

CHANTER

ALSO: Bard, Idol, Troubadour

*Show's just begun,
and it's lights out
for you already!*

Whether tracing their fingers on a delicate harp, dazing an unprepared audience with the sheer power of their vocals, or happily diving into a crowd of delirious fans, **Chanters** could be described as magical one person orchestras!

A Chanter's abilities reach way beyond the normal limits of music and singing: they rely on the strength of their souls and weave magical energy into songs, supporting their allies during tense situations.

- ♦ Who taught you how to combine magic and music? Is it a natural talent?
- ♦ Are you a celebrity, or more of a traveling musician?
- ♦ Who is your greatest music rival? Who inspires you to be who you are?
- ♦ What do your instruments and singing style look like?



CHANTER FREE BENEFITS

- ♦ Permanently increase your maximum Mind Points by 5.

CHANTER SKILLS

MAGICHANT

[+10]

On your turn during a conflict scene, you may use an action and spend a variable amount of MP to weave voice and music into a magical effect known as a **verse**.

You may only sing **one verse** per turn, even if you have access to multiple actions; the full rules for **verses** can be found starting on the next page.

When you first acquire this Skill, you learn **all three volumes**, plus **one key** and **one tone** (see next page). Whenever you acquire this Skill again, you may learn **one key or one tone** (your choice).

RESONANCE

[+3]

After you affect one or more enemies with a **verse**, if you have an **arcane** weapon equipped, you may choose one option: until the start of your next turn, your allies deal **[SL]** extra damage to those enemies; **or** until the start of your next turn, you recover **[SL]** Mind Points **every time** one of those enemies suffers damage (if the same source deals damage to two or more of those enemies at the same time, you recover **[SL]** MP for each damaged enemy).

SIREN'S SONG

You gain the ability to perform Rituals of the **Ritualism** discipline; **additionally**, you may use **Ritualism** to create **hearing-based illusions**.

SOUND BARRIER

[+5]

After you sing a **verse** with **medium** or **high volume**, all **physical** damage you suffer until the start of your next turn is reduced by **[SL]** (applied **before** Affinities).

VIBRATO

After you sing a verse with **low** or **medium volume**, you may perform a **free attack** with a weapon you have equipped; treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

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VERSES

SINGING A VERSE

When you sing a **verse**, you combine a **volume**, a **key** and a **tone** you learned. These three aspects determine the **verse's** MP cost, targets and effect.

- ◆ The **volume** determines the sound intensity of your **verse** (and the creatures you can reach with it).
- ◆ Each **tone** determines the general effects of your **verse**.
- ◆ Each **key** has an associated **damage type**, **status effect**, **Attribute** and **recovery**. These modify the effects determined by the **tone** of your **verse**.

Example: you might combine a **low volume** with the **key of Flame** and a **haunting tone** to inflict **shaken** on a single creature for 10 Mind Points, or you could combine a **medium volume** with the **key of Iron** and an **energetic tone** to allow your allies to make additional progress on Clocks when using **Willpower**.

VOLUME	MP	TARGETS
Low	10	Yourself or another creature you can see who can hear you.
Medium	20	Every ally who can hear you.
High	30	Every enemy who can hear you.

KEY	TYPE	STATUS EFFECT	ATTRIBUTE	RECOVERY
Flame	fire	shaken	Might	Hit Points
Frost	ice	weak	Willpower	Mind Points
Iron	physical	slow	Willpower	Mind Points
Radiance	bolt	shaken	Dexterity	Hit Points
Shadow	light	dazed	Insight	Hit Points
Stone	dark	weak	Dexterity	Mind Points
Thunder	earth	dazed	Might	Hit Points
Wind	air	slow	Insight	Mind Points

*Rumor has it the songs of the Vinebeard Dwarves
are powerful enough to shatter stone!*

TONE

Calm

Each target recovers **【key recovery】** equal to **【10 + twice your current Willpower die size】**. This amount increases by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

If this tone causes MP recovery, it has **no effect** on the character who sings it.

Energetic

Until the start of your next turn, when a target succeeds on a Check that includes **【key Attribute】** and that Check allows them to advance or turn back a Clock, they may fill or erase an additional section of that Clock.

Frantic

Each target suffers **【key type】** damage equal to **twice** your current **Willpower** die size. This tone deals 10 extra damage if you are **level 20 or higher**, or 20 extra damage if you are **level 40 or higher**.

Haunting

Each target suffers **【key status effect】**. Each target also loses Resistance to **【key type】** damage (if they have it) until the start of your next turn.

Lively

Each target treats their **【key Attribute】** as being one die size higher (up to a maximum of **d12**) until the start of your next turn.

Menacing

The first time each target suffers damage before the start of your next turn, that damage becomes **【key type】**. This can trigger once for each target of the verse, separately.

Solemn

Each target recovers from **【key status effect】**. Each target also gains Resistance to **【key type】** damage until the start of your next turn.