**Battlefield Anthem**

Who brings a violin to a war?

This is a 5 level prestige class meant for Bards.

**Prerequisites**

**Skill**: Any Perform +7

**Special**: You need to use an instrument.

**Characteristics**

This class aims to let Bards be more useful with music.

**Class Information**

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| **Level** | **Special** |
| **1** | Power Chord, Motif of Tenacity |
| **2** | Coda of Restoration |
| **3** | Fanfare of Vigor/Power/Knowledge |
| **4** | Anthem of Defiance |
| **5** | Verse of Vitality |

**Spells**: Bards can add their Battlefield Anthem levels to their Bard levels to determine Caster Level, Spells Known and Spells per Day.

**Base Attack and Saves**: As Bard

**Class Skills**: As Bard

**Hit Die**: d6

**Class Features**

**Bardic Music [Su]:** You can add half your Battlefield Anthem levels to your Bard levels to determine your Bardic Music uses per day.

**Power Chord [Su]:** At 1st level, your songs damage those who hear it. Each round you play, roll a Perform check. This is your attack roll against all enemies within 60 feet. It you hit, they suffer 1d6 Sonic damage plus 1 per Battlefield Anthem level you have (Max 1d6+5 at 5th level). This effect lasts as many rounds as you continue to play for, and consumes 1 Bardic Music use for the day.

**Motif of Tenacity [Su]:** At 1st level, your song turns away blades. Allies within 120’ who can hear you gain Damage Reduction equal to your Battlefield Anthem level. This damage reduction is bypassed by Magic weapons of any strength. The effect lasts as long as you continue playing. This consumes one Bardic Music use for the day.

**Coda of Restoration [Su]:** At 2nd level, your songs closes wounds. Allies within 120’ who can hear you gain Fast Healing +2, and allies that hear this song for 1 hour gain the effects of the *Restoration* spell. This ability can only be used outside of combat, and consumes a Bardic Music use for the day.

**Fanfare of Vigor, Power or Knowledge [Su]:** At 3rd level, your songs bolster your allies’ strengths. Allies within 120’ who can hear you gain a +2 bonus to either Constitution, both Strength and Dexterity, or both Wisdom and Intelligence. This does not stack with other spells that improve those stats. The effect lasts as long as you continue playing. This consumes one Bardic Music use for the day.

**Anthem of Defiance [Su]:** At 4th level, your songs turn away magic. Allies within 120’ who can hear you gain Spell Resistance of 5 + your Battlefield Anthem level + your Charisma modifier. The effect lasts as long as you continue playing. This consumes one Bardic Music use for the day.

**Verse of Vitality [Su]:** At 5th level, your music has wondrous effects on the living! Consuming 4 Bardic Music uses for the day, you can cast *Heal*, as the spell, on any one ally. The Caster Level is equal to your Battlefield Anthem level. This healing is not considered Positive Energy.