's very common for them to learn new instruments along the way before the settling on The One Instrument that speaks to them on a soul level and becomes the instrument that is most often associated with them once they've reached Legendary Status.

It's easy to assume that going down the path of being a Bard is easy, but it's one that proves to be challenging for most who seek it due to the level of cooperation involved and the willingness to be open to all kinds of inspiration that may arise at any given moment – especially in the heat of battle. Not only that, but it takes a truly curious heart and an open mind to find inspiration in what many across Azraeém believe to be the most boring things not worth much additional consideration or an extra thought in their mind.

To be a Bard is not just to sing or dance, but to truly be a prideful reflection of the many things that are exciting about all of Azraeém that are at risk of no longer existing making this a Pursuit that is truly not for the faint of heart.

AT LEVEL 0



Welcome to the path of The Bard and as with every new beginning, you must start somewhere that is likely very far from your path's ending. At **Level 0**, you'll have access to a number of different features that will build up in power and complexity over time. It's considered advisable to look ahead to build a vision of the kind of Bard you'd like to play and to better understand how each ability you choose can customize the kind of Vanguard you'll be playing.

NEW REACTION

Though you are still early in your journey, you've still found ways to react effectively in the moment. Choose One from the following list to add to your **Combat Repertoire**.

◆ **Unchecked Ribaldry** - A Foe has successfully landed an attack against an Ally and you are offended at their audacity. To remind them of their place, you sling words dripped in vicious poison in their direction that pierces their ethos dealing *1d10 + Intuition Mental Damage* and rendering them **Demoralized 1** for **One Round**. However, this slight was so personal that it's taken your attention away from your next move, rendering you **Distracted 1** for **One Round**. Increase by *1d10* every **Fourth Level**.

◆ **Pep To Your Step** - When an Ally goes to attack, you're so committed to seeing their success that you're able to add a Bonus to their attack. Roll a *1d10*. Depending on the number rolled, you will yield the designated outcome:

◆ **IF BETWEEN 1-5:** You've gone overboard only to add a *+1 Bonus* to their attack and also rendering yourself **Strained 1** for **One Round**.

◆ **IF BETWEEN 6-10:** Your enthusiasm has paid off, adding a *+3 Bonus* to their attack and have also rendered your Ally **Golden 1** for **One Round**.

Increase by *+3* every **Fourth Level**.

◆ **Not On My Watch** - A Foe has gone to make a Magical Attack against an Ally that could inflict a Negative Status Effect that would hinder their performance. In an attempt to save them, you use your fealty to add a *+3 Bonus* to their **Buffer** to aid in their protection. However, due to the hyper focus you've put into keeping them protected, you've rendered yourself **Stupefied 1** for **One Round**. Increase by *+3* every **Fourth Level**.

INSTRUMENTS

No bard is complete without some form of instrumental accompaniment to let their presence be known. The standard Bard is trained in at least One of these Six major Instrumental Groups which by design come with their own benefits. You're free to **Choose One** from the list provided or roll a **1d6** to decide which group you are trained in. Each group has a list of examples but you are not beholden to them and can decide on any other in the group that is not listed. You will have opportunities along your journey to exchange your current Instrument for others if you so choose.

- 1. Strings.** (*Violin/Viola, Mandolin, Hurdy-Gurdy, Harp*) **One-Action Ability** to play a high pitched sound that deals *1d4 + Charisma Sonic Damage* and rendered **Distracted 1** upon **Critical Success** against the **Foe's Intuition**. Increase by **1d4** every **Fourth Level**.

2. **Wind.** (*Flute, Ocarina, Piccolo, Panpipes*) *One-Action Ability* to play a soothing melody that adds a *+2 Bonus* to *Healing Abilities and Effects* while **Activated** and **Sustained** in a *15-Foot Radius* **OR** for **15 Minutes** outside of Combat. Increase by *+2* every **Fourth Level**.
3. **Reed.** (*Clarinet, Bassoon, Accordion, Harmonica*) *One-Action Ability* to play a foreboding melody that adds a *+2 Bonus* to **Intimidation** for the next attacking Ally. Increase by *+2* every **Fourth Level**.
4. **Brass.** (*Trumpet, Trombone, French Horn, Tuba*) *One-Action Ability* to play a loud sound that deals *1d4 + Charisma Sonic Damage* and renders Foe **Confused 1** upon **Critical Success** against the **Foe's Intuition**. Increase by *1d4* every **Fourth Level**.
5. **Percussion.** (*Pan Drum, Drum, Xylophone, Portable Piano*) *One-Action Ability* to perform an exuberant beat that adds a *+2 Bonus* to *All Attacks* while **Activated** and **Sustained**. Increase by *+2* every **Fourth Level**.
6. **Vocals.** (*Whistling, Percussive Sounds, Singing, Reciting*) *One-Action Ability* to do a performance that **Dispels Negative Influences** for all Allies within a *15-Foot Radius* upon **Success** against the Triggering **Foe's Intuition**. Increase Radius of Effect by *5 Feet* every **Fourth Level**.

SONGS & SONNETS

What is a Bard without their Songs and Sonnets with the power to inspire whatever they see fit in their Foes and Allies? At *Level 0*, **Choose Two** that you will take with you on your journey. New Songs and Sonnets will be made available at future levels. You may also roll **2d10** to decide for you.

1. **Push Back.** (*Reaction*) A Performance that inspires a Foe to give up their turn when rolling a *1d20 + Intimidation* against the **Foe's Intuition**. Upon **Success**, they are taken out of their combat order. Can only be used **Once Per Combat**.
2. **Memories of Beauty.** (*One Action*) A Performance that increases morale, granting a *+2 Bonus* to **Charisma** and **Strength** based Attacks.
3. **Remember Thee Which Ye Need.** (*One Action*) A Performance that increases resolve, granting a *+2 Bonus* to **Armor**.
4. **Turn Away.** (*Reaction*) A Performance that inspires a Foe to disengage with an Ally when rolling a *1d20 + Persuasion* against their **Intuition**. Upon

Success, they take a *-2 Penalty* to their Attack. Can only be used **Once Per Foe**.

5. **Bring It Down.** (*Three Action*) A Performance that inspires dynamism, granting a *+2 Bonus* to **Group Attacks**.
6. **Rock The Stage.** (*Two Action*) A Performance that inspires confidence, granting a *+2 Bonus* to **Intimidation** and **Persuasion**.
7. **With An Open Heart.** (*One Action*) A Performance that inspires meditation, granting a *+2 Bonus* to **Instinct**.
8. **Brave The Fear.** (*Reaction*) A Performance that inspires grit, granting a *+2 Bonus* to **Fortitude**.
9. **Watch Your Mark.** (*Two Action*) A Performance that inspires gutsiness, granting a *+2 Bonus* to **Reflex**.
10. **Death Wish.** (*Two Action*) A Performance that inspires uncertainty in those you attack, granting a *-2 Penalty* to all **Foe Armor**.

AT LEVEL 1

Congratulations on making it past your first landmark in your journey as a Vanguard. Now that you've managed to overcome such a large obstacle, the skills and experiences you've collected along the way can now be transmuted into deeper engagement in your Pursuit. This level will open a new doorway towards developing a strong sense of expertise in your abilities to better handle any obstacles that you may come by from this point forward.

EXPERTISE

As a Bard, you will automatically be trained in the listed Expertise at *Level 0*. At *Level 1*, you will have the ability to **Choose Any Two** from the list of Abilities available. Each of these Expertise will increase in effectiveness at *Level 4*, *7*, *10*, and *13*, giving you the capacity to **Choose One New Ability** that you do not already know.

◆ **INSPIRING.** *You are naturally gifted at connecting to and drawing out the deeper desires of those around you in order to help them access avenues that they didn't know were possible. You gain a +1 Bonus to Charisma.*

- ◆ **Follow The Leader.** (*Reaction*) You know damn well that a battle lost means a battle that can't be fought another day. Roll a *1d20 + Persuasion*

against an attacking **Foe's Instinct**. Upon **Success**, you complete a performance that notifies your allies that it is time to leave, granting them the ability to escape the conflict without taking any damage from the triggering attack.

- ◆ **Off To The Races. (One Action)** You're not one to let you and your fellow travelers dive into danger without preparation. Using the Instrument of your choosing, you weave together a composition that ensures that you are ready for what lies ahead, granting a **+2 Bonus** to all **Armor** and **Buffers** for **One Round**. Increase by **+2** every **Third Level**.
- ◆ **Blown Away. (One to Three Actions, One Stamina)** Expression is so liberating to you that even your foes can't deny it's power. Roll a **1d20 + Performance** against all **Foes within a 15-Foot Line's Fortitude**. Upon **Success** and depending on the number of actions used, all Foes will experience the following:
 - ◆ **One Action** - All Foes in a **15-Foot Line** take **1d6 Sonic Damage**.
 - ◆ **Two Actions** - All Foes in a **15-Foot Line** take **1d6 Sonic Damage** and are pushed back **5 Feet**.
 - ◆ **Three Actions + One Stamina** - All Foes in a **15-Foot Line** take **1d6 Sonic Damage** and are pushed back **10 Feet**.

Add **1d6** and **5 Feet** to the line of effect every **3rd Level**.

◆ **STUNT MAN.** *The world is your stage and you are overjoyed at each chance to play within it. You gain a +1 Bonus to Agility.*

- ◆ **Blind Faith. (Single Action, Reaction)** Your time performing has taught you that sometimes the best performance can come when you least expect it, causing you to be so daring as to close your eyes to perform a potentially lethal action - whether it's throwing a Weapon at a Foe or Dodging an Attack. Roll a **1d10**. Depending on the action of your choosing, it will yield the following effects:
 - ◆ **Physical Attack (Single Action):**
 - ◆ **IF BETWEEN 1-6:** While your attack may land, it's not nearly as effective as you would have hoped, taking a **-5 Penalty** to the Damage that is rolled with the weapon of your choosing. Only effective with Weapons that have the **Projectile Feature**.

- ◆ **IF BETWEEN 7-10:** Your faith in what is possible has paid off, granting your attack **Double Damage** with the weapon of your choosing. Only effective with Weapons that have the **Projectile Feature**.
- ◆ **Defense Against Physical Attack (Reaction):**
 - ◆ **IF BETWEEN 1-4:** Your arrogance has gotten the best of you, truly convincing you that you need no help in receiving protection. You've taken an Additional **+5 Damage** from the Physical Attack laid upon you.
 - ◆ **IF BETWEEN 5-10:** You've truly opened yourself up to the protection being offered by the divine world around you. Whatever physical damage you would have received has been **Halved**.
- ◆ **Follow The Bouncing Ball. (One to Three Actions)** You thrive off of the chaos to the point that you are able to weaponize it. You are able to not only juggle at least **Three Small One-Handed Objects** at a time. Roll a $1d20 + Agility$ against all **Foe's Reflex**. Upon **Success**, all Foe's within a **15-Foot Radius** are rendered **Mesmerized 1** for One Round. Upon **Critical Success**, you are also able to use them as **Projectile Weapons** you to target all mesmerized Foes, leading them to take the following amount of damage depending on the number of Items thrown:
 - ◆ **Three Items (One Action)** - Deals $1d6 + Agility$ damage.
 - ◆ **Four Items (Two Actions)** - Deals $2d6 + Agility$ damage.
 - ◆ **Five Items (Three Actions + One Stamina)** - Deals $3d6 + Agility$ damage.

Increase each by $1d6$ every **Third Level**.

- ◆ **Perfect Cover. (Reaction)** It's not that you're not one for conflict. It's just that you'd appreciate it if they'd direct their rage at someone else. When attacked by a Foe, roll a $1d20 + Agility$ against a different Foe of your Choosing's **Reflex** that is positioned within **15 Feet** of you. Upon **Success**, you are able to maneuver yourself behind them, causing them to take **Half of the Damage of the Attack** while you take none. Upon **Critical Success**, they take **Full Damage**. Upon **Failure**, you take **Half of the Damage**. Upon **Critical Failure**, you take **Full Damage** and are

rendered **Demoralized 1** for **One Round**. Increase by *5 Feet* every **Third Level**.

◆ **SWAYING.** *Your gift for tact makes it easy for those to trust you. You gain a +1 Bonus to Gathering Information.*

◆ **House of Mirrors. (One Action)** You believe in the power of self-reflection to better guide you in what you choose to do. You perform a Rhyme or Melody that manifests a sphere made of reflective glass within a *30-Foot Radius*, giving all Allies in that space an opportunity to have a deeper understanding of their abilities and granting them *+2 Bonus* to **All Attacks** while they are in that space. However, for all Foe's within that space, roll a *1d20 + Intuition* against all **Foe's Instincts**. Upon **Success**, all Foe's will take a *-2 Penalty* to all Attacks until *Dispelled* or *leave the space* as they're forced to question what they're doing. Upon **Critical Success**, they will also be rendered **Mesmerized 1** for **One Round**. Increase the Radius by *5 Feet*, and add *+1 Bonus* and *-1 Penalty* every **Third Level**.

◆ **Helpful Suggestion. (Reaction)** Sure! Whatever the Foe has in mind is a good idea but you have an even better one. Roll a *1d20 + Persuasion* against a **Foe's Instinct**. Upon **Success** or **Critical Success**, you're able to convince a Foe to not follow through on their attack, forcing them to decide on a **New Action**. Upon **Failure** or **Critical Failure**, they ignore your suggestion, causing you to be rendered **Demoralized 1** for **One Round**. Can only be used **Once Per Foe**.

◆ **Snap Out Of It. (One Action)** When a Foe has cast a Spell or uses an Attack that has left an Ally **Entranced 1 or 2**, you find yourself with the perfect remedy: Thrilling Rhymes or Melodies that can counteract their Influence. Choose an Ally that has fallen **Entranced** and roll a *1d20*. Depending on their Status, you must roll the following amount for this rousing performance to be Successful:

- ◆ **Entranced 1** - 10 or Higher.
- ◆ **Entranced 2** - 15 or Higher.

◆ **CLEVER.** *You are not only deft in your handwork but also in your mind. You gain a +1 Bonus to Insight.*

- ◆ **Pay No Mind. (Three-Actions)** You know the importance of having an upper hand. Using your ability to compose a song on the fly, you provide a shroud of protection for all Allies standing behind you in a *15-Foot Radius*, granting them a *+2 Bonus* with an **Ambush Effect** to all Attacks done from behind the veil for **One Round**. They are also rendered **Obscured** until removed from the Space of Influence. Increase by *+2* every **Third Level**.
- ◆ **A Friend, Indeed. (Reaction)** You're a wordsmith and it'd be terrible to let that go to waste. When a Foe goes to heal themselves or an Allied Foe, you are able to convince them that you should be healed instead. Roll a *1d20 + Persuasion* against the designated **Foe's Instincts**. Upon **Success**, you are able to be healed by the designated amount of the completed *Healing Action*. Upon **Critical Success**, you are able to be heal you and all Allies for the **Full Amount**.
- ◆ **Harmless Little Lamb. (Two-Actions)** You're well aware of how looks can be deceiving. Roll a *1d20 + Persuasion* against a targeted **Foe's Insight**. Upon **Success**, they've deemed you a non-threat and dropped their guard, taking a *-2 Penalty* to their **Defense**. Upon **Critical Success**, you are also able to take advantage of their false expectations by deal a *1d8 + Charisma* Damage leaving them **Entranced 1** for **One Round**. Increase by *-2* and *1d8* every **Third Level**.
- ◆ **WELL-VERSED.** *Your travels have taught you that no information is too small to know or to irrelevant to remember. You gains a +1 Bonus to Wisdom.*
- ◆ **Speak Through Me. (Three Actions, Two Stamina)** All the whispers of those who have been, those who are and those who could be fill your mind with tales that need to be shared. You perform a small concert for everyone in your vicinity with no exceptions, creating a Well of Power that is unleashed in a *30-Foot Cone*, dealing *1d8 + Lore Sonic Damage* and can be sustained for *1 Action Each Turn* and *no additional Stamina* each Turn. Increase by *1d8*, and *10 Feet* every **Third Level**.
- ◆ **Rumor Mill. (One Action)** Luckily for you (and unluckily for those you oppose), you know someone who knows someone who knows someone who may know who you're fighting. Roll a *1d20 + Wisdom* against your chosen **Foe's Instinct**. Upon **Success** or **Critical Success**, you'll have

the following effect and yield the following damage:

- ◆ **Success:** Foe is rendered **Demoralized 1** and takes *1d6 + Lore Mental Damage*.
- ◆ **Critical Success:** Foe is rendered **Demoralized 2** and **Disturbed 1**, taking *1d6 + Lore Mental Damage*.

Only effective against *Intelligent and Alert Foes*. Increase by *1d6* each every **Third Level**.

- ◆ **Inside Joke. (One Action)** Even in the most trying of times, you're able to remind you and your Allies of the best of your shared memories that act as a soothing balm in even the most high stakes moment. Roll a *1d10*. Depending and depending on the number rolled, this will yield the following effects:
 - ◆ **IF BETWEEN 1-5:** All Allies are healed by *1d10 + Your Lore*. Increase by *1d10* every **Third Level**.
 - ◆ **IF BETWEEN 6-10:** All Allies are healed by *1d10 + Your Lore*, and are granted an additional **20 Temporary Vi**. Increase by *1d10* and **10 Temporary Vi** every **Third Level**.

AT LEVEL 3 & BEYOND

Now begins the defining point in your journey as a Vanguard as you're able to fully settle into the kind of adventurer (and hopefully hero) you aim to be. This is also when your journey will be filled with greater dangers than you were likely expecting as you started on this adventure, meaning you must be prepared to deal with what will come your way. This is also when you will be officially committing to the kind of Bard you wish to be and will have the opportunity to choose your Spark of Inspiration.

But first - your New Single Action Ability!

NEW SINGLE-ACTION ABILITY

With this new chapter beginning, you'll be given a New Single-Action Ability to add to your **Combat Repertoire**. **Choose One** from the following options:

- ◆ **Hé bé!** There's no moment so heavy that it you're not willing to invite some

sense of levity. When standing adjacent to an *Armored Foe*, you're able to roll a $1d20 + \textit{Agility}$ against the **Foe's Reflex** to pants them. Upon **Success**, they are rendered **Clumsy 1** for **One Round**. Upon **Critical Success**, they are rendered **Prone** and take $1d4 \textit{ Bludgeoning Damage}$. However, the jest has given you such good humor that you are rendered **Benevolent 1** until the **End of Your Next Turn**. Increase by $1d4$ every **Third Level**.

◆ **Stars In Your Eyes.** You understand the importance of putting on a show to properly get someone's attention. Once **Activated**, you're able to manifest a massive cloud of sparkles in a *10-Foot Radius*, dealing $1d4 + \textit{Charisma Damage}$ to all Foes within that space **Per Turn**. However, everyone - Foes and Allies alike - within the Radius of Effect will be rendered **Mesmerized 1** until **Deactivated**. Increase by $1d4$ and *5 Feet* every **Third Level**.

◆ **The Perfect Tune.** You wouldn't be a good Bard if you weren't effective at writing catchy Rhymes or Melodies. Roll a $1d20 + \textit{Intuition}$ against a **Foe's Instinct**. Upon **Success**, this Rhyme or Melody is able to get stuck in the designated Foe's head, rendering them **Distracted 1** for **One Turn**. Upon **Critical Success**, they also take $1d4 + \textit{Charisma Mental Damage}$. However, you were not prepared for how effective it would be, causing it to be stuck in your head - rendering you **Surprised 1** for **One Round**. Increase by $1d4$ every **Third Level**.

The Bard's Spark

No Bard would be a Bard without a root to their inspiration that powers their magic. Once your Spark of Inspiration has been chosen, new abilities will be made available at each *Level* of **3, 6, 9, 12** and **15** to add to your *Combat Repertoire*.

SPARKS

CHAOS

ABOUT

With the world in so much disarray, it turns out that there is a lot of beauty to behold in it's breakdown. This Spark provides the Bard a whole new source of inspiration in what no longer is, what has been, what may never be and the endless sea of possibilities that could be born of the surrounding mayhem.

◆ **LEVEL 3** *Change Places!* (Three-Actions, One Stamina. Group Attack.) It's

easy to get used to the predictable so why not change things up? This ability allows you to pick **At least One Ally** within a **30-Foot Radius** of you or another Ally to switch places. Roll a **1d20 + Agility** against all **Foe's within the 30-Foot Gap's Reflex**. Upon **Success**, all Foe's will take **2d10 Bludgeoning Damage**. Upon **Critical Success**, all Foe's will also be rendered **Prone**. Upon **Failure**, Foes will take No Damage. Upon **Critical Failure**, All Allies Involved will take **1d4 Bludgeoning Damage**. Increase Radius by **5 Feet** and damage by **1d10** and **1d4** every **Third Level**.

- ◆ **LEVEL 6 *A Duet For The Ages.* (Two-Action)** It'd be greedy to insist that inspiration belongs to you and your allies alone. This ability allows you to target a Foe of your choosing to overwhelm with inspiration and burden their mind with what to do with all that they see and are imagining. Roll a **1d20 + Performance** against the **Foe's Instinct**. Upon **Success**, you deal deal **3d10 + Performance Mental Damage**. Upon **Critical Success**, they are also rendered **Mesmerized 1** and **Distracted 1** for **One Round**. Increase by **1d10** every **Third Level**.
- ◆ **LEVEL 9 *Spilled Milk.* (Reaction)** It's always disappointing when things don't go your way but you're more than willing to revel in it when it's the failing of a Foe. When a Foe receives a **Failure** on an Attack, roll a **1d20 + Charisma** against a **Foe's Instinct**. Upon **Success**, they are rendered **Demoralized 1** for one round and dealing **2d10 + Intuition Damage**. Upon **Critical Success**, they're rendered **Demoralized 2** and take **3d10 + Intuition Damage**. Increase by **1d10** every **Third Level**.
- ◆ **LEVEL 12 *Speak To Your Soul.* (Two- Action)** You're gifted in a way that can reach anyone regardless of their sentiment towards you. Roll a **1d20 + Charisma** against a **Foe's Instinct**. This moving Performance deals **4d10 + Charisma Sonic Damage**. Upon **Critical Success**, Foes are also rendered **Disturbed 1** for **One Round**. Increase by **2d10** every **Third Level**.
- ◆ **LEVEL 15 *Show Stopper.* (One to Three Actions, Two Stamina. Once Per Day.)** You and your Allies are so impressive that there's no such thing as too many of you! You cast a Spell that manifests the following number of duplicates of each of You and your Allies depending on the number of Actions completed:
 - ◆ **One Action** - Two Duplicate.

- ◆ **Two Action** - Four Duplicates.
- ◆ **Three Action** - Six Duplicates.

Roll a *1d20 + Performance* against all **Foe's Instinct**. Upon **Success**, each duplicate will absorb and negate up to **30 Vie** worth of damage each from any attacks made by Foes before dispelled. On **Critical Success**, all Foes are also rendered **Mesmerized 2**, **Confused 2**, and **Distracted 2** for **One Round**. On **Failure**, all Duplicates will absorb and negate **15 Vie** worth of damage each from any attacks made by Foes before dispelled. On **Critical Failure**, the duplicates are dispelled - taking no damage from any attacks.

LEGENDS

ABOUT

Even in the face of Collapse, these Bards still find inspiration as they recognize that they and those around them are History in the making and that their commitment to survival serves as a perpetual reminder that they are - regardless of what anyone may believe - makers of their own destiny. This Spark is powered by the reminder that the only thing separating Fact from Fiction is having the audacity to make the Fantasy a Reality.

- ◆ **LEVEL 3 *Fight The Power.*** (*Three Actions, One Stamina. Group Attack.*) You understand the power of alignment and relish in any chance to encourage your allies to move in unison. You perform a Rhyme or Melody that draws out a deep ferocity in You and all Allies, unleashing a powerful blast that deals *2d10 + Your Intuition Damage* to all Foes within a *30 Foot Cone* in front of you. Increase by *1d10* and *10 Feet* every **Third Level**.
- ◆ **LEVEL 6 *Heroes Be We.*** (*Two Actions*) You are not one to let those around you forget how amazing they truly are. You perform a Rhyme or Melody that gives everyone the opportunity to improve upon their performance. Roll a *1d20* and depending on the number rolled, all Allies will experience the following effects:
 - ◆ **IF BETWEEN 1-15:** All Allies can **Roll Twice** for their attacks and take the highest attack roll on a Round of Their Choosing.
 - ◆ **IF BETWEEN 16-20:** All Allies can not only **Roll Twice** for their attacks and take the highest attack roll on a Round of Their Choosing, but will gain an additional *+3 Bonus* to that Attack.
 Add an additional *+3 Bonus* to the Attack every **Third Level**.

- ◆ **LEVEL 9 *Do Not Go Gently.* (Two Actions)** You believe in second chances and refuse to allow an Ally be denied the opportunity to prove themselves. You roll a *1d20* and perform a heartfelt Rhyme or Melody that gently drifts towards a downed Ally that yields the chance for the following effects depending on what is rolled:
 - ◆ **IF BETWEEN 1-9:** The Downed Ally is Revived with **Half** their **Vie**.
 - ◆ **IF BETWEEN 10-17:** The Downed Ally Revived with **Half** their **Vie** and rendered **Hardened 1** for **One Round**.
 - ◆ **IF BETWEEN 18-20:** Revived with **Full Vie** and rendered **Hardened 1** and **Fearless 1** for **One Round**.

- ◆ **LEVEL 12 *Take A Bow.* (Reaction, One Stamina)** You refuse to be impressed by anyone's bravado and take any opportunity possible to remind them that they are not above being humbled. Roll a *1d20 + Intimidation* against the **Foe's Instincts**. Upon **Success**, you manifest a blackened space that surrounds the Foe, rendering their attack **Nullified**. Upon **Critical Critical Success**, the Foe will also be rendered **Blind 1** for **One Round**. Upon **Failure**, the attack's damage is **Halved**. Upon **Critical Failure**, the Foe is unhindered in their attack.

- ◆ **LEVEL 15 *For Those Who Hear Me.* (Three Actions, One Stamina. Once Per Day)** You are not above taking the time to call upon additional help and know that even the Governors themselves enjoy the arts that the world of Azraeém has to offer. You perform a Rhyme or Melody that you hope will inspire a Governor to not only be your audience but join in the fun. Roll a *1d12* to decide a Governor who has taken the time to hear you and what they've chosen to do:
 1. **Governor Cassu:** He is heartened by your offering, sending down a cage around One Foe of Your Choosing, rendering them **Immobile 1** for **One Round** that deals *15d12 Cosmic Damage*. At the start of the next round, the cage is disepersed, unleashing an additional *10d12 Shock Damage* to any Foe's surrounding them in a *50-Foot Radius*.
 2. **Governor Samaura:** She hears your offering and cannot help but smile, offering the gift of healing to allAllies for **250 Vie as well as a bonus of +15 to All Attacks for One Round**.
 3. **Governor Halvard:** He not only hears you, but sees that you are in need. A Portal appears, granting Allies a way to not only *Flee* but return to their last **Safe Location** as well as **Full Vie** and **Stamina Recovery**.

4. **Governor Ixie:** They are entertained by your offering and are excited at the prospect of drawing blood. They send down a Cosmic Force that draws the last active Foe to an Empty, Unoccupied Space of your choosing to unleash an attack dealing *15d12 Cosmic Damage*, also rendering them **Frightened 2** for **One Round**.
5. **Governor Chizoba:** They let out a hearty laugh over your offering and are overjoyed at your offering. They sound down an empowering Cosmic Force that grants a **+30 Bonus** to all **Ally Attacks** and a **-30 Penalty** to all **Foe Armor** and **Buffer** for **One Round**.
6. **Governor Rōsk:** She has not only heard you but is delighted at your offering and at the opportunity for meddling. She weaves a web of Cosmic Energy that causes all Foes to be rendered **Irate 2** for **One Round**, forcing them to attack the nearest allied Foe within *50 Feet*. If no allied Foe is available within that distance, their attack is unleashed on themselves.
7. **Governor Ôdji:** He is moved at your offering and is more than glad to stand by your side. Roll a *1d20*. Depending on what is rolled, he holds the following influence:
 - ◆ **IF BETWEEN 1-5:** A Storm of Cosmic Energy is unleashed in a *50-Foot Radius*, dealing *250 Cosmic Damage* to all Foe's within that vicinity.
 - ◆ **If BETWEEN 6-10:** A Storm of Cosmic Energy is unleashed in a *60-Foot Radius*, dealing *250 Cosmic Damage* to all Foe's within that vicinity, rendering all Foes **Disturbed 2** for **One Round**.
8. **Governor Bjurdi:** She is tickled by your offering and is more than happy to intervene. She sends down a Cosmic Protective Barrier that is triggered automatically when *One or More Allies hit 100 Vie or Lower* that absorbs *250 Vie* of damage before being Dispelled.
9. **Governor Lexine:** They welcome the offering and are humbled by your performance. They manifest a Wild Cosmic Cavalry that tramples all enemies within a *60-Foot Cone*, dealing *15d12 Cosmic Damage*.
10. **Governor Duleep:** They are inspired by your performance and are more than glad to let you know. They cast a *60-Foot Emanation* that will have the following effects depending on what is rolled using a *1d10*:
 - ◆ **IF BETWEEN 1-7:** A torrent of Cosmic Arrows rains down from

above, dealing *15d12 Cosmic Damage* to all Foes within the designated space.

- ◆ **If BETWEEN 8-10:** A torrent of Cosmic Arrows rains down from above, dealing *15d12 Cosmic Damage* to all Foes within the designated space. All Foes - both in and outside of the designated space - are also rendered **Benevolent 2** for **One Round** as they are astonished by Their presence.

11. Governor Pfo: They appreciate your performance and are more than willing to be involved. They send down a violent force, dealing *15d12 Cosmic Damage* and forcing all Foes within a *50-Foot Radius* of Your Choosing to be pushed back *15 Feet*.

12. Governor Kenelm: He is amused by your offering and is willing to take part. In exchange for **the listed amount of Stamina**, he'll unleash the following:

- ◆ **One Stamina:** A cage of Lightning, dealing *20d12 Cosmic Damage* to all Foes within a *50-Foot Radius* of your choosing.
- ◆ **Two Stamina:** A cage of Lightning, dealing *20d12 Cosmic Damage* to all Foes within a *50-Foot Radius* of your choosing. They are also rendered **Proned**.

DEVOTION

ABOUT

No one is ever journeying on their own and these Bards find inspiration in that reality. Forever pulling from the power of connecting with those around them, this Spark is fueled by the sheer force that comes from our willingness to not only see the divinity within each other but the strength from accepting that as part of our realities.

- ◆ **LEVEL 3 *Beat As One.* (Three Actions, One Stamina. Group Attack.)**
Sometimes giving can also add up to receiving. You perform an exhilarating Rhyme or Melody that inspires all Allies to **Sacrifice One Stamina** in order to create powerful force that expands into a *30-Foot Radius* around you. Roll a *1d20 + Wisdom* against all **Foe's Intuition**. Upon **Success**, the attack deals *2d10 + Wisdom Bludgeoning Damage* against all Foe's in that space. Upon **Critical Success**, all Allies within that space are also rendered **Fearless 1, Hardened 1**, and **Inspired 1** for **One Round** and all Foes **Surprised 1** for **One Round**. Increase bonus by *1d10* every **Third Level**.

- ◆ **LEVEL 6** ***We Are Mirrors.*** *(Reaction)* For you, the only thing that denies one the ability to do anything is a matter of mentality. You perform a Rhyme or Melody that grants One Ally the ability to execute the attack of another Ally after it's been deemed **Successful**. Can Only be used **Once Per Day**.
- ◆ **LEVEL 9** ***Stand By Me.*** *(Three Actions, One Stamina)* You aspire to be a healing presence to those around you. You perform a Rhyme or Melody that casts a *15-Foot Emenation* of Healing around you until dispelled, granting all allies the ability to heal *4d10 + Your Intuition* at the **Start of Each Turn** when standing within the sphere and are able to sustain this effect at the start of each round by spending **One Action** and **No Additional Stamina**. While you are exempt from this healing due to all focus being poured into it's effects, once dispelled, you can roll *4d10 + Intuition* to heal yourself as you are caught in the wave of the spell's collapse. Increase by *15 Feet, 2d10* and *1 Stamina* for every **Third Level**.
- ◆ **LEVEL 12** ***We Mean You No Harm.*** *(Three Actions)* Your calming presence has an impact on Friend and Foe alike. You perform a Rhyme or Melody that allows you to emit a *30-Foot Emenation* of Soothing Energy. Roll a *1d20 + Persuasion* against all **Foe's Instinct** within the area of effect. Upon **Success**, all Foes will be rendered **Benevolent 1** for **One Round**. Upon Critical Success, they will take an additional *4d10 + Persuasion Damage* as you have gained those Foes' trust to the point of their dropping their guard. Increase Area of Effect by *30 Feet*, Effectiveness by **One Level** and an additional *2d10 Damage* every **Third Level**.
- ◆ **LEVEL 15** ***Waste Not, Want Not.*** *(Three Actions, Two Stamina. Once Per Day.)* The sight of a Foe being successfully downed has reminded you of exactly how fragile life can be. You perform a haunting Rhyme or Melody that saps the downed Foe of their residual energy, allowing you to recoup all **Stamina, Spell Slots, Armor** and **Buffer** for all Allies within a *60-Foot Radius*.