

BARD TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.0 - 5 EXP

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=== Trade Description ===

The bard skill allows you to use song and music to influence others. This can be to bolster courage, assist in actions, etc. A bard also has picked up extensive knowledge in their travels. A bard must be able to sing or perform; Simply making noises on an instrument is not acceptable; this trade requires actual talent.

=== Equipment Required ===

- Musical Instrument (N/A if singing)
- Sand Timer and dice/counters
- Effect Card

=== Time & Actions ===

Inspire Others

Time: During the duration of the action

Action: At the beginning of this action, the bard must target a recipient of the effect. They must introduce themselves and learn what it is the target is attempting to do (repair armor, heal wounds, rest from injuries, meditate mana, etc) and tell their target that they wish to assist them with music. This will cut the time they need to accomplish their task in half. If another trade or the use of a reagent is being used to cut a timer down, the bard cannot help; this effect cannot stack with

any other time-reducing abilities.

Generate Tips

Time: N/A

Action: Flip a coin at check-in; a Bard gains an additional silver if the result is heads, representing their ability to make a little extra currency. If the player takes Profession: Bard, they gain a +1 bonus when calculating how much money they earn during downtime.

Bardic Lore

Time: 10 minutes of playing music or singing

Action: If the bard comes across an item or circumstance where a Lore card is present and they do not have the applicable Lore skill, they may study the item or situation and attempt to recall information they may have on it or may have heard about it. After playing for 10 minutes, there is a 50% chance that the bard can recall information about it and would be able to open the Lore card and read the contents. This can be attempted one time. If the Bard has any Lore skills, they may attempt this a second time. No further attempts can be made to open the specified Lore card. Find a Herald to determine if this attempt was successful.