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ABANDONED ARTS[®] PRESENTS:

CLASS ACTS: BARD ARCHETYPES

TWO NEW ARCHETYPES FOR USE WITH THE PATHFINDER[®] ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE GALLIVANT (BARD ARCHETYPE)

A dramatic and flamboyant bard, the gallivant excels at disguising his significant and varied talents behind an illusion of triviality and silliness. By juggling, dancing, and drawing attention to himself, a gallivant lures his foes into a false sense of security.

A gallivant has the following class features.

Bardic Performance: A gallivant gains the following types of bardic performance:

Fortunate Fall (Ex): The gallivant may fall prone as an immediate action, and may ignore the penalties to Armor Class against melee attacks normally incurred by the prone condition for 1 round when he does so.

This ability replaces countersong.

Gather Crowd (Ex): At 5th level, the gallivant gains the ability to quickly gather a crowd. This is identical to the gather crowd ability of the celebrity and demagogue bard archetypes (see the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook).

This ability replaces lore master.

Juggle (Ex): At 2nd level, the gallivant can effectively wield more objects or weapons than he has hands by juggling the weapons in such a way as to retain the ability to bring any of them to bear at a moment's notice. The gallivant can juggle a number of small objects or light or one-handed melee weapons equal to 2 + his Dexterity modifier. Ranged weapons can be juggled, but are not usable while wielded in this way. Larger objects such as two-handed weapons may be juggled as well, but such items count double against the limit on the number of items that the gallivant can juggle at one time, and juggled weapons may only be wielded with one hand. Juggled shields grant no bonus to Armor Class. The gallivant must spend a free action each turn to continue juggling. If the gallivant is prevented from taking a free action to do so, the objects that he juggles immediately land on the ground at his feet. The gallivant may not cast spells with somatic components or use skills requiring a free hand while juggling, nor may the gallivant use any juggled object or weapon to perform a task requiring more than a standard action or a single attack action to complete. The bard may use multiple juggled weapons to execute a full attack action normally.

Weapons wielded in this way are easy to disarm, but difficult to sunder. A gallivant gains a +4 bonus to his Combat Maneuver Defense against sunder attempts targeting juggled weapons, and takes a -4 penalty against disarm maneuvers.

Finally, the gallivant learns to lob weapons from his array with unexpected speed and suddenness, gaining the benefits of the Throw Anything feat for as long as he juggles at least 3 objects. If the bard already possessed the Throw Anything feat, he gains a +1 bonus on ranged attack rolls made with juggled weapons instead.

This ability replaces bardic knowledge and versatile performance.

Stumbling Dodge (Ex): At 6th level, a gallivant gains a +1 dodge bonus to Armor Class and a +1 bonus on Perform (comedy) skill checks whenever his bardic performance is active. At 18th level, both of these bonuses are increased to +2. Any time that an adjacent opponent's melee attack misses the gallivant by an amount equal to or less than this bonus, that attack has a 50% chance to strike an adjacent creature (within reach) of the bard's choice instead, using the same attack roll.

This ability replaces suggestion and mass suggestion.

THE SOPHISTICATE (BARD ARCHETYPE)

A sophisticate is an academic adventurer, a regal performer, a classically-schooled rider, and a formidable fencer and man-at-arms. What these erudite bards lack in magical aptitude, they make up for with unrivaled prowess in any number of fields.

A sophisticate has the following class features.

Class Skills: Sophisticates add Handle Animal and Ride to their list of class skills.

Armor Proficiency: Sophisticates are proficient with light and medium armor, and with shields (except tower shields).

Academic Training (Ex): At 2nd level and at every even-numbered level thereafter, a sophisticate gains one bonus feat from the following list. A sophisticate must qualify for a feat in order to select it. Feats marked with a "1" are featured in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, and feats marked with a "2" are featured in the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook. The bonus feats available to a sophisticate are:

Animal Affinity, Antagonize², Combat Expertise, Cosmopolitan¹, Deceitful, Extra Performance, Improved Disarm, Improved Feint, Improved Initiative, Leadership, Lingering Performance¹, Lunge, Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Persuasive, Prodigy², Ride-By Attack, Skill Focus (any class skill), and Weapon Finesse.

This ability replaces the bard's spells.

Bardic Performance (Ex): A sophisticate's inspire courage, inspire competence, inspire greatness, frightening tune, and inspire heroics performances are extraordinary effects (Ex). A sophisticate gains the following types of bardic performance:

Counterpoint (Ex): Against any creature within 30 ft. of the sophisticate that would be the target of a Diplomacy or Intimidate skill check made to either demoralize or improve the subject's attitude, the sophisticate may substitute his Perform skill check (if higher) for the DC of the skill check required to demoralize or improve the subject's attitude. This performance requires an immediate action to use. Counterpoint relies on audible components.

This ability replaces countersong.

Logical Fallacy (Ex): As a standard action, the sophisticate can grant all allies within 30 ft. a +4 morale bonus on Will saving throws made to disbelieve illusions. Logical fallacy relies on audible components.

This ability replaces distraction.

Inspire Camaraderie (Ex): A sophisticate can end his performance as a standard action to grant each ally within 30 ft. a +2 bonus on all attack rolls made while flanking. This bonus stacks with the usual bonuses granted by flanking with an ally. Inspire Camaraderie relies on audible components.

This ability replaces fascinate.

Gather Crowd (Ex): At 6th level, the sophisticate gains the ability to quickly gather a crowd. This is identical to the gather crowd ability of the celebrity and demagogue bard archetypes (see the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook).

This ability replaces suggestion.

Aiding Action (Ex): At 12th level, the sophisticate can use the aid another action to aid the Armor Class or attack rolls of all allies within range as a standard action. The bard must threaten each enemy against whom any given aid is meant to apply, as normal. The sophisticate may aid the Armor Class of some allies and the attack rolls of others, choosing to grant different bonuses with each aid another attempt performed this way. Aiding action relies on audible components.

This ability replaces soothing performance.

Improved Aiding Action (Ex): At 18th level, the sophisticate can use the aid another action on any and all allies within 30 ft. as a standard action, even if he does not threaten enemies against whom the granted aid is meant to apply. Improved Aiding Action relies on audible components.

This ability replaces mass suggestion.

Formal Education (Ex): A sophisticate adds half his class level (minimum +1) to all trained Knowledge skill checks.

Condescend (Ex): At 4th level, the sophisticate can attempt to demoralize a creature with the Diplomacy skill as a standard action. Such an attempt is performed in the same way that an Intimidate check made to demoralize a creature would normally be performed. Furthermore, the sophisticate can veil the infuriating verbal barbs in such a way that allows the bard to delay the results of the check for up to 1 minute, after which the cleverness and impact of the verbal setup becomes lost. At any time before then, the bard may bring to bear the results of the last demoralizing Diplomacy check that he made against one target as a free action by delivering some verbal insult or punch line that casts his earlier remarks in an infuriating new light.

Denounce (Ex): At 20th level, the sophisticate can turn entire throngs of listeners against an opponent with a Diplomacy skill check and a minute-long oratory performance, worsening the indifferent or worse attitudes of all who hear him as they pertain to the subject by one step, plus one additional step for every 5 points by which his check exceeds the DC. The DC of this skill check is equal to the DC required improve the attitudes of the listeners normally. Helpful or better attitudes are not affected.

This ability replaces deadly performance.

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