

BARD

“The very forces of creation are at my beck & call—do you really think you can stand against us?”

CLASS TRAITS

Role: Leader. You lead by empowering your allies with your artistry, helping them to succeed better at what they do best either from the front lines or from the team’s midst. Depending on your powers, you can serve as a secondary controller or striker.

Power Source: Martial. Art is a magic all its own, unrelated to either the more common arcane or divine paths. Your powers are dependent upon your talent, years of rehearsal and knack for delivering what an audience needs.

Key Abilities: Dexterity, Wisdom, Charisma

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, simple ranged, longsword, rapier, short bow, short sword

Implement: Instrument

Bonuses to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 8 + Constitution modifier

Trained Skills: Arcana, History. From the class skills list below, choose four more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int), Streetwise (Cha), Thievery (Dex)

Build Options: Minstrel, standard bearer

Class Features: Bardic Knowledge, Bardic Performance, Encouraging Word

Bards are artists possessing a remarkable connection to the forces of creation. Art speaks to the soul of all beings because it is inextricably entwined with the very fabric of reality, weaving the many threads into a single, glorious whole.

While often standing as a living banner of hope, bards employ this power in a host of ways, whether to inspire and ennoble others, stir up resistance against repression, or more malevolently, use information to cheat and defraud audiences, or sow dissent and subjugate the hearts and minds of others.

Perhaps you are a musical virtuoso possessed of formidable skills that belie your youth. Maybe you are a grizzled teller and collector of stories seeking to rekindle the now barely-warm enthusiasm you once felt...or perhaps something else? Whatever the case, your place is with others, where you can inspire them to the kind of success of which dreams are made.

Often driven by wanderlust and a desire to experience the wonders of the world, either for the sake of the experience itself or the inspiration it can bring, bards can frequently be found on the itinerant path. For most bards, the promise of adventure and seeing what lies beyond the next hill or door represents the opportunity to experience something new which can be incorporated into their art.



CREATING A BARD

The bard has two basic builds: minstrel & standard bearer. All bards rely on their Charisma, irrespective of build. Wisdom and Dexterity are the basis for several powers, although you will likely prefer to prioritize one or the other. Lastly, your Constitution is also important, as some powers allow you to spend healing surges on behalf of others, as well as providing more hit points and improving your Fortitude defense.

MINSTREL

The most commonly encountered form of bard is the minstrel, whose songs can captivate the heart or crush spirits with equal aplomb. Your leadership is expressed through quick hymns, inspirational stanzas and reflective overtures. Your powers' effectiveness is based on your Charisma, so that should be your primary ability. Secondarily, a good Dexterity will help you avoid attacks and hence should be the next priority. If you wish to dabble in other builds, Wisdom is important, and is the key ability for several bard skills, such as Insight.

Suggested Feat: Improved Encouraging Word (Human feat, Performance: Forte)

Suggested Skills: Bluff, Diplomacy, Insight, Thievery

Suggested At-Will Performances: *Iolo's snarky jab*, *Tasha's grating giggle*

Suggested Encounter Power: *lullaby*

Suggested Daily Power: *enthraling melody*

STANDARD BEARER

Usually found in the frontlines, your leadership inspires your friends through feats of daring. Your attacks and other powers rely upon Dexterity, so you would be best served by making it your best ability score. However, the benefits you grant to others are tied to Charisma, so that should be second. Third priority should be Wisdom: it is key to several bard skills.

Suggested Feat: Easy March (Human feat, Performance: Staccato)

Suggested Skills: Acrobatics, Athletics, Insight, Thievery

Suggested At-Will Performances: *ameliorating strike*, *Otto's manipulative strike*

Suggested Encounter Power: *dizzying strike*

Suggested Daily Power: *insightful mobility*

BARD OVERVIEW

Characteristics: You are an effective warrior—provided you have the services of a defender to help draw the bulk of the enemy's attention. Your powers grant allies immediate actions, bonuses to attack or defense and healing.

Religion: Many bards gravitate towards Corellon, naturally enough, although for some the appeal of Moradin or Ioun is stronger. For certain bards, Sehanine is particularly esteemed. Evil and unaligned bards sometimes follow Vecna seeking those secrets mortals are best off avoiding.

Races: Elves are particularly effective bards, with a natural aptitude for either build. Half-elves often inherit that aptitude from their heritage. Halflings are almost ideal for the standard bearer build. The versatility of humans makes them as effective in either build.

BARD CLASS FEATURES

Bards can handle themselves in a fight but really shine when aiding their allies in a fight. In addition, all bards have these class features.

BARDIC KNOWLEDGE

When making a Knowledge check, a bard may add his or her Charisma modifier to the result. Bards also receive bonus languages equal to their Charisma modifier.

BARDIC PERFORMANCE

Once per encounter you can draw upon the chthonic forces of creation. With the heady power of art at your command, your extraordinary abilities can enhance your comrades, such as with *forte* and *presto*, or hamper your enemies, as with *adagio* and *piano*. Some bards learn other uses for this feature; for instance, the Performance feats (see below) grant characters with access to the Bardic Performance class feature the ability to use additional special powers.

Regardless of how many different uses for Bardic Performance you know, you can use only one such ability per encounter. This special ability you invoke works just like your other powers.

The bardic performance you take also provides bonuses to certain bard powers. Individual powers detail the effects (if any) your Bardic Performance selection has on them.

Choose one of the following types of performance. The bardic performance you choose determines the following bard abilities:

At-Will Performances: Your bardic performance determines one of the at-will performances you know.

Performance Edge: Each performance type includes a performance edge. A performance edge is a granted power you can use to help your allies.

The bardic performance you take also provides bonuses to certain bard powers. Individual powers detail the effects (if any) your bardic performance selection has on them.

MUSICIAN

The classic archetype of the bard, your leadership is in the form of music, through musical instrument or your voice. Through this classic performance type, you encourage allies and hinder foes as you perform a triumphant overture.

Tasha's Grating Giggle: You know the *Tasha's grating giggle* at-will performance.

Bardic Thunder: Any time you make an attack with the thunder keyword, your damage die increases by one size.

WAR DANCER

You lead through a deadly hybrid of dance and martial skill, ballet-like in grace yet as dangerous as a loaded crossbow. Through your movements, you shove enemies and show your allies the way to victory.

Otto's Manipulative Strike: You know the *Otto's manipulative strike* at-will performance.

Light on Feet: You and each ally within 10 squares who can see and hear you gain a +1 power bonus to speed.

WORD SMITH

The oldest form of creative expression—and perhaps most visceral—your insight into your friends’ abilities and enemies’ motivations as expressed through poetry is without peer.

Iolo’s Snarky Jab: You know the *Iolo’s snarky jab* at-will performance.

Poetic Insight: You and each ally within 10 squares who can see and hear you grant a power bonus equal to your Wisdom modifier when aiding another, rather than +2.

ENCOURAGING WORD

Using the *encouraging word* power, bards can grant their allies the ability to avoid mistakes when performing critical tasks with just a few words.

IMPLEMENT

Bards make use of musical instruments to help enhance the effectiveness of their performances. A bard playing a magic instrument can add its enhancement bonus to the attack rolls and damage rolls of bard powers, as well as bard paragon path powers, that have the implement keyword. Without a musical instrument, a bard can still use these powers, but he or she doesn’t gain the bonus provided by the magic implement.

BARD POWERS

Your bard powers are called performances, which tap the untamed creative force of the world. Certain performances lend themselves better to one build or the other, but any may be selected when choosing powers.

CLASS FEATURES

The bard has two class features that work like powers: Bardic Performance and *encouraging word*. The Bardic Performance class feature encompasses multiple powers, one of which is presented below.

ENCOURAGING WORD Bard Feature

You call out to an ally and offer encouraging words of support that help that ally to succeed.

Encounter (Special) • Martial

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use *encouraging word* three times per encounter.

Immediate Reaction Close burst 5

Trigger: You or an ally within range fails a skill check

Target: You or one ally in burst

Effect: The target can spend a healing surge to re-roll a failed skill check, but only once. The target regains no hit points.

PERFORMANCE: BOLSTER HEALING Bard Feature

You offer a suggestion to an ally, enhancing his healing.

Encounter • Martial

Immediate Reaction Close burst 10

Trigger: You or an ally within burst uses a power with the healing keyword.

Target: You or one ally in burst

Effect: Add your Charisma modifier to the hit points gained.

LEVEL 1 AT-WILL PERFORMANCES

AMELIORATING STRIKE Bard Attack 1

You deliver a perfect strike against the enemy, so flawlessly executed that it inspires a nearby friend.

At-Will • Healing, Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and you or one ally in 3 squares gains temporary hit points equal to your Charisma modifier.

Increase damage to 2[W] + Dexterity modifier at 21st level.

INSIGHTFUL STRIKE Bard Attack 1

A surgical strike delivered with a cutting quip distracts your enemy, putting him at a disadvantage.

At-Will • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Wisdom modifier damage and one ally adjacent to you or the target gain a +1 power bonus to hit the target until the end of your next turn.

Increase damage to 2[W] + Wisdom modifier at 21st level.

ILOLO’S SNARKY JAB Bard Attack 1

A surgical strike delivered with a cutting quip distracts your enemy, putting him at a disadvantage.

Encounter • Implement, Martial

Standard Action Close burst 5

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier damage and the target takes a -1 penalty to a defense (choose) until the end of your next turn.

Increase damage to 2[W] + Charisma modifier at 21st level.

OTTO’S MANIPULATIVE STRIKE Bard Attack 1

Your opponent thinks he knows what you’re up to—but he’s in for a surprise.

At-Will • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and you may slide the target 1 square.

Increase damage to 2[W] + Dexterity modifier at 21st level.

TASHA’S GRATING GIGGLE Bard Attack 1

A deceptively disturbing laugh assaults your enemy’s ears, repulsing him.

At-Will • Implement, Martial, Psychic

Standard Action Close burst 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier psychic damage and the target is *pushed* 2 squares.

Increase damage to 2d8 + Charisma modifier at 21st level.

LEVEL 1 ENCOUNTER PERFORMANCES

DIZZYING STRIKE Bard Attack 1

In a dizzying flurry of feints & leaps, your attack leaves your enemy confused and out of position.

Encounter • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 2[W] + Dexterity modifier damage & you may reverse the positions of the target and either yourself or one ally adjacent to the target.

War Dancer: You may select an ally within a number of squares equal to your Dexterity modifier.

LULLABY Bard Attack 1

Just a few notes invoke the strains of a well-known melody mothers sing to sleepy children truly everywhere.

Encounter • Charm, Implement, Martial

Standard Action Close burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: The target is stunned (save ends).

First Failed Save: The target is restrained.

Second Failed Save: The target is unconscious.

Musician: The target takes a –2 penalty to save against the effect.

MAJESTIC STRIKE Bard Attack 1

Your weapon arcs in picture-perfect form in a way that awes your victim and would make your old instructor proud.

Encounter • Charm, Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage and target takes a –2 penalty to attack you until the end of your next turn.

OTTO'S SURPRISING SHUFFLE Bard Attack 1

Taking advantage of his inattention, your attack prevents your enemy from focusing on your friend.

Encounter • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage and you grant an ally who can see and hear you a +2 power bonus to one defense (your choice) until the end of your next action.

LEVEL 1 DAILY PERFORMANCES

DISARMING SMILE Bard Attack 1

A clever use of your charm distracts the enemy, even as you slide your blade between his ribs.

Daily • Charm, Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wearing cloth, leather or hide armor.

Bard, silverwhisper variant

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage.

Miss: Half damage, and you gain a power bonus to your AC equal to your Charisma modifier until the end of your next turn.

Effect: You gain a power bonus to your AC equal to your Charisma modifier until the end of the encounter.

ENTHRALLING MELODY Bard Attack 1

Your opponent thinks he knows what you're up to—but he's in for a surprise.

Daily • Charm, Implement, Martial, Psychic

Standard Action Close burst 5

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage and you may slide the target a number of squares equal to your Wisdom modifier +1.

Miss: Half damage, and you may slide the target 2 squares.

INSIGHTFUL MOBILITY Bard Attack 1

You've observed your enemies and their tendencies. Now is the time to exploit them!

Encounter • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 3[W] + Wisdom modifier damage and you and all allies within 5 squares can shift 2 squares.

Miss: Half damage, and you and all allies within 3 squares can shift 2 squares.

STURM UND DRANG Bard Attack 1

A blast of musical fury assaults your enemy's senses, overwhelming him.

Daily • Implement, Martial, Thunder

Standard Action Close burst 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier thunder damage and target is *dazed* and *deafened* until the end of the encounter.

Miss: Half damage and the target is *dazed* and *deafened* until the end of your next turn.

LEVEL 2 UTILITY PERFORMANCES

INSPIRATIONAL GIFT Bard Utility 2

You know the perfect thing to say and the perfect gift for your friend, just when it's needed most.

Daily • Implement, Martial

Minor Action Close burst 10

Target: One ally in burst

Effect: You may transfer one of your action points to an ally who can see & hear you within the burst.

INVIGORATING GIFT Bard Utility 2

You know what your friend needs and a quick shout is all you need to give it.

Daily • Implement, Martial

Minor Action Close burst 10

Target: One ally in burst

Effect: You may transfer one of your healing surges to an ally who can see and hear you within range.

MOVE AS ONE Bard Utility 2

You have bidden your time and now is time for your ally to act.

Daily • Implement, Martial

Move Action Close burst 10

Target: One ally in burst

Effect: The target gains a temporary move action. If this bonus move action is not used by the end of the target's next turn, it disappears.

POETIC LICENSE Bard Utility 2

A suggestion opens your ally's mind to a new way of thinking about his next attack.

Encounter • Implement, Martial

Minor Action Close burst 10

Target: One ally in burst

Effect: When the target hits with an attack with a damage type keyword, you may add another keyword (your choice).

WIZARD'S ALLY Bard Utility 2

As the wizard casts his spell, he remembers your advice...to great effect.

Encounter • Martial

Standard Action Close burst 5

Target: One ally in burst

Effect: The next time your ally uses a power with a burst, he or she has a +1 power bonus to the burst radius.

Special: Although the performance is named wizard's ally, it may be used with any type of power with a burst area.

LEVEL 3 ENCOUNTER PERFORMANCES

COOPERATIVE CHORD Bard Attack 3

A quick melody provides guidance into an enemy's weakness, information your friends can exploit.

Encounter • Implement, Martial

Standard Action Close burst 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier damage and you and all allies within the burst gain a +2 power bonus to attack the target until the end of your next turn.

Musician: The power bonus is equal to your Charisma modifier +1.

HAMPERING STRIKE Bard Attack 3

That well-delivered cut will slow him down.

Encounter • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Bard, silverwhisper variant

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: The target takes a penalty to initiative equal to your Wisdom modifier and is *slowed* (save ends both).

War Dancer: Add your Dexterity modifier to the penalty.

KNOW THY ENEMY Bard Attack 3

Careful maneuvers & positioning set up the enemy for an attack he didn't expect.

Encounter • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 1[W] + Wisdom modifier damage.

Effect: You grant an ally within 5 squares a basic attack against the enemy with combat advantage.

Word Smith: If your ally inflicts additional damage (e.g., sneak attack), he or she may deal an extra die of damage.

STRATEGIC REVERSAL Bard Attack 3

Countless fights give you and your friends an unexpected advantage in coordinating your efforts.

Encounter • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 2[W] + Dexterity modifier damage and you and one ally within 5 squares may exchange initiative until the end of your next turns.

LEVEL 5 DAILY PERFORMANCES

BREATH OF FRESH AIR Bard Attack 5

Your insight shows the perfect opportunity to bring down an enemy and reinvigorate a friend—all in a single blow.

Daily • Healing, Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage and one ally within 5 squares regains hit points as if it had spent a healing surge.

Miss: One ally within 5 squares may spend a healing surge.

CHARM CREATURE Bard Attack 5

The enemy is entranced by your performance, unable to act.

Daily • Charm, Martial, Implement

Standard Action Close burst 10

Target: One creature

Attack: Charisma vs. Will

Hit: The target is *dazed* (save ends). If the target fails its first save, the target is *immobilized* (save ends).

Miss: The target is *dazed* (save ends).

HOLD CREATURE Bard Attack 5

With just a few notes, your enemy is spellbound.

Encounter • Charm, Implement, Martial

Standard Action Close burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: The target is *immobilized* until the end of your next turn.

Musician: The target is *restrained*.

Sustain Minor: You can sustain the power until the end of the encounter.

INSPIRE FEROCITY Bard Attack 5

With a particularly primal performance, you ignite something savage in your friends and yourself.

Daily • Implement, Martial

Move Action **Close** burst 5

Target: You and any ally in burst

Effect: You grant all targets a +4 power bonus to damage on all attacks until the end of your next turn.

LEVEL 6 UTILITY PERFORMANCES

COUNTER SONG Bard Utility 6

As your friend is struck, you provide the perfect clue to avoid the brunt of the effect.

Encounter • Implement, Martial

Immediate Reaction **Close** burst 10

Trigger: You or an ally is hit by an effect having the charm or fear keywords.

Target: You or one ally in burst

Effect: The target receives a saving throw against any and all effects a save can end with a power bonus equal to your Charisma modifier.

INSPIRE DEFIANCE Bard Utility 6

With the right frame of mind, any difficulty can be withstood and ultimately overcome.

Encounter • Implement, Martial

Standard Action **Close** burst 10

Target: One ally in burst

Effect: You grant the target resist 5 to one damage type keyword (your choice) until the end of your next action. If the target already has resist to that damage type, the bonuses stack.

INSTANT WEAPON MASTERY Bard Utility 6

In your time scanning battlefields you have witnessed the use of every weapon known—now is the time to draw upon that knowledge!

Encounter • Implement, Martial

Move Action **Close** burst 10

Target: You or one ally in burst

Effect: Until the end of the encounter, the target gains proficiency with a weapon he or she is wielding but currently lacks proficiency.

ONCE MORE, WITH FEELING Bard Utility 6

Your veteran eye sees a flaw with the attack your friend is about to launch, and you are able to correct it in the nick of time.

Daily • Implement, Martial

Immediate Reaction **Close** burst 10

Trigger: You or an ally in the burst miss with an attack.

Target: You or one ally in burst

Effect: You may spend a healing surge. Rather than regaining hit points, your ally gains a power bonus to the triggering attack equal to your Wisdom modifier.

SKILL OF HEROES Bard Utility 6

“That one in the back is the lynchpin—let’s get him!”

Daily • Implement, Martial

Minor Action **Ranged** burst 5

Target: You and any ally in burst

Effect: All targets gain a +2 power bonus to attacks and damage against any one enemy you specify within 5 squares until the end of the encounter.

LEVEL 7 ENCOUNTER PERFORMANCES

EDUCATIONAL STRIKE Bard Attack 7

You give your friends a new perspective on their tactics

Encounter • Martial, Weapon

Standard Action **Melee** or **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and all allies within 5 squares may use another ability score for their next attack.

FASCINATE Bard Attack 7

Using a beguiling sequence of gestures and utterances, you manage to command your enemy’s complete and undivided attention.

Encounter • Charm, Implement, Martial

Standard Action **Close** blast 3

Target: One creature in blast

Attack: Charisma vs. Will

Hit: The target is dazed until the end of your next turn.

Sustain Minor: You may maintain the dazed effect until the end of the encounter.

FRIGHTEN Bard Attack 7

“I will show you fear in a handful of dust.”

Encounter • Charm, Fear, Implement, Martial, Psychic

Standard Action **Close** burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage and the target is pushed 2 squares.

Effect: The target moves its speed away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

LULLABY, MASS Bard Attack 7

Just a few notes invoke the strains of a well-known melody mothers sing to sleepy children truly everywhere.

Encounter • Charm, Implement, Martial

Standard Action **Close** burst 5

Target: All creatures in burst

Attack: Charisma vs. Will

Hit: The target is stunned (save ends).

First Failed Save: The target is restrained.

Second Failed Save: The target is unconscious.

Musician: The target takes a –2 penalty to save against the effect.

OTTO'S TANTALIZING TANGO Bard Attack 7

A few well-chosen gestures and moves incite your enemy to draw nearer to you and towards its death.

Encounter • Charm, Implement, Martial, Psychic

Standard Action **Close burst 5**

Target: One creature in burst

Attack: Dexterity vs. Will

Hit: 3d8 + Dexterity modifier damage

Effect: The target is pulled 1 square and you may slide it towards you a number of squares equal to its move. The target avoids unsafe squares & difficult terrain if it can.

War Dancer: The target is pulled a number of squares equal to your Dexterity modifier.

LEVEL 9 DAILY PERFORMANCES

BARDIC RECOVERY Bard Attack 9

As you work your artistic skill, you take a moment to center yourself, finding the renewal within yourself to end this fight.

Daily • Implement, Martial

Standard Action **Close burst 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 4d8 + Charisma modifier damage.

Effect: If you have used all your encounter attack powers, you regain the use of a bard encounter power attack power you have used during this encounter.

FIGHTER'S ALLY Bard Attack 9

You found a way to make your enemy focus more closely on your better-armored friend.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and you may mark the target on behalf of one ally within 5 squares until the end of the encounter.

Miss: Half damage and the target is marked.

Special: Although this performance is called fighter's ally, it may also be used in conjunction with any power that marks an enemy.

HARROWING STRIKE Bard Attack 9

Your insight shows the perfect opportunity to bring down an enemy and reinvigorate a friend—all in a single blow.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier damage and the target takes a penalty on saving throws equal to your Wisdom modifier until the end of the encounter.

Miss: Half damage and the target takes a –2 penalty to saving throws until the end of your next turn.

REPOSITIONING SHOUT Bard Attack 9

With everything on the line, your foes are thunderstruck by your shout; your friends, enlightened.

Daily • Implement, Martial, Thunder

Standard Action **Close burst 5**

Target: Any enemy in burst

Attack: Charisma vs. AC

Hit: 4d8 + Charisma modifier damage

Effect: You and your allies may each shift 2 squares.

Miss: Half damage.

LEVEL 10 UTILITY PERFORMANCES

ADDITIONAL WIND Bard Utility 10

A look passes between you and your friends. You know what's at stake and your look serves to remind everyone of that.

Daily • Healing, Martial

Minor Action **Close burst 10**

Target: You or one ally in burst

Effect: The target may gain the benefits of a second wind without spending either a healing surge or a standard action. This usage does count against the restriction of taking a second wind once per encounter.

POETIC JUSTICE Bard Utility 10

That enemy made a crucial mistake: he hurt your friend...and boy is he going to pay!

Encounter • Martial

Immediate Reaction **Close burst 10**

Trigger: You or an ally becomes bloodied by an enemy's attack.

Target: You or one ally in burst

Effect: The triggering enemy gains vulnerable 10 to the target's attacks until the end of the encounter.

POETIC LICENSE, GREATER Bard Utility 10

Another helpful suggestion opens your ally's mind to yet another way of thinking about his next attack.

Encounter • Implement, Martial

Minor Action **Close burst 10**

Target: You or one ally in burst

Effect: When an ally within the burst hits with an attack with a damage type keyword, you may remove one damage type keyword (your choice).

SUPERIOR OPPORTUNISM Bard Utility 10

Your shouted suggestion allows your friend to draw a bead on his foe this time.

Encounter • Martial, Implement

Minor Action **Close burst 10**

Target: You or one ally in burst

Effect: The next time the target is entitled to make a basic attack, he or she may use an at-will power instead.

WILDCARD TALENT Bard Utility 10

Casting your memory back, you now recall a story you overheard years ago in a noisy tavern and put that knowledge to good use.

Daily • Implement, Martial

Minor Action Close burst 5

Target: You or one ally in burst

Effect: Until the end of the encounter, the target temporarily gains one feat not currently possessed but for which the target meets the prerequisites.

LEVEL 13 ENCOUNTER PERFORMANCES

GREATER FASCINATE Bard Attack 13

Using a beguiling sequence of gestures and utterances, you manage to command your enemy's complete and undivided attention.

Encounter • Charm, Implement, Martial

Standard Action Close blast 3

Target: One creature in blast

Attack: Charisma vs. Will

Hit: The target is immobilized until the end of your next turn.

Sustain Minor: You may maintain the immobilized effect until the end of the encounter.

GREATER LULLABY Bard Attack 13

In your hands, a well-known melody mothers sing to children everywhere becomes far, far more.

Encounter • Charm, Implement, Martial

Standard Action Close burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: The target is unconscious until the end of your next turn.

Sustain Minor: You may sustain the unconsciousness effect indefinitely.

TASHA'S GHASTLY GUFFAW Bard Attack 13

Your gibe is perfectly timed and perfectly delivered. Who says a fight is no laughing matter?

Encounter • Charm, Implement, Martial, Psychic

Standard Action Close burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage, the target falls prone & is immobilized until the end of your next turn.

Musician: The target is restrained.

Sustain Minor: The target is immobilized (or restrained).

TERRIFY Bard Attack 13

"Kneel before my power!"

Encounter • Charm, Fear, Implement, Martial, Psychic

Standard Action Close burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage and the target is knocked prone.

LEVEL 15 DAILY PERFORMANCES

ALL FOR ONE Bard Attack 15

Your friend is taking a ferocious beating, but you know how to help him...whatever the cost.

Daily • Implement, Martial

Standard Action Melee or Ranged weapon

Target: One ally in burst

Attack: Charisma vs. AC

Hit: 4d8 + Charisma modifier damage.

Miss: Half damage.

Effect: Pick one ally within 5 squares. You may spend one or more healing surges without gaining any hit points. Your ally gains resist all 10 + 5 for each healing surge you spend.

CRIPPLING STRIKE Bard Attack 15

Your foe mistakes your attack for the real threat, when it's your friend that's going to make things unpleasant.

Daily • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4[W] + Charisma modifier damage.

Effect: If an ally who can see and hear you attacks the target successfully before the end of your next turn, the target is also restrained, slowed and weakened (save ends all).

GLORYHOUND Bard Attack 15

Buoyed on an endless tide of confidence provided by your audience, you inflict a terrible wound upon your foe.

Daily • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3[W] + Charisma modifier damage. For every 2 allies within 5 squares of you, you deal an extra 1[W] damage (maximum 6[W] + Charisma modifier damage).

LEVEL 16 UTILITY PERFORMANCES

ON THE BALL Bard Utility 16

Under your watchful eye, your allies can make maximum use of the openings your enemies give them.

Encounter • Implement, Martial

Move Action Close burst 10

Target: You and all allies in burst

Effect: Targets can take a number of immediate actions per turn equal to their Dexterity modifier (minimum: 2) until the end of the encounter.

SUCCESS BREEDS CONFIDENCE Bard Utility 16

You overcome a temporary setback, which steels you to finish the fight.

Encounter • Healing, Martial

Immediate Interrupt Close burst 10

Trigger: You or an ally within range fails a skill or ability check.

Target: You or one ally in burst

Effect: The target may re-roll the skill or ability check. If the re-roll is successful, the target regains hit points as if he or she spent a healing surge.

UNFLAGGING SPIRITS Bard Utility 16

Soothing words of solace give your friends renewed hope.

Encounter • Implement, Martial

Standard Action **Close** burst 5

Target: You and any ally in burst

Effect: Targets gain regeneration 5 + your Charisma modifier.

UNYIELDING HEART Bard Utility 16

You find a way to encourage your friend, who needs only a moment to shake loose the cobwebs of his mind.

Encounter • Martial

Immediate Interrupt **Close** burst 10

Trigger: You or an ally within range fails a saving throw to end an effect a saving throw can end.

Target: One creature

Effect: You may spend a healing surge to end an effect either you or an ally is under that can be ended with a saving throw.

WIZARD'S ALLY, GREATER Bard Utility 16

As the wizard casts his spell, he remembers your new advice...to even greater effect.

Encounter • Martial

Standard Action **Close** burst 5

Target: One ally in burst

Effect: The next time your ally uses a power with a burst, he or she has a +2 power bonus to the burst radius.

Special: Although the performance is named wizard's ally, it may be used with any type of power with a burst area.

LEVEL 17 ENCOUNTER PERFORMANCES

ENSLAVE Bard Attack 17

Continuing the beguiling gestures and utterances, you are now the master of your enemy.

Encounter • Charm, Implement, Martial

Standard Action **Close** burst 5

Requirement: The target must be under the effect of the fascinate, fascinate mass, greater fascinate, or greater fascinate mass power.

Target: One creature in burst

Attack: Charisma vs. Will

Hit: The target is dominated until the end of your next turn.

Sustain Minor: You may maintain the dominated effect until the end of the encounter.

FASCINATE, MASS Bard Attack 17

Using a beguiling sequence of gestures and utterances, you manage to command your enemy's complete and undivided attention.

Encounter • Charm, Fear, Implement, Martial, Psychic

Standard Action **Close** blast 3

Target: All creatures in blast

Attack: Charisma vs. Will

Bard, silverwhisper variant

Hit: The target is dazed until the end of your next turn.

Sustain Move: You may maintain the dazed effect until the end of the encounter.

FRIGHTEN, MASS Bard Attack 17

"I will show you fear in a handful of dust."

Encounter • Charm, Fear, Implement, Martial, Psychic

Standard Action **Close** burst 5

Target: All creatures in burst

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage and the target is pushed 2 squares.

Effect: The target moves its speed away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

TERRORIZE Bard Attack 17

"There is no escape from my power, even in the recesses of your mind."

Encounter • Charm, Fear, Implement, Martial, Psychic

Standard Action **Close** burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage and the target is unconscious (save ends).

LEVEL 19 DAILY PERFORMANCES

DAYBREAK'S PROMISE Bard Attack 19

Your performance reminds your friend of the promise of new days, which offers sorely-needed encouragement to help buoy his spirits.

Daily • Implement, Martial, Radiant

Standard Action **Close** burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 5d8 + Charisma modifier radiant damage.

Miss: Half damage.

Effect: You and all allies within 5 squares gain temporary hit points equal to your surge value.

ONCE MORE UNTO THE BREACH Bard Attack 19

This is the time everyone's strength is needed most!

Daily • Martial, Radiant, Weapon

Standard Action **Melee** or **Ranged** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 4[W] + Dexterity modifier radiant damage and until the end of your next turn, all allies within 5 squares of you may re-roll the damage (once) of any successful attack they make.

Miss: Half damage and re-roll only the damage of the next attack.

SPIRAL OF VIOLENCE Bard Attack 19

Your brutal attack opens the floodgates as a bloodbath ensues, with whole rivers of your enemies' blood.

Daily • Healing, Martial, Weapon

Standard Action **Melee** or **Ranged** weapon

Target: One creature
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, any time an ally scores a critical hit, you and all allies within 5 squares of you regain hit points as if they had spent a healing surge.

LEVEL 22 UTILITY PERFORMANCES

INSPIRE LETHALITY Bard Utility 22

Your performance elicits a terrible bloodlust in your allies, which they will soon slake.

Daily • Implement, Martial
Minor Action Close burst 10

Target: All allies in burst
Effect: Until the end of the encounter, targets gain a critical hit on a natural 19 or 20. If the target already receives an improvement to the rolls that result in a critical, increase that range by 1.

SILVER-TONGUED DEVIL Bard Utility 22

It is absolutely critical that the target agrees, so you pull out all the stops.

Daily • Implement, Martial
Immediate Reaction Personal

Target: You
Trigger: You fail a Diplomacy check.
Effect: You may spend a healing surge. Rather than regaining hit points, you may treat the check result as a success.

TAKE ONE FOR THE TEAM Bard Utility 22

Your friend digs deep to find something—and finds it.

Daily • Implement, Martial
Immediate Interrupt Close burst 10

Trigger: An ally attempts to spend either a healing surge or an action point.
Target: One ally in burst
Effect: You spend a healing surge or an action point instead. The target receives any bonuses that normally result from a character spending a healing surge or action point. This does not count against your limit of spending one action point per encounter.

LEVEL 23 ENCOUNTER PERFORMANCES

GREATER FASCINATE, MASS Bard Attack 23

Using a beguiling sequence of gestures and utterances, you manage to command your enemy's complete and undivided attention.

Encounter • Charm, Implement, Martial
Standard Action Close blast 3

Target: All creatures in blast
Attack: Charisma vs. Will
Hit: The target is immobilized until the end of your next turn.
Sustain Move: You may maintain the dazed effect until the end of the encounter.

GREATER LULLABY, MASS Bard Attack 23

In your hands, a well-known melody mothers sing to children everywhere becomes far, far more.

Encounter • Charm, Implement, Martial
Standard Action Close burst 5

Target: All creatures in burst
Attack: Charisma vs. Will
Hit: The target is unconscious until the end of your next turn.
Sustain Minor: You may sustain the unconsciousness effect indefinitely.

TERRIFY, MASS Bard Attack 23

"Kneel before my power!"

Encounter • Charm, Fear, Implement, Martial, Psychic
Standard Action Close burst 5

Target: All creatures in burst
Attack: Charisma vs. Will
Hit: 4d8 + Charisma modifier psychic damage and the target is knocked prone.

LEVEL 25 DAILY PERFORMANCES

CLARITY OF PURPOSE Bard Attack 25

You deliver a punishing blow which reiterates the stakes and helps them understand healing prayers and hymns even better.

Daily • Martial, Radiant, Weapon
Standard Action Melee or Ranged weapon

Target: One creature
Attack: Charisma vs. AC
Hit: 5[W] + Charisma modifier radiant damage.
Miss: Half damage.
Effect: You and all allies within 10 squares increase your surge value by your Charisma modifier until the end of the encounter.

INSPIRE SUPERHEROICS Bard Attack 25

Your fearsome blow crushes your enemy, inspiring in your comrades the ability to surpass mortal limitations.

Daily • Martial, Radiant, Weapon
Standard Action Melee or Ranged weapon

Target: One creature
Attack: Dexterity vs. AC
Hit: 5[W] + Dexterity modifier radiant damage.
Miss: Half damage.
Effect: You or one ally within 5 squares may spend an additional action point, even if you already spent one this encounter. If you or your ally already is able to spend a second action point during this encounter, you may spend a third. However, you may not spend more than one action point per round.

INVINCIBLE Bard Attack 25

Your masterwork performance is of such artistic and technical skill as to leave your foes dumbstruck...and vulnerable.

Daily • Implement, Martial, Radiant
Standard Action Close burst 5

Target: All creatures in burst
Attack: Charisma vs. Will

Hit: 5d8 + Charisma modifier radiant damage and target is stunned until the end of your next turn.

Miss: Half damage.

Effect: One ally within 10 squares gains immunity to forced movement, slowness and weakness. Your ally also gains an immediate saving throw against any effect a saving throw can end with a bonus equal to your Charisma modifier.

ONE FOR ALL Bard Attack 25

Your foe is dealing out a ferocious beating, but you know how to hurt him...whatever the cost.

Daily • Implement, Martial

Standard Action Melee or Ranged weapon

Target: One creature in burst

Attack: Charisma vs. AC

Hit: 4d8 + Charisma modifier damage.

Miss: Half damage.

Effect: Pick one enemy within 5 squares that has a resistance. You may spend one or more healing surges without gaining any hit points. Your enemy's resist is reduced by 10 + 5 for each healing surge you spend.

LEVEL 27 ENCOUNTER PERFORMANCES

ENSLAVE, MASS Bard Attack 27

Continuing the beguiling gestures and utterances, you are now the master of your enemy.

Encounter • Charm, Implement, Martial

Standard Action Close burst 5

Requirement: The target must be under the effect of the fascinate, fascinate mass, greater fascinate, or greater fascinate mass powers.

Target: All creatures in burst

Attack: Charisma vs. Will

Hit: The target is dominated until the end of your next turn.

Sustain Minor: You may maintain the dominated effect until the end of the encounter.

INSPIRE VICIOUSNESS Bard Attack 27

"There is no escape from my power, even in the recesses of your mind."

Encounter • Implement, Martial

Immediate Interrupt Close burst 5

Target: One ally in burst

Trigger: The target strikes an opponent with a power having the weapon keyword.

Effect: The target may spend a healing surge. He does not regain any hit points. Instead, his attack deals one extra [W] damage.

TERRORIZE, MASS Bard Attack 27

"There is no escape from my power, even in the recesses of your mind."

Encounter • Charm, Fear, Implement, Martial, Psychic

Standard Action Close burst 5

Target: All creatures in burst

Attack: Charisma vs. Will

Hit: 4d8 + Charisma modifier psychic damage and the target is unconscious (save ends).

LEVEL 29 DAILY PERFORMANCES

ASTRAL MAELSTROM Bard Attack 29

Every trick, every advice you ever received, every scrap of talent you possess goes into this performance, which reveals the full scope of your technical mastery and artistic genius in a frenzied whirlwind of creative expression that will long be remembered but this comes with a price.

Daily • Charm, Implement, Martial, Psychic, Radiant, Thunder

Standard Action Close burst 10

Target: All creatures in burst

Primary Attack: Charisma vs. Fortitude

Effect: 3d8 + Charisma modifier thunder damage.

Miss: Half damage.

Secondary Attack: Charisma vs. Reflex

Effect: 3d8 + Charisma modifier radiant damage.

Miss: Half damage.

Tertiary Attack: Charisma vs. Will

Effect: 3d8 + Charisma modifier psychic damage.

Miss: Half damage.

Effect: You are slowed until the end of your next turn and lose one healing surge.

OTTO'S TRANSCENDENT STEP Bard Attack 29

With a mighty swing, you smite your foe and using the force of the impact, cast off the surly bonds of earth.

Daily • Martial, Radiant, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 5[W] + Charisma modifier radiant damage.

Miss: Half damage.

Effect: You or one ally within 5 squares gains fly at a speed equal to the target's base speed until the end of your next turn. If you or your ally is still airborne at the end of your next turn, you float to the ground without taking falling damage.

Sustain Minor: You may sustain the flight until the end of the encounter.

WE HAPPY FEW Bard Attack 29

Outnumbered and surrounded, you know that this is your time to shine, content in the knowledge that you and your band of brothers are up to the task.

Daily • Martial, Radiant, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 6[W] + Charisma modifier radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and all allies within 10 squares gain a bonus to attack rolls and damage rolls equal to your Charisma modifier.

PARAGON PATHS

LIVING BANNER

“Our cause is just—follow me past death and beyond into victory and the pages of history!”

Prerequisite: Bard class

Most banners wave peacefully atop a flagpole. But not you—you proudly lead the charge, a fighting battle standard that inspires all who follow it. On the battlefield, you can be found in the thick of things, leading and encouraging by example. You inspire just as much through stirring deeds from the front as from the force of your personality.

LIVING BANNER PATH FEATURES

Fortune Favors the Bold (11th level): When an ally who can see and hear you spends an action point to make an extra attack, the ally regains the use of an already-used encounter power.

Lead Through Giving (11th level): Any time you transfer to an ally one of your action points or healing surges, it is not an action.

Deny the Devil Our Hindmost (16th level): You may increase, by a number of squares equal to your Charisma modifier, the blast or burst of any power you use that targets one or more allies.

LIVING BANNER PERFORMANCES

AIDING STRIKE

Living Banner Attack 11

A crushing blow against an enemy spurs your ally to greater resolve.

Encounter • Martial, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and one ally within 10 squares gains a power bonus equal to half your level either to AC or one defense (ally's choice) until the end of your next action.

VICIOUS STRIKE

Living Banner Utility 12

“Try hitting it a few inches lower!”

Encounter • Martial

Immediate Reaction

Close burst 5

Trigger: An ally within burst who adds bonus dice to damage (e.g., sneak attack) hits with an attack.

Target: One ally

Effect: Your ally may deal an extra 1[W] damage.

INSPIRE EXCELLENCE

Living Banner Attack 20

Summoning all your reserves, you bring out the best in your friend.

Daily • Implement, Martial

Immediate Reaction

Close burst 5

Target: One ally in burst

Effect: Target may spend one action point to re-roll a single d20 roll whose result they do not like with a bonus equal to your Charisma modifier.

POET LAUREATE

“We are dreamers, makers, movers and shapers.”

Prerequisite: Bard class, word smith bardic performance

Some make the mistake of viewing poetry as weak & effete, but you know better—and will demonstrate this not just on their body but on their very souls. Words are power, power which dwarfs that of clumsy steel or musty tomes.

Your power inspires fierce loyalty in your friends, who deeply appreciate how you use that power on their behalf. Your insight and inspiration are your greatest strengths.

POET LAUREATE PATH FEATURES

Battle Insight (11th level): When an ally who can see and hear you spends an action point to make an extra attack, the ally gains a bonus to the attack roll equal to your Wisdom modifier.

Cunning Defense (11th level): You gain a shield bonus to your AC and Reflex defense equal to your Wisdom modifier when you are wearing cloth, leather or hide armor and you are not using a shield or weapon in your off-hand.

Poetic Perspective (16th level): You may add your Wisdom modifier on Knowledge checks.

POET LAUREATE PERFORMANCES

OPPORTUNISTIC STRIKE Poet Laureate Attack 11

With a surprising lunge, your attack puts your foe on his heels so your friends can take advantage.

Encounter • Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage

Effect: The target grants combat advantage to all attackers until the end of your next turn.

INSIGHTFUL OPPORTUNISM Poet Laureate Utility 12

Your insight and countless battles allow you to find a better way to exploit an enemy's vulnerability.

Encounter • Martial

Immediate Interrupt **Close** burst 10

Trigger: An enemy provokes an opportunity attack from you or an ally within 10 squares.

Target: One creature

Effect: You or your ally may use an at-will power to make the opportunity attack rather than a basic attack.

LETHAL INSIGHT

Poet Laureate Attack 20

Your enemies are over-extended. Now is the time to strike!

Daily • Martial, Weapon

Standard Action

Close burst 10

Target: Any ally in burst

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage

Effect: You and your allies deal a critical hit on a natural 19 or 20 until the end of the encounter.

Miss: Half damage and you and your allies deal a critical hit on a natural 19 or 20 until the end of your next turn.

SWASHBUCKLER

“We may be outnumbered—badly—but clever stratagems and style will carry the day. Just follow my lead.”

Prerequisite: Bard class, war dancer bardic performance

Always found on the battlefield, you are a veritable dervish of destruction due to your knack for maneuvering both friend and foe alike about the battlefield to maximum effect and thrills. Your leadership gives your allies a touch of your panache & élan.

Let others hide amidst their friends, carefully calculating the optimal next step—you know your place is in the thick of the fray. The fighter and paladin pride themselves on their ability to contain the enemy. This is as it should be. But you take your rightful place at their sides so they can do it even better.

SWASHBUCKLER PATH FEATURES

Style Over Substance (11th level): You gain a shield bonus to AC and Reflex defense equal to your Charisma modifier as long as you are not using a shield or weapon in your off-hand.

Manipulative Mastery (11th level): Any time you can slide one or more targets, you may add +2 squares to the movement.

Lyrical Dynamism (16th level): You add your Charisma modifier to your Acrobatics and Athletics checks.

SWASHBUCKLER PERFORMANCES

ROAR OF THE CROWD Swashbuckler Attack 11

It isn't the rush of adrenaline that powers your attacks: it's the spotlight that truly fires you.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. You or an ally within 5 squares may deal extra damage on your next melee attack. For every 2 other creatures (besides you and/or your ally and the target) within 5 squares, deal an extra 1[W] damage (maximum: 6[W] + Dexterity modifier damage).

TOO BAD, SO SAD Swashbuckler Utility 12

Your quickness and eye for weakness allows you to exploit the fact your friend just shoved your foe your way.

Encounter • Martial, Weapon

Immediate Reaction **Close burst 3**

Trigger: An enemy's forced movement results in him or her exiting a square you or an ally in range threaten.

Target: One creature

Effect: You or your ally may make a basic melee attack and deal an extra 1[W] damage.

ACROBATIC ASSAULT Swashbuckler Attack 20

Feats of derring-do are your stock in trade, but this one takes the cake.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: On creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, you push your target 2 squares, and an ally within 5 squares may take a standard action. If your ally makes an attack, he or she receives a bonus equal to your Charisma modifier and deals either an extra 1[W] damage if using a power having the weapon keyword, or an extra 1[d] damage, if using a power having the implement keyword.

VIRTUOSO

“Music only soothes the savage beast: it masters the other ones.”

Prerequisite: Bard class, musician bardic performance

The incredible power of music is what you choose to harness: all your focus is bent on it. That determination and pursuit is rewarded with powers unimaginable even to other bards. Other bards risk marring the perfection of their performances but you cannot permit your art to suffer the ignominy of an interruption. Not when there are souls who need the succor you know you can offer.

Even in the chaos of combat, you can discern the strains of the universal song. Every clang of steel, shuffle of boot and war cry is another peal of thunder.

VIRTUOSO PATH FEATURES

Melodic Accuracy (11th level): You have a bonus equal to your Wisdom modifier to hit with attacks having the charm and implement keywords.

Thundering Beat (11th level): Any time you deal damage with a power that has the thunder keyword, you may increase the die size by one. This includes powers granted by magic items.

Thunderous Implement (16th level): When you use an attack that has the implement keyword, you may add the thunder keyword to the damage type. You may only use this path feature on either bard powers or virtuoso path powers.

VIRTUOSO PERFORMANCES

THUNDEROUS CHORD

Virtuoso Attack 11

An ear-splitting din knocks your enemies to the floor, hard.

Encounter • Implement, Martial, Thunder

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Charisma vs. Reflex

Hit: 4d8 + Charisma modifier damage.

Effect: Targets are knocked prone and must spend a standard action, rather than a move action, to stand.

STIR THE SOUL

Virtuoso Utility 12

Music’s greatest power may be that to inspire us to greater achievements.

Encounter • Implement, Martial

Immediate Reaction Close burst 10

Trigger: An ally within the burst fails a saving throw.

Target: Any ally in blast

Effect: Targets may make a saving throw to end any effect a saving throw can end.

SOOTHE THE SAVAGE BEAST

Virtuoso Attack 20

It may be trite or clichéd, but it’s also true—and tremendously dangerous on the battlefield.

Daily • Charm, Implement, Martial, Thunder

Standard Action Close blast 10

Target: Each enemy in blast

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage

Effect: Targets are *restrained*, *weakened* and *slowed* (save ends).

Miss: Half damage and targets are immobilized and weakened until the end of your next turn.

FEATS

PERFORMANCE FEATS

ADAGIO

Prerequisite: Bardic Performance class feature

Benefit: You can invoke the power of creation to use *adagio*.

PERFORMANCE: ADAGIO

Feat Power

The depression your art evokes will slow even the quickest.

Encounter • Implement, Martial

Standard Action

Close burst 3

Target: One creature

Attack: Charisma vs. Will

Effect: The target is *slowed* (save ends).

DOLCE

Prerequisite: Bardic Performance class feature

Benefit: You can invoke the power of creation to use *dolce*.

PERFORMANCE: DOLCE

Feat Power

Sweet, honeyed words flow easily from your mouth and into the listener's ears.

Encounter • Martial

Standard Action

Personal

Target: You

Effect: Until the end of the encounter, you gain a +5 power bonus on all Bluff and Diplomacy checks.

FORTE

Prerequisite: Bardic Performance class feature

Benefit: You can invoke the power of creation to use *adagio*.

PERFORMANCE: FORTE

Feat Power

Your powerful strains inspire greater zeal in your allies.

Encounter • Implement, Martial

Standard Action

Close burst 3

Target: You and each ally in burst

Effect: Until the end of the encounter, all targets gain a +1 power bonus to damage.

PIANO

Prerequisite: Bardic Performance class feature

Benefit: You can invoke the power of creation to use *piano*.

PERFORMANCE: PIANO

Feat Power

Your somber melody robs your enemy of his strength.

Encounter • Implement, Martial

Standard Action

Close burst 3

Target: One creature

Attack: Charisma vs Will

Effect: The target is *weakened* (save ends).

PRESTO

Prerequisite: Bardic Performance class feature

Benefit: You can invoke the power of creation to use *presto*.

PERFORMANCE: PRESTO

Feat Power

Your dramatic flourish gives ally fresh legs.

Encounter • Martial, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1[W] + Charisma modifier damage.

Effect: One ally within 5 squares gains +2 to his or her movement until the end of your next turn.

STACCATO

Prerequisite: Bardic Performance class feature

Benefit: You can invoke the power of creation to use *staccato*.

PERFORMANCE: STACCATO

Feat Power

Your abrupt & discordant strains catch the enemy off-guard.

Encounter • Implement, Martial

Standard Action

Close burst 3

Target: One creature

Attack: Charisma vs. Fortitude

Effect: The target is dazed until the end of your next turn.

HEROIC TIER FEATS

EASY MARCH

Prerequisite: Bard

Benefit: for purposes of hourly or daily travel rates, add 1 to the overland speed of all allies in your traveling group.

IMPROVED ENCOURAGING WORD

Prerequisite: Cha 13, bard

Benefit: An ally who re-rolls a skill check due to your encouraging word power may add your Charisma modifier.

PATRON OF THE ARTS

[MULTI-CLASS BARD]

Prerequisite: Dex 13 or Cha 13

Benefit: You gain training in a skill from the bard class list. Once per encounter, you can use the bard's *bardic knowledge* feature. The bonus lasts until the end of your next turn.

In addition, you can use an instrument as an implement when using a bard power or a bard paragon path power.

CLASS TEMPLATE

Bard

Power Source: Martial.

BARD

Elite Soldier (leader)

Defenses +1 Reflex, +1 Will

Saving Throws +2

Action Point 1

Hit Points +8 per level + Constitution score

Weapon Proficiency Simple melee, simple ranged, longsword, rapier, short bow, short sword

Armor Proficiency Cloth, leather, hide

Trained Skills Arcana, History, plus one from the bard class list

Class Features Bardic Knowledge, Bardic Performance, Encouraging Word

Implement Instrument

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