

SONGSMITH

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	25 : 25	9	2	SINGLE	1S		Ut Light Armour Ut Buckler Ut Light Weapons
2	27 : 26	10	4		2S	1	
3	29 : 27	12	6	+ 1 SKILL	2S		
4	31 : 28	13	8		3S	1	+1 Dex
5	33 : 29	15	10	+1 SKILL	3S	1	
6	35 : 30	16	12		3S	1	
7	37 : 31	18	14	+1 SKILL	3S	1	+1 Dex
8	39 : 32	19	16	DOUBLE HANDED	4S/5D	1	
9	41 : 33	21	18		4S/5D	3	
10	43 : 34	22	20		5S/5D	3	
11	46 : 36	25	23		5S/6D	3	+1 Dex
12	49 : 38	27	26		6S/7D	2	

* Choice Of: Ambidex, Firearms, Missile, Thrown

Human Songsmiths gain 25:2 lifepoints
Elven Songsmith gain 25:1 lifepoints

Class Restrictions

Songsmiths never use shields.
Songsmiths sometimes proffer their skills as Scouts.
Songsmiths may only be blessed by Worldsmith Priests, Inner Flames or Bards
Songsmiths have loose affiliation with Dusk Island.
Songsmiths natural healing is transferable.

Class Abilities

Utilise Light Armour – This allows the Songsmith to be able to use armour of up to a maximum of 4 AC.

Utilise Light Weapon – This allows the Songsmith to be able to use any Light Weapon.

+X Dex– this gives the Songsmith X point of dexterity armour per time this skill is listed.

Songsmith Ability Tables

Table 1
Disarm Parry
Dodge
Leap
Reflex 1
Reflex 2
Resist Disarm
Turn Blow

Table 2
Reflex 3
Resist Knockdown
Sprint Burst
Subdue
Weapon Mastery 1

Table 3
Bardic Armorata
Minor Bard Song

Skill Descriptions

Table 1

Disarm Parry – this allows the Songsmith to disarm an opponents weapon by striking with their own weapon. This skill is usable 1 per 4 levels per day.

Dodge – this allows the Songsmith to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Leap – this allows the Songsmith once per four levels per day to leap 15 foot forward horizontally or 10 foot vertically or backwards.

Reflex 1 – this gives the Songsmith 1 point of dexterity armour.

Reflex 2 – this gives the Songsmith 2 points of dexterity armour. Requires *Reflex 1* first (gives total of 3 dex).

Resist Disarm – this allows the Songsmith to resist a Disarm Parry from an opponent. This skill is usable 1 per 4 levels per day.

Turn Blow – this allows the Songsmith to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 4 levels per day.

Table 2

Reflex 3 – this gives the Songsmith an additional 3 Dex Ac. Requires *Reflex 1 and Reflex 2* (giving a total of 6 dex).

Resist Knockdown – this allows the Songsmith to ignore the effects of a knockdown – whether it be from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

Sprint Burst - This ability allows the user to sprint at a speed half again their top speed. This burst lasts for 20 seconds only.

Physical representation is done by calling “sprint burst” and over twenty seconds counting the steps taken then in a time freeze after this allowing the sprinter to take half those paces again! This ability is usable twice plus once per level.

Subdue – this allows the Songsmith to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Songsmith does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

Weapon Mastery 1 – this give the Songsmith +6LPs damage with a favoured melee weapon type e.g. a long sword.

Table 3

These skill picks may not be purchased until 8th rank, even if you have the skill picks available before then!

Bardic Armorata – this allows the Songsmith to go one point above normal AC limits and also provides one point of Bardic AC

Minor Bard Song – This allows the Songsmith access to one minor bard song (Table one Bard song), which is cast off the Songsmiths power in the form of Bardic Power.

Songsmith Songs & Glamours

Level	Song Type	Songs	Glamours
1			1
2			2
3	Song of Stamina	1	3
4	Song of Rest	2	4
5	Song of Calm	3	5
6	Song of Command	4	6
7	Song of Sleep	5	7
8	Song of Forgetfulness	6	8
9	Song of Bravery	7	9
10	Access to all Minstrel songs	8	10
11	Access to all Minstrel songs	9	11
12	Access to all Minstrel songs	11	13