**Bard**

Hit Die: d6 -> d8

Skill Points: 4 -> 6

Bards no longer gain the standard Bard Song or Curse Song feats. All songs have been replaced (see below) and are granted automatically. Songs do not have uses, but may be activated freely as a standard action. They last indefinitely, but begin to fade once bard uses an item or takes any combat action. A bard may resume singing at any time after this action, however, to resume the effect.)

**General Feats**

Extra Song -> Removed

Curse Song -> Removed

Lingering Song -> Now causes songs to linger for five rounds after the bard ceases singing. If a new song is started during this wind down period, the effects of the old one are removed immediately.

**Songs**

*Countersong (Bard 1)*

All allies within the area of effect gain spell resistance equal to 10 + Bard Level. However, any time a spell is cast at an affected ally, the song is temporarily discharged, and ceases to protect them for 1 turn. New applications of Countersong cannot bypass this restriction.

*Fascinate (Bard 1)*

Enemies within the area of effect (huge ara) must make a will save (DC 10 + ½ Bard Level + CHA modifier) or become fascinated for as long as the bard maintains the song. Fascinated creatures are dazed and suffer a -4 penalty to all skill checks. However, upon incurring damage, the fascination ends.

A creature that has already been fascinated by the bard, or succeeds at a saving throw against the song becomes immune to the effects of this song until the bard’s next rest.

*Inspire Courage (Bard 1)*

Allies near the bard gain +1 to their saving throws against charm and fear effects and +1 to AB and damage. At 5th level, and every six levels thereafter, these bonuses increase by 1, to a maximum of +4 at 17th level.

*Inspire Competence (Bard 3)*

Beginning at level 3, the bard may target a single ally affected by Inspire Courage to also benefit from the effects of Inspire Competence as a free action:

The target gains a +2 bonus to all skill checks. This bonus increases by +1 for every four levels beyond the third (e.g. +3 at 7th, +4 at 11th, etc)

*Suggestion (Bard 6) (Sub-Radial: Rest, Retreat, Aid Caster)*

Suggestion is a targeted song that does not disrupt the effects of other active songs.

The bard can target a single creature affected by his Fascinate song to attempt to give them a suggestion (per the spell). A Will saving throw (DC 10 + ½ Bard Level + CHA) negates the effect. Even if the creature succeeds at its save, the bard may try again as a standard action the next round.

*Dirge of Doom (Bard 8)*

Enemies near the bard become shaken, suffering -2 AB, -2 saves, -2 to all skills. This is a mind-affecting effect. However, there is no saving throw.

**New/Revised Bard Feats:**

Bardic Knowledge -> Lore bonus halved to ½ bard levels.

*Well-Versed (Bard 2)*

The bard gains a +4 saving throw bonus against sonic effects and enemy bard songs.

*Lore Master (Bard 5)*

The bard learns the *Identify* spell as a special ability. (Cooldown: 3 Turns)

*Armored Casting (Bard 5)*

You ignore spell failure up to 35%. If your arcane spell failure amount is greater than 35%, subtract that amount.

*Martial Performance (Bard 6)*

Choose a single weapon. You become proficient in the selected weapon and benefit as if from Weapon Focus when wielding it. At 8th level, you benefit as if you had taken Weapon Specialization in the selected weapon. At 11th level, you benefit as if you had taken Improved Critical in the selected weapon.

**Spells (Added)**

Cause Fear (Bard 1)

Remove Fear (bard 1)

**Spells (New)**

*Allegro*

Transmutation

Bard 2

Range: Personal

Duration: 1 Round / Level

You gain the benefits of Haste while a bard song is active on you.

*Disrupt Silence*

Abjuration

Bard 3, Cleric 3

Range: Touch

Duration: 1 Round / Level

Create an AoE on a target that disrupts silence effects, removing any applied to creatures within the area of effect.