

Bards

Prime Requisites:	Intelligence 9, Wisdom 9, and Charisma 13
Hit Die Type:	d6 (4)
Class Abilities:	Bardic Songs, Jack of all Trades, Lore, Spell Use, Read Languages
Class Bonuses:	+2 to Intelligence and Charisma ability checks
Movement Rate:	40' per round
Alignment:	Bards must be Neutral
Permitted Armor:	Leather armor and shields
Permitted Weapons:	All weapons
Starting Gold:	2d6x10 gp

BARD CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Rhymer	1d6	+0
2	Lyrst	2d6	+1
3	Sonnateer	3d6	+2
4	Skald	4d6	+2
5	Racariade	5d6	+3
6	Jongleur	6d6	+4
7	Troubadour	7d6	+4
8	Minstrel	8d6	+5
9	Bard	9d6	+6
10	Bard	9d6+2*	+6
11	Bard	9d6+4*	+7
12	Bard	9d6+6*	+8
13	Bard	9d6+8*	+8
14	Bard	9d6+10*	+9
15	Bard	9d6+12*	+10
16	Bard	9d6+14*	+10
17	Bard	9d6+16*	+11
18	Bard	9d6+18*	+12
19	Bard	9d6+20*	+12
20	Bard	9d6+22*	+13

* Constitution modifiers no longer apply

BARD CLASS DESCRIPTION

Bards are masters of lore, poets, chroniclers, schemers, musicians, and orators blending fact and fiction to great effect. Whether weaving tales or delivering odes, bards can affect changes in individuals and small groups, inspiring them to great deeds in combat or fascinating them with their performance.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat where they perform deeds of valor. In life they prefer not to be encumbered by worldly goods and rarely take up permanent residence. Always on the move, their most prized possessions are their musical instruments and the stories, songs, and jokes they have learned in their travels.

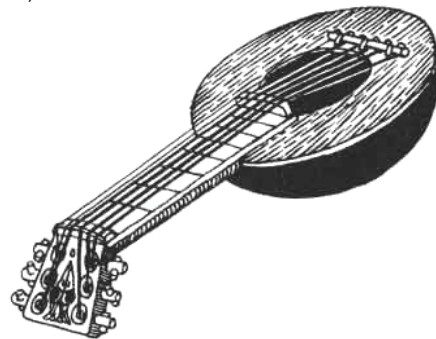
BARDIC SONGS: The bard's songs inspire their allies and helps them resist all sound-based attacks. So long as the bard performs and can be heard, all allies within 30' gain a +1 bonus to attack rolls and Saving Throws against Charm spells and effects, such as the songs of dryads and satyrs. This Saving Throw bonus also helps against spells and effects that rely on spoken commands, such as Command and Geas spells, and well as spells and effects that rely on sound to cause damage, such as the roar of a sphinx. NPC allies within 30' get a +2 bonus to all Morale checks while the bard performs.

In addition, the bard may attempt to cast Charm Person once per day while performing. At 8th and 15th levels, the bard gains one additional use of this ability and, at 10th level and beyond, the bard's song functions as a Charm Monster spell. Charmed creatures will remain charmed after the song ends, as per the Charm Person or Charm Monster spells.

While performing the bard must concentrate on their song, just as a spellcaster must concentrate on maintaining a spell (see **Duration** on page 25). This ability may be used up to 5 times per day, for up to 2 minutes (12 rounds) per use.

JACK OF ALL TRADES: Bards, in their quest for knowledge, dabble in the arts, research folklore, arcane formulae and history, study the mores and etiquette of others, and hone their senses so that they may better observe the world around them.

As a results, bards gain a +1 bonus to all Intelligence, Wisdom, Dexterity, and Charisma ability checks, excluding Saving Throws. This bonus is in addition to their Class Bonus to both Intelligence and Charisma ability checks.



LORE: Bards are lore masters of myth and memory. With a successful Intelligence ability check, a bard recalls some information about a notable person, group, legendary item, noteworthy place, or some other bit of information relevant to the bard's current exploits. The DM sets the difficulty of this ability check.

Bards also have a chance to identify cursed magic items. The bard need not handle an item but must examine it closely for at least one hour. To identify an item, the bard must make a DC 15 Intelligence check. Once identified, a cursed item may be discarded.

SPELL USE: Bards cast spells much like clerics, but through divine inspiration rather than the direct intercession of a god or its intermediaries. The spells available are listed on the bard spell list that follows. The table below shows the number of spells per day a bard may prepare each day. Bards prepare spells each day by reciting and writing music, poetry, or stories for at least 1 hour each day. This process is covered in greater detail on page 24 of **CHAPTER 3: SPELLS**.

A bard's spell **Saving Throw Difficulty Class** (or **DC**) equals 10 plus the bard's Experience Bonus (see page 69).

BARD SPELL TABLE

Level	Spell Level					
	1 st	2 nd	3 rd	4 th	5 th	6 th
1	1					
2	2					
3	3					
4	3	1				
5	3	1				
6	3	2				
7	4	2	1			
8	4	3	1			
9	4	3	2			
10	4	3	2	1		
11	4	3	3	1		
12	4	3	3	2		
13	5	4	3	2	1	
14	5	4	3	3	1	
15	5	4	3	3	2	
16	5	4	4	3	2	1
17	5	4	4	3	3	1
18	5	4	4	3	3	2
19	5	4	4	3	3	2
20	5	5	4	4	3	2

READ LANGUAGES: At 4th level bards gain the ability to decipher unknown languages (including simple codes, dead languages, treasure maps, and so on, but not magical writings) by making an Intelligence ability check. The Difficulty Class (see page 70) of this ability check is determined by the DM. If the attempt to read a given piece of writing fails, the bard must gain at least one level before another attempt to read it is allowed.

At 10th level, the bard gains the ability to read any spell scroll with an Intelligence ability check. The Difficulty Class of this check is usually 10 plus the spell level on the scroll. If the check fails, there is a 10% chance the spell will backfire, creating an unexpected result, due to the bard's imperfect understanding of magical writings. If the spell does not backfire, then a failed check indicates that the spell is not cast and remains on the scroll. This ability only allows the bard to cast spells from existing magic scrolls.



First Level Bard Spells

- 1] Change Self (M)
- 2] Charm Person (M)
- 3] Comprehend Languages (M)
- 4] Cure Light Wounds (C)
- 5] Detect Magic (C)
- 6] Prestidigitation (M)
- 7] Read Magic (M)
- 8] Remove Fear (C)
- 9] Remove Paralysis (C)
- 10] Sleep (M)

Second Level Bard Spells

- 1] Continual Light (C)
- 2] Entangle (M)
- 3] ESP (M)
- 4] Find Traps (C)
- 5] Hold Person (C)
- 6] Locate Object (M)
- 7] Phantasmal Force (M)
- 8] Snake Charm (C)
- 9] Speak with Animals (C)
- 10] Zone of Truth (C)

Third Level Bard Spells

- 1] Clairvoyance (M)
- 2] Cure Blindness (C)
- 3] Cure Disease (C)
- 4] Dispel Magic (M)
- 5] Haste (M)
- 6] Protection from Normal Missiles (M)
- 7] Remove Curse (C)
- 8] Speak with Dead (C)
- 9] Water Breathing (M)
- 10] Water Walk (C)

Fourth Level Bard Spells

- 1] Charm Monster (M)
- 2] Confusion (M)
- 3] Cure Serious Wounds (C)
- 4] Dispel Magic (C)
- 5] Hallucinatory Terrain (M)
- 6] Massmorph (M)
- 7] Neutralize Poison (C)
- 8] Scribing (M)
- 9] Tongues (C)

Fifth Level Bard Spells

- 1] Charm Plant (M)
- 2] Cure Critical Wounds (C)
- 3] Find the Path (M)
- 4] Feeblemind (M)
- 5] Geas (M)
- 6] Hold Monster (M)
- 7] Legend Lore (M)
- 8] True Seeing (M)

Sixth Level Bard Spells

- 1] Control Weather (C)
- 2] Heal (C)
- 3] Irresistible Dance (M)
- 4] Mass Charm (M)
- 5] Mind Blank (M)
- 6] Projected Image (M)
- 7] Restore (C)
- 8] Shapechange (M)

(C) See the cleric spell of the same name

(M) See the magic-user spell of the same name

