

Bard

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Table: Bard

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+2	+2	Performance, bardic knowledge	4	–	–	–	–	–	–	–	–	–
2	+1	+0	+3	+3	Performance	4	0	–	–	–	–	–	–	–	–
3	+2	+1	+3	+3		4	1	–	–	–	–	–	–	–	–
4	+3	+1	+4	+4	Performance	4	2	–	–	–	–	–	–	–	–
5	+3	+1	+4	+4		4	2	0	–	–	–	–	–	–	–
6	+4	+2	+5	+5	Performance	4	3	1	–	–	–	–	–	–	–
7	+5	+2	+5	+5		4	3	2	–	–	–	–	–	–	–
8	+6	+2	+6	+6	Performance	4	3	2	0	–	–	–	–	–	–
9	+6	+3	+6	+6		4	4	3	1	–	–	–	–	–	–
10	+7	+3	+7	+7	Performance	4	4	3	2	–	–	–	–	–	–
11	+8	+3	+7	+7		4	4	3	2	0	–	–	–	–	–
12	+9	+4	+8	+8	Performance	4	4	4	3	1	–	–	–	–	–
13	+9	+4	+8	+8		4	4	4	3	2	–	–	–	–	–
14	+10	+4	+9	+9	Performance	4	4	4	3	2	0	–	–	–	–
15	+11	+5	+9	+9		4	4	4	4	3	1	–	–	–	–
16	+12	+5	+10	+10	Performance	4	4	4	4	3	2	–	–	–	–
17	+12	+5	+10	+10		4	4	4	4	3	2	0	–	–	–
18	+13	+6	+11	+11	Performance	4	4	4	4	4	3	1	–	–	–
19	+14	+6	+11	+11		4	4	4	4	4	3	2	–	–	–
20	+15	+6	+12	+12	Performance	4	4	4	4	4	3	2	–	–	–

Description

Bards are masters of voice and music, and draw on it for their power. As such, they bear some resemblance to sorcerers, and indeed use somewhat similar magic, although they focus on the easier to learn words of power (primarily illusions and enchantments), and still more on the powers of wordless music.

Bards are also the oral tradition of the world, holding the spoken word sacred.

Bard (matched to sorcerer): The spellcasting abilities are rebuilt to take advantage of the revised sorcerer's flexibility and words of power flavor. The bard song abilities have been expanded and made a bit more variable.

Class Features

Changes: Revised the weapon list to be more flexible. Cleaned up spell progression, and changed spell casting abilities to be similar to those of the revised sorcerer (including *word of power* class feature). Added more Songs a bard can learn, and made it optional which ones the bard learns.

Hit Die: d6.

Skill Points: 6 + INT bonus, x4 at 1st level.

Class Skills: The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump

(Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Weapon and Armor Proficiency: Bards are proficient with two weapon groups, flexible armor and shields.

Knowledge

A bard may make a special knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. Five ranks in an appropriate knowledge skill adds a +2 synergy bonus. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM will determine the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it.

Spells

A bard casts arcane spells from the bard spell list. A bard is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number

of spells he can cast per day is improved by his bonus spells from CHA, if any. A bard may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

A bard knows 6 spells at 1st level. Each even-numbered level thereafter, he may choose one new spell to learn, and each odd-numbered level thereafter, he may choose two new spells to learn; these spells may be of any level he can now cast. The number of spells a bard knows is not affected by his Charisma bonus. To learn or cast a spell, a bard must have a Charisma score of at least 10 + the spell's level.

The Difficulty Class for saving throws against bard spells is 10 + the spell's level + the bard's Charisma modifier.

Replacing Spells

Each level after 1st level, a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Metamagic and Spells

A bard utilizing metamagic increases the casting time to one full round; if the spell normally takes a full round or more, the bard adds one full round to the normal casting time. There is one exception: the *quicken spell* metamagic feat does not increase the casting time (and in fact decreases it), however, *quicken spell* can not be combined with other metamagic feats by a bard.

Word of Power

Bards cast spells with words of power and force of will, rather than arcane formulae and arcane gestures. All spells require a verbal component (even those that normally do not), and bards gain no benefit from the *silent spell* feat (but see the *persistent word* feat for casting in silence zones).

Bards can ignore material components that cost less than 1 GP; this is as the *eschew components* feat, and does not add to the level of the spell. Material components which cost more than 1 GP must still be paid normally.

At 5th level, bards can ignore somatic components; this is as the *still spell* feat, but does not add to the level of the spell.

Persistent Word

The bard (and *only* the bard or sorcerer) may take this feat. A *persistent word* spell's verbal component works despite magical *silence*, allowing the caster to cast the spell in a *silence* area. Note that the *persistent word* is audible despite *silence* and similar effects! A persistent word spell uses up a spell slot one level higher than the spell's actual level.

Arcane Spells and Armor

Up until 5th level, a bard has the same problems with armor that a wizard has. At 5th level, the bard is able to cast spells without somatic components naturally, and thus is not hindered by armor.

Performance

Once per day per bard level, a bard can enchant those around him with oratory, song or similar auditory performance. While these abilities usually fall under music, they can include reciting poetry, chanting, singing, whistling, playing an instrument, oratory, story telling, and other auditory effects.

Starting a performance effect is a standard action. Some require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using a performance that doesn't require concentration, the bard's other actions may be limited. Treat as a continuous verbal component (for singing, chanting, visceral descriptions of what will be done to the enemy and so on) *or* as a continuous somatic component (for dancing, drumming, harp playing and so on). A somatic component prevents the character from fighting with a weapon, while a verbal component prevents the character from casting spells (including spell completion items) or using command words. Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

At 1st level and at every even-numbered level thereafter (2nd, 4th, 6th, etc.), the bard may choose one Performance ability from the Performance section. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Countersong (Su)

Prereq Perform 3+ ranks. The bard can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it *must* use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp)

Prereq Perform 3+ ranks. The bard can use his music or poetics 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 able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three bard levels, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Song of Courage

Prereq Perform 3+. This improves ally morale. To be affected, an ally must be able to hear the bard. The effect lasts for as long as the ally hears the bard and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). *Song of courage* is a mind-affecting ability.

Song of Fear

Prereq Perform 3+. This reduces enemy morale. To be affected, an enemy must be able to hear the bard. The effect lasts for as long as the enemy hears the bard and for 5 rounds thereafter. An affected enemy receives a -1 morale penalty on saving throws against charm and fear effects and a -1 morale penalty on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this penalty increases by 1 (-2 at 8th, -3 at 14th, and -4 at 20th). *Song of fear* is a mind-affecting ability.

Inspire Competence (Su)

Prereq 3rd level bard, Perform 6+ ranks. The bard can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he continues to hear the bard. Certain uses of this ability are infeasible. The effect lasts as long as the

bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. *Inspire competence* is a mind-affecting ability.

Song of Thunder (Su)

Prereq 6th level bard, Perform 9+ ranks. The character makes a perform check, and all enemies within range must make a Fortitude save at a DC equal to the Perform check or be deafened. The Fortitude save gains a +1 bonus per 10 ft of distance from the bard. On a failed save, the deafness lasts for one minute. The bard may continue this performance for multiple rounds; a new save is required each round. *Song of thunder* is a sonic effect.

Suggestion (Sp)

Prereq 6th level bard, Perform 9+ ranks, the *fascinate* ability. The bard can make a *suggestion* (as the spell) to a creature that he has already *fascinated* (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* does not count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su)

Prereq 9th level bard, Perform 12+ ranks. The bard can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. *Inspire greatness* is a mind-affecting ability.

Song of Freedom (Sp)

Prereq 12th level bard, Perform 15+ ranks. The bard can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use *song of freedom* on himself.

Inspire Heroics (Su)

Prereq 15th level bard, Perform 18+ ranks. The bard can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears

the bard sing and for up to 5 rounds thereafter. *Inspire heroics* is a mind-affecting ability.

Mass Suggestion (Sp)

Prere 18th level bard, Perform 21+ ranks. This ability functions like *suggestion*, above, except that the bard can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.