



Abandoned Arts[®] Presents:
Feats of Song

TEN NEW FEATS FOR USE WITH THE PATHFINDER[®] ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Song features feats for singers and songsters who want to add flair to their attacks and performances.

BASHING INSTRUMENT[COMBAT]

You wield the power of music more literally than most bards do.

Prerequisites: bardic performance, Catch Off-Guard

Benefit: When you successfully hit a creature with an instrument wielded as an improvised weapon, you may choose to deal +1d8 extra points of damage. If you do, the instrument receives an equal amount of damage (hardness applies normally) and strikes the opponent with a musical crash, allowing you to begin a bardic performance as a free action as a part of the attack.

CAPTIVATE

Others are transfixed by your attention.

Prerequisites: Cha 13

Benefit: Creatures observing you take twice the usual penalties for being distracted, adding +10 to the DCs of Perception skill checks that they make.

Special: If you also possess the distraction bardic performance, you gain a +2 bonus on Perform skill checks to use that ability.

CONDUCTOR'S WAND

You are a maestro of magic.

Prerequisites: bard level 10

Benefit: You can expend one charge from a wand that you wield to power your bardic performance without expending a daily use of that ability. You may wave the wand in the air, use it to strum a stringed instrument, use it to beat on a drum, or otherwise incorporate the wand into your performance, even if you are playing an instrument with two hands.

Additionally, you may use your own Charisma score when determining the DC of an effect with the sonic descriptor that you produce from a wand.

Normal: The DC for a spell cast from a wand is equal to 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell.

INSTRUMENTAL EXPERTISE

You can produce more powerful effects from magical instruments.

Prerequisites: Perform 3 ranks

Benefit: The caster levels and DCs of effects produced from magical instruments that you play (like *pipes of the sewers*, or a *lyre of building*) are increased by +2.

MASTERPIECE MASTERY

You can perform a masterpiece by rote.

Prerequisites: any masterpiece*

Benefit: Choose any bardic masterpiece that you know. You can activate that masterpiece by spending one fewer rounds of bardic performance than you would otherwise expend (minimum 1 round).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new bardic masterpiece that you know.

MELODIC MEDITATION

The magic of music centers your concentration.

Prerequisites: bardic performance

Benefit: As long as you maintain a bardic performance, you can make Perform skill checks in place of concentration checks.

NUANCED NOTES

Your music can convey secret meanings.

Prerequisites: Perform 5 ranks.

Benefit: You can use the Perform skill in place of the Bluff skill when attempting to deliver a secret message, disguising the content of your message within the music. The music need not include a verbal component, but purely instrumental messages may convey only simple ideas and feelings, such as "that's a bad idea," or "I'm scared."

STEADYING SONG

Your music steadies your spirit.

Prerequisites: Melodic Meditation

Benefit: As long as you maintain a bardic performance, you do not lose concentration on spells that you cast as a result of taking damage from an

ongoing effect. Other sources of damage still affect your concentration normally.

SUMMONER'S SONG

You can sustain summoning spells with the power of song.

Prerequisites: ability to cast *summon monster* or *summon nature's ally*, bardic performance

Benefit: As long as you spend a move action each round to maintain your bardic performance, the duration of *summon monster* or *summon nature's ally* spells that you cast are extended to last for the duration of your performance. Maintaining bardic performance as a free or swift action is not sufficient to extend the duration of these spells – you must spend a move action to do so, even if you could otherwise concentrate on bardic performance with a lesser action.

WARSHOUT

Your war cry can inspire as well as terrify.

Prerequisites: bardic performance, rage or blood rage class feature, Cha 11

Benefit: You can use the bardic performance class feature while raging. If you do, your bardic performance ends if and when your rage ends, and you may not begin another performance for one round.

Normal: While raging or bloodraging, a character cannot use any Charisma-based skills (including the Perform skill) or any ability that requires patience or concentration.

*: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for details.



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