

BARD

In nearly any setting and at nearly any point in time, there will be many persons throughout the world who feel a calling to craft and perform stories and songs which elicit powerful responses from their listeners. In a world where magic abounds, some such artists find themselves able to weave their supernatural with their artistic prowess to create powerful effects comparable to those of the arcane spellcasters. These are the bards: persons whose various performances manifest as spell-like effects which can help their allies and hamper their foes. The manifestation and style of their musical magic is as varied and rife for specialization as any other sort of magic elicited by other means, though a bard's usefulness and versatility is not merely restricted to the musical magic.

As a base class, a character beginning their journey with levels in bard has many paths before them. At the least, bards provide a steady supply of minor buffs through their five songs, which are empower by the various passive refrains they learn. They may further have access to active refrains, giving them the ability to continuously produce modest magical effects similar to the invocations of a warlock. They also quickly gain access to a reusable damaging effect which functions at short range through their slicing chords, letting them contribute to damage while maintaining song effects. Bards develop into exceptional improvisors with rascal's luck and

their several bonus feats. While many will choose to remain purely in the bard class for full progression of its several distinct class features, there are a range of multiclassing and specializing prestige classes available to bards as well.

Aside from player characters, the world may hold a wide range of bards serving various roles. Bards quite naturally live as performers, earning a living through traditional means. Bards can also make for great beguilers and con artists, with their naturally high Charisma and boons to social skills. They aid on the battlefield as charismatic generals, warriors channeling an inspirational fury, and as beacons of motivation holding an army's battle standard and providing their marching songs. Yes others may be more reclusive from the rest of their species, retreating to formal study of music and magic, or secluding themselves in druidic harmony with nature. Bards can be found almost anywhere, exceeding at most tasks not requiring stealth or direct melee conflict.

Adaptations: There are many ways which this class may be modified to better suit the needs of a campaign. You may consider allowing particularly specialized bards to have access to prestige songs, maybe through feats or forsaking other base songs. Or perhaps restricting access to songs until a character actively learns some art style from a teacher in the world. Method of performance may be modified, or perhaps each song has its own class of instruments much as fighting styles have signature weapons.

Game Rule Information

Bards have the following game statistics:

Abilities: Charisma is the primary attribute of the bard, used for their Perform checks, refrain DCs, and eventually extending to several different benefits through rascal's luck. Constitution and Dexterity are useful for survival. Wisdom is useful for Will saves and some social skills.

Alignment: Tend to be chaotic.

Hit Dice: D6

Class Skills

The bard's class skills (and the associated ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

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

Skill Points at Each Additional Level: 6 + Intelligence modifier

Class Features

All of the following are features of the bard class.

Weapon and Armor Proficiencies: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor.

Bardic Knowledge(Ex): A bard may make a special bardic knowledge check with a bonus equal to their bard level + their Intelligence modifier to see whether they know some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (History), they gain 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.

Versatile Performer (Ex): Perform is a single skill for bards, rather than multiple separate skills. Ranks in Perform count towards any type of performance, be it musical, dance, or oration.

Bardic Music (Su): A bard begins with the ability to play one of the following five bardic songs: *Battle Hymn*, *Traveling Tune*, *Arcane Anthem*, *Charming Tune*, and *Meditative Chant* (as described in Chapter 4: Songs and Refrains).

As a standard action, a bard may begin to perform any song they know, producing a variety of magical effects depending on their Perform skill and bard level. In order to use this ability, the bard must be wielding a musical instrument in both hands and be able to both move and speak freely.

Maintaining a song requires concentration, and any action other than moving or using a refrain or the slicing chords ability will end the song. Damage caused to the bard while performing may end the effect, requiring a Concentration check DC = damage dealt to maintain. The range of the music depends on conditions. In relative silence, bardic music can be heard clearly out to 400 ft plus an additional 40 ft for every 5 points that a listener achieves on a Listen check (thus an ally of the bard who scored a 23 on a listen check could head the song out to 560 feet). Other factors may further reduce this distance.

While playing a song, a bard may play any of that song's refrains known to the bard as a standard action. These abilities may be used an unlimited number of times per day unless

TABLE 1-1: THE BARD

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+2	Bardic Knowledge, Bardic Music, Versatile Performer, Independent,
2	+1	+0	+3	+3	Slicing Chords
3	+2	+1	+3	+3	Skill Focus (Perform)
4	+3	+1	+4	+4	Rascal's Luck (AC)
5	+3	+1	+4	+4	Bonus Feat
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	Evasion
8	+6/+1	+2	+6	+6	Rascal's Luck (Skill Checks)
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	Bonus Feat
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	Rascal's Luck (Saves)
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	Improved Evasion
15	+11/+6/+1	+5	+9	+9	Bonus Feat
16	+12/+7/+2	+5	+10	+10	Rascal's Luck (DR)
17	+12/+7/+2	+5	+10	+10	
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	
20	+15/+10/+5	+6	+12	+12	Bonus Feat, Rascal's Luck (SR)

otherwise noted. Beginning at first level, a bard knows three minor refrains from songs that they can perform. As the bard advances in level, they learn new refrains and gain access to stronger tiers of refrains (see Table: 1-2 Refrains Known). Whenever the bard gains a level, they may replace a refrain they know for a different refrain of equal or lower level to which he has access.

Independent (Ex): While bards are highly inspirational, they are also highly individualistic and tend to shirk responsibilities. As such, a bard loses any benefit from the Leadership feat, and cannot be selected as a cohort for the Leadership feat.

Slicing Chords (Ex): Starting at second level, whenever the bard is playing bardic music they may make a ranged attack against a target using their Perform modifier or their ranged attack modifier, whichever is higher. If they succeed, they deal 1d6 points of slashing damage per 3 ranks in Perform. The range increment of this attack is 10', to a maximum range of 100'.

Bonus Feats: At third level, the bard receives Skill Focus: Perform as a bonus feat. At levels 5, 10, 15, and 20, the bard may select any bardic feat or skill feat as a bonus feat.

Rascal's Luck (Su): Starting at level 4, whenever a bard is playing bardic music and wearing light or no armor, they may add their Charisma modifier (if any) as a luck bonus to their AC. They do not gain this bonus if they would be denied their Dexterity bonus. In addition, once per day they may reroll any roll with a d20, but must keep the second result (they cannot reroll again). At level 8 the bard may use their Charisma modifier in place of any skill's normal attribute modifier at any time, and may reroll a d20 twice per day. At level 12 when playing bardic music, the bard adds their Charisma bonus (if any) as a luck bonus to all saving throws and may reroll a d20 3 times per day. At level 16 the bard gains (Cha modifier)/- DR while playing bardic music, and may reroll a d20 four times per day. At level 20, the bard gains spell resistance equal to (11 + class level) when playing bardic music, and may reroll a d20 five times per day.

Evasion (Ex): At level 7, the bard gains evasion, as the rogue class skill. This becomes improved evasion at level 14.

Ex Bards: Like any other class, a bard may be a multiclass character, however bards face a special restriction. A bard who gains a level in any class other than bard or one of the prestige classes in this book may never again raise their bard level, though they retain all of their bard abilities. Ex-bards may still raise their effective bard level for the purpose of bardic music through other means.

TABLE 1-2: REFRAINS KNOWN

Level	Minor	Lesser	Standard	Greater	Master
1	3	-	-	-	-
2	4	-	-	-	-
3	5	-	-	-	-
4	6	-	-	-	-
5	6	3	-	-	-
6	6	4	-	-	-
7	7	5	-	-	-
8	7	6	-	-	-
9	7	6	3	-	-
10	8	6	4	-	-
11	8	7	5	-	-
12	8	7	6	-	-
13	9	7	6	3	-
14	9	8	6	4	-
15	9	8	7	5	-
16	9	8	7	6	-
17	9	9	7	6	3
18	9	9	8	6	4
19	9	9	8	7	5
20	9	9	8	7	6

Specialist Bard Variants

Just as wizards will sometimes specialize in a single school of magical spells, bards will sometimes choose to specialize in a single song. This decision is made at character creation and once picked, cannot be changed. Bards that do this are required to give up one or more other songs in order to achieve a higher understanding of their preferred song. Refrains from the restricted song cannot be picked, and the restricted song cannot be played. Just as a specialist wizard cannot choose to give up divination as a forbidden school, a bard may never choose to give up meditative chant as a restricted song.

Specialist bards require tremendous dedication to their craft. As such, the specialist bard may not have more total levels in other classes (including prestige classes) than they have bard levels. If a specialist bard has more combined levels in other classes, she loses all advantages (but retains the disadvantages) of her specialization. Levels in prestige classes that specifically require a specialization count as levels of that specialization when determining this restriction.

Battle Hymn – The Skald

Bards from barbarian tribes tend to be more combat focused than most others, giving up much of their social charms in order to join their clan on the battlefield. These bards forsake instruments in favor of holding steel, instead singing or chanting their battle hymns.

Restrictions:

- Must give up arcane anthem and charming tune
- Loses the slicing chords ability
- Loses rascal's luck

Advantages:

- The bard's battle hymn receives an additional +1 to bonus to attack rolls, damage rolls, AC, and (if applicable) DR.
- The bard can use any standard action refrain from the battle hymn as part of a move action, allowing them to still take a standard action in the round. The bard may not, however, play a second standard action refrain in the same round, but may take a second move action or make a single attack.
- The bard gains martial weapon proficiency and medium armor proficiency and the bard retains all bonuses while wearing medium armor. The skald may still perform without an instrument in hand and may attack while continuing to perform.
- HD increased to D8
- The bard no longer needs to make concentration checks to continue his song after taking damage, however he may still have to make concentration checks due to other circumstances
- The bard may also select from the list of fighter bonus feats when selecting their bard bonus feats

Traveling Tune – The Vagabond

Some bards never seem able to stay in one place very long, instead drifting from town to town or joining up with adventuring parties that travel often. These vagabonds can vary tremendously but are all united by their love of the open road.

Restrictions:

- Must give up 2 songs of the vagabond's choosing (cannot choose meditative chant)

Advantages:

- Allies under the effect of the vagabond's traveling tune receive an additional +10 movement speed
- Allies under the effect of the vagabond's traveling tune automatically succeed on constitution checks due to running or forced marches.
- Allies under the effect of the vagabond's traveling tune may make a 5' step as an immediate action. This does not prevent them from taking a 5' step or swift action on their next turn.
- While playing the traveling tune, the vagabond may take a move action as an immediate action, but they become dazed until the end of their next turn (as the spell lesser celerity). The vagabond may not use this ability if already dazed.

Notes on Immediate Movement: After the immediate 5' step or move action, enemies may adjust their actions accordingly. For instance, if an enemy declared an attack and the target took an immediate 5' step away, the enemy could also take a 5' step and make the attack without any loss. The exception to this is spellcasting. Spells with a cast time of standard action or longer take a significant amount of time to cast, and thus a character targeted by such a spell or in the area of effect of the spells could move after the casting begins but before the effects of the spell are determined. If the movement would break line of effect or move the character out of the area of effect, that effect would not resolve.

Charming Tune – The Minstrel

Some bards want their music to be heard by all, reveling in the accolades. The minstrels can often be found in the courts of lords or playing before packed taverns. They will sometimes team up with actors or other performers in order to put on truly spectacular performances.

Restrictions:

- Must give up 2 songs of the minstrel's choosing (cannot choose meditative chant)

Advantages:

- The minstrel receives +2 to Charisma whenever playing the charming tune.
- While playing the charming tune, the minstrel is under the effect of the spell sanctuary (DC = 10 + ½ minstrel's level + Charisma modifier). Enemies that fail their save may not directly attack the minstrel until he stops playing the charming tune or for 24 hours, whichever comes first. Enemies that make their save may attack the minstrel normally for the next 24 hours. If the minstrel is under the effect of the harmless refrain, an enemy must make both saves in order to attack the minstrel.
- The bonuses to Bluff, Diplomacy, and Gather Information provided by charming tune also extend to the minstrel's allies.
- The DC of all of the minstrel's Will saves in charming tune (including the fascination effect) are increased by 1

Meditative Chant – The Chanter

Some bards perform for religious or spiritual reasons, using their performances as worship to a deity or to help center their own minds or the minds of others. These performers are typically referred to as chanters. Chanters tend to shun the limelight and tend to be introspective and concerned with the wellbeing of others.

Restrictions:

- Must give up one song of the chanter's choosing

Advantages:

- Allies under the effect of meditative chant receive an additional +1 bonus on skill checks, ability checks, and saves. In addition, these bonuses increase at a rate of +1 for every 3 ranks of Perform (and corresponding bard levels) instead of the usual +1 for every 4 ranks in Perform.
- The chanter can continue to play meditative chant even if confused or nauseated. Also, while playing the meditative chant, the chanter becomes immune to all fear effects.
- While playing the meditative chant, the chanter (but not his allies) receives fast healing equal to the bonus provided to skill checks, ability checks, and saves.
- Allies under the effect of meditative chant can enter a deep meditative state. For every 10 minutes of uninterrupted meditation, the ally regains hp as if he had rested for a full night. This does not refresh spells or abilities, but will trigger any of the chanter's refrains that depend on a full night's rest.

Arcane Anthem – The Cabalist

Some bards devote themselves to a study of the greater mysteries of the universe and are fascinated by all things occult. These bards are known as cabalists. They will frequently gravitate towards cults of wizards or necromancers, or towards adventuring parties that delve deep into the unknown. Their curiosity and thirst for knowledge is their primary drive. Unlike wizards, though, cabalists do not seek this knowledge through rigorous study, but rather through direct experience.

Restrictions:

- Must give up two songs of the cabalist's choosing (cannot choose meditative chant)
- Loses the slicing chords class ability
- Loses light armor proficiency, and cannot perform bardic music if wearing armor.

Advantages:

- The cabalist gains limited spellcasting while playing the arcane anthem. This spellcasting does not interrupt the arcane anthem.
- Whenever a cabalist could learn a new refrain, he may instead select a spell from the wizard/sorcerer spell list of appropriate level as follows:

Minor Refrain - Level 0 or 1 spell
Lesser Refrain - Level 2 or 3 spell
Standard Refrain - Level 4 or 5 spell
Greater Refrain – Level 6 or 7 Spell
Master Refrain – Level 8 or 9 Spell

- The cabalist casts these spells spontaneously as if he were a sorcerer with caster level equal to cabalist level. The spells known are determined by the number of refrains given up. The cabalist may also use a feat (including bard bonus feat) to select a new spell. The number of spells per day is by refrain level and is equal to 2 + number of spells known at that refrain level. The DCs of his saving throws are affected by his Charisma score, however he does not receive bonus spells per day due to having a high Charisma. The number of refrains given up by the cabalist may not exceed half of the total refrains known at that level (including refrains gained from feats).

For example: A 9th level cabalist could give up two lesser refrains known in order to learn a 2nd and 3rd level wizard/sorcerer spell, and a Standard refrain known to learn a 5th level wizard/sorcerer spell. The cabalist could spontaneously cast the 2nd or 3rd level spells for a total of 4 casts per day, and the 5th level spell for a total of 3 casts per day. Because the cabalist only knows 3 total standard refrains, she could not give up a second standard refrain for an additional 4th or 5th level spell.

Traditional base classes often seek out prestige classes in order to specialize, gain new powers, and progress multiple abilities at once, and the new bard is no exception. In this book, we present eleven new prestige classes, all of which are designed for the bard variant presented in this book. Each offers some unique benefit to the bard that cannot be achieved otherwise, though at the cost of tailoring the character to the prerequisites and missing out on some of the abilities that a pure bard would attain.

Dual-Progression: Some of the most common character archetypes come from combining the themes of two base classes. To facilitate this, most reasonable combinations of base classes have a prestige class designed to facilitate progressing the two class's distinct sets of skills, and the bard is no different. This book offers prestige classes for bards who wish to multiclass with wizard (arcane composer), druid and ranger (beast charmer), cleric (mystic dramaturge), barbarian (bardbarian), rogue (daggerspell dancer), artificer (instrumentsmith), and paladin (heavenly harpist). Each of these options progress bardic music and some key feature of the other class.

New Songs: There are some songs accessible only to those bards who specialize so highly in a skill that they enter a prestige class concerned primarily with an entire new song's worth of abilities. These prestige classes either let the bard learn a new song along with its host of refrains or enhance preexisting songs in line with some specialization. The necrodancer grants access to the *Undead Ode*, a song which exclusively grants boons to undead creatures. The ship's singer class unlocks the *Sea Shanty*, a song whose refrains offer powerful boons to any naval adventure.

Initiates of the siren's song learn to turn their *Charming Tune* into the beguiling *Siren's Song* filled with phantasms and crowd control. Bardbarians enhance their *Battle Hymn* into the *Song of Rage*, increasing its offensive benefits at the cost of defenses. Beastcharmers learn to modify several of the bard's traditional songs to elicit unique effects on animals. Bards of the medic order learn the *Song of Shelter*, which allow them to passively heal while also proactively mitigating incoming sources of damage. An inspiring general learns universal refrains which allow them to control and navigate a large battlefield of warriors under their control. And finally, the lucky rascal learns several universal refrains which help skew fate to their benefit.

Enhanced Features: The rest of the prestige classes in this book focus on granting some completely new ability or enhancing one of the other features of bards beyond the effects of their songs. Musical marksmen is for bards interested in enhancing their slicing chords far beyond its normal potency. Jazz soloists learn to quickly change the song they are playing, and reactively perform refrains on others turns. Enchanting artisans craft permanent works of art which inspire just as their music does. Lucky rascals, in addition to learning new refrains, greatly extend their rascal's luck and merge its benefits with those from luck feats. Epic poets learn a few stories they can tell to bestow long-term buffs to a group. And finally, one man bands learn to play multiple songs at once through playing multiple instruments in unison.

ARCANE COMPOSER

Many highly skilled musicians will eventually try their hand at writing their own original compositions, but few such composers have extensive knowledge of the arcane arts. Those who do have such knowledge may begin to weave their arcane knowledge into their musical creations, thus rising to the rank of arcane composers. These musical mages will have access to unique refrains that they play while performing their usual bardic songs, generating effects that are not achievable by traditional bardic music.

Arcane composers will have multiple levels in both bard and some arcane casting class. They tend to be wizards, as that class is particularly aided by translating some of their many spells into a reliable refrain, but there are certainly many sorcerers who take to fusing their magic into their music in order to get even more effective casts per day of their more useful spells. Arcane composers can quite reliably provide a wide range of spells for the various obstacles of adventuring, and tend to be particularly useful to parties in need of traditional casters. Their melee damage does suffer, however, as they no longer progress slicing cords and have reduced attack bonuses.

NPCs that become arcane composers tend to be dedicated musical scholars, spending their days studying and composing. There is often one or two such bards to be found as educators in the colleges, though they may certainly also be employed crafting traditional composers for local aristocrats.

Adaptations: The arcane composer prestige class is designed to synthesize and dually progress arcane casting base classes with the new bard class. Another way to do this could be to turn the class around, and instead let the caster learn spells that emulate bardic music effects. Though, in many cases, the refrains tend to emulate preexisting spells. Another option could

be to allow the mages to apply their metamagic feats to their refrains by expending spell slots, in a manner similar to that employed by the ultimate magus prestige class.

Entry Requirements

To qualify to become an arcane composer, a character must fulfill all the following criteria.

Skills: Perform 5 ranks, Knowledge (Arcana) 9 ranks

Bardic Music: Ability to perform lesser refrains

Spellcasting: Ability to cast 2nd level arcane spells

Class Skills

The arcane composer's class skills (and the associated ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (Cha), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the arcane composer prestige class.

Weapon and Armor Proficiency: Arcane composers gain no proficiency with any weapons or armor.

Bardic Music: At every level the arcane composer gains new refrains as if she gained a level of bard, and may swap one known refrain for a refrain of the same level if she so chooses. She does not, however, gain any other benefit a character of that class would have gained. Furthermore, at every level her effective bard level for effects of her songs increases as if she gained a level of bard

TABLE 2-1: THE ARCANE COMPOSER HIT DICE: D4

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting and Bardic Music
1	+0	+0	+2	+2	Songcast	+1 level of arcane spellcasting class +1 level of bardic music
2	+1	+0	+3	+3	Arcane Composition	+1 level of arcane spellcasting class +1 level of bardic music
3	+2	+1	+3	+3		+1 level of arcane spellcasting class +1 level of bardic music
4	+3	+1	+4	+4	Arcane Composition	+1 level of arcane spellcasting class +1 level of bardic music
5	+3	+1	+4	+4		+1 level of arcane spellcasting class +1 level of bardic music
6	+4	+2	+5	+5	Arcane Composition	+1 level of arcane spellcasting class +1 level of bardic music
7	+5	+2	+5	+5	Performative Casting	+1 level of arcane spellcasting class +1 level of bardic music
8	+6/+1	+2	+6	+6	Arcane Composition	+1 level of arcane spellcasting class +1 level of bardic music
9	+6/+1	+3	+6	+6		+1 level of arcane spellcasting class +1 level of bardic music
10	+7/+2	+3	+7	+7	Arcane Composition	+1 level of arcane spellcasting class +1 level of bardic music

Spellcasting: At each level, the arcane composer gain new spells per day and an increase in caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If she had more than one arcane spellcasting class before becoming an arcane composer, she must decide to which class she will add each level for the purpose of determining spells per day, caster level, and spells known.

Songcast (ex): Arcane composers seamlessly blend their musical performance with arcane casting. An arcane composer may provide the verbal and somatic components of a spell even when holding an instrument and playing a song.

Arcane Composition (ex): At every even level, the arcane composer may write an arcane composition. To do this, she must first select a spell that she can cast (note: this may be a spell enhanced through metamagic). The arcane composer permanently sacrifices a spell slot of that spell's effective level or higher. She then gains the ability to learn a refrain that emulates the spell, supposing she first succeeds on a Perform check (DC = 10 + (spell level + 5) per use of this refrain today). This refrain can belong to any song, but the arcane composer must declare this at the time of the refrain's creation. If the spell was 0th-1st level the refrain is minor. If it was 2nd-3rd level it is a lesser refrain, 4th-5th level it is a standard refrain, 6th-7th level it is a greater refrain, and 8th-9th level it is a master refrain. For example a wizard 3/bard 3/ arcane composer 6 could sacrifice a fifth level spell slot and the ability to cast fireball to gain the ability to learn a standard refrain which would cast an empowered fireball, as the wizard spell, given the arcane composer first succeeds on a Perform check (DC = 10+ 10 per use of this refrain today).

Spells with casting time different from a standard action may be selected for arcane composition. The refrain's performance time is the same as that of the spell selected. If the selected spell has costly material components, they must be supplied in order to play the refrain. Similarly, exp costs of spells selected for arcane composition must be paid each performance of the refrain.

Performative Casting (ex): At 7th level, whenever the arcane composer would make a concentration check to continue casting a spell or to cast defensively, she may instead make a perform check. This performance check may be treated as if it were a concentration check for the purpose of other relevant features. For example, the perform check would receive a +4 bonus if the arcane composer has the combat casting feat and was casting defensively.

BARDBARIAN

Bards are known for intelligent leveraging of their social prowess. They are just as at home on the stage performing carefully crafted compositions as they are at the dinner table of nobles. Not so with the bardbarian. These battle-ready bards know that intimidation often works just as well as diplomacy, and usually works far faster. While they tend to be less versed in the upper echelon of bardic music than standard bards, they make up for this deficit with their enraged performances on the battlefield. They are known to produce war cries and battle chants that can inspire whole tribes of their fellow barbarians into dangerous frenzies, and can even inspire their more civilized allies into barbarous rages, all the while wielding arms and armor themselves.

Bardbarians will usually begin as barbarians, gaining the ability to rage and an increased attack bonus, before picking up bardic abilities. Many seek out these musical powers in order to be leaders among their fellow warriors, but others simply have a knack for music which they pursue through becoming a bard. They almost always perform battle hymn, and wield weapons while doing so. They are a great addition to any combat-oriented party, as they provide modest buffs through their song of rage and contribute to the combat themselves. Their ability to allow allies to rage is often squandered on parties filled with many casters.

NPCs that become bardbarians can often be found as leaders or advisors of barbarous tribes. They are well suited to gaining favor over their peers, and more adept than most at dealing with the occasional non-violent engagements with outsiders to tribes.

Adaptations: The bardbarian prestige class was built to synergize the new bard class with the original barbarian base class. If one does not like the complication of the song of rage, you could remove the bonus song and refrains granted by this prestige class and instead allow it to progress bardic music at a faster rate (perhaps 7/10 progression) to balance this. You could also simplify the bonus song and refrains by instead simply allowing the bardbarian's rage (or greater rage, or frenzy) to extend to all willing allies for its duration.

Entry Requirements

To qualify to become a bardbarian, a character must fulfill all the following criteria.

Class Features: Bardic music class feature, rage class feature

Base Attack Bonus: +5

Special: Character must be a skald specialist bard

Class Skills

The bardbarian's class skills (and the associated ability for each skill) are Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Intelligence modifier

Class Features

All the following are class features of the bardbarian prestige class.

Weapon and Armor Proficiency: Bardbarians gain no proficiency with any weapons or armor.

Bardic Music: At every even level, the bardbarian gains new refrains as if he gained a level of bard, and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at each even level, his effective bard level for effects and DCs of his songs and refrains increases as if he gained a level of bard.

Song of Rage (Su): Bardbarians are distinguished by their ability to maintain the performance of their bardic music while entering into a barbarous rage. The bardbarian may perform the battle hymn while under the effects of a rage, however if the bardbarian is raging, the battle hymn is modified to become the *Song of Rage*. Refrains selected for battle hymn also apply to the song of rage. Song of rage may not be played if there is no perceived threat.

TABLE 2-2: THE BARDBARIAN HIT DICE: D10

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+1	+2	+0	+0	Song of Rage + 1, Refrain of Heightened Senses	
2	+2	+3	+0	+0	Rage (+1/day)	+1 level of bardic music
3	+3	+3	+1	+1	Song of Rage + 2	
4	+4	+4	+1	+1	Regenerating Refrain	+1 level of bardic music
5	+5	+4	+1	+1	Song of Rage + 3	
6	+6/+1	+5	+2	+2	Rage (+1/day)	+1 level of bardic music
7	+7/+2	+5	+2	+2	Song of Rage + 4, Refrain of Mindless Fury	
8	+8/+3	+6	+2	+2	Greater Rage	+1 level of bardic music
9	+9/+4	+6	+3	+3	Song of Rage + 5	
10	+10/+5	+7	+3	+3	Rage (+1/day), Refrain of the Horde	+1 level of bardic music

Furious Refrains (Su): While in the heat of a rage, bardbarians are able to perform unique refrains unplayable when in a calmer state. The bardbarian gains several unique refrains that can only affect the song of rage. The refrains do not count towards the number of refrains known by the bardbarian. The bardbarian gains the refrain of heightened senses at level 1, the regenerating refrain at level 4, the refrain of mindless fury at level 7, and the refrain of the horde at level 10.

Rage: At levels 2, 6, and 10, the bardbarian gains additional uses of Rage per day.

Greater Rage: At level 8, a bardbarian's strength and constitution during a rage increase to +6, and his bonus to will saves increases to +3. He still suffers only the -2 penalty to AC from this rage.

nature, or as independent rangers who opportunistically leverage wildlife to hunt their foes. Beast charmers can also make for dangerous ecological terrorists, or any sort of cause of civil disruption, as they can turn a town's beasts wild with little effort.

Adaptations: The beast charmer class works as a way to incorporate bardic music into companion-having classes. This was here done by giving the class the ability to control several additional weaker animal companions, in a manner similar to beast master, and weakly control large groups of animals. You may instead modify the class to more powerfully enhance the single companion of the character, perhaps simply by increasing the base benefits of songs to the creature as the beast charmer more intimately learns how to play for it. Modifying this class to work around a beast charming prestige song would also work, as some of the foundation is already present here.

BEAST CHARMER

Bardic powers do not only manifest amongst those who perform for their fellow man. Those who devote themselves to nature and companionship with animals are no less able to play inspiring songs than their civilized counterparts, and those whose infuse their music with magic powers often rise to the rank of beast charmer. Beast charmers are a special class of bard who learn to sway and sometimes completely control the whims of the wildlife they enthrall. These bards can beguile a small band of animals into their service, with which they can travel and fight alongside. They can also influence huge swaths of wildlife, swaying the disposition of acres of a forest's creatures or blocks of a city's domesticated pets.

Beast charmers tend to be druids or rangers, though even a pure bard may enter this class through taking any of the several feats which grant an animal companion. While some of the beast charmer's abilities synergize with *Charming Tune*, highly specializing may lose them the advantages of combat boons granted to the several pseudo-companions they acquire. They can be quite powerful when allowed frequent access to wildlife, but in places barren of animals many of their powers have little use.

NPC beast charmers have natural placement as members of druidic circles who use music to deepen their connection with

Entry Requirements

To qualify to become a beast charmer, a character must fulfill all the following criteria.

Class Features: Bardic music class feature, animal companion

Bardic Music: Must know a minor refrain of *Charming Tune*

Ranks: Handle Animal 8 ranks

Class Skills

The beast charmer's class skills (and the associated ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Dex), Hide (Dex), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex), Use Rope (Dex)

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the beast charmer prestige class.

Weapon and Armor Proficiency: Beast charmers gain no proficiency with any weapons or armor.

Bardic Music: At every level, the beast charmer gains new refrains as if he gained a level of bard, and may swap one known

TABLE 2-3: THE BEAST CHARMER HIT DICE: D8

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting and Bardic Music
1	+0	+2	+0	+2	Animal Companion, Beast Charming	+1 level of bardic music
2	+1	+3	+0	+3	Songs of the Wilds (Song of Submission)	+1 level of divine spellcasting class +1 level of bardic music
3	+2	+3	+1	+3	Charmed Companion (1)	+1 level of bardic music
4	+3	+4	+1	+4		+1 level of divine spellcasting class +1 level of bardic music
5	+3	+4	+1	+4		+1 level of bardic music
6	+4	+5	+2	+5	Charmed Companion (2)	+1 level of divine spellcasting class +1 level of bardic music
7	+5	+5	+2	+5	Songs of the Wilds (Song of the Herd)	+1 level of bardic music
8	+6/+1	+6	+2	+6		+1 level of divine spellcasting class +1 level of bardic music
9	+6/+1	+6	+3	+6	Charmed Companion (3)	+1 level of bardic music
10	+7/+2	+7	+3	+7	Songs of the Wilds (Song of the Stampede)	+1 level of divine spellcasting class +1 level of bardic music

refrain for a refrain of the same level if he so chooses. Furthermore, at each level, his effective bard level for effects and DCs of his songs and DCs increases as if he gained a level of bard.

Animal Companion: If you have an animal companion, your beast charmer levels stack with your previous class levels (usually druid or ranger) to determine the animal companion's abilities. If you do not already have an animal companion, you do not gain one from this ability.

Spellcasting: At each even level, the beast charmer gains new spells per day and an increase in caster level (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If he had more than one divine spellcasting class before becoming a beast charmer, he must decide to which class he will add each level for the purpose of determining spells per day, caster level, and spells known.

Beast Charming (Ex): Refrains in charming tune that would usually confer a bonus to saves when targeting animals no longer confer such bonuses. In addition, when playing charming tune the beast charmer gains a bonus to Handle Animal equal to the bonus granted by the song to Diplomacy.

Charmed Companion (Su): At third level, a beast charmer may place an animal under his control. If he is fascinating an animal through charming tune, he may make a Handle Animal check (DC = 20 + the animal's HD) to gain the creature as a charmed companion. A charmed companion has a generally friendly attitude towards the beast charmer, though gains none of the bonuses usually granted to animal companions. The beast charmer does not need to continuously play charming tune for the animal to remain a charmed companion.

Whenever the beast charmer is playing bardic music he may, as a standard action, make a Handle Animal check to either push the animal to perform some desired action or to perform a known trick. The animal will perform this trick to the best of its ability, though will not perform any actions deeply out of character for animals of its type (an animal cannot be forced to take obviously suicidal actions, enter biomes that are highly antagonistic to them, certain animals will be unwilling to attack creatures of their own species, &ct.)

A beast charmer is able to have a second charmed companion at sixth level, and a third charmed companion at ninth level. If the beast charmer attempts to gain a charmed companion that would go beyond his limit, he must select and lose companions till he no longer exceeds his limit. Creatures that are freed from being charmed companions cease performing any tricks they were assigned but will not be hostile towards the beast charmer unless the animal is highly naturally disposed to be so.

Songs of the Wilds: Starting at level two, the beast charmer begins to learn modified versions of his songs with special effects on animals. The beast charmer may always choose to not play the modified version of a song and play just the base version instead.

A beast charmer of second level learns to play his charming tune as the *Song of Submission*. This song functions identically to charming tune, except for the additional effect that all animals that hear the song must succeed on a Will save (DC = Perform check) or become docile and agreeable for as long as they hear the song or notice some obvious threat to themselves. They will take no aggressive actions while under this effect. Animals under the effect of song of submission are easier to train and control, anyone working with such an animal gains a circumstance bonus to Handle Animal equal to the bonus provided by charming tune. Other skills which require controlling the animal (such as Ride checks) also gain this bonus.

At seventh level, the beast charmer learns to play his traveling tune as the *Song of the Herd*. This song functions identically to traveling tune, except for the additional effect that all animals that hear the song must succeed on a Will save (DC = Perform check) or begin to move towards the bard to the best of their ability. Animals will not take aggressive actions to reach the bard, such as attacking someone restraining them, but will become extremely agitated and unruly if prevented from moving towards the source of the song. Animals which reach the beast charmer may be aggressive towards him if naturally

disposed to such action but will generally regard him positively and merely follow along wherever he goes, so long as he continues playing song of the herd.

Starting at tenth level, the beast charmer learns to play his battle hymn as the *Song of the Stampede*. This song functions identically to battle hymn, except for the additional effect that all animals hearing the song must succeed on a Will save (DC = Perform check) or fly into a rage, as the barbarian class feature, for the duration they continue hearing the performance. The animals will all become extremely violent and destructive, attacking any non-trusted or unfamiliar creature. If there are no targets for the animal's rage, they will instead take to attacking the objects around them. Animals in the wild may tear apart plants or charge into trees, while domestic animals may attack furniture or even buildings.

CHANTER OF THE MEDIC ORDER

A bard's effective power is highly reliant on their ability to enhance groups of people with their music; if all of a bard's allies fall in battle, they are left in a significantly weakened state. Appealing to a bard's need to sustain those around him the medic order was founded, whose principle accomplishment was the crafting of the *Song of Shelter*. The medic order is a religious group of clerics and pious bards interested in the protection of lives in the fight against evil. Their members are always willing to train bards into their ranks, so long as they demonstrate interest and ability to aid in the fight against the evil forces of the world. The prestige song is a potent weaving of bardic magic and divine magic which protects and heals those who listen.

Entering this class requires only levels in bard, and does not progress abilities of any other classes. Those who take levels in this class tend to be less versatile than other bards, as their already few refrains must be stretched across even more songs, and the song of shelter has many refrains that need to be taken in order to shelter one's allies against all potential threats. Though other songs should not be neglected, as song of shelter is not nearly as potent in the first several rounds of combat as it is once the enemies abilities have been learned and more of a group is under half health.

Chanters of the Medic Order in the world naturally fit into

religious organizations, and allow for more diversity than traditionally offered by standard divine classes. They may also serve as quest givers, requiring a party to prove their dedication to good by slaying a demon before agreeing to teach the group's bard the Song of Shelter.

Adaptations: If you do not want the complexity of a new song, you may consider adding the song of shelter's refrains as options in meditative chant. Restrictions on alignment and the flavor of learning the song from the medic order may easily be swapped out for more setting-appropriate conditions or none at all.

Entry Requirements

To qualify to become a chanter of the medic order, a character must fulfill all the following criteria.

Alignment: Good

Skills: Perform 8 ranks, Heal 4 ranks

Bardic Music: Must know at least 3 refrains from meditative chant, at least one of which must be a lesser Refrain

Class Skills

The chanter of the medic order's class skills (and the associated ability for each skill) are Appraise (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the chanter of the medic order prestige class.

Weapon and Armor Proficiency: Chanters of the medic order gain no proficiency with any weapons or armor.

Bardic Music: At every level except the first, the chanter of the medic order gains new refrains as if she gained a level of bard, and may swap one known refrain for a refrain of the same level if she so chooses. Furthermore, at every level her effective bard level for effects of her songs increases as if she gained a level of bard.

Prestige Song (Su): As part of her induction into the order, at level one the chanter of the medic order learns the prestige song the song of shelter. The chanter of the medic order gains access to additional refrains that can only be played during this

TABLE 2-4: THE CHANTER OF THE MEDIC ORDER HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting and Bardic Music
1	+0	+0	+0	+2	Song of Shelter (Minor Refrains)	
2	+1	+0	+0	+3		+1 level of bardic music
3	+2	+1	+1	+3	Song of Shelter (Lesser Refrains)	+1 level of bardic music
4	+3	+1	+1	+4		+1 level of bardic music
5	+3	+1	+1	+4	Song of Shelter (Standard Refrains)	+1 level of bardic music
6	+4	+2	+2	+5	Medic's Prayer	+1 level of bardic music
7	+5	+2	+2	+5	Song of Shelter (Greater Refrains)	+1 level of bardic music
8	+6/+1	+2	+2	+6		+1 level of bardic music
9	+6/+1	+3	+3	+6	Charmed Companion (3)	+1 level of bardic music
10	+7/+2	+3	+3	+7	Song of Shelter (Master Refrains)	+1 level of bardic music

song. The chanter of the medic order may select minor refrains from this song at first level, lesser refrains at level 3, standard refrains at level 5, greater refrains at level 7, and master refrains at level 10. These refrains count against the refrains known from bardic music.

Medic's Prayer: Chanters of the medic order eventually come to learn to channel their bardic magic into an amazing act of healing. Once per day starting at level 4, the chanter of the medic order may return an ally to life, as the spell raise dead, with caster level equal to character level. This is a spell like ability that still requires a material component, as the spell.

DAGGERSONG DANCER

Daggersong dancers seek to harmonize the twin-dagger style with their powerful bardic music. These bardic performers are almost all inspired by stories of the Daggerspell Guardians organization (see CAD pg 167), a group of arcane casters and druids who deal out justice with their mix of magic and dagger-based melee combat. The dancers, however, are not part of this organization, and are quite often merely enthusiastic fans. The organization itself, being highly selective and fine-tuned for its work, does not accept these dancers into their ranks. Individual daggerspell guardians tend to have a strong distaste for their bardic correlates, as daggersong dancers tend to be quite disruptive to their work.

Almost all daggersong dancers begin as bards, taking levels of rogue after becoming interested in the twin-dagger style from either stories of direct experience with Daggerspell Guardians. Some certainly have no knowledge of this organization, and merely seek to extend their classical bardic training into new realms of dance and melee combat.

NPCs that have levels in daggersong dancer tend to be daggerspell fanatics. Often telling stories of the guardians, and seeking them out in order to try to weasel their way into aiding in an ongoing task. Particularly enthusiastic characters will sometimes impersonate a member of the organization, and perform work in their name.

Adaptations: The goal of this class was to allow for bard/rogue multiclass progression. We did this by making a bard equivalent to the daggerspell classes from complete adventurer. Instead of a class that grants daggerdancing, which perhaps goes against the idea of bardic music, you could make a stealth bard that can play songs for himself in his head. He could then stealthily move around while gaining song benefits just for himself. He could then gain an ability

to transition to playing the song aloud, startling nearby foes and rendering them stunned and flat-footed for a round.

Entry Requirements

To qualify to become a daggersong dancer, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks

Feats: Weapon Focus(dagger), Two-Weapon Fighting

Bardic Music: Ability to perform lesser refrains

Special: Sneak attack +1d6 or Sudden Strike +1d6

Class Skills

The daggersong dancer's class skills (and the associated ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Diplomacy (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (History)(Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex)

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the daggersong dancer prestige class.

Weapon and Armor Proficiency: Daggersong dancers gain no proficiency with any weapons or armor.

Bardic Music: At every level except the first, the daggersong dancer gains new refrains as if he gained a level of bard, and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level his effective bard level for effects of his songs increases as if she gained a level of bard.

Daggerdance(Ex): Daggersong dancers seamlessly blend the use of their twin daggers with powerful dancing abilities. A daggersong dancer may perform her bardic songs through dance whenever he is holding a dagger in each hand. Performing a song through dance removes the requirement of holding an instrument, but requires the daggersong dancer to move at least 10ft or take a full attack every round in order to maintain the song.

In addition, instead of the usual range of effect being within the sound range of the bard's performance, only creatures capable of seeing the bard may benefit from his performance when he plays a song through dance. This means a character quite close to the

TABLE 2-5: THE DAGGERSONG DANCER HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+0	+0	+2	+2	Daggerdance	
2	+1	+0	+3	+3	Improved Feint	+1 level of bardic music
3	+2	+1	+3	+3	Sneak Attack +1d6	+1 level of bardic music
4	+3	+1	+4	+4	Deceptive Dance	+1 level of bardic music
5	+3	+1	+4	+4	Bardic Deception	+1 level of bardic music
6	+4	+2	+5	+5	Sneak Attack +2d6	+1 level of bardic music
7	+5	+2	+5	+5		+1 level of bardic music
8	+6/+1	+2	+6	+6	Feinting Footwork	+1 level of bardic music
9	+6/+1	+3	+6	+6	Sneak Attack +3d6	+1 level of bardic music
10	+7/+2	+3	+7	+7	Daggersong Flurry	+1 level of bardic music

daggerspell dancer may not be able to be targeted by his song or refrains, if for example the daggersong dancer is hiding and the character failed their spot check. The daggersong dancer is able to receive the benefits of his own bardic music himself, even if he cannot physically see himself dancing.

Bonus Feat: At 2nd level, the daggersong dancer gains Improved Feint as a bonus feat.

Sneak Attack(Ex): Beginning at 3rd level, a daggersong dancer deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points at 6th level and 3d6 points at 9th level.

Deceptive Dance(Ex): At 4th level, whenever he is performing bardic music through dance, the daggersong dancer may attempt a feint as part of a move action taken to maintain the dance.

Bardic Deception(Ex): A 5th level daggersong dancer adds his Charisma modifier to any damage roll on an attack where the enemy was denied their Dexterity bonus due to a successful feint.

Feinting Footwork(Ex): At 8th level, the daggersong dancer has learned to better incorporate his combat guile into his dance. On any round when the daggersong dancer performs a full attack while playing a song through dance, he can feint once as a free action. This feint may be performed at any point in the full attack.

Daggersong Flurry(Ex): A 10th-level daggersong dancer can blend bardic dancing with a flurry of dagger attacks. When using this ability, a daggersong dancer can quicken one refrain as part of a full attack with his daggers. A daggersong dancer must make at least one melee attack in any round in which he uses this ability, and he cannot make an attack with anything other than a dagger (although if a refrain performed in conjunction with this ability requires an attack roll, he can still make the spell's attack).

A daggersong dancer can use this ability a number of times per day equal to his Dexterity modifier (minimum 1).

ENCHANTING ARTISAN

Bards are most well-known for their music, but the range of artistic creations that a bard can produce far exceeds this limited range. Some bards take their talents to the material arts, where they craft impressive sculptures, paintings, jewelry, decorated arms and armor, and untold more works. And just as a bard's music carries with it the force of the performer's magic, the enchanting artisan bestows upon his creations the persistent strength of his magical abilities. These expert crafters populate the world with artwork which empowers those perceiving it, just as a bard's music grants boons to those who hear it.

Enchanting artisans have no requirements aside from ranks in some relevant skills, as such, any build may take levels in this class. Yet bards are more incentivized to progress through the class, as having bardic music is necessary in order to fully take advantage of the class's advantages. Enchanting artisans necessarily forsake progressing other important aspects of their character, as the class does not progress magic, BAB, other class's features, or provide much progression in bardic music. Entering this class is a serious consideration but offers a unique talent with potentially persistent boons.

NPC enchanting artisans tend to be in the employ of aristocrats and elites, as one of their few enchanted works serve as symbols of wealth and provide palpable benefits. Though this class can exist in many other roles. You may have a necrodancer who created profane statues which project her undead ode; animating a reserve of undead to guard some location. Or perhaps a tribal chieftain skald sewed a trio of war-banners so his people could carry with them the strength of his orations.

Adaptations: You may consider re-working the class to be more centered around traditional magic items, allowing characters a much wider range of effects to bestow in their artwork. Similarly, this could be modified to work for traditional spellcasters to allow them to imbue artwork with spells in their reserve, perhaps by sacrificing a spell-slot.

Entry Requirements

To qualify to become an enchanting artisan, a character must fulfill all the following criteria.

Skills: Perform 10 ranks, Craft 10 ranks

Feats: Any crafting feat

TABLE 2-7: THE ENCHANTING ARTISAN HIT DICE: D4

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+0	+0	+0	+2	Enchanted Artwork	
2	+1	+0	+0	+3	Exceptional Artist	+1 level of bardic music
3	+2	+1	+1	+3	Craft Masterpiece	

Class Skills

The enchanting artisan's class skills (and the associated ability for each skill) are Appraise (Int), Balance (Dex), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Knowledge (Int), Listen (Wis), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence modifier

Class Features

All the following are class features of the enchanting artisan prestige class.

Weapon and Armor Proficiency: Enchanting artisans gain no proficiency with any weapons or armor.

Enchanted Artwork (Su): Enchanting artisans are able to create works of art imbued with magical power. Creating such a piece of art requires a week's work, with the enchanting artisan dedicating at least one hour each day to the project. The artwork does not have any requirement of being costly or of being made of certain materials, though the artisan may create an expensive work should they so choose. The final product may be any physical object of artistic value.

Upon completion, the artisan makes a single Craft check (of the relevant sort for the artwork being made) which both serves as an indication of the quality of the work and the strength of the boons bestowed (see Table 2-8: Enchanted Artwork).

During creation, the enchanting artisan chooses an enhancement to place on his creation. Whenever a creature with intelligence greater than two becomes visually aware of the artwork, they become subject to the effects of its magic (though they may attempt a Will save with DC determined by Table 2-8). The effect lasts for as long as they are able to perceive the artwork, and then for a number of rounds equal to the bonus granted afterwards. A creature cannot make a new save until 24 hours have passed. A creature may simultaneously benefit from bardic music and enchanted artwork, and morale bonuses from these sources stack.

The artisan chooses from one of the following enhancements:

Calming: a bonus to diplomacy and affected by calm emotions

Enraging: bonus to attack and damage rolls, and gain the benefits of the diehard feat

Horrific: penalty to wisdom-based skills and become shaken

Soothing: heal HP at twice the natural rate and gain bonus on saves against diseases and poisons

Motivating: bonus to craft, perform, and suppresses fatigue

Disgusting: become nauseated

An exceptional artisan may have a number of enchanted artworks equal to his level in this class. Whenever making a new piece of art, if it would put him over his limit, he may first make the Craft check to determine its quality and then, should he wish to make the creation enchanted artwork, he chooses one of his previous works to lose its enhancements.

Enchanted artwork which is used for some non-purely artistic purpose is less functional than usual. As such, all rolls using objects crafted as enchanted artwork receive a -5 penalty, and the time and exp cost to enhance such objects is increased by 50%.

Exceptional Artist (Ex): The enchanting artisan gains a bonus equal to his class level on Perform and Craft checks.

Bardic Music: At second level, if the enchanting artisan has the bardic music class feature, he gains new refrains as if he gained a level of bard and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, his effective bard level for effects of his songs increases as if he gained a level of bard.

Craft Masterpiece (Su): At third level, the enchanting artisan is able to create a particularly powerful work of art. This ability functions as enchanted artwork, except for as noted here.

An enchanted artisan may only have one masterpiece at a time, and this does not count against his limit for enchanted artwork. A masterpiece may choose to imbue his masterpiece with one of the enhancements from enchanted artwork. A masterpiece with such an enhancement confers a bonus/penalty of 1+the number indicated in Table 2-8 and has a DC 5 higher.

An enchanting artisan may instead choose to imbue the artwork with the benefits of one of his songs, should have access to bardic music. Doing so instead confers all benefits of any base song of his choosing (presuming he is able to perform the song). The effective bard level for bonuses provided is as indicated on Table 2-8. Benefits from passive refrains do not manifest in the artwork, though bonuses to the base song such as from the Song Focus feat do contribute to its strength.

EPIC POET

The crafting and retelling of stories has been a keystone of cooperative endeavors throughout all of time. Through generations of selection, refinement, and mythologizing, the greatest of these tales conglomerate into epics; lengthy tales packed with archetypal condensations of a culture's beliefs, morals, ideals, and history. These poems take great effort to memorize and learn to retell with proper dramatic delivery, the task of this oral tradition is relegated to the epic poets who learn the intricacies of these stories and develop a vast catalogue of vignettes to call upon to suit various performance needs.

Bards may become epic poets without much difficulty, needing only some mild ranks to enter the class. The benefits from this class are strong, though gaining access to them weakens a bard's musical progression and may not impart any actual benefits as the benefits of telling epic poems do not compound with those from performing music. This class is particularly useful for bards in parties requiring many distinct bonuses at once, or for parties that sometimes split beyond the range of music

TABLE 2-8: ENCHANTED ARTWORK

Craft Check Result	Bonus/Penalty Granted	DC	Effective Bard Level
< 10	+1	10	4
10-19	+2	15	8
20-29	+3	20	12
30-39	+4	25	16
40 +	+5	30	20

TABLE 2-9: THE EPIC POET HIT DICE: D4

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+0	+0	+0	+2	Epic Poetry (Good, 1)	
2	+1	+0	+0	+3		+1 level of bardic music
3	+1	+1	+1	+3	Epic Poetry (Incredible, 2)	
4	+2	+1	+1	+4		+1 level of bardic music
5	+2	+1	+2	+4	Epic Poetry (Epic, 3)	

Epic poets can appear all throughout the world, though may tend to be found with crowds gathered to hear their stories. They fit naturally in the halls of royalty, in traveling performance troupes, or as beloved townsfolk who enthralls his co-citizens in small taverns.

Adaptations: This class, much as the enchanting artisan before it, is intended to provide an alternative means for a bard to confer morale bonuses. This class focuses on persistent morale boosts, which could of course be made to last for more or less time and could be delivered through other mediums. An easy modification to this class would be the addition of new poems with different sorts of bonuses.

Entry Requirements

To qualify to become an epic poet, a character must fulfill all the following criteria.

Skills: Perform (Oration) 10 ranks, Knowledge (History) 10 ranks, Decipher Script 5 ranks

Bardic Music: Bardic music class feature

Class Skills

The epic poet's class skills (and the associated ability for each skill) are Appraise (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Knowledge (Nobility and Royalty, History, Religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Intelligence modifier

Class Skills

All the following are class features of the epic poet prestige class.

Weapon and Armor Proficiency: Epic poets gain no proficiency with any weapons or armor.

Epic Poetry: Starting at 1st level, the epic poet is capable of reciting epic poetry to inspire all who hear it. Epic poems are incredibly long, so only small pieces are retold at a time. Reciting a selection takes one hour, during which time the poet and listeners can perform no other task that requires attention. At the end of the hour, the epic poet makes a Perform check. The quality of the performance is determined using Table 2-10: Poem Quality. The listeners (but not the epic poet) receive a morale bonus determined by the epic poem and performance quality, lasting 24 hours.

The epic poet may recite each epic poem he knows once per day, but no individual may be under the effect of more than one epic poem at a time. The bonuses provided by epic poetry do not stack with those of the same type provided by bardic music.

At 1st level, the highest possible performance quality is good. At 3rd level, this increases to incredible, and at 5th level epic quality performances can be delivered.

Epic Poems: Each level, the epic poet may learn a new epic poem to recite from. Each poem provides a different benefit, increasing with the quality of the Perform check. Listeners must be able to hear and understand the epic poem to benefit from it.

Poems are chosen from the following list:

A tale of daring deception

Poor: +1 bonus on Hide, Move Silently, Sleight of Hand, and Bluff checks

Good: +2 bonus on Hide, Move Silently, Sleight of Hand, and Bluff checks

Incredible: +4 bonus on Hide, Move Silently, Sleight of Hand, and Bluff checks and +2 Dexterity bonus

Epic: +6 bonus on Hide, Move Silently, Sleight of Hand, and Bluff checks and +4 Dexterity bonus

A tale of deadly combat

Poor: +1 bonus on attack and damage rolls

Good: +2 bonus on attack and damage rolls

Incredible: +2 bonus on attack and damage rolls, +2 Strength and Constitution bonus

Epic: +2 bonus on attack and damage rolls, +4 Strength and Constitution bonus

A tale of surviving great perils

Poor: +1 bonus on all saves

Good: +2 bonus on all saves

Incredible: +3 bonus on all saves

Epic: +4 bonus on all saves

TABLE 2-10: POEM QUALITY

Perform Check Result	Performance Quality
< 20	Poor
20-29	Good
30-39	Incredible
40 +	Epic

A tale of knightly chivalry

Poor: +1 bonus on all Diplomacy, Sense Motive, and Ride checks and +1 Dodge bonus to AC

Good: +2 bonus on all Diplomacy, Sense Motive, and Ride checks and +2 Dodge bonus to AC

Incredible: +4 bonus on all Diplomacy, Sense Motive, and Ride checks, +2 Dodge bonus to AC, and +2 Charisma to checks

Epic: +6 bonus on all Diplomacy, Sense Motive, and Ride checks, +2 Dodge bonus to AC, and +4 Charisma to checks

A tale of a powerful mage

Poor: +1 bonus on all Spellcraft and Concentration checks and +1 on caster level checks to overcome spell resistance

Good: +2 bonus on all Spellcraft and Concentration checks and +2 on caster level checks to overcome spell resistance

Incredible: +4 bonus on all Spellcraft and Concentration checks, +1 caster level, and +2 Intelligence bonus

Epic: +6 bonus on all Spellcraft and Concentration checks, +2 caster level, and +4 Intelligence bonus

Bardic Music: At each even level, the epic poet gains new refrains as if he gained a level of bard and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, his effective bard level for effects of his songs increases as if he gained a level of bard.

Entry requirements all but force heavenly harpists to be bard/paladins, while allowing characters to enter into this class at quite an early level. The class allows the character to retain much of the paladin's damaging abilities, though the need to continually play music pulls them off of the front lines. To make up for this, the heavenly harpist can simultaneously play songs like battle hymn to extend his party-wide enhancements beyond just his aura of courage. Such characters also gain far more out of their Charisma than either base class individually, so highly focusing on this attribute to the exclusion of the heavenly harpist's evasiveness and durability is common.

NPC heavenly harpists have naturally places in holy armies, as a single harpist can greatly change the outcome in a fight against some evil foe. Their high Charisma makes them well suited as generals, or some other duel military-political role.

Adaptations: It is natural to desire a counterpart to this class to work with anti-paladins. The changes for such a thing would be quite natural, swapping the courageous music for fearful music and the angelic wings for demonic ones. You could also make a non-harp version that is more melee combat focused for skald/paladins to progress into.

Entry Requirements

To qualify to become a heavenly harpist, a character must fulfill all the following criteria.

Skills: Perform 8 ranks

Special: Slicing chords class feature, aura of courage class feature

Class Skills

The heavenly harpist's class skills (and the associated ability for each skill) are Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Nobility and Royalty, History, Religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Search (Wis), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 4 + Int modifier

HEAVENLY HARPIST

Holy warriors serve as shining exemplars of the deities for which they fight, inspiring courage and strength in their allies. Paladins which seek to focus their skills on rallying their allies without forsaking their combat strength often seek the path of the heavenly harpist. These powerful soldiers of good bring the calming sounds of the harp with them into battle, quelling fear in their compatriots and steeling their hearts for difficult battle while simultaneously firing heavenly sonic blasts at their foes. Harpists at the highest level appear as radiant paragons of their deities, inspiring awe with their heavenly form.

TABLE 2-11: THE HEAVENLY HARPIST HIT DICE: D8

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+0	+2	+2	+0	Smiting Chords, Smite Evil, Lay on Hands	
2	+1	+3	+3	+0	Courageous Music	+1 level of bardic music
3	+2	+3	+3	+1	Smite Evil (+1/day), Instrument Focus (Hand Harp)	+1 level of bardic music
4	+3	+4	+4	+1	Healing Song	+1 level of bardic music
5	+3	+4	+4	+1	Courageous Music + 2	+1 level of bardic music
6	+4	+5	+5	+2	Smite Evil (+1/day), Holy Chords	+1 level of bardic music
7	+5	+5	+5	+2	Angelic Wings	+1 level of bardic music
8	+6/+1	+6	+6	+2	Courageous Music + 4	+1 level of bardic music
9	+6/+1	+6	+6	+3	Smite Evil (+1/day), Divine Chords	+1 level of bardic music
10	+7/+2	+7	+7	+3	Angelic Ascension	+1 level of bardic music

Class Features

All the following are class features of the heavenly harpist prestige class.

Weapon and Armor Proficiency: Heavenly harpists gain no proficiency with any weapons or armor.

Bardic Music: At every level except the first, the heavenly harpist gains new refrains as if he gained a level of bard, and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level his effective bard level for effects of his songs increases as if he gained a level of bard.

Smite Evil(Su): As the Paladin class feature. Heavenly harpist and paladin levels stack when determining the damage bonus on smite evil. The heavenly harpist gains additional uses of this ability at 3rd, 6th, and 9th level.

Smiting Chords(Su): At first level, the heavenly harpist has learned how to direct his wrath through his music. The heavenly harpist may use smite evil when attacking with slicing chords from a hand harp.

Lay on Hands(Su): A first level, a heavenly harpist with a Charisma score of 12 or higher can heal wounds by touch. Each day he can heal a total number of hit points of damage equal to his heavenly harpist level times his Charisma modifier. A heavenly harpist may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

If the heavenly harpist has this ability from another class, his levels in those classes stack to determine the total number of hit points of damage he can heal each day.

Courageous Music(Su): At 2nd level, a heavenly harpist is able to extend the benefits of his aura of courage to all allies affected by his bardic music. The saving throw bonus provided by courageous aura is increased by +2 at level 5 (+6 total bonus), and an additional +2 (+8 total bonus) at level 8.

Bonus Feat: At third level, the heavenly harpist gains the feat Instrument Focus (Hand Harp) as a bonus feat. If the heavenly harpist already possesses this feat, he may select another feat with instrument focus as a prerequisite instead.

Healing Song(Su): Starting at 4th level, the heavenly harpist can apply his lay on hands to any ally affected by his bardic music, without the need for physical contact. The heavenly harpist still requires line of effect to his target, but not line of sight.

Holy Chords(Su): At 6th level, any hand harp wielded by the heavenly harpist is treated as a holy weapon, dealing an additional 2d6 damage against evil aligned targets.

Angelic Wings(Ex): At 7th level, a heavenly harpist may grow a set of feathery, angelic wings whenever he is playing bardic music. He may now fly at a speed equal to twice his normal land speed, with good maneuverability.

Divine Chords(Su): At 9th level, the damage dealt by slicing chords becomes divine type instead of slashing, and deals double damage against undead creatures.

Angelic Ascension(Ex): At 10th level, a heavenly harpist ascends into the ranks of the celestials. Whenever he is playing bardic music, his creature type changes to outsider. Unlike other outsiders, he can be brought back from the dead if killed in this form.

In addition, he gains the following benefits: +2 natural armor, 60ft darkvision, resistance 10 to acid, cold, and electricity, damage reduction 10/magic, +2 Wisdom, +2 Charisma.

INITIATE OF THE SIREN'S SONG

Many adventurers are familiar with the stories of the crag-perched sirens who lead sailors astray with their mesmerizing song, but few have heard their singing first person, and even fewer have survived to tell the tale. But even scarcer than the few lucky sailors who survived their encounters with sirens are the bards who brave the seas to actively seek out the siren's song. Those brave bards who have returned from their daring journey may then begin to rehearse the tune they heard, and become initiates of the siren's song. Over time they can faithfully produce a tune with which they can warp the minds of their enemies, and lead them to their demise.

Initiates of the siren's song are usually pure bards, as the entry requirements are steep and the class benefits from attaining higher level refrains. But sometimes a multi-classed character may wish to take a level or two of this class to pick up the additional song and gain some enchantment-like effects. Initiates of the siren's song are good additions to teams in need of crowd control, as they are able to hold enemies in fascination while the rest of the party deals with other threats. They are also quite socially adept and are capable of quickly making allies of strangers.

NPCs that study the siren's song tend to be dangerous seducers, able to manipulate their way into wealth and power. Some may be quite reclusive, perhaps driven mad by their reckless studying of such a dangerous song.

Adaptations: The initiate of the siren's song class is meant to provide potent enchantment and phantasmal illusion benefits to the bard. A stylistically similar class could perhaps give the bard a more wide-ranging piper like effect. Perhaps remove the creature limit of charming tune's fascination, allowing him to fascinate anyone that the song can hear (perhaps with some restrictive condition that the bard can set). To balance this you would likely want to weaken the effects of the prestige song granted to the bard.

TABLE 2-12: THE INITIATE OF THE SIREN'S SONG HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+0	+0	+0	+2	Siren's Song	
2	+1	+0	+0	+3	Rhythm of Clouded Thoughts	+1 level of bardic music
3	+2	+1	+1	+3	Misleading Melody	+1 level of bardic music
4	+3	+1	+1	+4	Disguising Tones	+1 level of bardic music
5	+3	+1	+1	+4	Sailor's Demise	+1 level of bardic music

Entry Requirements

To qualify to become an initiate of the siren's song, a character must fulfill all the following criteria.

Bardic Music: Ability to perform a standard refrain in charming tune

Special: Must have been exposed to the singing of a siren

Class Skills

The initiate of the siren's song class skills (and the associated ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill Points at Each Level: 6 + Int modifier

Class Features

All the following are class features of the initiate of the siren's song prestige class

Weapon and Armor Proficiency: Initiates of the siren's song gain no proficiency with any weapons or armor.

Bardic Music: At every level except the first, the initiates of the siren's song gains new refrains as if he gained a level of bard, and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level his effective bard level for effects of his songs increases as if he gained a level of bard.

Siren's Song (Su): Whenever the initiates of the siren's song successfully fascinates a creature using the effect of charming tune, he may instead place them under the effect of the siren's song. The creature is no longer fascinated, but may be broken out of the effect of the siren's song in the same manner as they would be for the fascination effect. If the bard ceases to play charming tune, the siren's song also ends.

Siren's Refrains (Su): As the initiate gains levels, he begins to learn the refrains of the siren's song. At second level he learns the rhythm of clouded thoughts, at third level he learns the misleading melody, and at fourth level he learns the disguising tones.

Sailor's Demise (Su): At level 5, as a standard action, the initiate may target any creature who has been under the effect of his siren's song for at least three rounds and attempt to destroy their mind. The creature must make a will save (DC = 15 + your Cha mod) or become insane, as the insanity spell. If a creature succeeds on the save, the fascination effect ends and they are instead stunned for one round. You may continue to play charming tune and use sailor's demise. Using sailor's demise does not appear threatening to other subjects of your siren's song and does not grant them a new save against the fascination.

INSPIRING GENERAL

A leader must command respect and have the knowledge and conviction to properly solve difficult problems. But perhaps most important in times of strife, a leader must be able to maintain reigns of control lest she risk those under her control devolving into anarchy when met with danger. This becomes most immediately evident on the fields of battle, where no amount of planning and strategy alone can prevent the devastation that follows should lines of communication break down or soldiers begin to rout in panic. A great leader must be able to prevent or recover from such situations, and this is precisely the distinctive skillset of the inspiring general. These compelling leaders are able to navigate vast swaths of battlefield and steel the hearts of her soldiers against retreat.

Inspiring generals are often standard combat characters before briefly dipping into bard to gain their music. Such builds do not grant very developed bardic music, but the strong warrior will be able to provide weak global boons while fully contributing to fights. They are uniquely positioned to benefit from very large armies at their disposal, being able to use the leadership feat and having very high Charisma.

NPC inspiring generals are, quite usually, military leaders. Such characters are powerful additions to any army, paladins of holy armies make particular compelling generals. Though any modestly sized organization with combat forces can be outfitted with an inspiring general.

Adaptations: This class is designed primarily for NPC characters in mind, as many DMs will not want party members using leadership. Should a player want to have such a class without leadership, consider increasing the bardic music progression and styling the class as more of a party leader as opposed to a leader of an entire army.

Entry Requirements

To qualify to become an inspiring general, a character must fulfill all the following criteria.

Class Features: Bardic Music Class Feature, Knowledge (History) 6 ranks, Knowledge (Nobility and Royalty) 6 ranks

Base Attack Bonus: +5

Feats: Instrument Focus(Oration), Performance Substitution(Oration)

TABLE 2-13: THE INSPIRING GENERAL HIT DICE: D10

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+1	+2	+0	+2	Rally the Troops (1/week), Commander	
2	+2	+3	+0	+3	Rascal's Luck	+1 level of bardic music
3	+3	+3	+1	+3	Battlefield Refrains (Refrain of Dedicated Combatants)	
4	+4	+4	+1	+4	Booming Voice	+1 level of bardic music
5	+5	+4	+1	+4	Battlefield Refrains (Refrain of Battlefield Presence)	
6	+6/+1	+5	+2	+5		+1 level of bardic music
7	+7/+2	+5	+2	+5	Rally the Troops (2/week)	
8	+8/+3	+6	+2	+6	Battlefield Refrains (Refrain of Battlefield Control)	+1 level of bardic music
9	+9/+4	+6	+3	+6		
10	+10/+5	+7	+3	+7	Battlefield Refrains (Refrain of Terrific Surge)	+1 level of bardic music

Class Skills

The Inspiring General's class skills (and the associated ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the inspiring general prestige class.

Weapon and Armor Proficiency: Inspiring generals gains proficiency with martial weapons and with medium armor.

Rally the Troops(Su): Once per week, the inspiring general may choose to rally their troops before an anticipated conflict, bolstering their effectiveness for their next fight. The inspiring general must be able to speak for five minutes to their troops to use this ability. Any ally of the inspiring general who hears the speech gains a morale bonus equal to the inspiring general's class level on all attack rolls and saves for their next combat within one day per class level. At level 7 the inspiring general may use this ability twice per week. Bonuses gained from rally the troops stack with other morale bonuses granted by the inspiring general.

Commander(Ex): An inspiring general may gain a dedicated following to which they devote their bardic music. They may choose to gain the benefits of the Leadership feat and to empower their followers and cohort through their music. In doing so, they become particularly focused on inspiring their followers and tailor their music to them, as such their music loses its ability to affect any other creatures.

An inspiring general may choose to disband his following in order to regain the ability to use music more generally. They may again decide to regain a following to which they devote their music but may not begin to extend their music to a new following for one month after disbanding their previous group.

At sixth level, the inspiring general gains a second use of rally the troops each week.

Rascal's Luck(Su): At level 2, and every subsequent even level, the inspiring general's effective bard level for rascal's luck increases by one. Furthermore, the inspiring general may gain the benefits of rascal's luck when wearing medium armor.

Bardic Music: At every even level, the inspiring general gains new refrains as if he gained a level of bard and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level his effective bard level for effects of his songs increases as if he gained a level of bard.

Oratorical Refrains(Su): The inspiring general gains several class-unique refrains that only apply when the inspiring general is using his music to enhance followers from the leadership feat. These refrains have no level, and do not count against the inspiring general's refrains known. They may be played as part of any song. At level 3 they gain the refrain of dedicated combatants, at level 5 they gain the refrain of battlefield presence, at level 8 they gain the refrain of battlefield control, and at level 10 they gain the refrain of terrific surge.

Bonus Feat: At level 4 the inspiring general gains Booming Voice as a bonus feat.

INSTRUMENTSMITH

A bard relies heavily on their instrument, it being the source of all their powers tied to bardic music. It is no wonder then that many bards become motivated to seek out high quality instruments made by expert craftsmen, perhaps even paying great prices for magically enhanced instruments which offer unique boons to their music. Bards with a knack for crafting may take to creating their musical tools themselves, and those bards with a background as artificers will naturally seek to upgrade their creations beyond mundane limitations. Those bard/artificers who perform using instruments made with their own hands are the instrumentsmiths. Their twin-talents at enhancing their allies reach their apex in their specialized instruments which serve as magical conduits for both their music and their magical infusions.

Instrumentsmiths can be immensely powerful additions to melee-based parties. Investments into these characters reverberate throughout a group far more powerfully than with a regular bard, due to their ability to magnify a wide range of enhancements. The class does come at a high risk, as levels of bardic music progression are lost, multiclassing makes the already slow classes of bard and artificer stagnate considerably, and much of the class's power can be lost should the instrumentsmith's personal instrument ever become lost, stolen, or disenchanting. A player should discuss the feasibility and strength of this class with their DM before planning for it too extensively with their build.

Instrumentsmiths are a very rare breed, combining the highly social and often carefree nature of bards with the artificers proclivity to highly focused on often solitary tasks. As such, they do not appear often. Many with this power may only rarely demonstrate it, as the public demonstration of their personal instruments puts the highly delicate and expensive creation at risk of theft or damage. They most commonly appear in the armies of wealthy nations, the war masters of which being able to keep a small supply of instrumentsmiths in their employ.

Adaptations: The primary purpose of this class is to allow for an artificer/bard multiclass, with loose inspiration coming from the battlesmith prestige class. If the capstone ability is found to be too powerful or too weak, which will likely vary from party to party, consider removing it and instead granting more baseline benefits from using a personal instrument. You may also consider allowing personal instruments to be customized to play a specific song more powerfully, granting something similar to the benefits of the Song Focus feat.

Entry Requirements

To qualify to become an instrumentsmith, a character must fulfill all the following criteria.

Skills: Craft (musical instrument) 8 ranks, Perform 8 ranks

Bardic Music: ability to perform at least one lesser refrain

Infusions: ability to prepare infusions of second level

Class Skills

The instrumentsmith's class skills (and the associated ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Knowledge (Int), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the instrumentsmith prestige class.

Weapon and Armor Proficiency: Instrumentsmiths gains proficiency with martial weapons and with medium armor.

Artificer Abilities: An instrumentsmith adds her class level to her artificer level to determine the number of infusions of each level she can prepare and for progressing her craft reserve.

Personal Instrument: Upon entering the class, the instrumentsmith is able to craft her personal instrument. This can be any sort of instrument she wishes. The instrument must be of masterwork quality, though can be made from any material the instrumentsmith desires.

Whenever playing music with her personal instrument, the instrumentsmith gains a bonus on her perform checks equal to her class level. This is in addition to the masterwork bonus. Furthermore, whenever playing bardic music her bard level is treated as one higher for every two class levels (rounded down).

An instrumentsmith may have any number of personal instruments at a time, and there is no penalty incurred from losing or needing to replace one.

Infusion Conduit: Starting at second level, an instrumentsmith may modify her instrument with the infusion conduit instrument enhancement. The infusion conduit enhancement is a special instrument ability available only to instrumentsmiths and serves no function unless the instrument's wielder both crafted the instrument and bestowed it with the enhancement herself.

TABLE 2-14: THE INSTRUMENTSMITH HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+1	+0	+2	+2	Personal Instrument, Artificer Abilities	
2	+2	+0	+3	+3	Infusion Conduit	+1 level of bardic music
3	+3	+1	+3	+3		+1 level of bardic music
4	+4	+1	+4	+4		+1 level of bardic music
5	+5	+1	+4	+4	Enhancement Conduit	

Infusion conduit is a +1 magical instrument enhancement. While an instrumentsmith may imbue her instrument with any number of infusions, she may at any given time have a number of infusions equal to her instrumentsmith level imbued in the magical conduit. Whenever she plays bardic music with her infusion conduit instrument, all allies subject to her songs gain the benefits of each infusion as if it was imbued on an object in their possession.

Enhancement Conduit: At fifth level, the instrumentsmith learns another incredibly potent instrument enhancement uniquely usable by herself. She gains the ability to enhance her personal instruments with the enhancement conduit instrument enhancement. Much as with the infusion conduit enhancement, this serves no function unless the instrument's wielder both crafted the instrument and bestowed it with the enhancement herself.

Enhancement conduit is a +1 magical instrument enhancement. This enhancement has two effects. Firstly, an enhancement conduit instrument is treated as both a weapon and as armor for the purpose of applying enhancements, and as all types of those things. Whenever applying an enhancement to an instrument that has the enhancement conduit ability, you may increase the cost by 1000gp to link the enhancement to the conduit. This option must always be taken if 'instrument' is not a valid object for the enhancement.

Secondly, whenever the instrumentsmith plays bardic music with an enhancement conduit instrument, all weapons or armor work by her allies gain the benefits of all the enhancements linked to the instrument's conduit that could enchant the object.

For example, an instrumentsmith could have a +1 enhancement conduit, ghost touch, distance, light fortification bugle, with ghost touch and light fortification necessarily linked to the conduit, though distance need not be since instruments may be enchanted with distance. Then, whenever she plays her bardic music, all affected allies' melee weapon become ghost touch and their armor gains light fortification. Their ranged weapons will become distance only if the distance quality was actually linked to the enhancement conduit.

Traditional music offers a wide range of options and access to particularly potent refrains, but not all bards accept the limitations it imposes. While many performers stick to structured compositions, some become so taken by the freedom and expressiveness of improvisation that they forsake the more refined constraints of traditional music to grant them greater freedom. The jazz soloist is a particularly versatile performer that can change his music at a moments notice, allowing him to quickly adjust to changes on a battlefield or captivate an audience through his unique and original performances. Jazz soloists tend to play woodwind, brass, or percussion instruments, though some can be found that will perform with just about anything.

Jazz soloists rarely multiclass, as they tend to desire knowing as many refrains as possible. They are a powerful addition to any combat heavy party, as their ability to immediately switch to arcane anthem in response to a fireball or to play refrain of aided motion to let a charged party member move out of range of an attack is a benefit to any group. They are rarely found among low combat groups due to their investigative limitations, but their charismatic abilities often allow them to compensate for that weakness.

NPCs that take up the jazz soloist class tend to be found in clubs or performing on the street, trying to get by or make it big with their soulful melodies.

Adaptations: The jazz soloist class combines traditional bardic music effects with the improvisational nature of jazz. Adaptations of this class could be made to suit other improvisational styles of music as well. For example, one could make a battle rapper class where instead of blowing melodies they would spit bars. This adaptation would thematically clash with the use of traditional jazz instruments, and the bardic music's instrument requirement could be waived given that the street rapper keeps his hands free for gesturing.

TABLE 2-15: THE JAZZ SOLOIST HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+0	+0	+2	+2	Improvisation (refrains)	
2	+1	+0	+3	+3		+1 level of bardic music
3	+2	+1	+3	+3	Improvisation (song)	
4	+3	+1	+4	+4		+1 level of bardic music
5	+3	+1	+4	+4		+1 level of bardic music
6	+4	+2	+5	+5		
7	+5	+2	+5	+5	Improvisation (refrains, improved)	+1 level of bardic music
8	+6/+1	+2	+6	+6		
9	+6/+1	+3	+6	+6		+1 level of bardic music
10	+7/+2	+3	+7	+7	Improvisation (song and refrain)	+1 level of bardic music

Entry Requirements

To qualify to become a jazz soloist, a character must fulfill all the following criteria.

Skills: Perform 8 ranks, Concentration 5 ranks

Bardic Music: Ability to perform at least one lesser refrain

Feats: Refrain Mastery

Class Skills

The jazz soloist's class skills (and the associated ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the jazz soloist prestige class

Weapon and Armor Proficiency: Jazz soloists gain no proficiency with any weapons or armor.

Bardic Music: At every level aside from 1st, 3rd, 6th, and 8th, the jazz soloist gains new refrains as if he gained a level of bard, and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level aside from 1st, 3rd, 6th, and 8th his effective bard level for effects of his songs increases as if he gained a level of bard.

Improvisation (ex): As a standard action, if the jazz soloist is already playing bardic music he may spend his round improvising instead of playing any particular refrain. While improvising, the jazz soloist plays an improvisational melody and is able to adjust to situations on the fly. He is still playing the base song that he was playing before improvising, and continues to provide benefits from that song.

Starting at 1st level, once per round a jazz soloist that is improvising may as an immediate action play any refrain from the song that he is currently playing. At 3rd level he may instead change which song he is playing. At 7th level he may instead play any refrain he knows, even if he is not playing the song to which the refrain belongs. At 10th level he may instead both change the song he is playing and play either a single refrain or use slicing chords.

LUCKY RASCAL

Bards of the world are most well-known for the magical effects of their performances, and next notably for their weaponized sonic vibrations, but equally impressive is their knack for getting out of tough spots. Many bards tend to get themselves into sticky situations: maybe they've blundered their way into the middle of some complicated political drama, or they've stepped into range of a cone of cold while dancing around the battlefield, or perhaps they've just gotten too intoxicated and boisterously started a bar fight. In any case, most bards rely on their wit, charisma, and little bit of luck to survive. The lucky rascal takes this to an extreme and feels completely comfortable getting herself into situations beyond the ability of their social prowess and rely on their good fortune alone to come through. These bards always seem to be standing at the right place and at the right time for everything to work out just fine.

Lucky rascals are best suited to parties that don't need any particular role filled. The lucky rascal is best at making sure everyone else in the party more reliably succeeds at their tasks than she is at fulfilling any role herself, especially since they progress at providing bardic buffs far slower than an average bard. The class does allow work quite well with the luck-based classes of Complete Scoundrel, making the class well suited to rogues and casters looking to maximize their daily luck rerolls.

NPC lucky rascals tend to drift around, rarely staying in one place. Their brazenness and tendency to win games of chance quickly gets them run out of town.

Adaptations: The lucky rascal prestige class is built to both empower the rascal's luck class feature and to extend the bard's luck to her teammates. The class could instead be modified to work with the pre-existing luck system more strongly. Perhaps it could simply give the bard a refrain that allows him to extend luck rerolls to allies and gives more bonus luck feats\luck rerolls. Or perhaps it could give a new prestige song that extends rascal's luck to allies.

TABLE 2-16: THE LUCKY RASCAL HIT DICE: D8

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Bardic Music
1	+0	+0	+2	+0	Rascal's Luck, Versatile Luck	+1 level of bardic music
2	+1	+0	+3	+0	Cheater's Chant	
3	+2	+1	+3	+1	Bonus Luck Feat	+1 level of bardic music
4	+3	+1	+4	+1	Refrain of Second Chances	
5	+3	+1	+4	+1	Rascal's Luck (flat-footed)	+1 level of bardic music
6	+4	+2	+5	+2	Twist of Fate Bonus Luck Feat	
7	+5	+2	+5	+2	Unbound Luck	+1 level of bardic music
8	+6/+1	+2	+6	+2	Refrain of Fortunate Friendship	
9	+6/+1	+3	+6	+3	Bonus Luck Feat	+1 level of bardic music
10	+7/+2	+3	+7	+3	Crescendo of Certain Chance	

Entry Requirements

To qualify to become a lucky rascal, a character must fulfill all the following criteria.

Skills: Perform 9 ranks

Feats: Any one luck feat

Bardic Music: Ability to perform one standard refrain

Class Skills

The lucky rascal's class skills (and the associated ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Cha), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence modifier

Class Features

All the following are class features of the lucky rascal prestige class.

Weapon and Armor Proficiency: Lucky rascals gain no proficiency with any weapons or armor.

Rascal's Luck: The lucky rascal adds her class level to her levels in bard to determine her effective bard level for the rascal's luck class feature.

Upon reaching fifth level in this class, the AC bonus provided by rascal's luck extends to when the lucky rascal is flat footed, and the lucky rascal gains an additional d20 reroll per day.

Versatile Luck: Whenever the lucky rascal would use a luck reroll to use the ability of a luck feat (or associated ability of a related class feature), she may instead lose one of her luck rerolls for the day per luck reroll needed.

Bardic Music: At every odd numbered level the lucky rascal gains new refrains as if she gained a level of bard and may swap one known refrain for a refrain of the same level if she so chooses. Furthermore, at every odd numbered level her effective bard level for effects of her songs increases as if she gained a level of bard.

Bonus Luck Feat: At levels three the lucky rascal may select any feat with the luck descriptor as a bonus feat. She gains another bonus luck feat at level six and at level nine.

Unbound Luck: Starting at level seven, the lucky rascal may stretch her use of luck rerolls beyond their usual limits. Whenever she forces a reroll using any ability from this class or from luck feats, if she does not like the result, she may decide to not keep the second result and expend more rerolls to use the ability once more. She cannot have the same roll result rerolled more than two times with this ability.

Fortunate Refrains: The lucky rascal gains several refrains that may be played in any song. The refrains have no level, and do not count towards the number of refrains known by the lucky rascal. The lucky rascal gains the cheater's chant at level 2, the refrain of second chances at level 4, twist of fate at level 6, the refrain of fortunate friendship at level 8, and the crescendo of certain chance at level 10.

MUSICAL MARKSMAN

Bards typically spend the majority of their time in combat enhancing their allies or perhaps beguiling their foes. However, bards are not only distinguished by their ability to play bardic music, but also by the deadly sonic slashes they produce with their instruments. Usually, this attack comes out only when the bard has nothing else particularly meaningful to do, or as a last-ditch effort to bring down a dangerous foe, but not so for the musical marksman. These slicing chords specialists will rarely be found spending their time performing refrains or swapping from song to song, as they are far too busy slicing their foes from afar with the ranged lethality of a skilled archer. At the expense of the powerful enhancements usually conferred by a bard, the musical marksman provides excellent and versatile consistent damage.

When going into musical marksmen, a character must be willing to largely forgo bardic music progression. This class offers no benefits to any bard features outside of slicing chords, though the boons to this one ability are significant. One should make sure they have reached a sufficient progression in bardic music before training as a musical marksman, and likely tend towards taking passive refrains as the standard action needed to perform refrains will rarely be used for anything other than firing ranged attacks.

Musical marksmen in the world will rarely be found outside of adventuring parties, as they lack the characteristic stealth of an archer, and lack functional strength for much of their progression. Their versatility, eccentricity, and dual-role as party buffer and damage dealer, however, make them excellent characters as high-level bard/archers in elite adventuring guilds.

Adaptations: This class is designed as a way for a bard to specialize in the slicing chords class feature. We here choose to blend the class with archery, in a manner similar to the arcane archer prestige class. You may consider ignoring the synthesis entirely and making a class that merely enhances slicing chords. This would allow the entry requirements to be slackened, perhaps in exchange for a weaker class that offers bardic music progression.

TABLE 2-17: THE MUSICAL MARKSMAN HIT DICE: D8

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+1	+0	+2	+2	Songshots, Weapon Proficiency (songbow)
2	+2	+0	+3	+3	Musical Missiles (damage)
3	+3	+1	+3	+3	Bonus Feat
4	+4	+1	+4	+4	Musical Missiles (line attack)
5	+5	+1	+4	+4	Bonus Feat
6	+6/+1	+2	+5	+5	Musical Missiles (range increment)
7	+7/+2	+2	+5	+5	Bonus Feat
8	+8/+3	+2	+6	+6	Musical Missiles (tandem arrow)
9	+9/+4	+3	+6	+6	
10	+10/+5	+3	+7	+7	Musical Missiles (no missile limit)

Entry Requirements

To qualify to become a musical marksman, a character must fulfill all the following criteria.

Skills: Perform 9 ranks

Bardic Music: Ability to use lesser refrains

Base Attack Bonus: +6

Feats: Flaying Chords, Point Blank Shot

Class Skills

The musical marksman class skills (and the associated ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the musical marksman prestige class

Weapon and Armor Proficiency: Musical marksman gain proficiency with songbows.

Songshots(ex): A musical marksman gains the ability to use a songbow while continuing to play music. While playing bardic music on a songbow, she may make attacks (including full attacks) while continuing to play music.

Bonus Feat: At levels three, five, and seven the musical marksman selects any feat that has 'slicing chords class feature' or 'point blank shot' as a prerequisite as a bonus feat. She gains the benefit of this feat whenever using a songbow as her instrument to create slicing chords or to make ranged attacks, but these feats do not extend their benefits to other instruments and weapons.

She may use these feats to meet prerequisites of other prestige classes and feats without having those other abilities restricted only to songbows.

Musical Missiles (ex): At level two, the musical marksman no longer requires the use of physical arrows, and can instead focus her slicing chords into ammunition. When making an attack with a songbow, she may have one of the arrows fired be a musical missile. She makes attack rolls for musical missiles as if she was making an attack using slicing chords slicing chords, but bonuses to her regular attacks with her songbow still apply.

For example, a musical missile fired from a +1 songbow would have +1 enhancement bonus to the attack and damage, and would have another +1 to attack from point-blank shot if the target was within 30 feet. Range penalties apply as if she was using slicing chords.

Starting at level four, three times per day the musical marksmen may spend a standard action to fire a musical missile at every creature in a line from herself out to her maximum range. Such a musical missile only gets one attack roll, which is made as an attack against everyone in the chosen line (with range increment applying individually to each target). Each arrow gets a single damage roll that applies to all targets.

Starting at level six, the musical marksman may use the range increment of her songbow instead of the range increment for slicing chords when using her musical missiles.

Starting at level eight, a musical missile may be shot in tandem with a regular arrow. A single attack roll is made as if only a musical missile was being fired, but on a successful attack the target is also hit by the arrow fired by the musical marksman. Bonuses to damage are not stacked, the only additional damage is the base damage of the arrow itself. Thus unless the arrow itself is enchanted, this only adds the damage dice of the songbow to the attack damage. Though an enchanted arrow does confer its bonus damage since this is separate from the songbow itself.

Starting at level ten, any number of arrows fired in a round may be replaced by musical missiles. Thus a level ten musical marksmen with a +16 BAB may fire three musical missiles in a full attack, each using the attack roll for a slicing chords, the range increment of her songbow, and each musical missile may be accompanied by an arrow. Modifications to the number of attacks a musical marksmen may make in a round (such as haste or rapid shot) also increase this number.

MYSTIC DRAMATURGE

Music and poetics have long been staples of religious practice, so it is only natural that some clerics would become skilled in bardic music and begin to interplay their divine magic with their songs. The culmination of this practice is the ability to simultaneously call upon one's divinely gifted power whilst continuing to inspire with bardic music; attaining this ability elevates the cleric into the ranks of the mystic dramaturge. These versatile mages make distinctly charismatic preachers and compelling proselytizers, while in combat being uniquely potent providers of enhancements to their allies. Those mystic dramaturges who continue to weave their music and magic become so adept at attuning their prayer with their song that the two can become difficult to distinguish once they allow the inspiration from their deity guide their performance.

Characters with a few levels in cleric and bard are the most natural choice for this class, though this direction is not required since, for example, a high-level paladin with levels in bard could also become a mystic dramaturge and fully benefit from the class. Mystic dramaturges can fill many roles, as even a combat cleric could progress in this class through being a skald. To take full advantage of inspired performance, the mystic dramaturge will tend to either be able to throw out several highly impactful party-wide buffs or drop a few critically devastating spells against enemies, as once an inspired performance ends the dramaturge suffers a notable reduction in strength.

NPC mystic dramaturges fill any public-facing cleric role exceptionally well. Preachers, temple leaders, and religious converters all gain a significant boon from a bard's high charisma and passive song bonuses to related skills. They may also make for strong members on crusading armies or adventuring parties, due to their natural ability to distribute many party-wide buffs and quickly respond to threats from enemies.

Adaptations: This class's purpose is to allow a means for clerics to multiclass with bards. Much as with arcane composers, class features were intentionally kept light as songcast and dual progression on their own are quite powerful abilities. You may consider offering more options, such as making refrains for domain spells that can be changed with each morning's prayer. Or perhaps weaken inspired performance by requiring the cleric to enter a trance to maintain the feature, becoming flat-footed and losing the ability to move.

Entry Requirements

To qualify to become a mystic dramaturge, a character must fulfill all the following criteria.

Skills: Perform 6 ranks, Knowledge (Religion) 6 ranks

Bardic Music: Ability to perform lesser refrains

Special: Turn undead class feature

Class Skills

The mystic dramaturge's class skills (and the associated ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 4 + Intelligence modifier

Class Features

All the following are class features of the mystic dramaturge prestige class

Weapon and Armor Proficiency: Mystic dramaturges gain no proficiency with any weapons or armor.

TABLE 2-18: THE MYSTIC DRAMATURGE HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Songcast	+1 level of divine spellcasting class +1 level of bardic music
2	+1	+0	+3	+3		+1 level of divine spellcasting class +1 level of bardic music
3	+2	+1	+3	+3	Bonus Domain	+1 level of divine spellcasting class +1 level of bardic music
4	+3	+1	+4	+4		+1 level of divine spellcasting class +1 level of bardic music
5	+3	+1	+4	+4	Inspired Performance	+1 level of divine spellcasting class +1 level of bardic music
6	+4	+2	+5	+5		+1 level of divine spellcasting class +1 level of bardic music
7	+5	+2	+5	+5		+1 level of divine spellcasting class +1 level of bardic music
8	+6/+1	+2	+6	+6		+1 level of divine spellcasting class +1 level of bardic music
9	+6/+1	+3	+6	+6		+1 level of divine spellcasting class +1 level of bardic music
10	+7/+2	+3	+7	+7		+1 level of divine spellcasting class +1 level of bardic music

Bardic Music: At every level the mystic dramaturge gains new refrains as if she gained a level of bard, and may swap one known refrain for a refrain of the same level if she so chooses. Furthermore, at every level her effective bard level for effects of his songs increases as if she gained a level of bard.

Spellcasting: At each level, the mystic dramaturge gain new spells per day and an increase in caster level (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If she had more than one divine spellcasting class before becoming a divine composer, she must decide to which class she will add each level for the purpose of determining spells per day, caster level, and spells known.

Songcast(Su): Mystic dramaturges seamlessly blend their musical performance with divine casting. A mystic dramaturge may provide the verbal and somatic components of a spell even when holding an instrument and playing a song.

Bonus Domain: At third level, the mystic dramaturge gains access to either the sonic domain or the music domain as a bonus domain. The character gains the granted power associated with the domain and can choose the spells in that domain as his daily domain spells.

Inspired Performance(Su): After much practice with synthesizing her mystic abilities and her bardic performances, the mystic dramaturge is able to enter a divine trance wherein she entwines her bardic performance and her divine spells. Starting at level five, the mystic dramaturge may expend a use of turn undead as a move action to begin an inspired performance. During any round of an inspired performance wherein the mystic dramaturge either played a refrain or used slicing chords, she may cast one spell as if it were modified by the quicken spell feat, without using a higher-level spell slot. This spell must be from one of her domains but need not be from a domain attained through the mystic dramaturge prestige class.

An inspired performance lasts one round per three class levels. At the end of an inspired performance, whatever song the mystic dramaturge is playing ends, and she is not able to begin another inspired performance for the remainder of the encounter. Starting to play bardic music again after a song ending from inspired performance requires a standard action.

NECRODANCER

Standard bardic music grants it's musicians a wide range of magical abilities from evocations, combat enhancements, and enhanced social prowess. However, these standard songs grant no abilities relating to one of the oldest interests for the use of magic: control over life and death. Bards that become fascinated by the ideas of necromancy sometimes begin to play the *Undead Ode*, a profane and cursed song that grants her the ability to raise, control, and empower the bodies of the deceased. The necrodancers that play this cursed ode tend to lose themselves to the tune over time, slowly losing their humanity and transforming into corpses. necrodancers tend to play string instruments, as they usually play their song all hours of the day requiring both sustainability and mobility.

Necrodancers rarely multiclass, as continued playing of undead ode is vital to their abilities. They are not a particularly good addition to parties focused that work heavily in public spaces, as the necrodancer needs to keep his undead constantly at the ready. But when the limitations of their constant playing and undead companions are acceptable, they make a powerful addition to nearly any party.

NPCs that are necrodancers tend to live away from urban centers, as they find it hard to keep themselves hidden with their constant music playing and undead cohort. Those with less regard for the living may live near small villages in order to steal their dead.

New Cleric Domains

The following are new domains available to clerics whenever selecting domains unless the cleric's choices are otherwise particularly restricted.

Sonic Domain

Granted Power: Once per day as a standard action you can negate all sound in a 15' radius around yourself, as the silence spell. This effect lasts a number of rounds equal to your Charisma modifier.

Domain Spells

- 1: Orb of Sound, Lesser: Ranged touch attack deals 1d6 sonic damage + 1d6/2 levels beyond 1st (max 5d6).
- 2: Bridge of Sound: Creates temporary unbreakable bridge supporting up to 200 lb./level.
- 3: Creaking Cacophony: Sound distracts and makes foes vulnerable to sonic damage.
- 4: Orb of Sound: Ranged touch, 1d4/level sonic damage and subject might be deafened.
- 5: Cacophonic Burst: Noise deals 1d6/level sonic damage to all within area.
- 6: Stone Shatter: Shatter a stone object or creature.
- 7: Cacophonic Shield: Shield 10 ft. from you blocks sounds, deals 1d6 sonic damage +1/level, and deafens creatures passing through.
- 8: Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
- 9: Wail of the Banshee: Kills one creature/level.

Music Domain

Granted Power: You gain Instrument Focus as a bonus feat.

Domain Spells

- 1: Amplify: Lowers Listen DC by 20.
- 2: Resounding Voice: Subject can be heard at 100ft/level distance
- 3: Sonorous Hum: Removes need to concentrate to maintain next spell cast.
- 4: Haunting Tune: 1 subject/level becomes shaken
- 5: Fugue: Your Perform check creates variety of effects.
- 6: Body Harmonic: Piercing tone deals 1d10 damage to one ability/round.
- 7: Song of Discord: Forces subjects to attack each other
- 8: Symphonic Nightmare: Discordant noise haunts subject's sleep.
- 9: Dirge: Enemies take 2 points of Str and Dex damage/round.

TABLE 2-19: THE NECRODANCER HIT DICE: D8

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Undead Ode	+1 level of bardic music
2	+1	+3	+0	+3	Curse of the Necrodancer (Fort saves)	+1 level of bardic music
3	+2	+3	+1	+3		+1 level of bardic music
4	+3	+4	+1	+4	Curse of the Necrodancer (Darkvision)	+1 level of bardic music
5	+3	+4	+1	+4	Undead Ode (+4)	+1 level of bardic music
6	+4	+5	+2	+5	Curse of the Necrodancer (Poison, Disease, Sleep)	+1 level of bardic music
7	+5	+5	+2	+5		+1 level of bardic music
8	+6/+1	+6	+2	+6	Curse of the Necrodancer (Stun, Nonlethal, Fatigue)	+1 level of bardic music
9	+6/+1	+6	+3	+6	Undead Ode (+6)	+1 level of bardic music
10	+7/+2	+7	+3	+7	Curse of the Necrodancer (Undead traits)	+1 level of bardic music

Adaptations: It is quite common for traditional necromancers to seek immortality through their work. You could let the necrodancer gain biological immortality through his curse of the necrodancer. Perhaps allow the character to gain all the undead traits through the curse over the course of the class, but also forbid the character from playing any song aside from undead ode to balance this.

Entry Requirements

To qualify to become a necrodancer, a character must fulfill all the following criteria.

Skills: Perform 8 ranks, Knowledge (Religion) 6 ranks

Music: Ability to perform at least four minor refrains

Special: Character must be a cabalist specialist bard

Class Skills

The necrodancer's class skills (and the associated ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Forgery (Int), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the necrodancer prestige class.

Weapon and Armor Proficiency: Necrodancers gain no proficiency with any weapons or armor.

Bardic Music: At every level the necrodancer gains new refrains as if he gained a level of bard and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level his effective bard level for effects of his songs increases as if he gained a level of bard.

Undead Ode: When a character becomes a necrodancer, he learns the secrets of necrodancy and the undead ode, a new song that he may play in the same manner as any of the base bard songs. Whenever a character gains refrains through leveling as a necrodancer, including his first level in the class, he may select refrains from the undead ode.

Curse of the Necrodancer(Su): Through frequent playing of the undead ode, the necrodancer slowly drains himself of his life force and becomes more like the undead that he controls.

Starting at level two, whenever the necrodancer is playing undead ode he gains a +4 profane bonus to all Fortitude saves (except against effects that also work on objects).

Starting at level four, whenever playing the undead ode, the necrodancer gains 60ft darkvision.

Starting at level six, whenever he is playing the undead ode the necrodancer is immune to all poisons, diseases, and sleep effects. A poison or disease afflicting the necrodancer from before he was starting the undead ode is merely suppressed and will resume its effects once the undead ode stops.

Starting at level eight, whenever playing the undead ode the necrodancer is immune to being stunned, cannot receive nonlethal damage, cannot become fatigued or exhausted.

Upon reaching level ten the undead ode has fully taken its toll on the necrodancer. Whenever he plays the undead ode, he gains all the traits of an undead creature, except he retains his Constitution score and gain no armor proficiencies.

ONE MAN BAND

Most musicians learn how to play many instruments, and some enjoy playing amongst larger bands, but a rare few use their many instruments all at once to make a band on their own. The one-man band is a skilled solo-performer that learns to play multiple instruments at one time, allowing him to inspire his allies with multiple songs. The one-man band plays a primary song in the same way as most bards, but has trained himself to be his own accompaniment, playing one, two, or even three additional songs as less potent complements to his main piece.

One man bands are not unheard of in adventuring parties. While they forsake many of the helpful benefits bestowed upon standard bards, their ability to simultaneously grant the benefits of multiple bard songs makes them a powerful asset to any party.

NPCs that take levels in one-man band are often street performers in larger towns who put on shows for tips. They are almost never found performing at events, and it is nearly unheard of to see them joining with a larger group.

TABLE 2-20: THE ONE MAN BAND HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Second Instrument (minor), Overburdened	
2	+1	+0	+0	+3		+1 level of bardic music
3	+2	+1	+1	+3	Second Instrument (lesser)	+1 level of bardic music
4	+3	+1	+1	+4		+1 level of bardic music
5	+3	+1	+1	+4	Third Instrument (minor)	+1 level of bardic music

Adaptations: The one-man band is a class where the character gains the ability to play multiple instruments. Instead of gaining more instruments that play songs that are progressively weaker, you could instead allow the one-man band to play all his instruments up to the same Perform and refrain level, but at a level weaker than a standard bard of equivalent character level would play his single song.

Entry Requirements

To qualify to become a one man band, a character must fulfill all the following criteria.

Skills: Perform 12 ranks, Profession (Musician) 5 ranks

Music: Ability to perform at least one standard refrain

Feats: The Show Must Go On

Class Skills

The one man band's class skills (and the associated ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Intelligence modifier

Class Features

All the following are class features of the one man band prestige class.

Weapon and Armor Proficiency: One man bands gain no proficiency with any weapons or armor.

Bardic Music: At every level except the first, the one man band gains new refrains as if he gained a level of bard, and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level his effective bard level for effects of his songs increases as if he gained a level of bard.

Second Instrument(Ex): The one man band is able to perform multiple songs at once using a pair of instruments. Starting at first level, the one man band gains the ability to play two instruments at the same time, and he may play a different song on each instrument. Creatures may be affected by both of the one man band's songs at the same time, even though benefitting from multiple bardic songs at once is usually impossible.

Whenever he begins playing music or changes songs, he designates which song he is playing on his main instrument, and which on his secondary instrument. The song on the main instrument is played as normal, but the song on the secondary instrument is played as if the one man band had 6 fewer ranks in

Perform. Furthermore, he may only use minor refrains of a song being played on his secondary instrument, and the song may only benefit from passive refrains which are minor.

Changing which song he is playing on either instrument still takes a standard action, as does playing a refrain unless the refrain notes otherwise.

At 3rd level he may use lesser refrains and benefit from lesser passive refrains from his secondary song.

Overburdened(Ex): When playing multiple instruments, the one man band is less able to move and react effectively. Whenever he plays multiple instruments at once, he takes a -10 penalty to his movement speed for each instrument beyond the first he is playing (for example, playing three instruments at once imposes a -20 movement speed penalty). This effect cannot reduce the one man band's speed below 5ft.

Furthermore, the one man band has a max Dex bonus of five minus the number of instruments he is playing whenever playing more than one instrument (for example, playing two instruments imposes a max Dex bonus of +3, while playing three instruments imposes a +2 max Dex bonus). A one man band only using a single instrument has no max Dex bonus imposed.

Third Instrument(Ex): Starting at level five, the one man band gains the ability to play a third instrument. Whenever playing three instruments at once, he must also designate which song is being played on his third instrument. This song is played as if the bard had 10 fewer ranks in perform. Furthermore, he may only use minor refrains of his tertiary song, and it may only benefit from minor passive refrains.

SHIP'S SINGER

Long voyages at sea run the risk of becoming troublingly dull, with the monotony of tasks and the unchanging seas wearing on the sanity of all but the most mentally stalwart seagoers. To prevent these doldrums, many ships keep a charismatic entertainer to entertain the workers and keep spirits high. While some of these entertainers are merely bards or even completely without supernatural abilities, the greatest of these persons are the ship's singers: an elite class of bards with much knowledge of the seas and the special music which aids in a boat's seafaring. Ship's singers are learned in the sea shanty, with which they can empower a boat in naval combat, aid in speedy recovery of both a ship and its inhabitants, and help ensure smooth sailing and efficient work by all on board.

Ship's singers are usually pure bards, as other base classes tend to not aid in their work. Although, some other bard prestige classes can provide nice benefits to a ship's singer such as lucky rascal to grant more weather rerolls or one man band to allow other songs to be played alongside sea shanty. Given the many unique benefits of sea shanty for a campaign at sea, ship's singers focus heavily into sea shanty when choosing refrains, and may want to consider refrain mastery should they wish to use aspects of other songs while at sea.

An NPC ship's singer has a natural place at sea; riding on a vessel while providing their various boons. However, such characters can also have a reasonable place on land. Dockside settlements may have their taverns frequented by performing ship's singers, as the largely sea-fairing cliental may have a proclivity for the sea shanty. Ship's singers may of course be retired ship entertainers, now living some new life on land but still equipped with the song from his naval days.

Adaptations: Ship's singer principally exists to have a special option for bards in naval campaigns and settings. Abilities of this class, and refrains of the sea shanty, may be modified to better reflect the sort of naval campaign a DM wants to run: perhaps increasing or decreasing the combat abilities, or doing similarly with weather-changing abilities and other similar 'quality of travel' boons.

Entry Requirements

To qualify to become a ship's singer, a character must fulfill all the following criteria.

Skills: Perform 10 ranks, Profession (Sailor) 5 ranks

Music: Ability to perform at least one standard refrain

Class Skills

The ship's singer's class skills (and the associated ability for each skill) are Balance (Dex), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence modifier

Class Features

All the following are class features of the ship's singer prestige class.

Weapon and Armor Proficiency: Ship's singers gain no proficiency with any weapons or armor.

Bardic Music: At every level, the ship's singer gains new refrains as if he gained a level of bard, and may swap one known refrain for a refrain of the same level if he so chooses. Furthermore, at every level his effective bard level for effects of his songs increases as if he gained a level of bard.

Rascal's Luck: The ship's singer adds his class level to his levels in bard to determine his effective bard level for the rascal's luck class feature.

Upon reaching fifth level in this class, whenever weather conditions are rolled to determine the upcoming conditions for a ship the ship's singer is riding, he may choose to use a luck reroll to have the DM roll two d100 and select either the larger of the smaller number, at the ship's singers choice.

Sea Shanty: Upon entering the ship's singer prestige class, a character gains the ability to play the sea shanty in just the same way as he would perform any other song available to him.

Whenever gaining a level of ship's singer would grant a character new refrains (or the ability to swap a known refrain for an unknown refrain) he may select refrains from sea shanty. Refrains from sea shanty may not be learned through levels in classes other than ship's singer.

High Spirits (Ex): Crews accompanied by a ship's singer are of notably high spirits, leading to greater mental and physical health of all aboard. Any crew member on a boat entertained by a ship's singer gains a morale bonus equal to half the ship's singers class level (rounded down) on all Fortitude saves against special perils of the sea, and on all Will saves against mind-affecting effects.

Shipwide Reach (Su): A ship's singer and his music becomes highly attuned to his vessel, reaching across the entirety of the vessel no matter the size. When a ship's singer reaches seventh level, whenever playing bardic music aboard a vessel at sea his sea shanty is able to affect everyone aboard the ship regardless of the usual distance restrictions on bardic music.

TABLE 2-21: THE SHIP'S SINGER HIT DICE: D6

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting
1	+0	+2	+2	+0	Sea Shanty, Rascal's Luck	+1 level of bardic music
2	+1	+3	+3	+0		+1 level of bardic music
3	+2	+3	+3	+1	High Spirits	+1 level of bardic music
4	+3	+4	+4	+1		+1 level of bardic music
5	+3	+4	+4	+1	Rascal's Luck (Weather)	+1 level of bardic music
6	+4	+5	+5	+2		+1 level of bardic music
7	+5	+5	+5	+2	Shipwide Reach	+1 level of bardic music
8	+6/+1	+6	+6	+2		+1 level of bardic music
9	+6/+1	+6	+6	+3		+1 level of bardic music
10	+7/+2	+7	+7	+3		+1 level of bardic music

FEATS

Aside from the particular refrains chosen by any given bard, and perhaps the prestige classes he eventually enters into, the most important character-defining decision any bard has to make is which feats to take. Below we have a large selection of brand-new feats, all tailored to the new classes presented thus far, though a few may be taken by characters without any levels in bard.

All the feats in this book may be taken by bards for their bonus bard feats, given they meet the relevant prerequisites. There are several feats in this book which only work with class features of a new prestige class, and as such entrance into such classes is needed to take these feats.

TABLE 3-1: NEW FEATS

Bardic Feats	Prerequisites	Fort Save
Craft Magic Instrument	Bard level 5th	You can create magical instruments
Exceptional Multitasker	Ability to play two songs simultaneously	Increases level of refrains playable on extra instruments
Extra Refrain	Bardic music	Learn an additional refrain
Improved Countersong		May countersong without using exact refrain
Instantaneous Performance	Bardic music	May begin playing a song as an immediate action
Instrument Focus		Bonus to Perform checks and slicing chords
Booming Chords	Slicing chords class feature, Instrument focus	Slicing chords can affect 10' burst
Booming Voice	Bardic music, Instrument focus	Increases range of bardic music and slicing chords
Playing Chords	Slicing chords class feature, Instrument focus	Increases damage and range of slicing chords
Thunderous Chords	Slicing chords class feature, Perform 12 ranks, Instrument focus	Slicing chords deals sonic damage and deafens
Lingering Song	Bardic music	Effects of songs persist after song ends
Musical Prodigy	Character 1 st level	Increases Perform check and song strength
Song Swapper	Ability to play two songs simultaneously	Quickly change which song is on which instrument
Song Focus	Bardic Music	Increased strength of chosen song
Greater Song Focus	Song focus	Greatly increased strength of chosen song
Refrain Mastery	Bardic Music, Perform 12 ranks	May play chosen refrain in any song
The Show Must Go On	Bardic music, Perform 8 ranks, Concentration 8 ranks	Use Perform checks in place of Concentration
Unusually Lucky	Rascal's luck class feature	Gain additional d20 reroll

CRAFT MAGIC INSTRUMENT

You can enhance musical instruments with magic

Prerequisite: Bard level 5th

Benefit: You can create any magic instrument whose prerequisites you meet. Enhancing an instrument takes one day for each 1,000 gp in the price of its magical features. To enhance an instrument you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price. The instrument to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic instrument if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

BOOMING CHORDS

You can enlarge the size of your slicing chords to impact large groups of foes.

Prerequisite: Slicing chords class feature, Instrument Focus

Benefit: You can choose to have your slicing chords affect all creatures in a 10' burst with a range of 60', Reflex Save (DC = 10 + ½ the bard's class level + Charisma modifier) for ½ damage. Targets that fail the reflex save are subject to any negative effects caused by slicing chords, though they are entitled to any saves against those effects.

BOOMING VOICE

Your voice projects clearly at incredible range.

Prerequisite: Bardic music class feature, Instrument Focus

Benefit: Doubles the effective range of the bardic music effect, and increases the range increment of slicing chords by 10'.

EXCEPTIONAL MULTI-TASKER

Your talent at playing multiple instruments allows the playing of particularly complex refrains.

Prerequisite: Ability to play two or more songs at the same time.

Benefit: Select one of your extra instruments (secondary, tertiary, etc.) When you play a song on this instrument rank you may make use of refrains from one level higher than you are usually able to, given you know any refrains of that level.

Special: You may take this feat multiple times, but its effects do not stack. Each time you take this feat, select a different rank of instrument.

EXTRA REFRAIN

Your frequent practicing has granted you a greater range of skill than others.

Prerequisite: Bardic music class feature

Benefit: You may learn an additional refrain of any level you can play. This feat may be selected multiple times. You may not trade the selected refrain for higher level refrains at a later level, though you may still trade the refrain for another refrain of the same level.

FLAYING CHORDS

You are particularly skilled at producing deadly vibrations with your instruments.

Prerequisite: Slicing class feature, Instrument Focus

Benefit: Your slicing chords deals an additional 1d6 damage and the range increment is increased by 10'. This feat may be taken multiple times.

GREATER SONG FOCUS

You are especially talented at performing one of the songs you know.

Prerequisite: Song Focus

Benefit: Increase the static bonus provided by your selected bardic song by one. This bonus stacks with the bonus provided by song focus. In all cases the new bonus is the same as the bonus provided by song focus.

Special: This feat may be selected multiple times, but a different song for which you possess the song focus feat must be selected each time.

IMPROVED COUNTERSONG

You are able to disrupt the refrains of other bards with greater efficiency.

Benefit: When using the countersong action, instead of playing the exact refrain, you may use any refrain from the same song of equal refrain level or higher.

INSTANTANEOUS PERFORMANCE

You are always prepared to spring into song.

Prerequisite: Bardic music class feature

Benefit: You may begin playing a song as an instantaneous action, even on another player's turn, however you lose your standard action on your following turn.

INSTRUMENT FOCUS

You are especially talented at a particular instrument.

Benefit: Perform checks made with the selected instrument gain a +2 competence bonus. If you possess the slicing chords class feature, attack rolls made with the selected instrument gain +1 bonus.

Special: This feat may be selected multiple times, but a different instrument must be selected each time.

LINGERING SONG

Your songs have a persistent presence and remain in the minds of listeners for a short while after your performance ends.

Prerequisite: Bardic music

Benefit: The effects of your Bardic music continue for 3 rounds after you stop performing or an ally loses his ability to hear you play. Allies may still only be under the effect of one Bardic song per bard. If you begin playing a new song, allies may immediately choose to hold on to the lingering effects of the previous song, or accept the effects of the new song. They may make this choice again each round on their turn until the previous song's effects expire.

MUSICAL PRODIGY

You have an exceptional gift for music.

Benefit: For the purpose of perform checks and DCs of bard songs and refrains, treat your Charisma as though it were 2 points higher than its actual value.

Special: You may only select this feat at first level.

REFRAIN MASTERY

You have become so familiar with a refrain that you can incorporate it into all of your performances.

Prerequisite: Bardic music class feature, 12 ranks in Perform

Benefit: You select one refrain you know, and master it. You may now play that refrain during any other song. If a passive refrain is selected, it adds its benefit to all other songs.

SONG FOCUS

You are particularly talented at performing one of the songs you know.

Benefit: Increase the static bonus provided by your selected bardic song by one.

If you chose arcane anthem, the caster level and DC bonus is increased. If you choose battle hymn the bonus to attack rolls, damage rolls, and AC is increased. This bonus may cause the DR to increase as well. If you choose charming tune, the bonus to bluff, diplomacy, and gather Information is increased. If you choose meditative chant the bonus to skill checks, ability checks, and saves is increased. If you choose traveling tune, instead increase the base movement of all allies by 5ft. If you choose siren's song, increase by penalty applied by rhythm, of clouded thoughts by one. If you choose song of shelter, increase the fast healing by one. If you choose undead ode, increase to bonus to attack rolls, damage rolls, AC, and saves by one. If you choose sea shanty the bonus to Profession (Sailor), Balance, Climb, and Use Rope is increased.

Special: This feat may be selected multiple times, but a different song must be selected each time.

SONG SWAPPER

You are able to seamlessly transition playing songs from one instrument to another.

Prerequisite: Ability to play two or more songs at the same time.

Benefit: You gain the ability to switch the designations of two instruments you are playing. For example, if you are playing arcane anthem on your primary instrument and charming tune on your secondary instrument, you may change your secondary instrument to your primary and your primary to your secondary. So charming tune would be treated as your primary song, and arcane anthem as your secondary song. Doing this takes the same action as would changing which song you are playing.

Normal: To change the effective designation of two songs you would have to take two actions, one to change the song on each instrument.

THUNDEROUS CHORDS

You can empower your slicing chords to bypass standard physical defenses.

Prerequisite: 12 ranks in Perform, slicing chords class feature, Instrument Focus

Benefit: You may choose to have your slicing chords deal sonic damage instead of slashing damage, and any target struck by your slicing chords must make a Fortitude save (DC = 10 + $\frac{1}{2}$ bard's class level + Charisma modifier) or be deafened for a number of rounds equal to the bard's Charisma modifier.

THE SHOW MUST GO ON

In the face of danger you rarely cease your performance.

Prerequisite: 8 ranks in Perform, 8 ranks in Concentration, bardic music class feature

Benefit: Whenever you would make a Concentration check to continue playing bardic music, you may instead make a Perform check. You get a +4 bonus on all such rolls.

UNUSUALLY LUCKY

There is an unreasonable proclivity for things working out in your way.

Prerequisite: Rascal's luck class feature

Benefit: You gain an additional reroll of a d20 per day. In addition, luck rerolls are made at a +2 bonus. This feat may be selected multiple times, but the +2 bonus to rerolls does not stack.

Bardic music has two components: songs and refrains. These two musical effects constitute the bulk of a bard's abilities. This section is divided into two components, one detailing the ability of the bardic songs themselves and another listing the refrains that belong to each song.

SONGS

Before a bard can perform any of their refrains, they must first be playing a song. To begin to play a song, a bard must use a standard action. They may continue to play the song for as long as they please, and can either cease playing music altogether as a free action or expend another standard action to switch into a different song.

While playing a song, a bard is able to take move actions and speak normally, but they must retain concentration on the song to continue playing. Unless they have some ability that relieves them of this requirement, they must always dedicate two hands to the playing of music in order to continue playing. While playing a song, a bard is able to use slicing chords, play refrains, and use any other ability that does not require the use of their hands or concentration.

Bards begin with access to all five base songs. Each song confers some benefit to allies of the bard. In order to gain the benefits of a bard's song, the ally must be able to hear the song and must see the bard as an ally. The bard may also choose to not extend benefits to anyone he does not wish to enhance. Any one person may not be under the effect of multiple songs at once, unless otherwise noted as is the case with the one man band prestige class. If there are multiple bards' songs that could affect a given creature, they must select one of the songs and receive its benefit. A creature does not need to be particularly intelligent to benefit from a bard's songs, though mindless creatures cannot receive these benefits. If a creature with intelligence of two or lower has multiple songs that could affect them, the performing bards must both make an opposed Perform check, the winner of which's song is the one which affects the creature.

A song can affect any creature capable of hearing the song; there is no technical range limit. In relative silence, bardic music can be heard clearly out to 400 ft plus an additional 40 ft for every 5 points that a listener achieves on a Listen check. Over sound comparable to light combat, the music can be heard clearly out to 100 ft plus 10 ft for every 5 points a listener achieves on a Listen check. Over the sound of a massive battle, or a heavy storm, the music can be heard out to 60 ft plus 5 ft for every 10 points a listener achieves on a Listen check. Adversaries are subject to the same distance limits as are allies, as determined by their Listen check, though adversaries are only subject to the adverse effects of bardic songs, such as the fascination effect of charming tune.

Songs will usually grow in strength as the bard gains levels of bard and ranks in Perform. Prestige classes that grant progression in bardic music stack with levels of bard for the purpose of benefits conferred by songs.

There are five standard bardic songs of which all bards begin with knowledge at level one. These are arcane anthem, battle hymn, charming tune, meditative chant, and traveling tune. There are also several prestige songs, to which bards can only gain access through taking levels in the associated prestige class. Some of these prestige songs are improved versions of standard songs, and sometimes they may only be played under certain conditions (such as song of rage) or only apply to some listeners (such as siren's song).

STANDARD SONGS

Below is an alphabetical list of the five standard songs, along with a full description of their effect.

ARCANE ANTHEM

Song effect: Grants allies who can hear the song energy resistance 10 to fire and ice, and they suffer no harm from being in hot or cold environments (-50 to 140 degrees F). This energy resistance increases with ranks in Perform and levels of bard. If the bard possesses at least 10 ranks of Perform and 7 levels of bard, this energy resistance increases to 20. If the bard possesses at least 16 ranks of Perform and 13 levels of bard, this energy resistance increases to 30. If the bard possesses at least 22 ranks of Perform and 19 levels of bard, this energy resistance increases to 40.

In addition, allies who can hear the anthem receive +1 morale bonus to their caster level to the DC for any spell they cast. If the bard possesses at least 12 ranks of Perform and 9 levels of bard, these bonuses increase to +2. If the bard possesses at least 20 ranks of Perform and 17 levels of bard they become +3.

BATTLE HYMN

Song effect: All allies that can hear the bard's performance receive a +1 morale bonus to all attack rolls and damage rolls and a +1 dodge bonus to AC. This bonus increases as the bard's level and ranks in Perform increase. If the bard possesses at least 8 ranks in Perform and 5 levels of bard, these bonuses increase to +2 and allies also receive DR /- equal to ½ of the bonuses provided (rounded down). This DR stacks with all other sources of DR. If the bard possesses at least 16 ranks in Perform and 13 levels of bard the bonuses increase to +4. If the bard possesses at least 21 ranks in Perform and 18 levels of bard, they increase to +6.

CHARMING TUNE

Song effect: The bard plays a charming tune which entertains onlookers. While the bard is playing this tune the bard may converse casually, and gains a +1 circumstance bonus to Bluff, Diplomacy, and Gather Information. If the bard possesses at least 8 ranks in Perform and 5 levels in bard, this bonus increases to +2. If the bard possesses at least 12 ranks in Perform and 9 levels of bard, this bonus increases to +3. If the bard possesses at least 16 ranks in Perform and 13 levels of bard, this bonus increases to +4. If the bard possesses at least 20 ranks in Perform and 17 levels of bard, this bonus increases to +5.

In addition, while playing the charming tune the bard may fascinate up to one creature per 2 ranks in Perform as a standard action. Targets must be able to see, hear, and pay attention to the bard. The distraction of nearby combat or other dangers prevents the effect from working. Targets are entitled to a will save (DC = bard's Perform check). Subjects that fail their will save will take no action other than listening to the bard, so long as he continues playing the charming tune. Those that succeed on their will save may not be affected by this ability again for 24 hours. Any potential threats to an effected target require the bard to make a new Perform check and a new round of saves with a +5 bonus. Any obvious threat immediately ends the effect.

MEDITIVE CHANT

Song effect: The bard plays soothing music, perfect for relaxation and focus. Allies gain a +1 morale bonus on all skill checks, ability checks, and saves while they hear the chant. If the bard possesses at least 8 ranks in Perform and 5 levels in bard, this bonus increases to +2. If the bard possesses at least 16 ranks in Perform and 13 levels of bard, this bonus increases to +4. If the bard possesses at least 12 ranks in Perform and 9 levels of bard, this bonus increases to +3. If the bard possesses at least 20 ranks in Perform and 17 levels of bard, this bonus increases to +5. The bard does not gain a bonus to Perform checks while playing this song, but is otherwise affected as his allies.

In addition, the bard may play this song even in his sleep, and any creature under its effects will heal twice the normal amount after a full night's rest.

TRAVELING TUNE

Song effect: Any ally that can hear the bard playing increases its base movement speed by 50%. If the bard possesses at least 12 ranks of Perform and 7 levels of bard, this bonus increases to 100%. This bonus also applies to the distance a party can travel in a day.

In addition, while affected by the traveling tune, allies do not provoke attacks of opportunity for moving in combat.

PRESTIGE SONGS

Below is an alphabetical list of the prestige songs, along with a full description of their effects.

SEA SHANTY

Song effect: All crewmates aboard the same vessel as the bard receive a +1 bonus on all Profession (Sailor), Balance, Climb, and Use Rope checks. This bonus increases by an additional +1 for each two levels the bard has in the ship's singer prestige class. For example a bard 5/ship's singer 7 confers all crewmates a +4 bonus.

If the ship's singer plays the sea shanty continuously for an hour while their vessel is traveling, they may progress an extra number of nautical miles as if the ship's base speed was 25% greater than its actual speed.

SIREN'S SONG

Song effect: Any creature under the fascination effect of an initiate of the siren's song charming tune may be freely placed under the effect of siren's song. The performer of this song may choose each round whether or not any given creature it affects is fascinated. The performer may suspend the fascination for any number of rounds, allowing the creature to act normally, and may then later resume the fascination so long as the creature remains under the effect of this song. The performer may also choose each round to force fascinated creatures to spend their turn taking a single move action walking towards the performer. Creatures under the effect of this song receive penalties to refrains of charming tune as if they were fascinated, such as charming refrain and suggestive refrain. Anything that ends the fascination effect ends the siren's song.

SONG OF THE HERD

Song effect: The song of the herd functions just as traveling tune, except any animal which can hear the song must succeed on a Will save (DC = Perform check) or be compelled to travel towards the beastcharmer's location. Animals under the affect of this compulsion will not take aggressive or violent actions if they are restrained, but will become extremely agitated and uncooperative. Anyone other than the beastcharmer attempting to influence such animals with Handle Animal must first make a Handle Animal check (with DC equal to the DC of the Will save) or fail.

Animals that succeed on the save cannot be under this effect for 24 hours.

SONG OF THE STAMPEDE

Song effect: The song of the stampede functions identically to battle hymn, except any animal which can hear the song must succeed on a Will save (DC = Perform check) or fly into a rage, as the barbarian class feature, for as long as they continue to hear the song. The animals will all become extremely violent and destructive, attacking any non-trusted or unfamiliar creature. If there are no targets for the animal's rage, they will instead take to attacking the objects around them. Animals in the wild may tear apart plants or charge into trees, while domestic animals may attack furniture or even buildings.

Once the effect ends, the animal is fatigued and cannot be affected by song of the stampede for another 24 hours. A creature that succeeds on its save cannot be under the effect of song of the stampede for 24 hours.

SONG OF SHELTER

Song effect: All allies under the effect of the song of shelter that have less than 50% of their maximum hit points (rounded up, not including temporary hit points) gain fast healing equal to $\frac{1}{2}$ the performer's level in the chanter of the medic order prestige class, rounded up.

SONG OF RAGE

Song effect: Song of rage may only be played by a bard who is in a rage, and may only be played so long as there is a perceived threat. All allies that can hear the song of rage receive a +1 morale bonus to all attack rolls and damage rolls and take a -1 penalty to AC. For every odd level that the performer has attained in the bardbarian prestige class, the bonus to attack and damage increases by one. The penalty to AC is always equal to the bonus to attack, rounded up.

These bonuses also increase as the bard's level and ranks in perform increase. If the bard possesses at least 8 ranks in perform and 5 levels of bard, the bonus increases by one. If the bard possesses at least 16 ranks in Perform and 13 levels of bard, the bonus increases by another one. If the bard possesses at least 21 ranks in Perform and 18 levels of bard, it increase by two.

Song of Submission

Song effect: The song of submission functions exactly as charming tune, except that any animal which hears the song must succeed on a Will save (DC = Perform check) or become docile and agreeable for as long as they hear the song or become aware of an obvious threat. Animals cannot take any aggressive actions while under this effect, and are far easier to control. All Handle Animal and Ride checks used for such animals gain a bonus equal to charming tune's bonus provided to Diplomacy.

UNDEAD ODE

Song effect: All undead under your control that can hear this song gain a +2 morale bonus on attack and damage rolls, a +2 dodge bonus to AC, and a +2 morale bonus to saves. At five levels in the necrodancer prestige class, this bonus increases to +4, and at nine levels this bonus increases to +6. This song and its refrains may affect undead creatures, even though they are mindless.

REFRAINS

Once they have started playing a song, a bard is able to play any of that song's refrains known to the bard. The bard learns new refrains as he levels (see Table 1-2: Refrains Known), and sometimes learns refrains through feats or class features. Nearly all refrains belong to a particular song and can usually only be played while the bard is also playing that song. However, this is not always the case. Some prestige classes provide song-less refrains that may be played during any song, and refrains chosen with Refrain Mastery may be played in any song. For the purposes of this section, we will say that such refrains belong to all the songs.

In order for a bard to play a refrain he must first be already playing that refrain's song and he must know the refrain. If he does so, he may then spend an action to play the refrain. The action required is dependent on the refrain but is usually a standard action. If a bard knows a refrain that requires a swift action and another that requires a standard action, he is able to perform both in one round, presuming they may both be played as part of his current song.

Duration

For the most part, there are three different durations that a refrain can have.

A refrain may be duration-instantaneous. Such refrains manifest an effect that resolves immediately, then goes away. These effects work identically with duration-instantaneous spells and are usually simple damaging or cleansing abilities.

A refrain may be duration-one-round. Such refrains create an effect which lasts until the bard's next round. At the beginning of the bard's next round, he may elect to continue playing the refrain. If he does so, he expends the action for the refrain and it seamlessly continues to manifest with no cessation of its effect. The bard may elect to not continue playing the refrain, but then begin playing it again in that next round. The effect of the refrain would then briefly cease to manifest, which could be responded to by immediate actions or readied actions of other characters.

Finally, a refrain may be duration-passive. Such refrains are not actively played, but rather constantly are in effect whenever their song is being played. When a bard begins to play a song for which he knows a duration-passive refrain, the refrain freely comes into effect. The bard may choose to not play any passive refrain that he knows, but unless stated otherwise it is always assumed that all passive refrains are being played whenever possible.

Targeting

There are refrains that exist to enhance allies and to hinder enemies. In either case, the rules for targeting someone with a refrain are usually the same as affecting them with a song: they must be a non-mindless being that can hear the bard's performance. However, this does not mean that refrains can only impact such beings. A bard playing the arcane anthem may use refrain of freezing and deal cold damage to a mindless creature. The restriction only applies to what is a valid option for the 'Target' line of the refrain description. If a refrain has range-unlimited, then the refrain may target anything which is within the range of its song.

Stacking Benefits

Refrains tend to give similar sorts of benefits as do the songs they belong to; both to the same things and of the same sort. If it is not said explicitly otherwise, a refrain's bonus always stacks with a bonus conferred by its song, even if those bonuses do not usually stack. Thus if a song gives a character a +2 morale bonus to Reflex saves and a refrain in that song gives a +1 morale bonus to Reflex saves, the character would receive a +3 morale bonus to Reflex saves instead of the usual +2. This applies even when a refrain is played in a song to which it does not usually belong, as when selected for the refrain mastery feat.

Crescendos

Crescendos are special refrains that require special build-up to perform. In order for a bard to perform a crescendo, they must first be playing the song for some number of rounds (usually five). These refrains reflect the climax of a bard's performance; they provide powerful effects exemplary of their song and usher in the end of the song. A crescendo is the only refrain that can have a duration longer than one round, and often lasts for several rounds during which time the bard is able to play other refrains in the crescendo's song. Once a crescendo ends, the bard's song ends with it, and the bard must spend another standard action to begin playing a song again.

REFRAIN LISTS

Below is a list of refrains sorted by song. A superscript P indicates that the refrain has duration-passive.

ARCANE ANTHEM REFRAINS

MINOR REFRAINS

- Pyromancer's Refrain:** Light or suppress small fires
- Refrain of Mind-Reading^P:** Freely detect magic
- Refrain of Mage Hand:** Lift and move small objects within 30 ft

LESSER REFRAINS

- Refrain of Burning:** Deal 5d4 fire damage in a 15 foot cone
- Dispelling Refrain:** Dispel attempt against single effect with caster level equal to bard level
- Refrain of Fire Shield:** Coat ally in fire shield with damage equal to ranks in perform

STANDARD REFRAINS

- Insulating Refrain^P:** Song's energy resist extends to lightning, cold, and sonic.
- Discordant Refrain:** Force a spellcaster to make concentration check or fail to cast a spell
- Refrain of Barriers:** Creates a large wall of either fire or ice

GREATER REFRAINS

- Refrain of Freezing:** 60ft cone deals damage equal to a perform check
- Twist of Fate:** Force target to reroll a save after result has been determined, but ends the song
- Refrain of Magical Invulnerability:** 10ft around bard suppresses all spell effects of third level and lower

MASTER REFRAINS

- Tempestuous Crescendo:** For five rounds deals fire and cold damage equal to perform check in 60ft burst
- Antimagic Refrain:** Forces concentration check against perform check for all spells cast till next round
- Refrain of Arcane Awareness^P:** Bard is aware of all spells within 60ft, and gains bonus to saves against them

BATTLE HYMN REFRAINS

MINOR REFRAINS

- Refrain of Readiness^P:** +2 morale bonus to initiative
- Stabilizing Refrain^P:** Allies immediately stabilize
- Striking Refrain:** A target ally can make a free attack at highest bonus

LESSER REFRAINS

- Hardy Refrain^P:** Morale bonus of song extends to Fort saves
- Bracing Refrain:** Target ally gets +4 dodge bonus to AC and Reflex saves
- Refrain of the Selfless Guardian:** Willing ally within 5' gets hit by attack that would hit bard instead

STANDARD REFRAINS

- Tactical Refrain^P:** Extra +2 bonus to attack and +1d6 damage against flanked enemies
- Refrain of Delayed Death:** Prevents target from dying for Cha modifier rounds
- Ferocious Refrain:** Target ally gets +4 bonus to attacks and damage and automatically threatens a critical, but loses AC and DR bonus

GREATER REFRAINS

- Refrain of Vitality^P:** Extra +4 morale bonus to physical attributes
- Bolstering Refrain:** Target gains temporary HP equal to double a perform check
- Refrain of Retribution:** Grants all allies benefit of combat reflexes, and allows them an attack of opportunity against anyone that attacks them

MASTER REFRAINS

- Crescendo of Battle:** Allies may enter into a rage and gain full base attack bonus
- Crescendo of the Last Stand:** All damage is spread across willing allies, and allies can continue fighting into negative HP
- Pouncing Refrain^P:** Allies gain the pounce feature

CHARMING TUNE REFRAINS

MINOR REFRAINS

- Illusory Refrain^P:** Bard may appear dressed how he wishes and produce illusory sounds
- Friendly Refrain^P:** Bonuses to Bluff, Diplomacy, and Gather Information
- Befuddling Refrain:** Target makes Will save or takes no action on their next turn

LESSER REFRAINS

- Charming Refrain:** Targets creature with charm person, penalty to save if already fascinated
- Universal Refrain^P:** Bard can speak and comprehend and language
- Harmless Refrain:** For Charisma modifier rounds enemies must make Will save in order to attack bard

STANDARD REFRAINS

- Detecting Refrain^P:** Bard can freely attempt to use detect thoughts
- Reflective Refrain^P:** Bard and allies appear to be same race and gender as onlookers
- Confusing Refrain:** Target makes Will save or is confused for Charisma modifier rounds

GREATER REFRAINS

- Suggestive Refrain:** Targeted creatures make Will save or receive compulsion to follow some suggestion
- Charismatic Refrain^P:** +4 morale bonus to Charisma
- Refrain of Impending Doom:** Any number of enemies make Will save or become frightened for Charisma modifier rounds

MASTER REFRAINS

- Dominating Refrain:** Target makes will save or becomes dominated for Cha modifier days
- Refrain of Memories:** Targets make Will save or bard can selectively modify several minutes of memory
- Persuasive Refrains^P:** Bard can use perform instead of Gather Information, Diplomacy, and Bluff, and gains +1 to charming tune refrains

MEDITATIVE CHANTS REFRAINS

MINOR REFRAINS

- Refrain of Encouragement^P:** Additional +1 to skill checks, ability checks, and saves
- Lulling Refrain^P:** Party members only need to sleep for four hours
- Reassuring Refrain:** Suppress fear effects on ally for Cha modifier rounds

LESSER REFRAINS

- Refrain of Improvised Expertise^P:** Allies can treat any skill as if it were trained
- Refreshing Refrain^P:** Suppresses fatigue and exhaustion, and sleep restores all ability damage
- Resurgent Refrain:** Target may make second save against ongoing effect

STANDARD REFRAINS

- Refrain of Second Chances:** Target can immediately reroll a check or save
- Cleansing Refrain^P:** Allies are immune to curses, poisons, and diseases, and sleep cures such preexisting effects
- Refrain of Awareness:** Ally gains true seeing, and bard gains bonus to spot, listen, and search

GREATER REFRAINS

- Refrain of Consistency^P:** Allies may always take 10 on skill checks
- Healing Refrain^P:** Sleeping restores all hit points and grants temporary hit points equal to ranks in perform
- Refrain of Unbinding:** Targets all allies with break enchantment effect

MASTER REFRAINS

- Refrain of Exceptional Expertise:** Immediately allows ally to take 20 on a check
- Rejuvenating Refrain^P:** Sleeping cures negative levels, level drain, ability drain, insanity, and lost limbs
- Refrain of the Empty Mind^P:** Allies are immune to negative mind-affecting spells

TRAVELING TUNE REFRAINS

MINOR REFRAINS

- Calling Refrain:** Summons a mount for Perform check hours
- Accelerated Refrain^P:** Allies can Balance, Climb, Move Silently, or Tumble with no penalty
- Nudging Refrain:** Creature makes will save or moves 5ft as bard chooses

LESSER REFRAINS

- Refrain of Benign Transposition:** Two willing creatures change positions
- Refrain of Uplifted Voices^P:** Silence effects within 30ft of bard are suppressed
- Refrain of Aided Motion:** Ally may make immediate 5ft step or move action

STANDARD REFRAINS

- Refrain of Baleful Transposition:** Two targets make Will save or change position
- Refrain of Alacrity^P:** Allies are affected by haste
- Sailor's Refrain^P:** Allies gain swim speed, can breath underwater, and bard can play music underwater

GREATER REFRAINS

- Refrain of Unhindered Steps^P:** Allies gain freedom of movement
- Ghostly Refrain:** Allies become ethereal
- Soaring Refrain:** Ally gains 60ft flight speed for Cha modifier rounds

MASTER REFRAINS

- Refrain of Doorways:** Bard may teleport long range as a swift action
- Refrain of Subtle Intuition^P:** Allies automatically search for traps and are granted trapfinding, bard may use Perform to disable devices and open locks
- Quickened Refrains^P:** Traveling tune and its refrains may be played as swift actions

SEA SHANTY REFRAINS

MINOR REFRAINS

- Ramming Refrain:** The captain gets a bonus to their next Profession(Sailor) check for a ramming attempt
- Refrain of Seaworthy Vessels^P:** Ship gains +1 to seaworthiness
- Lighthouse's Refrain:** Creates a bright light which moves with the vessel

LESSER REFRAINS

- Floating Refrain:** Re-floats a grounded ship in one hour
- Reloading Refrain:** Target may load ballista or bombard with only one full-round action
- Refrain of Enhanced Seamanship^P:** Extends bonus provided to skill checks by sea shanty to Swim, Jump, Spot, and Profession (Siege Engineer)

STANDARD REFRAINS

- Refrain of Suppressed Flames:** Suppresses all fires on the ship
- Refrain of Calm Waters^P:** Treat winds as one category lower for the purpose of storm perils
- Refrain of Separated Ships:** Captain may immediately attempt to escape a grapple on his vessel without penalty, and gain increased speed upon escaping

GREATER REFRAINS

- Reorienting Refrain:** Restores a capsized vessel to proper orientation
- Refrain of Favorable Winds^P:** Change direction and strength of winds
- Refrain of the Skeleton Crew:** Oarsmen and watch may perform other tasks while the ship retains its full-oared speed

MASTER REFRAINS

- Refrain of Submerged Ship:** Allow vessel to travel underwater
- Crescendo of Countered Cannons:** Vessel becomes immune to damage from ranged attacks
- Refrain of Rapid Repairs:** Crewmates may repair or shore damaged sections of your ship as a full-round action

SIREN'S SONG STANDARD REFRAINS

- Rhythm of Clouded Thoughts^P:** Increasing penalty to Will saves and Wisdom checks
- Misleading Melody:** Creates illusions only visible to those affected by song
- Disguising Tones:** Hide creatures and objects from view to those under effect of song

SONG OF SHELTER REFRAINS

MINOR REFRAINS

- Shielding Refrain:** Gives target ally temporary hit points equal to perform check
- Refrain of Elemental Shelter:** Gives allies energy shield equal to perform check
- Refrain of Sheltered Escape^P:** Allies benefitting from the fast healing effect of the song of shelter no longer provoke attacks of opportunity

LESSER REFRAINS

- Refrain of Delayed Death:** Prevents target from dying for Charisma modifier
- Refrain of Life:** Allies gain a negative energy shield equal to perform check
- Refrain of Providence^P:** Allies gaining fast healing gain an equivalent bonus to AC and saving throws

STANDARD REFRAINS

- Refrain of Damage Resistance^P:** Allies gaining fast healing gain equivalent DR and energy resistance
- Refrain of Death Ward:** Immediately grant an ally protection from death effects
- Hymn of Restoration:** Multiple the strength of an ally's fast healing by ten for three rounds

GREATER REFRAINS

- Refrain of Spell Resistance^P:** Allies gaining fast healing gain spell resistance equal to ranks in perform
- Refrain of Rapid Mending:** For next three rounds, allies gain triple the normal fast healing
- Refrain of the Sheltering Hand:** Immediately let ally roll 3d20's and choose the best when they have to make a save

MASTER REFRAINS

- Crescendo of Divinity:** Allies are immune to hit point loss, bard cannot take other actions
- Requiem of the Faithful:** Allies become immune to mind-affecting effects
- Refrain of Blessed Unity^P:** Allies can choose to take damage for each other

SONG OF RAGE STANDARD REFRAINS

- Refrain of Heightened Senses^P:** Allies gain 60ft blindsense and blindfight
- Regenerating Refrain^P:** Allies gain fast healing 5
- Refrain of Mindless Fury^P:** Allies gain bonus to Will saves equal to half the bonus to attack
- Refrain of the Horde^P:** Allies enter into a shared health pool

UNDEAD ODE REFRAINS

MINOR REFRAINS

Rebuking Refrain: Rebuke undead as cleric with level equal to bard level plus necrodancer level

Resistive Refrain^P: Extend AC bonus to turn resistance

Refrain of Last Retribution: Immediate action to grant an undead bonus attack before destroyed, uses next turn's standard action

LESSER REFRAINS

Refrain of Animation: May make undead as through animate dead, eventually as though by create undead

Desecrating Tune^P: Enemies take -4 on turn and rebuke attempts, undead gain +1 profane bonus to attack, damage, and saves

Dreadful Refrain: Target must make Will save or be frightened for Cha modifier rounds

STANDARD REFRAINS

Refrain of the Sentry: Single target undead is always treated as under effect of Undead Ode

Undying Melody^P: Creatures that die are raised next round as by Refrain of Animation

Enervating Refrain: Target must make Fort save or become exhausted, fatigued on success

GREATER REFRAINS

Refrain of Destruction: Target undead explodes in 10ft burst of 1d8 negative energy per hit die

Chilling Chords^P: Half damage dealt by undead is cold damage

Lyrics of Lethargy: Enemies lose movement enhancements and take 5ft movement penalty for one round per three levels in Necrodancer

MASTER REFRAINS

Elegy of Unrelenting Corpses^P: Undead gain fast healing equal to Cha modifier

Undead Dirge: Undead gain bonus equal to Cha modifier to attacks, damage, AC, turn resistance, and saves, and their damage causes Will save or fatigue

Refrain of Death: Target makes Will save or dies, takes damage equal to perform is success

PRESTIGE REFRAINS

INSPIRING GENERAL'S REFRAINS

Refrain of Dedicated Combatants^P: Allies gain bonus on fear, compulsion, and charm effects equal to Cha modifier

Refrain of Battlefield Presence: General may teleport to allies

Refrain of Battlefield Control: Target any number of allies with suggestion effect

Refrain of Terrific Surge: Allies gain bonus to attacks, damage, saves, AC, and DC equal to Cha mod for rounds based on perform checks

LUCKY RASCAL'S REFRAINS

Cheater's Chant^P: Once per round you may roll twice and choose the better in a game of chance

Refrain of Second Chances: Target can immediately reroll a check or save

Twist of Fate: Force target to reroll a save after result has been determined, but ends the song

Refrain of Fortunate Friendship^P: Extend a d20 reroll to an ally

Crescendo of Certain Chance: Allies always roll twice and choose better, enemies make Will save or roll twice and choose worse

REFRAIN

DESCRIPTIONS

ACCELERATED REFRAIN

Traveling Tune

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of allies

Duration: Passive

Saving Throw: None

Spell Resistance: No

Any number of allies under the effect of this refrain may use the Balance, Climb, Move Silently, and Tumble skills without taking the associated penalty for accelerated movement.

In particular, they may Balance and Move Silently at full speed without incurring the -5 penalty, they may Climb at half speed without incurring the -5 penalty, and they may Tumble at full speed without incurring the -10 penalty.

ANTIMAGIC REFRAIN

Arcane Anthem

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: All creatures in range

Duration: one round

Saving Throw: None

Spell Resistance: No

In order to use this refrain, you must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today.)

If the bard succeeds, then until his next turn any individual that attempts to cast a spell or use a spell-like ability must succeed on a concentration check (DC = Performance check used for this refrain) or else the spell fails.

BEFUDDLING REFRAIN

Charming Tune

Level: Minor

Perform Time: 1 standard action

Range: Unlimited

Target: One creature

Duration: One round

Saving Throw: Will negates

Spell Resistance: Yes

The bard attempts to befuddle an enemy that can hear his charming tune. The creature is entitled to a will save (DC = 10 + ½ bard level + Charisma modifier). If the save fails, the creature takes no action on his or her next turn. A creature that successfully saves against this effect cannot be affected by this refrain again for 24 hours.

Creatures that cannot understand the bard (no common language, animal intelligence, etc) gain a +5 bonus to this save.

BOLSTERING REFRAIN

Battle Hymn

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: One creature

Duration: One round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Target creature gains temporary hit points equal to twice a Perform check. These hit points disappear at the beginning of the bard's next turn. These hit points do not stack with other sources of temporary hit points.

BRACING REFRAIN

Battle Hymn

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: One creature

Duration: One round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The bard may inspire a single target creature to brace themselves against attacks. The creature receives an additional +4 dodge bonus to AC and +4 morale bonus on all reflex saves for one round.

CALLING REFRAIN

Traveling Tune

Level: Minor

Perform Time: 1 standard action

Duration: One round

Range: Close (25ft + 5ft/2 lvs)

Effect: One mount

As the spell mount, but the steed lasts for a number of hours equal to a Perform check.

CHARISMATIC REFRAIN

Charming Tune

Level: Greater

Perform Time: Passive

Range: Unlimited

Target: Any number of creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Any number of target creatures receive a +4 morale bonus to their Charisma. This bonus does not grant creatures additional bonus spells for having high Charisma.

CHARMING REFRAIN

Charming Tune

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Target humanoid creatures

Duration: Hour/lv

Saving Throw: Will negates

Spell Resistance: Yes

Target must succeed on a Will save (DC = 10 + ½ class level + Charisma modifier) or become charmed, as the charm person.

Creatures fascinated by the bard's charming tune receive a -4 penalty on this saving throw. Creatures that cannot understand the bard (no common language, animal intelligence, etc) gain a +5 bonus to this save. If the creature is currently threatened by the bard or his allies, it gains a +5 bonus to the save.

CHEATER'S CHANT

Level: Lesser

Perform Time: Passive

Duration: Passive

Saving Throw: Will negates; see text

Spell Resistance: No

Once per round, when a die is rolled to determine the outcome of a non-magical game of chance, the bard may demand a reroll and take the better of the two rolls.

This effect works as the spell cheat, only it may be used each round. Observers may make a Will save to come to suspect that the outcome of the game may have been magically altered.

CHILLING CHORDS

Undead Ode
Level: Greater
Perform Time: Passive
Range: Unlimited
Target: Any number of undead
Duration: Passive
Saving Throw: None
Spell Resistance: No Half of the physical damage dealt by targeted creatures is cold damage as opposed to its original damage type.

CHORUS OF CERTAIN CHANCE

Level: Master
Perform Time: 1 standard action
Range: Unlimited
Target: Any number of target enemies and allies
Duration: 1 round
Saving Throw: Will negates; see text
Spell Resistance: Yes
 In order to begin using this refrain, you must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today.) If you are already performing this refrain from your last round, you may continue to perform it without needing a new Perform check. This refrain may not be performed for more rounds than your Charisma modifier.

All creatures designated as enemies must make a Will save (DC = 10 + Bard level + Charisma modifier) or be affected by this refrain. If they fail the save, so long as this refrain is being performed whenever he rolls dice he instead performs the roll twice and uses the worse roll. Whenever an ally under the effect of chorus of certain chance rolls dice, he instead performs the roll twice and uses the better roll.

CLEANSING REFRAIN

Meditative Chant
Level: Standard
Perform Time: Passive
Range: Unlimited
Target: Any number of target creatures

Duration: Passive
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
 Target creatures are immune to curses, poisons, and diseases. This includes magical ailments as well. Any such already existing effect is suppressed so long as the creature is under the effect of cleansing refrain, though effects of the ailment (ability score damage, hit point loss, etc) are not removed.

Creatures that get a full night's rest while continuously under the effect of cleansing refrain are cured of any curses, poisons, and diseases they suffer from.

This refrain only removes effects that can be cured through the neutralize poison, remove curse, and remove disease spells.

CONFUSING REFRAIN

Charming Tune
Level: Standard
Perform Time: 1 standard action
Range: Unlimited
Target: Target creature
Duration: Charisma modifier rounds
Saving Throw: Will negates
Spell Resistance: Yes
 The bard may attempt to confuse any creature that can hear his charming tune. The creature may make a will save (DC = 10 + ½ bard level + Charisma modifier) to negate this effect. If they fail their save, they become confused as the spell confusion for a number of rounds equal to the bard's Charisma modifier.

Creatures that successfully save against the effect cannot be confused by this effect again for 24 hours. Creatures that cannot understand the bard (no common language, animal intelligence, etc) gain a +5 bonus to this save.

CRESCENDO OF BATTLE

Battle Hymn
Level: Master
Perform Time: 1 standard action
Range: Unlimited
Target: Any number of target creatures
Duration: Charisma modifier rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
 In order to use this refrain, you must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain

today.) Further, this refrain may not be played unless the battle hymn has been playing for a full 5 rounds.

If he succeeds, then any number of targets may choose to enter a greater rage as the barbarian class feature (they receive +6 to Constitution, +6 to Strength, +3 morale bonus to Will saves, -2 AC, and loses ability to perform some skills and take some actions). Such creatures are also granted a BAB equal to their class level, possibly granting extra attacks. Creatures with the rage class feature may instead enter a frenzy, as the frenzied berserker class feature.

This refrain lasts for a number of rounds equal to the bard's Charisma modifier. For the refrain to remain in effect, the bard must continue to play battle hymn, but may play other refrains during this time. Once this refrain ends, the battle hymn immediately ends and any creature who entered a rage or frenzy through this refrain becomes fatigued for the duration of the encounter.

CRESCENDO OF COUNTERED CANNONS

Sea Shanty
Level: Master
Perform Time: 1 standard action
Target: One vessel
Duration: 1 round
Saving Throw: None
Spell Resistance: No
 In order to use this refrain, you must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today.) Each round you attempt to maintain this refrain, you must similarly make another Perform check or else the refrain ends. Further, this refrain may not be played unless the sea shanty has been playing for a full 5 rounds.

If the bard succeeds, his vessel gains immunity to all damage from ranged attacks. This includes damage from all siege engines and ranged magic except for those that create a damaging effect. For example, a vessel under the protection of crescendo of countered cannons would take no damage from a fireball or disintegrate, but the effect from an acid fog spell can damage the vessel.

Once this refrain ends, the sea shanty immediately ends.

CRESCENDO OF DIVINITY

Song of Shelter

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

In order to use this refrain, you must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today.) Each round you attempt to maintain this refrain, you must similarly make another Perform check or else the refrain ends. Further, this refrain may not be played unless the song of shelter has been playing for a full 5 rounds.

If the bard succeeds, he and all of his allies are immune to any type of hit point loss so long as he continues playing the refrain.

Once this refrain ends, the song of shelter immediately ends.

CRESCENDO OF THE LAST STAND

Battle Hymn

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of willing creatures

Duration: 3 rounds

Saving Throw: None

Spell Resistance: Yes

In order to use this refrain, you must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today.) Further, this refrain may not be played unless the battle hymn has been playing for a full 5 rounds.

If he succeeds, then any number of willing allies split damage amongst themselves. Whenever someone under the effect of this refrain takes damage, that damage is divided equally among all people under the effect of the refrain. In addition, targets under the effect of this refrain can continue acting into negative hit points and will not die from hit point loss until the effect ends.

This refrain lasts for three rounds. For this refrain to remain in effect, the bard must continue to play the battle hymn, but may play other refrains from the song. When the effect ends, creatures that were under the effect of this refrain become fatigued and the battle hymn immediately ends.

DESECRATING TUNE

Undead Ode

Level: Lesser

Perform Time: Passive

Range: Unlimited

Target: Any number of targets

Duration: Passive

Saving Throw: None

Spell Resistance: Yes

Any undead under the effect of this refrain receive a +1 profane bonus on attack and damage rolls and saving throws.

Any living creatures under the effect of this refrain take a -4 penalty on turn and rebuke attempts against undead.

DETECTING REFRAIN

Arcane Anthem

Level: Minor

Perform Time: Passive

Range: 60ft

Area: Cone-shaped emanation

Duration: Passive

Saving Throw: None

Spell Resistance: No As the spell detect magic.

DISCORDANT REFRAIN

Arcane Anthem

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

The bard may designate a target and ready this refrain as if readying a counterspell. If the target attempts to cast a spell with a verbal component, the bard may make a perform check to try to distract the caster. The caster must succeed a concentration check (DC = perform check - 1/5 feet distance between the two) or the spell fails.

DISGUIISING TONES

Siren's Song

Level: Standard

Perform Time: 1 standard action

Range: 30 ft

Target: Any number of target creatures and objects

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You may make invisible any other creatures and/or objects within thirty feet of you. The invisibility only applies to those under the effect of your siren's song, and any creature not under the effect of this song can see the targets normally. This invisibility extends to extraordinary senses such as blindsense, blindsight, scent, and tremorsense.

DISPELLING REFRAIN

Arcane Anthem

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The bard may attempt to dispel a single magical effect from the target. If the bard knows a specific magical effect, he may target that effect. If not, the highest level spell affecting the target is dispelled. The bard then makes a dispel check (caster level = bard level) to attempt to dispel the effect. If the attempt fails, the bard may not attempt to dispel that same effect again for 24 hours.

DOMINATING REFRAIN

Charming Tune

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: Target humanoid creature

Duration: Charisma modifier days

Saving Throw: Will negates

Spell Resistance: Yes First, the bard must succeed at a perform check (DC = 25 + 5 for every attempted use of dominating refrain today and +5 for every creature currently under the

effect of dominating refrain). Then if the bard succeeds, the target is allowed a Will save (DC = 10 + 1/2 bard level + Charisma modifier) to negate the effect. If the bard fails the Perform check or the target succeeds on the saving throw, the bard may not attempt to use this refrain on the same target for 24 hours.

If the bard succeeds on the perform check and the target fails their will save, they are dominated as the spell dominate person for a number of days equal to the bard's Charisma modifier.

In addition, only a number of creatures equal to or less than the bard's Charisma modifier may be controlled by this refrain at a time. If a creature coming under the effect of this refrain would put the bard over his maximum, he must release enough creatures from this refrain to be within the limit.

DREADFUL REFRAIN

Undead Ode

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Target living creature

Duration: Charisma modifier rounds or 1d4 rounds; see text

Saving Throw: Will negates

Spell Resistance: Yes

Target creature must succeed on a Will save (DC = 10 + bard level + Charisma modifier) or else become frightened for Charisma modifier rounds. On a successful save, the target is instead shaken for 1d4 rounds.

You cannot target the same creature more than once in one day.

ELEGY OF UNRELENTING CORPSES

Undead Ode

Level: Master

Perform Time: Passive

Range: Unlimited

Target: Any number of target undead

Duration: Passive

Saving Throw: None

Spell Resistance: Yes

Undead under the effect of this refrain gain fast healing equal to the bard's Charisma modifier.

ENERVATING REFRAIN

Undead Ode

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Target living creature

Duration: Instantaneous

Saving Throw: Fort partial

Spell Resistance: Yes

Target creature must succeed on a Fort save (DC = 10 + bard level + Charisma modifier) or become exhausted. On a successful save then become fatigued if they are already fatigued this has no effect.

FEROCIOUS REFRAIN

Battle Hymn

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Target creatures

Duration: One round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Target creature receives an additional +4 bonus to all attack and damage rolls, but loses any dodge bonuses and DR bonuses conferred by the bard's base song. In addition, if the next attack made by the creature would hit, it instead threatens a critical (a second attack roll must still be made to confirm this critical).

FLOATING REFRAIN

Sea Shanty

Level: Lesser

Perform Time: 1 hour

Target: One grounded vessel

Duration: 1 round

Saving Throw: None

Spell Resistance: No

A bard must dedicate an hour to performing this refrain whilst aboard the grounded vessel and must dedicate his complete attention to this performance. Once the hour is over, the vessel will briefly rise up and move to the nearest region of water which can support it. It takes one round for the vessel to move in this way, and if it sustains any damage during this round the effect

ceases. Furthermore, if there is no viable water within 100ft of the vessel this refrain fails.

FRIENDLY REFRAIN

Charming Tune

Level: Minor

Perform Time: Passive

Range: Personal

Target: Self

Duration: Passive

Saving Throw: None

Spell Resistance: No

The bard receives a +1 morale bonus to Bluff, Diplomacy, and Gather Information.

Additionally, any bard that knows this refrain gains an additional +1 morale bonus to a Bluff, Diplomacy, and Gather Information at all times, even when not playing this refrain.

GHOSTLY REFRAIN

Traveling Tune

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Any number of target creatures gain the ability to turn ethereal. During each creature's turn, they may choose to shift back and forth between the ethereal and physical planes at will as a free action. At the end of their turn they shift back to the material plane.

If they end their turn inside a solid object, they are shunted to the nearest open space, taking 1d6 damage per 5ft traveled.

HARDY REFRAIN

Battle Hymn

Level: Lesser

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures under the effect of this refrain gain a morale bonus to their Fortitude saves equal to the bonus provided to attack rolls by battle hymn.

HARMLESS REFRAIN

Charming Tune

Level: Lesser

Perform Time: 1 standard action

Range: Personal

Target: Self

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

The bard makes himself a target to be avoided for a number of rounds equal to his Charisma modifier. Any enemy attempting to attack the bard, target the bard with a spell or ability, or use an area of effect spell or ability that would affect the bard must first succeed on a Will save (DC = 10 + ½ bard level + Charisma modifier). If they succeed, they may attack the bard normally and cannot be affected by this refrain again for 24 hours. If the save fails, they cannot continue the attack, lose the action, and may not attempt to target the bard for the duration of the refrain. If the bard takes any aggressive action, including refrains with harmful effects, the effects of this refrain immediately end.

HEALING REFRAIN

Meditative Chant

Level: Greater

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Creatures who get a full night's rest under the effect of meditative chant are restored to full hit points, and gain the bard's ranks in Perform as temporary hit points upon waking. Temporary hit points last 24 hours or until lost to damage.

HYMN OF RESTORATION

Song of Shelter

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature

Duration: Three rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Target creature under the effects of the fast healing from your song of shelter have the

effect multiplied by ten for three rounds. This fast healing cannot restore the target to greater than 50% hp. If the target stops benefiting from the song of shelter's fast healing, this effect ends as well.

This refrain increases the effect of other effects that are calculated based on the fast healing provided by song of shelter.

ILLUSORY REFRAIN

Charming Tune

Level: Standard

Perform Time: Passive or 1 standard action; see text

Range: Personal

Target: Self

Duration: Passive or 1 round; see text

Saving Throw: None

Spell Resistance: No The bard's clothing is glammered to appear however the bard wishes. As a standard action, the bard may create sounds as the spell ghost sound (caster level = bard level).

INSULATING REFRAIN

Arcane Anthem

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

The energy resistance granted by arcane anthem also protects against electric, sonic, and acid damage.

LIGHTHOUSE'S REFRAIN

Sea Shanty

Level: Minor

Perform Time: 1 round

Target: One vessel

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

Upon performing this refrain, the ship's singer creates a bright light emanating from any point on the vessel that he desires. This sheds light as full daylight out to 60 ft, and dim light another 60 ft. This effect may be overcome by any spell with the [darkness] descriptor.

LULLING REFRAIN

Meditative Chant

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Creatures under the effect of this refrain while sleeping only need half their normal requirement (4 hours instead of 8, 2 instead of 4). Creatures must be continuously under the effect of this refrain while sleeping in order to receive the benefits of a full night's rest upon waking.

LYRICS OF LETHARGY

Undead Ode

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target living creatures

Duration: 1 round/3 necrodancer levels

Saving Throw: None

Spell Resistance: Yes

In order to use this refrain, you must first succeed on a Perform check (DC 20 + 5 per previous attempted use of this refrain today).

Target creatures may not benefit from any enhancements to their movement speed, enhancement to movement abilities (such as from freedom of movement, fly, and the traveling tune base song), or take extra attacks granted by spells or abilities. Movement through teleportation spells and abilities is not affected by this refrain. In addition, all targets have their base speed reduced by 5 ft. This effects lasts one round for every three necrodancer class levels.

MISLEADING MELODY

Siren's Song

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level

Duration: 1 round

Saving Throw: Will disbelief negates

Spell Resistance: Yes

You may create an illusion as by the spell major image. This illusion can only be seen by those under the effect of siren's song, and lasts for as long as you continue to play this refrain. The Will disbelief save DC is equal to a perform check.

NUDGING REFRAIN

Traveling Tune

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Target creature must make a Will save (DC = 10 + ½ bard Level + Charisma modifier) or be forced to move 5ft in the direction of your choosing

This movement cannot force the creature to move into an obviously dangerous position (such as moving off a cliff or onto a known trap).

PERSUASIVE REFRAINS

Charming Tune

Level: Master

Perform Time: Passive

Range: Personal

Target: Self

Duration: Passive

Saving Throw: None

Spell Resistance: No

The bard may use his Perform modifier in place of his Diplomacy, Bluff, or Gather Information modifier. He still receives the bonuses from the base song to these checks.

In addition, while playing this refrain the DC for all charming tune refrains is increased by 1.

POUNCING REFRAIN

Battle Hymn

Level: Master

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

All target creatures gain the pounce ability, allowing them to make a full attack at the end of a charge.

PYROMANCER'S REFRAIN

Arcane Anthem

Level: Minor

Perform Time: 1 standard action

Range: Unlimited

Effect: One small fire; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you play this refrain you can light up to one target object on fire. This object must be unattended to do so. The object may be of any size, but the fire generated by this refrain may not cover more than one five-foot cube, though the flame may spread if not controlled.

Alternatively, you can suppress any target non-magical fire effect. With each performance of this refrain you may only suppress up to one five-foot cube of a fire, so large areas of flame may take several uses.

QUICKENED REFRAINS

Traveling Tune

Level: Master

Perform Time: Passive

Range: Personal

Duration: Passive

Saving Throw: None

Spell Resistance: No

The performance time of all traveling tune refrains with a performance time of one standard action is reduced to one swift action. This includes refrains extended to traveling tune by refrain mastery and to prestige refrains.

Furthermore, any bard that knows this refrain may begin to play the traveling tune as a swift action.

RAMMING REFRAIN

Sea Shanty

Level: Minor

Perform Time: 1 standard action

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: No

During the target's next turn, if they make a Profession (Sailor) check in order to attempt to ram another vessel they gain a bonus equal to your Charisma modifier. This bonus does not apply to checks made to oppose a ramming from another vessel, and may only be applied for a single ramming attempt.

REASSURING REFRAIN

Meditative Chant

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: One target creature

Duration: Charisma modifier rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

All feat effects on target creature are suppressed for a number of rounds equal to the bard's Charisma modifier.

REBUKING REFRAIN

Undead Ode

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Target undead

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You attempt to rebuke undead with a cleric level equal to your bard level. This refrain may not be attempted on the same undead twice in one day.

Undead commanded by this refrain are only under the necrodancer's command so long as he continues to play undead ode and leave his command once this song ceases to affect them.

REFLECTIVE REFRAIN

Charming Tune

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: Yes

Any number of willing target creatures may choose to appear to any intelligent being to be the same race and gender as the viewer, as the spell reflective disguise.

REFRAIN OF AIDED MOTION

Traveling Tune

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

The bard can choose either to allow all target creatures to take an immediate 5ft step in the direction of their choosing or he can choose to allow one ally to take an immediate move action.

REFRAIN OF ALACRITY

Traveling Tune

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: Yes

Target creatures gain the benefits of the spell haste. This refrain suppresses, but does not dispel, the effects of slow. If a creature is under the effect of slow and this refrain and they are targeted by a haste spell, the haste will dispel the slow effect and the target will begin to benefit from haste through this refrain.

REFRAIN OF ANIMATION

Undead Ode

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Target corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may animate target corpse as by the spell animate dead with a caster level equal to your bard level, except there is no costly material component. If you have 15 ranks in Perform, you may instead animate corpses as if casting create undead.

The undead animated with this refrain are only under your control so long as they are under the effect of undead ode and revert to corpses afterwards. These corpses can later be animated again.

REFRAIN OF ARCANES
AWARENESS

Arcane Anthem

Level: Master

Perform Time: Passive

Range: 60ft

Target: Personal

Duration: Passive

Saving Throw: None

Spell Resistance: No

You are immediately aware of any spells or spell like abilities being cast within 60ft, even if you do not have line of sight or line of effect. When made aware of such an instance by this refrain, you may then use a Perform check in place of a Spellcraft check to determine what spell is being cast. You gain a +2 bonus on any saving throw you makes against a spell you have identified in this way.

REFRAIN OF AWARENESS

Meditative Chant

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature

Duration: 1 round

Saving Throw: None

Spell Resistance: No Target creature gains the effect of true seeing for one round. In addition, the bard gains an additional +2 morale bonus to Spot, Listen, and Search checks.

REFRAIN OF BALEFUL
TRANSPOSITION

Traveling Tune

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Two target creatures

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Two target creatures up to size large instantly switch positions, as the spell baleful transposition, taking all carried gear with them. A solid object such as the ground or a rope must connect them. Unwilling creatures may make a Will save (DC = 10 + ½ bard level + Charisma modifier) to avoid the effect.

REFRAIN OF BARRIERS

Arcane Anthem

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Effect: Wall of fire or ice; see text

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This refrain produces either the effect of the wall of ice spell or the wall of fire spell, with caster level equal to bard level. Unlike the spells, however, the barrier only remains for one round unless the bard chooses to maintain it by playing the refrain again on his next turn.

REFRAIN OF BATTLEFIELD
CONTROL

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The bard may only target creatures benefiting from one of his songs. The bard may target all targets of the refrain with a suggestion, as the spell mass suggestion. Bonuses from that bard's songs and refrains do not apply towards the save. A creature that chooses to attempt the save and succeeds may not be targeted again until the next combat.

REFRAIN OF BATTLEFIELD
CONTROL

Universal

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The bard may only target creatures benefiting from one of his songs. The bard may target all targets of the refrain with a suggestion, as the spell mass suggestion. Bonuses from that bard's songs and refrains do not

apply towards the save. A creature that chooses to attempt the save and succeeds may not be targeted again until the next combat.

REFRAIN OF BATTLEFIELD PRESENCE

Level: Standard
Perform Time: 1 standard action
Range: Unlimited
Target: Up to one creature per 3 levels
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
 In order to use this refrain, you must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today.)

The bard may move himself and several allies across the battlefield as per the spell teleport, with caster level equal to effective bard level, except he must always choose a destination within 10 feet of a visible ally.

REFRAIN OF BATTLEFIELD PRESENCE

Level: Standard
Perform Time: 1 standard action
Range: Unlimited
Target: Up to one creature per 3 levels
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
 Refrain of benign transposition: As the spell benign transposition. Two willing creatures up to large size affected by Traveling Tune (of which the bard may be one) instantly switch positions, taking all carried gear with them.

REFRAIN OF BLESSED UNITY

Song of Shelter
Level: Master
Perform Time: Passive
Range: Unlimited

Target: Any number of target creatures
Duration: Passive
Saving Throw: None
Spell Resistance: No
 Whenever a creature under the effect of the fast healing from the song of shelter takes hit point damage, another creature under the effect of the song can choose to take any amount of that damage instead. Damage can be diverted to multiple allies in any amounts. This diverted damage is not subject to reduction through DR or energy resist. Damage cannot be diverted to allies with zero or less health.

REFRAIN OF BURNING

Arcane Anthem
Level: Lesser
Perform Time: 1 standard action
Range: 15ft
Effect: Cone-shaped burst
Saving Throw: Reflex partial
Spell Resistance: Yes
 You create a 15ft cone of flames in front of you which deals 5d4 fire damage. Creatures may make a Reflex save for half damage (DC = 10 + ½ class level + Charisma modifier)

REFRAIN OF CALM WATERS

Sea Shanty
Level: Standard
Perform Time: Passive
Range: Unlimited
Duration: Passive
Saving Throw: None
Spell Resistance: No
 Whenever a ship's singer plays their sea shanty with the refrain of calm waters, their vessel is more resilient in the face of antagonistic conditions. Wind conditions are treated as one category lower for the bard's vessel for all purposes.
 This means for example that strong winds may be treated as completely normal conditions, while a hurricane may be ridden in as if it were only a windstorm.

REFRAIN OF CONSISTENCY

Meditative Chant
Level: Greater
Perform Time: Passive
Range: Unlimited
Target: Any number of target creatures
Duration: Passive
Saving Throw: None
Spell Resistance: No
 Any number of target creatures may freely take 10 on any skill check or ability check, even when under duress or in combat. This may also be used for skills that do not normally allow a player to take 10.

REFRAIN OF DAMAGE RESISTANCE

Song of Shelter
Level: Standard
Perform Time: Passive
Range: Unlimited
Target: Any number of target creatures
Duration: Passive
Saving Throw: None
Spell Resistance: Yes
 Target creatures under the effect of the fast healing from the song of shelter gain DR/- and energy resist for all energy types equal to the amount of fast healing gained by the song.

REFRAIN OF DEATH WARD

Song of Shelter
Level: Standard
Perform Time: 1 immediate action
Range: Unlimited
Target: Target creature
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
 In order to use this refrain, the bard must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today).
 Target creature gains immunity from all death effects for one round. This provides complete immunity to any spell or effect that would cause immediate death, such as the finger of death spell or a death from massive damage roll. This does not prevent a character from dying normally, such as from hit point loss.

REFRAIN OF DEATH

Undead Ode

Level: Master**Perform Time:** 1 standard action**Range:** Unlimited**Target:** Target living creature**Duration:** Instantaneous**Saving Throw:** Will partial**Spell Resistance:** Yes

In order to use this refrain, the bard must first succeed on a Perform check (DC 25 + 5 per previous attempted use of this refrain today). Target living creature must succeed on a Will save (DC 10 + bard level + Charisma modifier) or be slain immediately. If the creature makes this save, they instead take damage equal to the bard's bonus to Perform. Anyone slain by this effect may immediately be raised as an undead as if raised by refrain of animation. A creature may only be targeted by refrain of death once a day.

REFRAIN OF DEDICATED COMBATANTS

Level: Minor**Perform Time:** Passive**Range:** Unlimited**Target:** Any number of creatures**Duration:** Passive**Saving Throw:** Will negates (harmless)**Spell Resistance:** No

Creatures affected by this refrain gain a bonus against Will saves for fear, compulsion, and charm effects equal to the bard's Charisma modifier.

REFRAIN OF DELAYED DEATH

Battle Hymn, Song of Shelter

Level: Standard, Lesser**Perform Time:** 1 immediate action**Range:** Unlimited**Target:** Target creature**Duration:** Charisma modifier rounds**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

In order to use this refrain, the bard must first succeed on a Perform check (DC = 20 + 5 per previous attempted use of this refrain today).

The target of this refrain is unable to die due to hit point loss, as the spell delayed death. This effect lasts a number of rounds equal to the bard's Charisma modifier.

REFRAIN OF DESTRUCTION

Undead Ode

Level: Greater**Perform Time:** 1 standard action**Range:** Unlimited**Target:** Target undead creature**Duration:** Instantaneous**Saving Throw:** Reflex partial**Spell Resistance:** No

In order to use this refrain, the bard must first succeed on a Perform check (DC 20 + 5 per attempted use of this refrain today).

The bard may cause one of his controlled undead to explode in a burst of negative energy, destroying the undead and dealing 1d8 points of negative energy damage per HD of the undead destroyed to all within 10ft of the undead. Creatures are allowed a Reflex save (DC = 10 + ½ class level + Charisma modifier) for half damage.

REFRAIN OF DOORWAYS

Traveling Tune

Level: Master**Perform Time:** 1 swift action**Range:** Long (400 ft. + 40 ft./level)**Target:** Personal**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

In order to use this refrain, the bard must first succeed on a Perform check (DC = 20 + 5 per previous attempted use of this refrain today).

You instantly move yourself to target location within range as the spell dimension door but as a swift action and the bard may not bring along any other creatures.

REFRAIN OF ELEMENTAL SHELTER

Song of Shelter

Level: Minor**Perform Time:** 1 standard action**Range:** Unlimited**Target:** Any number of target creatures**Duration:** 1 round**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

This refrain gives all targets immunity to one chosen energy type. At time of performance, the bard makes a Perform check. This effect is removed from a

creature either at the beginning of the bard's next round, or once it has absorbed an amount of damage equal to the bard's perform check. Damage dealt in excess of this absorption is dealt as normal.

The bard may choose to take a readied action with this refrain and may perform the refrain and choose the energy type in response to a creature taking damage. This can shield the creature from the damage, but the refrain must be performed before the damage is determined.

REFRAIN OF ENCOURAGEMENT

Meditative Chant

Level: Minor**Perform Time:** Passive**Range:** Unlimited**Target:** Any number of target creatures**Duration:** Passive**Saving Throw:** None**Spell Resistance:** No

Meditative chant grants an additional +1 to skill checks, ability checks, and saves.

REFRAIN OF ENHANCED SEAMANSHIP

Sea Shanty

Level: Lesser**Perform Time:** Passive**Range:** Unlimited**Target:** Any number of creatures**Duration:** Passive**Saving Throw:** None**Spell Resistance:** No

Sea shanty provides a bonus to Swim, Jump, Spot, and Profession (Siege Engineer) checks equal to the bonus provided to Profession (Sailor) checks

REFRAIN OF EXCEPTIONAL EXPERTISE

Meditative Chant

Level: Master**Perform Time:** Immediate**Range:** Unlimited**Target:** Target creature**Duration:** Instantaneous**Saving Throw:** Will negates (harmless)

Spell Resistance: Yes

In order to use this refrain, the bard must first succeed on a perform check (DC = 25 + 5 per previous attempted use of this refrain today).

As an immediate action the bard may attempt to allow a creature to take 20 on a skill or ability check they are attempting without increasing the time of that check, even while under duress or in combat and with skills that do not normally allow a player to take 20. The bard may not use this ability on himself.

REFRAIN OF FAVORABLE WINDS

Sea Shanty

Level: Greater

Perform Time: Passive; Standard action

Range: Area around vessel

Duration: Passive

Saving Throw: None

Spell Resistance: No

When playing sea shanty, the bard may spend a standard action to change the direction of winds by up to 30 degrees, and may continuously use this refrain on consecutive rounds to adjust the winds to his liking. Once set, the winds maintain their new direction for as long as the bard continues to play sea shanty, after which time they resume their original direction.

A bard may similarly spend a standard action to increase or decrease the wind speed by one category for the purpose of modifiers to sailing speed, though this does not affect the impact on wind conditions for storm perils. A bard may modify the effecting wind speed by two degrees of strength in either direction through successive uses of this feature. Thus a ship's singer aboard a vessel in natural strong winds may increase the wind strength to that of a windstorm or decrease the strength to light. Once set, the winds maintain their new strength for as long as the bard continues to play sea shanty, after which time they resume their original strength.

REFRAIN OF FIRE SHIELD

Arcane Anthem

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Target creature is shielded with fire for one round. Any creature that attempts to pass through the shielded creature's square, touch the creature, or attack the creature with a natural or non-reach weapon suffers fire damage equal to the bard's ranks in perform.

REFRAIN OF FORTUNATE FRIENDSHIP

Level: Greater

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

The bard may expend d20 rerolls for rolls made by any willing creature under the effect of his music.

REFRAIN OF FREEZING

Arcane Anthem

Level: Greater

Perform Time: 1 standard action

Range: 60 ft

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a 60ft cone of freezing air, dealing cold damage equal to a Perform check to anything in the area. Creatures may make a Reflex save (DC = 10 + ½ class level + Charisma modifier) for half damage.

REFRAIN OF HEIGHTENED SENSES

Song of Rage

Level: Lesser

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures under the effect of this refrain gain 60ft blindsense and may act as though they had the blind-fight feat.

REFRAIN OF IMPENDING DOOM

Charming Tune

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: Charisma modifier rounds

Saving Throw: Will partial

Spell Resistance: Yes

Creatures that fail a Will save (DC = 10 + ½ bard level + Charisma modifier) become frightened for a number of rounds equal to the bard's Charisma modifier. Enemies that succeed on the save are still shaken for 1 round, but cannot be affected by the refrain again for 24 hours.

Creatures that cannot understand the bard (no common language, animal intelligence, etc) gain a +5 bonus to this save.

REFRAIN OF IMPROVISED EXPERTISE

Meditative Chant

Level: Lesser

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Creatures under the effect of this refrain may treat any untrained skill as if it were trained.

A bard that knows this refrain may always do this, even while not playing music.

REFRAIN OF LAST RETRIBUTION

Undead Ode

Level: Minor

Perform Time: 1 immediate action

Range: Unlimited

Target: Target undead creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If an undead under the effect of this refrain would be destroyed by a melee attack, as an immediate action the bard may allow it to make one attack at its highest base attack bonus against the creature that would destroy it.

This attack counts as a haste attack, so an undead that already made an extra haste attack cannot benefit from this refrain.

REFRAIN OF LIFE

Song of Shelter

Level: Lesser

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This refrain gives all targets immunity to negative energy damage. At time of performance, the bard makes a Perform check. This effect is removed from a creature either at the beginning of the bard's next round, or once it has absorbed an amount of damage equal to the bard's perform check. Damage dealt in excess of this absorption is dealt as normal. Creatures affected by this refrain also gain immunity to negative levels and all fear affects for one round.

REFRAIN OF MAGE HAND

Arcane Anthem

Level: Minor

Perform Time: 1 standard action

Range: 30ft

Target: One non-magical unattended object weighing up to 5 lb

Duration: Round

Saving Throw: None

Spell Resistance: No Each round when the bard performs this refrain, he may select a target object and move it up to 15ft in any direction, though he may not move the object beyond the range of the spell.

REFRAIN OF MAGICAL INVULNERABILITY

Arcane Anthem

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures under the effect of this refrain are immune to spells of 4th level and lower, as the spell globe of invulnerability but lasting only one round.

REFRAIN OF MEMORIES

Charming Tune

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: Up to Charisma modifier humanoid creatures

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

In order to use this refrain, the bard must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today) or the refrain fails.

The bard may attempt access and/or modify the memories of a several humanoids. Each creature is allowed a Will save (DC = 10 + bard level + Charisma modifier) to negate the effect on them. For anyone that fails, the bard may first spend up to Charisma modifier rounds learning the answer to one question per round from each of the targets memory. This function as the spell probe thoughts but on multiple targets which do not receive new saves each round. Then, the bard may attempt to alter the memories of any of these creatures, as the spell modify memory. You may spend up to five minutes visualizing the memories you wish to modify from each target. The bard is able to perform this action on multiple creatures at one.

Targets fascinated by the bard's charming tune receive a -4 penalty on their will save, and will continue to be fascinated even if they succeed in this save.

REFRAIN OF MIND-READING

Charming Tune

Level: Standard

Perform Time: Passive

Range: 60ft

Area: Cone-shaped emanation

Duration: Passive

Saving Throw: Will negates

Spell Resistance: Yes

The bard may as a free action attempt to read the surface thoughts of those around him, as the spell detect thoughts with a Will save (DC = 10 + 1/2 bard level + Charisma modifier).

REFRAIN OF MINDLESS FURY

Song of Rage

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures under the effect of this refrain get a circumstance bonus to Will saves equal to half the bonus to attack conferred by song of rage.

REFRAIN OF PROVIDENCE

Song of Shelter

Level: Lesser

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures under the effect of the song of shelter's fast healing also receive a luck bonus to AC and saving throws equal to the fast healing.

REFRAIN OF RAPID MENDING

Song of Shelter

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

For one round, creatures under the effect of fast healing from the song of shelter receive double the fast healing. This also increases the bonuses that depend on the amount of fast healing.

REFRAIN OF RAPID REPAIRS

Sea Shanty

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of creatures

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

During their next turn, any creature affected by this refrain who attempts to either repair a damaged section of the bard's vessel or shore a weakened section is only required to dedicate one round of work to the repair in order to make their Craft, instead of the usual minute.

REFRAIN OF READINESS

Battle Hymn

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Creatures under the effect of this refrain gain +2 bonus on initiative rolls.

REFRAIN OF RETRIBUTION

Battle Hymn

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: None

Spell Resistance: No

For one round, all target creatures may make an attack of opportunity against any enemy that strikes them in combat. This attack of opportunity occurs immediately after the first hit from each an enemy. A single ally cannot gain multiple attacks of opportunity against the same enemy, even if they are struck multiple times.

In addition, this refrain grants allies the benefit of combat reflexes, as the feat, for one round.

REFRAIN OF SEAWORTHY VESSELS

Sea Shanty

Level: Minor

Perform Time: Passive

Target: One creature

Duration: Passive

Saving Throw: None

Spell Resistance: No

Whenever playing the sea shanty while aboard a vessel at sea, the vessel is treated as having a seaworthiness rating of one higher than its actual rating for all purposes.

REFRAIN OF SECOND CHANCES

Meditative Chant

Level: Standard

Perform Time: 1 immediate action

Range: Unlimited

Target: Target creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

In order to perform this refrain, you must first succeed on a Perform check (DC = 20 + 5 per previous attempted use of this refrain today).

As an immediate action, the bard can attempt to allow a creature to reroll any single skill check, ability check, or save. This refrain must be performed before success or failure is determined, and the second roll must be kept. The bard cannot use this refrain on himself.

REFRAIN OF SEPARATED SHIPS

Sea Shanty

Level: Standard

Perform Time: 1 Immediate action

Range: Unlimited

Target: Target creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

If the bard's ship becomes grappled by another vessel, he may use this refrain as immediate action to target his captain. The captain may immediately attempt a

Profession (Sailor) check to oppose the grapple, and they do not suffer the -4 penalty and the grappler does not get their +4 bonus on their opposed check. In addition, if the grapple is successfully escaped, the ship's speed may increase up to 20, should the captain choose to have the boat's speed increase.

REFRAIN OF SHELTERED ESCAPE

Song of Shelter

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures benefiting from the fast healing effect of the song of shelter no longer provoke attacks of opportunity.

REFRAIN OF SPELL RESISTANCE

Song of Shelter

Level: Greater

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Target creatures that are under the effect of the fast healing from the song of shelter gain spell resistance equal to the bard's ranks in perform. This spell resistance does not apply to effects of music granted by the bard performing this refrain.

REFRAIN OF SUBMERGED SHIPS

Sea Shanty

Level: Master

Perform Time: 1 minute

Range: Unlimited

Target: One vessel and one creature

Duration: hr/lv

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The bard grants his captain the ability to steer his ship underwater. This refrain

works much the same as the spell submerge ship except as noted here.

No focus is required for this refrain, instead control over the vessel is always left to the captain who must maneuver the vessel through his usual means, and thus requires directing a helmsman and having a boat fully oared and with a full watch. The speed of the vessel is determined as if the ship were subject to the wind speeds directly overhead the vessel, possibly as if modified by other refrains.

REFRAIN OF SUBTLE INTUITION

Traveling Tune

Level: Master

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Whenever a creature under the effect of this refrain passes within 5ft of a trap they are granted a Search check as if they were actively searching, and are treated as if they had the rogue's trapfinding ability. Further, creatures are granted a +3 morale bonus to saving throws and AC against traps.

In addition, any bard that knows this refrain can use their Perform modifier in place of their Disable Device or Open Lock modifier at any time, even when not playing bardic music.

REFRAIN OF SUPRESSED FLAMES

Sea Shanty

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of fires on a vessel

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

In order to use this refrain, the ship's singer must first succeed on a Perform check (DC = 20 + 5 per previous attempted use of this refrain today). Once a ship's singer performs this refrain, all non-magical fires aboard their ship are immediately put out.

Magical fires, such as those sustained by a shroud in flames spell, require the bard to succeed on a Perform check (DC = 11 + spell's caster level) in order to be put out. Fires caused by previous spells, however, such as ignited combustible from a fireball, do not require this check.

REFRAIN OF TERRIFIC SURGE

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Any number of target creatures gain a morale bonus on attack rolls, damage, saves, and AC and DR equal to the bard's Charisma modifier for one round.

If the bard wishes to continue playing this refrain after the first round, he must first succeed on a Perform check (DC = 15 + 5 per round the refrain of terrific surge has continually been in effect).

Once a creature ceases to be affected by this refrain they become fatigued. Further, they cannot benefit from this refrain again for one week.

REFRAIN OF UNBINDING

Meditative Chant

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Enchantments, transmutations, and curses are removed from target creatures. This refrain works as the spell break enchantment targeting each target creature (caster level = bard level). If an enchantment is not removed, the bard may not attempt to remove the same enchantment again for 24 hours.

REFRAIN OF UNHINDERED STEPS

Traveling Tune

Level: Greater

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures under the effect of this refrain may move and act normally, as the spell freedom of movement.

REFRAIN OF UPLIFTED VOICES

Traveling Tune

Level: Lesser

Perform Time: Passive

Area: 30ft emanation centered on you

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Silence effects are suppressed within 30' of a bard performing this refrain.

REFRAIN OF VITALITY

Battle Hymn

Level: Greater

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Target creatures gain a +4 morale bonus to Strength, Dexterity, and Constitution while under the effects of this refrain.

REFRAIN OF THE EMPTY MIND

Meditative Chant

Level: Master

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures under the effect of this refrain are immune to all negative mind-affecting spells and effects. Existing effects are not removed, but are suppressed so long as the creature remains under the effect of this refrain.

REFRAIN OF THE HORDE

Song of Rage

Level: Master

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The bard and any number of target creatures under the effect of song of rage may choose to enter a shared health pool. This shared health pool is equal to the total hit points of all creatures entering +10 per ally. If the health pool reaches zero or below, all creatures sharing health die immediately. Any healing or temporary hit points gained by creatures under this effect are instead applied to the shared health pool. When the song of rage ends, any health remaining in the health pool is divided equally among all creatures (divided health is rounded up to the nearest whole hit point).

REFRAIN OF THE SELFLESS GUARDIAN

Battle Hymn

Level: Lesser

Perform Time: 1 immediate action

Range: 5ft

Target: Target willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If the bard would be hit by a melee or ranged attack (including ranged touch attacks from spells), he may play this refrain as an immediate action to inspire a willing creature within 5ft to take the hit for him. The ally is automatically struck with that attack and suffers all negative effects of the attack.

REFRAIN OF THE SENTRY

Undead Ode

Level: Standard

Perform Time: 1 standard action

Range: Unlimited

Target: Target undead creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The bard may select one target undead under his control to gain the effect of refrain of the sentry. This undead is always treated as under the effect of undead ode, even when the necrodancer is playing a different song. However, the selected undead cannot benefit from the effects of another song.

If an undead was already under the effect of this refrain, it loses all the granted abilities when a new undead is selected.

REFRAIN OF THE SHELTERING HAND

Song of Shelter

Level: Greater

Perform Time: 1 immediate action

Range: Unlimited

Target: Target creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

In order to use this refrain, the bard must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today).

If a creature under the effect of your bardic music is making a save, you may take an immediate action to instead have them roll three D20's and take the best result.

REFRAIN OF THE SKELETON CREW

Sea Shanty

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: One vessel

Duration: Charisma modifier rounds

Saving Throw: None

Spell Resistance: No

In order to use this refrain, the bard must first succeed on a Perform check (DC 20+ 5 per previous attempted use of this refrain today).

If he succeeds, his vessel is able to be briefly managed as if its watch was fully staffed even when it is not. For a number of rounds equal to the ship's singer's Charisma modifier, the vessel may take its movements and perform any special actions (such as come about and shear) as if it had the required number of persons on watch and working as oarsmen so long as it has one-fourth the needed crew-members performing these tasks (rounded up). A ship may not, however, use the sprint action when insufficiently staffed.

REFRESHING REFRAIN

Meditative Chant

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Fatigue and exhaustion effects are suppressed on any creature under the effect of this refrain.

Creatures that get a full night's rest while continuously under the effect of refreshing refrain are cured of all temporary ability score damage.

REGENERATING REFRAIN

Song of Rage

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Allies under the effect of this refrain gain fast healing 5.

REJUVENATING REFRAIN

Meditative Chant

Level: Master

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Creatures that get a full night's rest while continuously under the effect of rejuvenating refrain are cured of all negative levels, level drains, and permanent ability score drains. Further, all forms of insanity, confusion, and similar negative mental effects are removed. Any lost limbs are also regenerated.

REORIENTING REFRAIN

Sea Shanty

Level: Greater

Perform Time: 1 standard

Range: Close (25 ft + 5ft/2 level)

Target: Target capsized vessel

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

In order to use this refrain, the bard must first succeed on a Perform check (DC = 30 + 5 per previous attempted use of this refrain today).

If the bard is successful, this refrain will rapidly right a recently capsized vessel to its proper seafaring position. This refrain does not repair any damage to the ship, but does expel any water that had been taken on. This refrain may be used on a non-capsized vessel to simply expel any water the boat has taken on, though the Perform check must still be made as normal.

This refrain can only reorient a vessel that was capsized within a number of rounds equal to the ship's singer's Charisma modifier.

RELOADING REFRAIN

Sea Shanty

Level: Lesser

Perform Time: 1 standard action

Target: One creature/3 levels

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The bard selects a number of targets aboard his vessel to load their siege weapons more quickly. If during their next round any of these creatures work towards reloading a ballista or light bombard, they are able to complete the reloading process that round. All of the Strength and Profession (Siege Engineer) checks must still be made, as if they were properly loading the weapon.

Should a creature fail one of their necessary checks, they end their round having reached the stage of reloading up to the stage at which they failed a needed check.

A great bombard may similarly be reloaded in one round through this feat, though two affected characters must dedicate their next round to the reloading and must both successfully make all checks as with a light bombard.

REQUIEM OF THE FAITHFUL

Song of Shelter

Level: Master

Perform Time: 1 standard action

Range: Unlimited

Target: Any number of target creatures

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

For the next round, creatures under the effect of this refrain become immune to mind affecting spells and abilities, as the spell mind blank.

RESISTIVE REFRAIN

Undead Ode

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of target undead

Duration: Passive

Saving Throw: None

Spell Resistance: No

Undead under the effect of this refrain gain a morale bonus to their turn resistance equal to the bonus to AC granted by undead ode.

RESURGENT REFRAIN

Undead Ode

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of target undead

Duration: Passive

Saving Throw: None

Spell Resistance: No

Target creature may make a second save against an ongoing effect, as the spell resurgence but at range. The resurgent refrain cannot be used multiple times to attempt to overcome the same effect.

RHYTHM OF CLOUDED THOUGHTS

Siren's Song

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Creatures under the effect of siren's song incur a -1 competence penalty to Wisdom checks and Will saves per level in the initiate of the siren's song prestige class.

SAILOR'S REFRAIN

Traveling Tune

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Allies under the effect of this refrain gain a swim speed equal to their movement speed, gain the ability to breathe underwater, and are immune to crushing damage from underwater pressure.

In addition, any bard that knows this refrain never suffers an adverse effect on his bardic music from playing while underwater, even while not playing traveling tune.

SHIELDING REFRAIN

Song of Shelter

Level: Minor

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This refrain gives target creature temporary hit points for one round equal to a Perform check. These temporary hit points last for one round or until lost from damage.

The bard may choose to take a readied action with this refrain, and may perform the refrain in response to an ally taking damage. The bard must

decide to use this refrain after the hit is determined, but before damage is rolled.

If the bard has five levels in the chanter of the medic order prestige class, the amount of temporary hit points gained doubles.

SOARING REFRAIN

Traveling Tune

Level: Greater

Perform Time: 1 standard action; see text

Range: Unlimited

Target: Target creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The bard inspires a single ally to new heights, granting them a flight speed of 60' with good maneuverability for a number of rounds equal to the bard's Charisma modifier. When the effect ends, if the bard does not target the creature with this refrain again, the creature will gain feather fall as the spell (caster level = bard level).

The Bard may not target himself with this refrain.

In addition, a bard may perform this refrain to grant a creature with the effect of feather fall, as the spell (caster level = bard level).

STABILIZING REFRAIN

Battle Hymn

Level: Minor

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Creatures under the effect of this refrain immediately stabilize.

STRIKING REFRAIN

Battle Hymn

Level: Minor

Perform Time: 1 standard action

Range: Unlimited

Target: Target creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The bard can allow a single creature under the effect of his bardic music to make an immediate attack at their highest base attack bonus. This attack counts as a haste attack, so a creature that already made an extra haste attack on their previous turn cannot benefit from this effect.

SUGGESTIVE REFRAIN

Charming Tune

Level: Greater

Perform Time: 1 standard action

Range: Unlimited

Target: One creature/level

Duration: One hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of target creatures that fail a Will save (DC = 10 + ½ bard level + Charisma modifier) by suggesting a course of activity, as the spell mass suggestion.

Creatures fascinated by the bard receive a -4 penalty to their saving throw and will not break their fascination even if they succeed on the save. The Bard must be able to communicate this suggestion in a language the creatures can understand.

TACTICAL REFRAIN

Battle Hymn

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Creatures under the effect of this refrain gain an additional +2 morale bonus to attacks and deal an additional +1d6 damage against flanked enemies.

TEMPESTUOUS CRESCENDO

Arcane Anthem

Level: Master

Perform Time: 1 standard action

Effect: 60ft burst

Duration: Charisma modifier rounds

Saving Throw: Reflex half

Spell Resistance: Yes

In order to perform this refrain, the bard must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today). Further, this refrain may not be played unless the arcane anthem has been playing for a full 5 rounds.

If the bard succeeds, he deals an amount of elemental damage equal to his Perform check (split between fire and cold) to all creatures within 60ft each round. Creature are allowed a Reflex save for half damage (DC = 10 + ½ bard level + Charisma modifier). The refrain lasts a number of rounds equal to the bard's Charisma modifier, during which time the bard must continue to play the arcane anthem but may play other refrains. When this refrain concludes, the arcane anthem immediately ends.

TWIST OF FATE

Arcane Anthem

Level: Greater

Perform Time: 1 immediate action

Range: Unlimited

Target: One target creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

In order to use this refrain, the bard must first succeed on a Perform check (DC = 25 + 5 per previous attempted use of this refrain today).

As an immediate action, the bard may attempt to force any target to reroll one saving throw against a spell or spell-like effect. This decision is made after success or failure is determined, but before any results (such as damage) are determined. The target must keep the new saving throw. This refrain breaks the bard's concentration, immediately ending whatever song he is playing.

UNDEAD DIRGE

Undead Ode

Level: Master

Perform Time: 1 immediate action

Range: Unlimited

Target: Any number of target undead

Duration: Charisma modifier rounds

Saving Throw: Fort negates; see text

Spell Resistance: No

In order to use this refrain, the bard must first succeed on a Perform check (DC 25 + 5 per previous attempted use of this refrain today). Furthermore, the bard may not play the undead dirge unless she has been playing the undead ode for five 5 rounds.

All undead under the effect of this refrain gain a profane bonus on attack and damage rolls, AC, turn resistance, and saves equal to the bard's Charisma modifier.

Furthermore, any creature damaged by an undead must succeed on a Fort save (DC 10 + bard level + Charisma modifier) or become fatigued.

This refrain lasts for a number of rounds equal to the bard's Charisma modifier, during which time the bard must continue to play the undead ode but may play other refrains. When the undead dirge ends the undead ode immediately ends as well.

UNDYING MELODY

Undead Ode

Level: Standard

Perform Time: Passive

Range: Unlimited

Target: Any number of target living creatures

Duration: Passive

Saving Throw: None

Spell Resistance: No

Any living creature that dies while able to hear the bard's undead ode is raised as an undead on the following round as if raised by refrain of animation. If this would force the bard to release undead, he may choose to not have the creature be raised.

UNIVERSAL REFRAIN

Charming Tune

Level: Lesser

Perform Time: Passive

Range: Personal

Target: Self

Duration: Passive

Saving Throw: None

Spell Resistance: No

While under the effect of this refrain, the bard may speak and understand the language and dialect of any intelligent creature, as the spell tongues.