Everyman Archetypes Skald

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Alexander Augunas is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. Alex is a known kitsune aficionado and hopes to be writing well past his death.

Justin Whitley has been playing, GMing, and designing home-made content for RPGs such as 3.0 Edition, 3.5 Edition, and Pathfinder for over two decades. He is best known for his insane elves (especially elves in drag), introducing Alex to 3.5 Edition, and killing off roughly half of Alex's characters in said games. Justin is honored to write for Everyman Gaming, LLC and believes that lichdom is the best option for postmortem writing.

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Author's Preface

Thank you for purchasing EVERYMAN ARCHETYPES: SKALD. Shortly after Paizo announced PATHEINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE, Alex called me up to tell me that Paizo had just published my "spirit animal" class. He was referring to the skald, a name that I had frequently used in my games to reference a number of home-brewed multiclass martial, mentally unstable, bardic elves. Suffice to say when I beheld the new hybrid class, it was love at first sight; I promptly rolled up Krieg, my mentally disturbed elven skald to traumatize Alex in his latest home campaign.

When Alex decided to release another *EVERYMAN ARCHETYPES* product, I was elated to receive another call from him. This time, he invited me to assist him on the project. While we have long been friends and fellow gamers, prior to this I had been little more than a sounding board and a playtest victim of Alex's. (I was in the original group that playtested *Psychological Combat*, Everyman Gaming's first product.) *EVERYMAN ARCHETYPES: SKALD* represents the first time that I have made a major contribution to one of Alex's projects as well as to the *Pathfinder RolePlaying GAME* as a whole.

The skald is a class that is very near and dear to me. I have worked hard to expand this class in ways that I hope that you will find fun and exciting. As someone who has experienced that sudden feeling of terror when one of your players requests to bring a Third-Party product to the table, I hope that the expansions herein will be ones that you can enjoy, and that will not leave your GM muttering in the corner about the end of balanced encounters as though he were some deranged cultist of Cthulhu. Enjoy.

— Justin Whitley

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The following sections are presented in EVERYMAN ARCHETYPES: SWASHBUCKLER.

Skald Archetypes (Pg. 4): This section adds six new archetypes for the skald base class: the blood singer, the chivalric harbinger, the jarl extoller, the rage baiter, the showboat, and the unarmored cantor. In addition, a special rewrite of the jarl extoller archetype has been provided for players and GMs who are using the unchained skald base class from *EVERYMAN* UNCHAINED: UNCHAINED RAGE instead of the standard skald.

Instrument Tricks (Pg. 8.): This section introduces a new use for the Equipment Trick feat: instrument tricks. This section allows characters to choose an instrument and gain special abilities that she can use with that instrument, from general instrument tricks available to all instruments to specialized bell, drum, or horn tricks.

Design Goals

The following design goals guided the development of *Everyman Archetypes: Skald*.

1. Diversify Performances: In *PATHFINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE*, the skald has several abilities that reference their magical performances, but very little in the class itself makes use of the Perform skills as well as other, more imaginative uses of performance as the skald has far fewer types of raging songs than the bard has bardic performances. In addition, several key types of Perform skills are left unavailable to the skald, namely the ability to use tribal dancing as a means of using the skald's raging song. With this in mind, *EVERYMAN ARCHETYPES: SKALD* has created a number of archetypes that modify the types of performances that a skald has access to as well as which Perform skills the skald visually and mechanically makes use of.

2. Blend the Skald with More Classes: As a concept, the warrior bard is a very strong, archetypal idea that has been done in other places throughout the *PATHFINDER ROLEPLAYING GAME*. *PATHFINDER ROLEPLAYING GAME*: *ADVANCED CLASS GUIDE* takes this idea and implements it throughout many of the classes featured within, mixing and matching hybrids and parents to further cement the idea of what it means to be a member of a given class in Pathfinder. The skald doesn't have this privilege, as virtually all of its archetypes keep it safely in the avenue of "singing barbarian." As a result of this, *EVERYMAN ARCHETYPES: SKALD* introduces new archetypes that blur the skald's parent classes somewhat, adding new archetypes that make the skald a little bit more like a cavalier or a fighter based upon the needs of the player.

3. Enhance the Importance of the Instrument: For both bards and skalds, instruments matter extremely little beyond a trivial bonus on Perform checks, which interact very little with the mechanics of those classes. In film and literature, however, such characters treat their instruments like a treasured friend or family member, and it is precisely this emotion that *EVERYMAN ARCHETYPES: SKALD* wishes to slowly ease into the game. In the product's instrument tricks section, a number of feats have been added that give characters who want mechanical reasons to treasure these items benefits for doing so.

Skeld Archetypes

Archetypes modify a base class by replacing its class features. When a player selects a class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme.

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 the other alternate feature.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or a fighter's weapon training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements.

Blood Singer (Skald)

While most skalds charge into battle with a song of their lips and fury in their hearts, a blood singer's song resonates within, combining with his fury and resonating within his blood to knit together torn flesh and shattered bone.

Skald's Vigor: At 1st level, a blood singer gains Skald's Vigor^{ACG} as a bonus feat. This ability replaces scribe scroll.

Raging Regeneration (Su): At 9th level, a blood singer can spend 1 round of raging song to gain regeneration equal to the Strength bonus granted by his raging song for 1 round. He may only use this ability while affected by his raging song. The blood singer's regeneration is suppressed during any round that he is dealt sonic damage or fails a saving throw against an effect that suppresses sound-based abilities (such as a *silence* spell).

Starting this ability is a move action. At 14th level, a blood singer may start this ability as a swift action instead of a move action, and he may do so without needing to be affected by his raging song and while he is unconscious. At 19th level, a blood singer may start this ability as an immediate action instead of a swift action, and he may spend 2 rounds of raging song while doing so in order to double the regeneration that he gains from this ability for 1 round. This ability replaces damage reduction.

Chivalric Harbinger (Skald)

Although cavaliers serve as the backbone, hand, and fist of their respective orders, the duties of instructing, recruiting, and heralding members often fall to specialized members of an order known as harbingers. As full members of an order, a harbinger must be ready and willing to draw his blade in the name of his order during times of war, where he is often called upon to unite his allies into a cohesive unit.

Order: At 1st level, a chivalric harbinger must pledge himself to a specific cavalier order. The order grants the chivalric

harbinger a number of bonuses, class skills, and special abilities. Any effects from his cavalier order based on cavalier level use the chivalric harbinger's level. In addition, each order includes a number of edicts that the chivalric harbinger must follow. If he violates any of these edicts, his call to unity raging song does not provide affected allies with any morale bonuses for 24 hours. The violation of an edict is subject to GM interpretation.

A chivalric harbinger cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits of his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order.

Order Song (Su): A chivalric harbinger gains the following raging song, allowing him to grant his allies a bonus based upon which cavalier order he belongs to.

Call to Unity (Su): At 1st level, a chivalric harbinger can grant a +1 morale bonus on damage rolls and Will saves to all allies within 60 feet. At 4th level and every 4 levels thereafter, this morale bonus increases by +1. In addition, a chivalric harbinger can choose one target within sight to unify his allies against when he begins his performance. If he does, he and his allies gain his order's challenge bonus against the chosen target, using the chivalric harbinger's level to determine the bonus granted. Any morale bonuses granted by the chivalric harbinger's order stack with those granted by the call to unity raging song.

If an ally has the tactician class feature, she may share any teamwork feats that she has selected with this ability with the chivalric harbinger and all affected allies for the duration of this raging song. This ability replaces the inspired rage raging song.

Teamwork Feats: At 3rd level and every 3 levels thereafter, a chivalric harbinger gains a bonus feat that affects the chivalric harbinger and any allies under the influence of his call to unity raging song in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The chivalric harbinger must meet the prerequisites for the selected bonus feat.

When starting a call to unity raging song, the chivalric harbinger chooses which teamwork feats (if any) to add to the song, and all affected allies gain the benefits of these teamwork feats. If a teamwork feat requires another teamwork feat (such as Back to Back^{uc} and Improved Back to Back^{uc}), the chivalric harbinger cannot grant that teamwork feat to allies unless he can also grant that feat's prerequisite teamwork feat. He may add multiple teamwork feats to a call to unity at the same time using this ability (such as granting Back to Back and Improved Back to Back simultaneously).

A chivalric harbinger cannot grant his allies teamwork feats gained from other sources using this ability. However, if the chivalric harbinger has the tactician class feature, he can share teamwork feats gained from this ability with that class feature as well. This ability replaces rage powers.

Order Abilities: At 5th level and every 6 levels thereafter, a chivalric harbinger gains an order ability from his cavalier order. He gains his order's 2nd-level ability at 5th level, the 8th-level ability at 11th level, and the 15th-level ability at 17th level. This ability replaces spell kenning.

Jarl Extoller (Skald)

Although most skalds sing the savage songs of untamed frontiers and uncivilized realms, some skalds are trained as the personal storytellers and songwriters of nobles and kings. These 'civilized' skalds possess increased flexibility in how they inspire their comrades and increased training in the art of assisting and extolling his jarl.

Expert Service (Ex): At 1st level, when a jarl extoller uses the aid another action to assist one of his allies, he increases the bonus that the ally receives by +1. If the ally is also the target of the jarl extoller's extolling song, the bonus that the ally receives increases by an additional +1, plus an additional +1 at 8th level and every 4 levels thereafter. This ability replaces scribe scroll.

Extolling Song (Su): At 4th level, a jarl extoller gains the ability to perform an extolling song in addition to his raging song ability. An extolling song is exactly like a raging song with the following exceptions.

A jarl singing can use an extolling song to recreate the effects of the inspired rage, controlled inspired rage, or song of the fallen raging song, provided he is of the appropriate level, but he focuses the song on only a single target within range. While other creatures see and hear a jarl extoller's extolling song, only the target of this ability is affected by it. A jarl singing cannot have a raging song and an extolling song in effect at the same time. Every round spent engaged in an extolling song counts against the total number of rounds per day he can use his raging song, and he cannot use this ability if he does not have any more rounds of raging song left for that day. Starting an extolling song is a standard action; at 7th level, it becomes a move action, and at 13th level, it becomes a swift action.

When a jarl extoller uses his extolling song ability to emulate inspired rage, the morale bonus to Strength and Constitution that the targeted ally receives is increased by ± 2 . When a jarl extoller uses his extolling song ability to emulate controlled inspired rage, the total morale bonus that the jarl extoller grants to the target of his extolling song by ± 2 ; this bonus can be applied as part of the full bonus to one ability score or split between several scores as described by the controlled inspired rage ability. When a jarl extoller uses his extolling song ability to emulate song of the fallen, the revived ally is fatigued and sickened rather than staggered. This ability replaces uncanny dodge.

Controlled Inspired Rage (Su): Beginning at 8th level, when a jarl extoller inspires rage in his allies, instead of a normal inspired rage raging song he may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. At 16th level the song's bonus increases to +6. He may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. The jarl extoller applies his inspired rage bonus to all affected allies in the same way.

When performing a controlled inspired rage, affected allies gain no bonus on Will saves, take no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills and use abilities that require concentration, such as cast spells. This ability otherwise follows the normal rules for inspired rage. This ability replaces improved uncanny dodge.

Jarl Extoller (Unchained Skald)

Although most skalds sing the savage songs of untamed frontiers and uncivilized realms, some skalds are trained as the personal storytellers and songwriters of nobles and kings. These 'civilized' skalds possess increased flexibility in how they inspire their comrades and increased training in the art of assisting and extolling his jarl. This archetype is an altered version of the jarl extoller that is designed to be compatible with the unchained skald in *EVERYMAN UNCHAINED*: *UNCHAINED RAGE*.

Expert Service (Ex): At 1st level, when a jarl extoller uses the aid another action to assist one of his allies, he increases the bonus that the ally receives by ± 1 . If the ally is also the target of the jarl extoller's extolling song, the bonus that the ally receives instead increases by ± 2 , plus an additional ± 1 at 8th level and every 4 levels thereafter. This ability replaces scribe scroll.

Extolling Song (Su): At 4th level, a jarl extoller gains the ability to perform an extolling song in addition to his raging song ability. An extolling song is exactly like a raging song with the following exceptions.

A jarl singing can use an extolling song to recreate the effects of the inspired rage, controlled inspired rage, or song of the fallen raging song, provided he is of the appropriate level, but he focuses the song on only a single target within range. While other creatures see and hear a jarl extoller's extolling song, only the target of this ability is affected by it. A jarl singing cannot have a raging song and an extolling song in effect at the same time. Every round spent engaged in an extolling song counts against the total number of rounds per day he can use his raging song, and he cannot use this ability if he does not have any more rounds of raging song left for that day. Starting an extolling song is a standard action; at 7th level, it becomes a move action, and at 13th level, it becomes a swift action.

When a jarl extoller uses his extolling song ability to emulate inspired rage, any bonus to melee attack rolls, melee damage rolls increases by +2 and the number of temporary hit points that the target gains is increased by 1 per Hit Die. When a jarl extoller uses his extolling song ability to emulate controlled inspired rage, the target gains one additional benefit. When a jarl extoller uses his extolling song ability to emulate song of the fallen, the revived ally is fatigued and sickened rather than staggered. This ability replaces uncanny dodge.

Controlled Inspired Rage (Su): Beginning at 8th level, when a jarl extoller inspires rage in his allies, he may select two of the following benefits instead of performing a normal inspired rage raging song: +1 bonus on all attack rolls (both melee and ranged), +1 bonus on melee damage rolls and thrown weapon damage rolls, +1 dodge bonus to her Armor Class and on Reflex saves, 1 temporary hit point per Hit Die the target possesses (functioning as any other source of temporary hit points gained from raging). He may select a benefit multiple times, stacking their bonuses. At 16th level, the jarl extoller grants three benefits instead of two.

When performing a controlled inspired rage, affected allies gain no bonus on Will saves, take no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills and use abilities that require concentration, such as cast spells. This ability otherwise follows the normal rules for inspired rage. This ability replaces improved uncanny dodge.

Rage Baiter (Skald)

In addition to inspiring fury in their allies, some skalds use their performances to bait enemies into focusing their onslaught on the skald to distract them from their allies' fury. This archetype utilizes rules found in *Psychological Combat*, by Everyman Gaming, LLC.

Skills: Add Perform (comedy) (Cha) to the rage baiter's list of class skills. This ability alters the rage baiter's class skills.

Expanded Performances (Ex): At 2nd level, a rage baiter can select Perform (comedy) as a versatile performance in addition to the other Perform skills available to a skald. The skills associated with Perform (comedy) are Bluff and Intimidate. This ability alters versatile performance.

Antagonizing Song (Su): At 6th level, whenever a rage baiter starts or maintains his inspired rage raging song he may select one opponent to gain the benefits of his raging song. If the enemy is unwilling to gain his raging song's benefits, he may make an antagonize attempt against that opponent as part of the action required to start or maintain his performance. This antagonize attempt must be an emotion effect. An opponent affected by a rage baiter's inspired rage raging song is affected as though the rage baiter were a 1st-level skald, granting it a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saving throws, a -1 penalty to AC, and preventing it from using any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. Additionally, affected opponents gain the antagonized condition, treating the skald as the antagonist, for the duration of his inspired rage. Affected opponents don't gain any other benefits from the rage baiter's inspired rage, including rage powers and the benefits of feats that the rage baiter possesses.

At the start of each of its turns, an affected opponent can attempt to remove the antagonized condition with a Sense Motive check, as detailed by the antagonized condition. If the check succeeds, the antagonized condition ends, the opponent gains the penalties detailed by the antagonized condition for 1 minute, and the effects of the rage baiter's inspired rage end for that opponent. This ability replaces the skald's 6th-level rage power.

Showboat (Skald)

From the moment he steps into the arena, the showboat is showered in adulation. Showboats blend combat and performance so seamlessly that spectators are rarely left wanting for a better show — or for more carnage.

Weapon and Armor Proficiency: A showboat is proficient with all weapons with the performance weapon quality. This ability alters the skald's weapon proficiencies.

Skills: Remove Perform (sing) (Cha), Perform (string) (Cha), and Perform (wind) (Cha) from the showboat's list of class skills. Add Perform (act) (Cha), Perform (comedy) (Cha), and Perform (dance) (Cha) to the showboat's list of class skills. This ability alters the showboat's class skills.

Showboat's Inspiration (Su): At 1st level, the showboat and any ally affected by the showboat's inspired rage raging song can make performance combat checks in any combat, as if the affected allied possessed the Performing Combatant feat^{uc}. A showboat's raging songs can have audible components, visual components, or both, as the bard's bardic performance ability. This ability alters raging song and counts as Performing Combatant for the purpose of meeting feat prerequisites.

Showboat's Performance (Ex): At 2nd level, a showboat can choose from the following Perform skills with the versatile performance class feature: Perform (act), Perform (comedy), Perform (dance), Perform (oratory), and Perform (percussion). If he selects Perform (percussion), the showboat may make performance combat checks using this skill.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate). This ability alters versatile performance.

Performance Feats: Beginning at 3rd level, a showboat can gain a bonus feat that affects the showboat and any allies

under the influence of his inspired rage raging song in place of a rage power. He must meet the feat's prerequisites, if any, and the feat must be selected from the following list: Dazzling Display, Performance Weapon Mastery, Performing Combatant, Weapon Focus, or any feat listed as a performance feat. The showboat must meet the prerequisites for any feat he selects in this manner.

When starting an inspired rage raging song, the showboat chooses which rage powers or feats (if any) to add to the song, and all affected allies gain the benefits of these feats and abilities. If a feat or rage power requires another feat or rage power (such as the Dazzling Display feat requiring the Weapon Focus feat), the showboat cannot grant that feat or ability unless he can also grant that ability's prerequisite. He may add multiple feats and rage powers to an inspire rage at the same time using this ability (such as granting Weapon Focus and Dazzling Display simultaneously). If the showboat shares the Weapon Focus feat with his allies, they may choose which weapon this feat applies to, if any.

A showboat cannot grant his allies rage powers gained from other sources using this ability, but he may grant any of the feats listed to his allies, regardless of the source. This ability alters rage powers.

Gladiatorial Inspiration (Su): At 6th level, any creature under the influence of the showboat's inspired rage gains a bonus on performance combat checks equal to the Strength bonus granted by the showboat's inspired rage. This ability replaces the song of strength raging song.

Unarmored Canter (Skald)

An unarmored canter eschews the bulky confines of body armor in favor of his fleetness of foot, relying on creative dodging techniques to avoid harm.

Weapon and Armor Proficiency: An unarmed canter is proficient with all simple and martial weapons and all shields (except tower shields), but not with any armor. An unarmored canter can cast spells while using a shield (except a tower shield) without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, an unarmored canter wearing armor incurs a chance of arcane spell failure if the spell in question has somatic components.

An unarmed canter wearing armor carrying a heavy load loses his AC bonus, as well as his fast movement ability.

AC Bonus (Ex): When unarmored and unencumbered, the unarmored canter adds 1 point of Charisma bonus (if any) per unarmored canter level to his AC. In addition, an unarmored canter gains an additional +1 bonus to his AC and CMD at 7th level and every 3 levels thereafter, up to a maximum of +5 at 19th level.

These bonuses apply even against touch attacks or when the unarmored canter is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, or when he carries a heavy load. This ability replaces bardic knowledge and lore master.

Fast Movement (Ex): An unarmored canter's land speed is faster than the norm for his race by 10 feet. This benefit applies only when she is wearing no armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried. This bonus stacks with any other bonuses to the unarmored canter's land speed.

Drumming Trick: At 2nd level, an unarmored canter gains Equipment Trick (drum) as a bonus feat. This ability replaces well-versed.

Tireless March (Su): At 6th level, when an unarmored canter uses his song of marching raging song, all affected allies are treated as being +10 feet faster when determining their overland travel speed. In addition, affected allies gain a bonus on Constitution checks and Fortitude saving throws made to avoid nonlethal damage from cold temperatures, hot temperatures, starvation, and thirst equal to half his level. This ability replaces the song of strength raging song.

Instrument Wieks

Feats represent special tricks and tactics that characters have acquired through training, luck, or a quirk of birth. They grant specific abilities and benefits in certain situations. Although most feats belong to no specific category, most of the feats listed below belong to one or two specific types (or categories) based on special shared rules. Featured below is the Equipment Trick feat as well as new tricks for this feat based around musical instruments favored by skalds.

InstrumentTricks: When a character selects an instrument with the EquipmentTrick feat, she gains the tricks listed as general instrument tricks for every instrument that she meets the prerequisites for. Alternatively, she can select a specific instrument (such as bells, drums, or horns) with this feat instead of the general instrument category. If she does so, she gains the specific equipment tricks listed for that instrument as well as any general instrument tricks that she meets the prerequisites for.

At the GM's decision, the specific instrument tricks described herein can be expanded to include other, similarly-shaped instruments in addition to the listed instrument. For instance, a GM might rule that the horn tricks listed herein can be applied to trombones and trumpets, but not to saxophones or tubas. GMs should work with PCs seeking to take these tricks to ensure that the PC gets to play the character she envisions, but also that said character makes sense within the game world.

Equipment Trick (Combat)

Choose one piece of equipment, such as boots, cloak, rope, shield, or even an instrument.You understand how to use that item in combat.

Prerequisite: Base attack bonus +1.

Benefit: You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

Bell Tricks

- » Lucky Bauble (Base Will Bonus +2): Three times per day, while a bell is visibly attached to your body and able to ring, you can gain a +2 luck bonus on an ability check, attack roll, saving throw, or skill check. If you choose to use this ability before you make the roll or check, you gain the full +2 bonus; if you choose to do so afterwards, you only gain a +1 bonus. Using this ability is not an action. If you possess the adaptable luck racial trait, this trick allows you to use that racial trait three additional times per day. While wearing a bell in this manner, you take a -4 penalty on Stealth checks.
- » Reverberating Strike (Improved Dirty Trick): When you attempt a dirty trick combat maneuver with a melee weapon made mostly from metal against an opponent that is wearing metal armor or that is mostly constructed of metal, you can forgo the normal effects of your dirty trick to cause the target to vibrate for 1 round, plus 1 additional round for every 5 that your dirty trick attempt beats the target's CMD by. While its armor or body is vibrating, the opponent takes a -4 penalty on attack rolls, damage rolls, and Reflex saves, and to its Armor Class.

Drum Tricks

» **Drum** Anything (Perform [percussion] 1 rank): You are able to play virtually anything as a drum, from striking a shield

with a melee weapon to drumming a nearby surface such as a counter top or your armor. You are always considered to be wielding a drum for the purpose of using the Perform skill. This equipment trick doesn't allow you to use the benefits of feats without wielding an actual shield.

- » Drumming Shield (Shield Proficiency): While you are wielding a drum, you gain a +1 shield bonus to your Armor Class. If the drum is a masterwork instrument, this shield bonus increases to +2. If an attacker hits you while wielding a drum with an attack roll of a natural 20 and confirms the critical hit (even if you are immune to critical hits), the drum gains the broken condition. If already broken, the drum is destroyed instead. Only a natural 20 threatens to destroy your drum in this manner.
- » Hear the Ground (Perception 5 ranks): As a full-round action, you can set a drum against the ground in order to make detecting movement on or beneath that surface easier. Setting a drum in this manner provokes an attack of opportunity. While set, the Perception DC to detect a burrowing creature within reduced by 10. This benefit applies against any burrowing creature within 50 feet and the distance is modified based on the burrowing creature's size, as follows: Fine x1/32, Diminutive x1/16, Tiny x1/4, Small x1/2, Medium x1, Large x2, Huge x4, Gargantuan x16, Colossal x32. In addition, creatures using Stealth take a –10 penalty on their Stealth checks while within this range.
- » Inscribed Drum (Scribe Scroll): When creating a scroll using the Scribe Scroll feat, you can substitute the vellum or parchment normally used to create a scroll with the head of a drum. This doesn't decrease the cost of creating the scroll, but you may complete the somatic components for casting a spell from the scroll with striking the drum. In addition, a character that is trained in Perform (percussion) can substitute her Perform (percussion) bonus for Use Magic Device to cast a spell that has been inscribed upon a drum. You may only scribe a single spell onto a drum at a time, and if the drum gains the broken condition before the scroll is

used, the spell is discharged harmlessly, wasting the scroll.

General Instrument Tricks

- » Awakening Revelry (Countersong bardic performance): When you perform your countersong bardic performance while wielding an instrument that is associated with a Perform skill that you are trained in, sleeping creatures that can hear your performance automatically wake up. If a creature has been subjected to a magical sleep effect, such as sleep or deep slumber, that creature can attempt a new saving throw and use your Perform check result in place of its saving throw, as if the sleep effect were a sonic effect.
- » Demoralizing Performer (Intimidating Provess or Skill Focus [Intimidate], Perform 1 rank): When you use the Intimidate skill to demoralize an opponent while wielding an instrument, you gain a +2 bonus on your Intimidate check and are considered one size category larger than your actual size. If your instrument is masterwork, the bonus increases to +4. You must possess at least one rank in a Perform skill that is associated with the instrument that you are wielding in order to receive this bonus.
- » Instrumental Cacophony (Perform 5 ranks): While you are wielding an instrument, enemy spellcasters that attempt a concentration check to cast spells within your threatened area increase their concentration check by +1. This bonus increases by +1 for every 5 ranks in that instrument's associated Perform skill that you possess, to a maximum bonus of +5. This bonus doesn't stack if you wield multiple instruments simultaneously.
- » Magical Performer (Spell Focus): You can substitute the verbal components of any school of magic that you have selected with the Spell Focus feat with the playing of any instrument that is associated with a Perform skill that you are trained in. When you use an instrument to complete the verbal component of a spell that belongs to a school that you have selected with Spell Focus, add +1 to your caster level when determining the spell's duration.
- War Musician (Profession [soldier] 5 ranks): While you are acting as the commander of an army, increase the bonus on morale checks that your armor receives by +1. If you have the bardic performance or raging song class feature or are trained in Perform (keyboard instrument), Perform (percussion), Perform (sing), Perform (string), or Perform (wind), this bonus increases by +1 per 5 bard or skill levels you possess or by +1 per 5 ranks in one of the listed Perform skills that you possess. Increases to this bonus from having both skill ranks and class levels don't stack.

Horn Tricks

» Animal Calls (Wild empathy): While you are wielding a horn, you can mimic specific animal sounds such as roars and mating calls, granting you a +2 bonus on wild empathy checks. If you are using a masterwork horn, this bonus increases to +4. In addition, if you have the Greater Wild

Character Traits

Character traits are abilities that are not tied to your race or class. They can enhance your skills, racial abilities, class abilities, or other statistics, allowing you further customization.

There are many different kinds of traits in the *PATHFINDER ROLEPLAYING GAME*. Combat traits focus on martial and physical aspects of your background. Faith traits focus on your religious and philosophical leanings. Magic traits focus on any magical events or training you have had. Social traits focus on your social class or upbringing. Unless noted otherwise by your GM, you may have a maximum of one trait per category.

Master Instrumentalist (Social): You have played and honed your skills with a specific instrument since childhood, allowing you to pick up new tricks and applications with your favored instrument faster than most. Select one Perform skill. You gain a +1 trait bonus on checks made with the selected skill and you can select the Equipment Trick feat with any equipment or instruments that are associated with the chosen Perform skill as if your base attack bonus was +1 or higher.

War Dancer (Social): Where you're from, dancing has always been a culturally-important art that has gone handin-hand with martial arts, and your performances reflect this cultural tendency. You gain a +1 trait bonus on Perform (dance) checks. In addition, if you gain the versatile performance class feature or a similar ability, add Perform (dance) to the list of Perform skills that you can select with this class feature.

Perform (dance)'s associated skills are Acrobatics (Dex) and Fly (Dex).

Empathy feat^{IIM}, you can use wild empathy to change an animal's attitude as if using Intimidate to change the attitude of a person as a standard action by incurring a -8 penalty to your wild empathy check.

- » Messenger Horn (Bluff 1 rank): When you use a horn with the intent of sending a secret message, your message can be heard up to 3 miles away.
- » Sound Funnel (Perception 3 ranks): While you are wielding a horn, you can amplify the sound of your voice or enhance your ability to hear through doors and walls. The penalty that other creatures take on Perception to hear your voice decreases to +1/20 feet instead of +1/10 feet. In addition, the penalty that you take to hear through doors decreases to +2 and the penalty that you take to hear through walls decreases to +5/foot of thickness.
- » *Trumpeting Splash Attack (Throw Anything)*: When you use the throw splash weapon action while wielding a horn, you can infuse the splash weapon into the instrument in order to attack all foes within a 10-foot cone with the splash weapon. The cone originates from the target of your thrown splash weapon and spreads out in a straight line away from you. Otherwise, the splash weapon functions normally. An alchemist may infuse his bombs into a horn using this equipment trick.

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