

**Bard**  
**Trade Manual**

Version 1.2

Owner:

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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 or decorum time keeping device

### === Time & Actions ===

#### **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. Also, if the player takes

Profession: Bard, they gain a +1 bonus when calculating how much money they earn during downtime.

#### **Inspire Others**

**Time:** The duration of the target's action

**Action:** At the beginning of this action, the bard must target a single 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 of Trade abilities in half, add +1 to the Respite effect, or add +2 to a Meditation to recover mana. This bonus must be briefly explained to the target so they are aware of the effect. 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.

## **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. No further attempts can be made to open the specified Lore card. Find a Herald to determine if this attempt was successful.