

BARD

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d6.

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), 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), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Table: The Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1st	2nd	3rd	4th	5th
					Bardic music, bardic knowledge, countersong, <i>fascinate</i> , <i>lullaby</i> , inspire courage +1	2	0	—	—	—	—
1st	+0	+0	+2	+2		3	1	—	—	—	—
2nd	+1	+0	+3	+3	<i>Confuse</i>	3	2	—	—	—	—
3rd	+2	+1	+3	+3	Inspire competence	4	2	0	—	—	—
4th	+3	+1	+4	+4		4	3	1	—	—	—
5th	+3	+1	+4	+4		4	3	2	—	—	—
6th	+4	+2	+5	+5	<i>Suggestion</i>	5	3	2	0	—	—
7th	+5	+2	+5	+5	<i>Glibness</i>	5	4	3	1	—	—
8th	+6/+1	+2	+6	+6	Inspire courage +2	5	4	3	2	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	5	4	3	2	—	—
10th	+7/+2	+3	+7	+7	<i>Modify memory</i>	5	4	4	3	1	—
11th	+8/+3	+3	+7	+7		5	5	4	3	2	—
12th	+9/+4	+4	+8	+8	<i>Song of freedom</i>	5	5	4	3	2	—
13th	+9/+4	+4	+8	+8	<i>Song of discord</i>	5	5	4	3	2	0
14th	+10/+5	+4	+9	+9	Inspire courage +3	5	5	4	4	3	1
15th	+11/+6/+1	+5	+9	+9	Inspire heroics	5	5	5	4	3	2
16th	+12/+7/+2	+5	+10	+10		5	5	5	4	3	2
17th	+12/+7/+2	+5	+10	+10		5	5	5	4	4	3
18th	+13/+8/+3	+6	+11	+11	<i>Mass suggestion</i>	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11		5	5	5	5	4	3
20th	+15/+10/+5	+6	+12	+12	Inspire courage +4	5	5	5	5	4	4

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields).

Bards are proficient with light armor but are prohibited from wearing medium or heavy metal armor; thus, they may wear only padded, leather, studded leather, or chain shirt armor. (A bard may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description) Bards are proficient with shields (except tower shields) but must use only wooden ones.

A bard who wears prohibited armor or carries a prohibited shield is unable to cast bard spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A bard casts divine spells, which are drawn from the druid spell list. His alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A bard must choose and prepare his spells in advance (see below).

To prepare or cast a spell, the bard must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Wisdom modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Wisdom score. He does

not have access to any domain spells or granted powers, as a cleric does. When Table: The Bard indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A bard prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A bard may prepare and cast any spell on the druid spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Evil, Good, and Lawful Spells: A bard can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Bonus Languages: A bard's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A bard also knows Druidic, a secret language known only to bards and druids, which he learns upon becoming a 1st-level bard. Druidic is a free language for a bard; that is, he knows it in addition to his regular allotment of languages and it doesn't take up a language slot. Like druids, bards are forbidden to teach this language to nondruids or nonbards.

Druidic has its own alphabet.

Bardic Knowledge: A bard may make a special bardic 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. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC Type of Knowledge

10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. 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.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). 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.

Countersong (Su): A bard with 3 or more ranks in a Perform skill 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, after the saving throw is rolled, 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): A bard with 3 or more ranks in a Perform skill 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 levels a bard attains beyond 1st, 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.

Lullaby (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become drowsy and inattentive. Each creature to be affected must be within 30 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 levels a bard attains beyond 1st, 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 play a *lullaby* for that creature again for 24 hours. If its saving throw fails, the creature becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against *sleep* effects for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While affected by a *lullaby*, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks.

Lullaby is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics 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 hear the bard sing. The effect lasts for as long as the ally hears the bard sing 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). Inspire courage is a mind-affecting ability.

Confuse (Sp): A bard of 2nd level or higher with 5 or more ranks in a Perform skill can use his music or poetics to confuse one or more creatures. The creature to be confused must be within 30 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. For every three levels a bard attains beyond 2nd, 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 confuse that creature again for 24 hours. If its saving throw fails, the creature becomes *confused* for one 1 round (see the *confusion* spell).

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill 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 or she continues to hear the bard's music. 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.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill 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* doesn't 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.

Glibness (Sp): A bard of 7th level or higher with 10 or more ranks in a Perform skill can use his music or poetics to make his speech fluent and more believable. He gains a +30 bonus on Bluff checks made to convince another of the truth of his words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.) For every three levels a bard attains beyond 7th, he can target one additional creature with a single use of this ability.

If divination is attempted against the bard that would detect his lies or force him to speak the truth (such as *discern lies* or *zone of truth*), the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + the bard's level to succeed. Failure means the divination does not detect the bard's lies or force him to speak only the truth.

To use the ability, a bard must sing and the creature attempting to discern the truth must hear him sing. The effect lasts for as long as the creature hears the bard and for 5 rounds thereafter. A creature who fails to detect any falsehood in the bard's words does not remember him singing.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill 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.

Modify Memory (Sp): A bard of 10th level or higher with 13 or more ranks in a Perform skill can use his music or poetics to

modify the memory of one or more creatures. Each creature to be affected by *modify memory* must be within 30 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. For every three levels a bard attains beyond 10th, 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 modify that creature's memory again for 24 hours. If its saving throw fails, the bard may reach into the creature's mind and modify as many as 5 minutes of its memories in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This ability cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.
- Allow the creature to recall with perfect clarity an event it actually experienced. For instance, it could recall every word from a 5-minute conversation or every detail from a passage in a book.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

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. If the creature fails the save, the bard continues to play for as much as 5 minutes (a period of time equal to the amount of time he wants to modify) visualizing the memory he wishes to modify in the creature.

A modified memory does not necessarily affect the creature's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory, such as the creature recalling how much it enjoyed drinking poison, is dismissed by the creature as a bad dream or a memory muddled by too much wine. More useful applications of *modify memory* include implanting memories of friendly encounters with you (inclining the subject to act favorably toward you), changing the details of orders given to the subject by a superior, or causing the subject to forget that it ever saw you or your party. The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

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

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill 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.

Song of Discord (Sp): A bard of 13th level with 16 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become to turn on each other rather than attack their foes. Each creature to be targeted must be within 30 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. For every three levels a bard attains beyond 13th, 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 play a *song of discord* for that creature again for 24 hours. If its saving throw fails, the creature has a 50% chance to attack the nearest target each round for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). (Roll to determine each creature's behavior every round at the beginning of its turn). A creature that does not attack its neighbor is free to act normally for that round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Song of discord is an enchantment (compulsion), mind-affecting, sonic ability.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill 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): This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill 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.

Ex-Bards

A bard who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid or nonbard loses all spells and bard abilities (including his bardic music, but not including weapon, armor, and shield proficiencies or bardic knowledge). He cannot thereafter gain levels as a bard until he atones (see the *atonement* spell description).