

Bard

They have traveled the world for centuries, telling tales and sing ballads of great heroes. They fit into any situation and are everyone's best friend. In every town, in every bar, they are welcome, but they do not feel at home anywhere. They must travel, see the world. There are secrets to be found, adventures to be found. Bards are highly curious people, and many have died looking for an answer that may have been better left hidden.

Bard's Penalties

First off bards are curious, too curious for their own good. They all suffer the Curious flaw (see Cursed RPG Player's book). They also suffer from Wanderlust. They wish to travel, see the world, try new things. Some don't get a chance to give into this wanderlust, but all will read travel magazines, watch shows about exotic locations and drop everything but their music to hear about far away places if they cannot travel themselves.

Bards are also easily distracted. They have a hard time keeping their minds focused and thus get a -5 to their Concentration checks. Bards also get a -1 to Body. They try to avoid conflict and are not known to be fighters.

Bard's Bonuses

1) A Friend of Magic

Like the mystic, all magical creatures see the bard in a friendlier light. Also Magic also watches over the bard. Beneficial magic cast on the bard gets a +2 and harmful magic gets a -2, like the mystic.

The beneficial rituals would be Crossover (if the mystic could somehow have the ritual cast on him), See Across the Veil (if the Mystic could somehow get the ritual cast on him), Spirit's Blessing, and Visions (if the mystic could somehow get the ritual cast on him) and harmful rituals would be Angered Spirits, Voodoo Doll, and Zombie. The Beneficial spells would be Armour, Astral Projection, Bind to Your Word, Blessing, Commune, Control (if the mystic is casting it, if it is cast on him it is harmful), Divination, Fly, Heal (yes being healed is beneficial even if the side effects are not), Identify (if the mystic is casting it, if it is cast on him it is harmful), Improve Self, Necromancy (if the Mystic is casting the spell, but if he is the spirit he is no longer a Mystic and does not still have this bonus), Reverse the Clock, Stasis, Summoning (if the mystic is casting it, if it is cast on him it is harmful), Teleportation, and Unaging. The harmful spells are Curse, Transfer Souls, Trap the Soul, and Zombie. Glamour is taken on a cast by cast basis, depending on whether the effects used on the Mystic is beneficial or not. Psychic powers are different than magic and therefore are not included in this bonus.

2) A Friendly Chat

Like their mystic brothers, the bards have a special affinity to nature. When the world wishes to let a bard know something, it will let the bard know. This is not exactly

a conversation, but through sounds and reactions of the natural world, the bard knows what nature wishes to tell him.

3) **Putting on a Good Show**

Music is a large part of a bard's soul. Bards get +5 Art (singing) and +5 Performance (singing).

4) **Rumours**

Bards learn a lot of secrets. They get a +5 to their Magic skill checks when using it for a lore check.

5) **Inspiring Voice**

Bards can inspire heroism or pacifism with their singing. To encourage heroism, the bard makes an Art (singing) check with a difficulty level of Average. He must sing for at least five minutes and if he does, all listening gain a +1 plus +1 for every three degrees of success he makes on the check on every roll (except those not effected by magical means) for the next hour.

To inspire pacifism, the bard does an Art (singing) check against the will roll of the targets. The targets are anyone who can hear him singing while attempting to make the crowd pacifists. The bard must sing for at least five minutes and the bard makes one roll while everyone in the crowd makes an individual roll. If the bard wins then the target gets -1 plus -1 per every three degree of success to all combat skills except Dodge and gets +1 plus +1 per every three degrees of success to Socialize and Debate skill.

6) **Every Bodies Pal**

Bards are well liked. It is difficult not to like a bard. Bards get a +1 to their Social stat.

6) **Spells**

Bards, like mystics can cast spells from the same list of spells mystics and sorcerers can. Bards also get the Benefit "Natural - Magic" which means they can use magic untrained, or if trained, get +2 to magic rolls.

Bard's Opinions of Other Cursed

Shamans - They know ancient magics, they know ancient secrets. They have access to the very spirits of the world. Listen closely to their tales.

Mystics - It is hard to believe that we share such a close connection to the mystics. They tend to be so stagnant, so stationary. We keep moving and they stand as if frozen.

Sorcerers - They have learned old secrets, grand secrets, earth shattering secrets. Befriend these wizards, but be wary, with them, everything comes at a great cost.

Summoners - The wonders they have seen, the atrocities they have committed. Summoners are truly wondrous people, but that does not mean they are good people.

Usually the opposite is the case. Watch them, listen to their stories, but be very careful in doing so.

Psychics - I feel sorry for these people. How can they truly get anywhere when they are so trapped in their own mind?

Blessed - They hide secrets and burn the evidence. Be careful when dealing with these zealots.

Changelings - A large part of me envies these people, they have seen things I may only dream of. Even though they have had adventures beyond belief, it cost them a great deal, so be sensitive. Listen to their stories, but do not push them to relive what they are not ready to face.