

Spell	#	Type	Cast Time	Cost/Maintain	Duration	Notes
Alertness (VH) (Mind)	14	Regular	1s	2 per +1/ half	10 m	Gain bonus to sense rolls.
Analyze Magic (Know)	15	Regular	1s	2(SM+1)/ half	1m	Create a natural animal of size SM.
Detect Magic (Know)	15	Regular	2s	4/2	Instant	Know whether an item is magical.
Far Hearing (Sound, Know)	15	Area-Resist	3s	4/2	1m	Auto-success to hear to visual range
Fear (Mind)	15	Area, Will Resists	1s	Area/no	10m	Those in area feel afraid. +3 to intimidation.
Glass Wall (Know)	15	Regular	1s	4/2	1m	See through walls
Hide Thoughts (C&E)	15	Regular	1s	3/1	10m	Resists attempts to read/control your mind
Hush (Sound)	15	Will Resists	2s	2/1	1m or 10s	Subject incapable of making noises. 10s if resisted, otherwise 1m
Identify Spell (Know)	15	Info	1s	2	Instant	Identifies all spells cast in last 5s
Keen Hearing (Mind)	15	Regular	1s	1 per +1/ no	30m	Bonus to hearing
Keen Vision (Mind)	15	Regular	1s	1 per +1/ no	30m	Bonus to vision
Mage Sight (Sound)	15	Regular	1s	3/2	1m	Reveals magic in vision
Mage Stealth (Sound)	15	Regular	3s	3/2	1m	As Hush, but allows speech.
Sense Emotion (C&E)	15	Regular	1s	2/no	Instant	Reveals subjects loyalty.
Sense Evil (C&E/Meta)	15	Info/Area	1s	Area	Instant	Detect foes and truly evil
Sense Foes (C&E)	15	Info, Area	1s	Area	Instant	Reveals degree of hostility of people in area
Silence (Sound)	15	Regular	1s	2(Area)/ half	1m	Prevents all noise in area
Sound (Sound)	15	Regular	1s	2/1	1m	Creates meaningless sounds
Truthsayer (C&E)	15	Info, Will Resists	1s	2/no	Instant	Reveals whether subject is lying
Wall of Silence (Sound)	15	Area	1s	2(Area)/ half	1m	Soundproofs area

## BARD Jag Fairchild (Human male)

Size Humanoid (+0 mod)

Base Speed 6 Move 4 yards (6)

Strength(ST) 11 Dexterity(DX) 13

IQ 14 Health(HT) 11

Fatigue Points 11 Will 14

Perception 14 Observation 13 Search 9

Hit Points 13 Damage Reduction 2

Armor Lt. Leather Armor (w/Fortify +1)

Encumbrance/Move Penalty -2

Dodge 10 Block 12 (buckler)

Parry 12 (sword w/shield)

Thrust / Swing 1d-1 / 1d+1

Reaction Mod +1 (Ornate sword)

Language Common.



**"What are you doing later?"**

Treasure  
2 sp, 5 cp

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	13	1d-2 cr	c				
Kick	11	1d-1 cr	c, 1				
Shortsword	14	1d+2 cut or 1d+1 imp	1	0	3	600	
Med. Shield (Bash)	14	1d-1 cr	1	DB +2	15	60	Uses hand slot.

Ranged	#	Damage	Acc	WT	Properties	Shots
Lt. Throwing Knife	14	1d-1 imp	1		1/2 11, 22 Max	1

## Advantages

**Bardic Talent - 3**  
Adds to all Bardic magic, talents, Music Composition, and Singing.

### Charisma - 2

Bonus to reaction and influence

### Voice

Bonus +2 to Fast-talk, Mimicry, Diplomacy, Public Speaking, Sex

Appeal and Singing

**Wealth (Comfortable):** Sell goods for 60%

### Signature Gear (Shortsword)

### Song of Command (Bardic)

Song of Command: Quick contest of IQ v. target will. targets who fail must follow your orders. Target gains another contest for self-destructive or commands that violate his principles. You may not repeat a control attempt against the same target within 24 hours.

## Personality Quirks

- Equal opportunity lecher
- Lies (non-compulsively) for fun
- Loves to spread rumors of his awesomeness
- Sneaks whether its necessary or not
- Prefers spells for stealth and Bardic Songs for influence

## Disadvantages

### Chummy(12)

-1 to IQ rolls when alone.

### Compulsive Carouser(12)

Roll 12 or less to avoid parties and social situations. (+1 reaction at parties. -1 from puritans).

### Greed(12)

Roll 12 or less to refuse an offer of money.

### Lecherous(12)

Roll 12 or less to avoid romantically approaching attractive people.

### Overconfidence (12)

Must roll 12 or less to not simply want to kick in the door and charge straight into battle.

## Gear

Item	Location	WT	Cost
Personal basics/clothing	Body	3	5
Bandoleer	Body	1	60
2xPouch	Body	.4	20
Tin whistle		1	40
Canteen (1 Qt.)	Body	8	10

## Dex-Based Skills

Fast Draw(Knife)-12

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## IQ-Based Skills

Fast Draw(Sword)-12

Shield (Buckler)-14

Stealth-12 (Encumbrance applies)

Thrown Weapon(Knife)-13

### IQ-Based Skills

Acting-14

Current Affairs-14 Lore of the now

Diplomacy (Charisma, Voice) - 16

Fast Talk-15 (Voice) Compelling lies

Heraldry-13

Interrogation-13

Merchant-13 Haggle!

Musical Composition-15 (BT)

Musical Instrument-16 (BT)

Performance-15 (Voice)

Poetry-13

Propaganda-13 Promote or discredit anything

Public Speaking-17 (Charisma,

Voice)

Savoir-Faire-14 Influence in polite society

Streetwise-13 Criminal dealings and ops

Writing-13

Connaisseur(Luxuries)-13

Gesture-14 Non-verbal communication

Mimicry(Speech)-14 Voice. Amazing impressions/imPERSONATIONS.

### Other Skills

Carousing-12 Gain info in taverns

Detect Lies-12

Intimidation-13

Singing-16 (BT, Voice)

Observation-13

Sex Appeal (Voice)-12

## Consumables

Calltrops (x2) Ready to deploy in

space. Vision -2 to avoid, else step on

number of spikes equal to the margin

of failure. Random foot takes victim's

Thrust-3 imp per spike.

Flash Nagepipo (Bandoleer) When

hurled, everyone within 10 yards of

target space who has unobstructed

line of sight must roll HT of suffer

blindness. Roll HT each turn to recover.

## Notes

• Only 1 block attempt per turn

• Penetrating cutting(cut) or large

piercing(pi+) damage deals x1.5

against most targets (minimum 1).

• Penetrating impaling (imp) or huge

piercing (pi++) deals x2 against

most targets (minimum 1).

• Penetrating crushing damage deal

x1 against most targets (min 0).

• Major Wound: any single wound

greater than half current HP. HT

roll to avoid knockdown.

• Crippling (Major) Wound.

Damage to an extremity triggers

a major wound if its greater than:

(HP/2 for arm/leg, HP/3 for

hand/foot). This renders the limb

useless. Cutting damage beyond

twice the cripple threshold severs

the limb.

• Knockback. Triggers another HT

toll to avoid being knocked prone.

Falling by -5 or greater indicates

unconsciousness.

• Area Cost = radius in yards