

1st Level Spells & Songs

Battle Chant

Ranged spell, At-Will

Special: When you use battle chant, you can choose any battle cry effect you know as if you were making a basic melee attack, with the battle chant attack roll taking the place of the basic melee attack roll.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 1d4 + Charisma thunder damage.

3rd level spell 2d4 damage.

5th level spell 4d4 damage.

7th level spell 6d4 damage.

9th level spell 10d4 damage.

Befuddle

Ranged spell

Recharge 11+ after battle

Target: One nearby creature with 40 hp or fewer

Attack: Charisma + Level vs. MD

Hit: The target is confused until the end of your next turn.

Natural Even Miss: The target is dazed until the end of your next turn.

3rd level spell Target with 64 hp or fewer.

5th level spell Target with 96 hp or fewer.

7th level spell Target with 160 hp or fewer.

9th level spell Target with 266 hp or fewer.

Charm Person

Ranged spell, Daily

Target: One nearby creature with 40 hp or fewer

Special: This spell cannot be cast in combat or on a target that has rolled initiative to fight.

Attack: Charisma + Level vs. MD

Hit: The target believes you are their friend until you or your allies take hostile action against them (attacking their normal allies is okay). The spell works best as a type of pacifier; if you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

3rd level spell Target with 64 hp or fewer.

5th level spell Target with 96 hp or fewer.

7th level spell Target with 160 hp or fewer.

9th level spell Target with 266 hp or fewer.

Song of Heroes

Bardic song, Recharge 11+ after battle

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: You and your nearby allies gain a +1 attack bonus until the start of your next turn.

Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

3rd level song The effect also provides a +1 bonus to saves.

5th level song Sustain the song on a 9+.

7th level song Recharge check is now 6+.

9th level song The effect also provides a +1 bonus to Mental Defense.

Song of Spilt Blood

Bardic song, Daily

Quick action each turn; 6+ to sustain

Opening & Sustained Effect: Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.

Final Verse: The effect ends immediately, and you or one ally of your choice can heal using a recovery.

3rd level song Sustain the song on a 4+.

5th level song Add +5 hp to the recovery.

7th level song Add +10 hp to the recovery.

9th level song Add +15 hp to the recovery.

Soundburst

Ranged spell, Daily

Target: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 5d6 + Charisma thunder damage, and the target is dazed until end of your next turn.

Miss: Half damage, and deal thunder damage equal to your level to each of your allies engaged with the target.

3rd level spell	6d8 damage.
5th level spell	8d10 damage.
7th level spell	2d6 x 10 damage.
9th level spell	3d6 x 10 damage.

3rd Level Songs & Spells

Song of Aid

Bardic song, Daily

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: You or a nearby ally gains 3d6 temporary hit points.

Final Verse: One target that gained temporary hit points can also heal using a recovery.

5th level song	5d6 temporary hit points; sustain the song on a 9+.
7th level song	7d6 temporary hit points, and the recovery from the final verse is free.
9th level song	9d8 temporary

Song of Thunder

Bardic song, Daily

Standard action each turn; 11+ to sustain

Opening & Sustained Effect: Make the following attack against 1d4 + 1 nearby enemies.

Attack: Charisma + Level vs. PD

Hit: 5d6 + Charisma thunder damage.

Miss: —

Final Verse: Make the attack again, but this time it deals half damage on a miss.

5th level song	7d6 damage.
7th level song	9d8 damage.
9th level song	10d12 damage.

Vicious Mockery

Ranged spell

Recharge 11+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 6d6 + Charisma psychic damage, and until the end of your next turn, when the target misses with one of its attacks, it takes half the damage its attack would have dealt.

Miss: Damage equal to your level.

5th level spell	9d6 damage.
7th level spell	10d8 damage.
9th level spell	2d8 x 10 damage.

Adventurer Feat: On a hit, the effect that damages the target when it misses is now save ends.

Champion Feat: Recharge check is now 6+.

Epic Feat: A natural even miss does not expend the spell.

Wild Heal

Ranged spell, Daily

Targets: Two random nearby allies. Choose the targets randomly from all nearby allies (including you) who are damaged.

Effect: Each target can heal using a recovery.

5th level spell	Add +5 hp to the recovery.
7th level spell	Add +15 hp to the recovery.
9th level spell	Add +25 hp to the recovery.

5th Levels Songs & Spells

Arrow of Verse

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 8d8 + Charisma psychic damage + Xd6 bonus damage, where X = escalation die.

Miss: Xd6 psychic damage, where X = escalation die.

7th level spell 10d10 damage.

9th level spell 2d10 x 10 damage.

Discombobulate

Ranged spell, Daily

Target: One nearby creature with 100 hp or fewer

Attack: Charisma + Level vs. MD

Hit: The target is confused until it rolls two successful saves.

Miss: The target is dazed until the end of your next turn.

7th level spell Target with 140 hp or fewer.

9th level spell Target with 240 hp or fewer.

Song of Magic

Bardic song, Daily

Quick action each turn; 16+ to sustain

Opening & Sustained Effect: Until the start of your next turn, you and your nearby allies who cast spells that are normally expended by being cast can roll a d20 after casting the spell; on a 16+, the spell is not expended.

Final Verse: All spells you and your allies cast before the start of your next turn gain a +2 attack bonus.

7th level song Gain a bonus to song of magic's sustain check equal to the escalation die.

9th level song Rolls to retain expended spells gain a bonus equal to the escalation die.

7th Level Spells & Songs

The Overworld Two-Step

Close-quarters spell

Quick action to cast

Recharge 16+ after battle

Effect: You can swap your position and the positions of all your nearby allies, even if you can't see them when you cast the spell. Each position presently occupied by you or an ally must end up occupied after the swap, but otherwise you can swap freely. (Your allies are free to lobby with suggestions, but the decisions are yours to make.)

Champion Feat: Recharge check is now 11+.

Epic Feat: You can now also swap the positions of far away allies you can see, up to a maximum of 9 creatures.

Song of Blood & Legends

Bardic song, Daily

Standard action each turn; 16+ to sustain

Opening & Sustained Effect: Each nearby ally who hits at least one enemy with an attack during their turn can heal using a recovery.

Final Verse: One nearby ally can make a basic attack as a free action and heal using a recovery if the attack hits at least one target.

9th level song The recovery granted by the final verse attack is free.

Song of Victory

Bardic song, Daily

Quick action each turn; 16+ to sustain

Opening & Sustained Effect: Each nearby enemy that has fewer hit points than you is dazed until the end of your next turn.

Final Verse: Each nearby enemy takes 5d6 + Charisma psychic damage.

9th level song 7d6 damage.