

Bard

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	2	1	Bardic Knowledge, Bardic Music, Inspire Courage +1, Counter Song, Fascinate, Distraction
02	1	0	3	3	1	Inspire Disorder -1
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Twang
05	3	1	4	4	2	
06	4	2	5	5	3	Suggestion
07	5	2	5	5	3	Pleasant Melody
08	6/1	2	6	6	3	Inspire Courage +2, Doom-song
09	6/1	3	6	6	4	Inspire Greatness, Inspire Disorder -2
10	7/2	3	7	7	4	Combine Songs, Sproing
11	8/3	3	7	7	4	Inspire Chaos
12	9/4	4	8	8	5	Song of Freedom, Soothing Melody
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3, Freightng Tune
15	11/6	5	9	9	6	Inspire Heroic, Inspire Disorder -3
16	12/7	5	10	10	6	Rip a Cord
17	12/7	5	10	10	6	
18	13/8	6	11	11	7	Mass Suggestion
19	14/9	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4, Final Performance

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and Abilities, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Role: Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and Abilities, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

Bardic Knowledge - A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Music - A bard is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it

ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action.

At 13th level, a bard can start a bardic performance as a swift action. Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components. If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Counter Song - At 1st level, a bard learns to counters effects that depend on sound (but not spells that have verbal components). Each round of the counter song he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent actions such as an opposing bard, noble or Genjutsu may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the counter song is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the counter song, but it must use the bard's Perform skill check result for the save. Counter song does not work on effects that don't allow saves. Counter song relies on audible components.

Fascinate - At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Notice checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Distraction - At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) Genjutsu attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) Genjutsu attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Inspire Courage - A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be

able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Disorder – A bard of 2nd level or higher Similar to Inspire Courage effects targets the bard decides are enemies in the area. Grants a negative Moral bonus on enemies in 30ft. At 6th level and every 5 levels there-after, this negative grows by -1 to a maximum -3 at 18th level. Inspire disorder is a mind-affecting ability. Inspire disorder can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Twang – A bard at 4th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard ½ level in d6's for one use of music, Ranged attack

Suggestion - A bard of 6th level or higher can use his performance to make a suggestion to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance. Once under the influence of suggestion the Bard can ask things that the target normally would do but to the Bard's aid. Such suggestions, like Flee from battle, Provide Defense (Bard or Allies), Give me your stuff, or convince them that one of their allies is out to harm them. You cannot ask something put the targets life at direct risk.

Making a suggestion does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language dependent ability and relies on audible components.

Pleasant Melody – A Bard of 7th level or higher can use his performance to heal a single ally (or himself) with a (Performance + Bard Level + Charisma Score) in healing. In addition, this performance removes the fatigued, sickened, and shaken conditions. This turn must be played for 4 rounds and the target cannot move out of 30ft from the bard. Pleasant melody relies on audible and visual components.

Doom-song - A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Doom-song is a mind-affecting fear effect, and it relies on audible and visual components.

Inspire Greatness - A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Endurance modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Resistance saves. The bonus Hit Dice count as regular

Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Combine Songs- A bard at 10th or higher can play two songs in one turn. It takes a full round to pull off both songs but the effects can be used to grant allies with bonuses and enemies with discord.

Sproing – A bard at 10th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at a 30 ft cone your ½ level in d6's for one use of music

Inspire Chaos – A bard at 11th level or higher can use one of his bardic music uses to cause confusion to 30ft area of enemies DC 10 +Level +CHA MOD Will

Soothing Melody - A bard of 12th level or higher can use his performance to create an effect of healing a large group (Performance + Bard Level + Charisma Score). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing melody affects all targets that remain within 30 feet throughout the performance. Soothing melody relies on audible and visual components.

Song of Freedom – A bard of 12th level or higher can use there Bardic music to free a person from any Enchantments and Genjutsu without the target having to roll another save and grants them a +4 bonus to avoid any new enchantment or Genjutsu.

Frightening Tune - A bard of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

Inspire Heroics - A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to PS. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Rip a cord – A bard at 16th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard level in d6's and maintains for time equal to your level, for one use of music, Ranged Touch

Mass Suggestion - This ability functions just like suggestion, but allow a bard of 18th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language dependent ability that relies on audible components.

Final Performance - A bard of 20th level or higher can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Final performance is a mind-affecting death effect that relies on audible and visual components.

Weapon Proficiencies: Simple, Rapier, Long sword, sap, short sword, short bow, small pistol and Whip

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d6

Skills: (points per level 50 + INT MOD)

Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Gamble, Gather Info, Jump, Knowledge (all skills), Medical, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Read Lips, Ride, Seduction, Stealth, Swim, Taunt, Use Magic Device, Use Tech

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