

THE SUB- PROFESSIONS

BARDS

KNOWLEDGE SKILLS

Build Cost	Knowledge Name	Knowledge Description	Duration	Prerequisites
3 or 5	Performer	This Knowledge allows a character to use a Bardic Performance. The character must choose a specific type of performance (singing, storytelling, dancing, etc.) upon purchase of this ability. A player's performance must be approved by staff before purchasing this skill.	Constant	None
1	Bardic Essence	For each purchase of this knowledge, the character will add 5 Bardic Essence to their bardic pool to use to heal during their performance. After 40 Bardic Essence is purchased through this means, every purchase will add 4 Bardic Essence instead. After 80 Bardic Essence is purchased through this means, every purchase will add 3 Bardic Essence instead. A character may only purchase 120 Bardic Essence.	Constant	Performer
1	Bardic Mana	For each purchase of this knowledge, the character will add 5 Bardic Mana to their bardic pool to use to heal during their performance. After 40 Bardic Mana is purchased through this means, every purchase will add 4 Bardic Mana instead. After 80 Bardic Mana is purchased through this means, every purchase will add 3 Bardic Mana instead. A character may only purchase 120 Bardic Mana.	Constant	Performer
1	Bardic Vigor	For each purchase of this knowledge, the character will add 5 Bardic Vigor to their bardic pool to use to heal during their performance. After 40 Bardic Vigor is purchased through this means, every purchase will add 4 Bardic Essence instead. After 80 Bardic Vigor is purchased through this means, every purchase will add 3 Bardic Vigor instead. A character may only purchase 120 Bardic Vigor.	Constant	Performer

PERFORMANCES

All Bardic Performances take a minimum of 30 seconds. A target must actively be paying attention to the performance to receive the effects of a Bard's performance. Furthermore, the Bard must pay the appropriate cost for each target the Bard wishes to effect.

Rank	Performance Name	Build Cost	Casting Cost	Performance Description	Duration	Effect	Target	Prerequisites
	Empathic Performance	3	1be	This Knowledge allows a character to heal a targets Essence through their performance. It will heal the target 1 Essence every 30 seconds of performing. This cannot be used to heal a target above their maximum essence pool.	Instant	Instant	Any	Performer
	Magical Performance	3	1bm	This Knowledge allows a character to heal a targets Mana through their performance. It will heal the target 1 mana every 30 seconds of performing. This cannot be used to heal a target above their maximum vigor pool.	Instant	Instant	Any	Performer
	Motivating Performance	3	1bv	This Knowledge allows a character to heal a targets Vigor through their performance. It will heal the target 1 vigor every 30 seconds of performing. This cannot be used to heal a target above their maximum vigor pool.	Instant	Instant	Any	Performer
	Purifying Empathic Performance	3	3be	This knowledge allows a character to heal a target's aggravated Essence through their performance. It will heal the target 1 aggravated essence every 1 minute of performing and 3 Bardic essence spent.	Instant	Instant	Any	Empathic Performance
	Purifying Magical Performance	3	3bm	This Knowledge allows a character to heal a target's aggravated Mana through their performance. It will heal the target 1 aggravated mana every 1 minute of performing and 3 Bardic mana spent.	Instant	Instant	Any	Magical Performance
	Purifying Motivating Performance	3	3bv	This Knowledge allows a character to heal a target's aggravated Vigor through their performance. It will heal the target 1 aggravated vigor every 1 minute of performing and 3 Bardic vigor spent.	Instant	Instant	Any	Motivating Performance

Mesmerizing Performance	4	5bm	This performance will stun a target for 30 seconds and an additional 30 seconds as long as the Bard continues performing and spends the appropriate cost every 30 seconds. In addition, the target may not invoke latent defenses. Any damage or offensive action taken against the Target will end this effect. The target must actively be paying attention to the Bard for a minimum of 30 seconds after which the Bard may call “Mesmerizing Performance” and pay 5bm. This performance may last up to 30 minutes.	Instant	Instant	Any	Purifying Magical Performance
Inspiring Performance	4	5bv	After the Bard performs for 30 seconds all eligible targets receive use of one will power for 1hr. Targets must spend vigor cost off their own vigor pool	Instant	Instant	Any	Purifying Motivating Performance
Bolstering Performance	4	5be	After the Bard performs for 30 seconds all eligible targets can call minimal once from the next numerical attack	Instant	Instant	Any	Purifying Empathic Performance







