

# *Guardians of Utaemia*

## *Bard Abilities and Songs*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Bard

Adept in the ways of the entertainer. The power of Bard Songs have magical powers that weave into the playing and singing of their music.

## Prerequisites:

1. Trade-Skill, "Ambidextrous"
2. Trade-Skill, "Carpenter"
3. Trade-Skill, "Entertainer"

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## Bard's Call:

This song will reach out to other Bards in the "Area of Effect", drawing them to the caster

Modification Point cost: 4

### Ability-points to cast: 2

Note: Until the "Duration" of this song has ended, ability-points used to sing this song will not regenerate.

**Area of Effect:** 100 spaces (500') x 4,000 spaces (20,000')

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** 24 hours. If one heeds this spell and comes to the Bard, upon sighting the one who cast this spell, the duration of this spell will expire.

**Effect time:** 1-D6 turns to full impact of this spell.

**Explanation:** Bard's Call will send out a magical beckoning to all other possible Bards within the "Area of Effect" of this spell. It will not force another Bard to heed the beck and call of the Bard singing this song, but it will impress upon their minds that another Bard seeks an audience.

The % chance for this spell to locate and beckon another Bard will be as follows:

Bard's Intelligence ÷ 5 (rounded down) + 01% per level advanced after learning this song

Note: If successful, the distance, and time of arrival, should the targeted decide to heed the call, will be strictly up to the discretion of the game master.

**Hand movement:** None. Bard sings the Song of the Bard.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** 91% chance to successfully target another Bard.

**Notes:** The align of another that heeds this song's beck and call will be strictly up to the discretion of the game master.

**Range:** Bard only.

**Resting time:** 3 turns (15 seconds)

**Singing time:** 1 hour (720 turns).

**Special:** None.

**Song Preparation:** Bard must not do anything but sing this song, and cannot be physically touched by anything that could possibly disrupt the song, or this song will have to be re-sung.

**Susceptibilities:** None.

**Value:** Scroll: 4,500 W.G.

## Serenity of Ability

This song dispels the effects of an ability has upon a target.

Modification Point cost: 40

**Ability-points to invoke:** 20

**Area of Effect:** One target of the Bard's choosing.

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength and win to succeed (race to 4). If, in the event, a creature or object has been spell-bound, or ability-bound, by another, you must pit your mental-strength against him or her in order for this song to work.

**Singing time:** 3 turns (15 seconds)

**Damage:** None.

**Duration:** As long as the Bard continues to sing this song.

**Effect time:** Instant.

**Explanation:** This Song will dispel the effects an ability binding an object or creature by. The effect, however, is not lasting -- for at the closing of the Bards' Song, its protection will fall away, leaving the object or creature bound in that ability's grip once again.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 space (5') x the Charisma of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 160,000 white-gold

## Serenity of Enchantment

This song dispels the effects of enchantments upon a target.

Modification Point cost: 30

**Ability-points to invoke:** 15

**Area of Effect:** One target of the Bard's choosing.

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength and win to succeed (race to 4). If, in the event, a creature or object has been spell-bound, or ability-bound, by another, you must pit your mental-strength against him or her in order for this song to work.

**Singing time:** 3 turns (15 seconds)

**Damage:** None.

**Duration:** As long as the Bard continues to sing this song.

**Effect time:** Instant.

**Explanation:** This Song will dispel the effects an enchantment binds an object or creature by. The effect, however, is not lasting -- for at the closing of the Bards' Song, its protection will fall away, leaving the object or creature bound in enchantment's grip once again.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 space (5') x the Charisma of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 80,000 white-gold

## Serenity of Magic

This song dispels the effects of magical items and/or spells upon a target.

Modification Point cost: 20

**Ability-points to invoke:** 10

**Area of Effect:** One target of the Bard's choosing.

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength and win to succeed (race to 4). If, in the event, a creature or object has been spell-bound, or ability-bound, by another, you must pit your mental-strength against him or her in order for this song to work.

**Singing time:** 3 turns (15 seconds)

**Damage:** None.

**Duration:** As long as the Bard continues to sing this song.

**Effect time:** Instant.

**Explanation:** This Song will dispel the effects that a magical item or magic spell binds an object or creature by. The effect, however, is not lasting -- for at the closing of the Bards' Song, its protection will fall away, leaving the object or creature bound in magics' grip once again.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 space (5') x the Charisma of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 40,000 white-gold



## Serenity of The Masses

This song dispels chaos and discord.

Modification Point cost: 10

**Ability-points to invoke:** 5

**Area of Effect:** One target of the Bard's choosing.

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength and win to succeed (race to 4). If, in the event, a creature or object has been spell-bound, or ability-bound, by another, you must pit your mental-strength against him or her in order for this song to work.

**Singing time:** 3 turns (15 seconds)

**Damage:** None.

**Duration:** As long as the Bard continues to sing this song.

**Effect time:** Instant.

**Explanation:** This Song will dispel chaos and discord of a non-magical, non-ability, nature (i.e., bar room brawl, battle, riot, out of control hanging, etc.).

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 space (5') x the Charisma of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 25,000 white-gold

## Siren's Apathy

This song will shield the Bard from the enchanting song and lure of the dreaded Siren.

Modification Point cost: 20

**Ability-points to invoke:** 10

**Area of Effect:** Bard only.

**Avoidance-roll:** Pit Mental-strength vs. Siren's Mental-strength and win to succeed.

**Singing time:** Instant.

**Damage:** None.

**Duration:** 1-D12 + 1 hours.

**Effect time:** Instant.

**Explanation:** If the bard wins the contest of pitting his or her mental-strength vs. his or her foe's mental-strength, the power of this song will shield the Bard from the dreaded Siren's voice.

**Hand movement:** None. This song does not require an instrument.

**Healing:** None.

**Immunities:** Not applicable.

**Maximum adjustment:** 13 hours.

**Notes:** None.

**Range:** Bard only.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 25,000 white-gold

## Siren's Bane

This song will shield the Bard and all within the “Area of Effect” from the lure of the dreaded Siren.

Modification Point cost: 30

**Ability-points to invoke:** 15

**Area of Effect:** 10 spaces (50') out all the way around the bard.

**Avoidance-roll:** Pit Mental-strength vs. Siren’s Mental-strength and win to succeed.

**Singing time:** Instant.

**Damage:** None.

**Duration:** 1-D12 + 1 hours.

**Effect time:** Instant.

**Explanation:** If the bard wins the contest of pitting his or her mental-strength vs. his or her foe’s mental-strength, the power of this song will shield all within the “Area of Effect” from the dreaded Siren’s voice.

**Hand movement:** None. This song does not require an instrument.

**Healing:** None.

**Immunities:** Not applicable.

**Maximum adjustment:** 13 hours.

**Notes:** None.

**Range:** Bard only.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 50,000 white-gold

## Siren's Lure

This song will beckon the target of the bard if within the “Area of Effect” as if lured by the creature, Siren.

Modification Point cost: 40

**Ability-points to invoke:** 20

**Area of Effect:** 10 spaces (50') out all the way around the targeted area.

**Avoidance-roll:** Pit Mental-strength vs. all targets Mental-strength and win to succeed.

**Singing time:** Instant.

**Damage:** None.

**Duration:** Until targeted comes within 10 spaces (50') of the bard, or until the bard stops singing.

**Effect time:** Instant.

**Explanation:** If the bard wins the contest of pitting his or her mental-strength vs. the targets within the “Area of Effect”, the power of this song will hold and enthrall all who have succumbed to its power for the “Duration”.

**Hand movement:** None. This song does not require an instrument.

**Healing:** None.

**Immunities:** Sirens cannot be enthralled by the power of this song.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 league (3 miles) + 1 league (3 miles) per 5 levels advanced.

**Resting time:** 3 turns (15 seconds)

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 100,000 white-gold

## Siren's Trance

This song will mesmerize and beckon the target of the bard if within the “Area of Effect” as if charmed by a Siren.

Modification Point cost: 50

**Ability-points to invoke:** 25

**Area of Effect:** 10 spaces (50') out all the way around the targeted area.

**Avoidance-roll:** Pit Mental-strength vs. all targets Mental-strength and win to succeed.

**Singing time:** Instant.

**Damage:** None.

**Duration:** 24 hours. At the end of the 24 hours, all effected must pit their mental-strength against the bard, and win, or remain enthralled.

**Effect time:** Instant.

**Explanation:** If the bard wins the contest of pitting his or her mental-strength vs. the targets within the “Area of Effect”, the power of this song will charm and enthrall all who have succumbed to its power for the “Duration”. During this time, the only thing that the enthralled / charmed will not do is commit murder or suicide for the bard.

**Hand movement:** None. This song does not require an instrument.

**Healing:** None.

**Immunities:** Sirens cannot be enthralled by the power of this song.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 league (3 miles) + 1 league (3 miles) per 5 levels advanced.

**Resting time:** 3 turns (15 seconds)

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 200,000 white-gold

## Succor Ally

This chant will beckon a creature or person the bard knows personally.

Modification Point cost: 10

**Ability-points to invoke:** 5

**Area of Effect:** 1 league (3 miles) out all the way about the targeted area.

**Avoidance-roll:** None. This chant does not enthrall a target, but rather gives the instinctive feeling that it must take a certain path . . . eventually leading to the presence of the bard. This is more of an urgent sensation, that a beckoning.

**Singing time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** 72 hours, in which time the bard no longer needs to chant this song.

**Effect time:** Instant.

**Explanation:** The Bard calls out to a well known creature or person he or she knows well.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Self. If the bard chants this song, and then moves about, this chant's power will still draw the desired creature or person to the presence of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 30,000 white-gold

## Succor Bard

This chant is a beckoning, an invitation to the presence of the bard.

Modification Point cost: 10

**Ability-points to invoke:** 5

**Area of Effect:** 1 league (3 miles) out all the way about the targeted area.

**Avoidance-roll:** None. This chant does not enthrall targets, but rather gives them the feeling of high adventure; makes them curious.

**Singing time:** As long as the bard continues to chant this song, it will stay in effect.

**Damage:** None.

**Duration:** As long as the bard continues to chant this song, it will stay in effect.

**Effect time:** Instant.

**Explanation:** The Bard calls out to one with a skill that he or she is in need of, sending out a quest challenge within a mass of people. **Example:** Two young warrior adventurers with stout hearts feel something pulling them into a conversation with the Bard. The scene is then set and it would be up to the Bard from there on out to continue what has been started to the best of his or her ability. This song cannot make one go on an adventure . . . it only brings out the curiosity about such things.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 league (3 miles) x bard's charisma. The bard must know the area well into which this chant will take effect upon the minds and hearts of others.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 3,000 white-gold

## Succor Kin

This chant will beckon a specific character class to the presence of the bard.

Modification Point cost: 10

**Ability-points to invoke:** 5

**Area of Effect:** 1 league (3 miles) out all the way about the targeted area.

**Avoidance-roll:** None. This chant does not enthrall a target, but rather gives the feeling that he or she should take a certain path . . . eventually leading to the presence of the bard, though they do not know what has brought them.

**Singing time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** 72 hours, in which time the bard no longer needs to chant this song.

**Effect time:** Instant.

**Explanation:** The Bard calls out to one with specific abilities and spells, beckoning them by the power of this chant to find him or her.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Self. If the bard chants this song, and then moves about, this chant's power will still draw the desired character class to the presence of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 30,000 white-gold



## Succor Species

This chant will beckon a specific creature type to the presence of the bard.

Modification Point cost: 10

**Ability-points to invoke:** 5

**Area of Effect:** 1 league (3 miles) out all the way about the targeted area.

**Avoidance-roll:** None. This chant does not enthrall a target, but rather gives the instinctive feeling that it must take a certain path . . . eventually leading to the presence of the bard.

**Singing time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** 72 hours, in which time the bard no longer needs to chant this song.

**Effect time:** Instant.

**Explanation:** The Bard calls out to the specific creature he or she wishes to encounter. The catch is that the bard must know about this creature.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Self. If the bard chants this song, and then moves about, this chant's power will still draw the desired creature to the presence of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 30,000 white-gold

## Vicarium

This Song will give the Bard the ability to sing through the mouth of another.

Modification Point cost: 10

**Ability-points to invoke:** 5

**Area of Effect:** One target.

**Avoidance-roll:** None. Only the willing can be effected by this bardic power.

**Singing time:** Instant.

**Damage:** None.

**Duration:** As long as the bard continue to mouth the words he or she wishes the targeted to speak, chant, or sing, or until the targeted is no longer willing or able to continue.

**Effect time:** Instant.

**Explanation:** This chant will cause the bard to be able to speak, sing, or chant through the mouth of another.

**Hand movement:** None.

**Healing:** None.

**Immunities:** An unwilling target cannot be effected.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 space (5') x the Charisma of the bard.

**Resting time:** None.

**Special:** None.

**Song Preparation:** None.

**Susceptibilities:** None.

**Value:** Scroll: 7,000 white-gold