

# EVERYMAN UNCHAINED

## BARDS



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## Bards

**Author:** Alexander Augunas

**Cover Artist:** Luiz Prado

**Development:** Alexander Augunas

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## A WHOLE NEW BARD!

When people ask us what class we're going to unchain next, I don't think that the bard is usually at the top of anyone's list. When most players hear, "Unchained class," they usually think, "buffed class" or "better class." But that isn't always so. Sometimes "unchained class" means "class with better execution," and that's exactly what the unchained bard brings to the table.

The bard as it appears in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* is strong. As someone who's played a bard without archetypes from 1st to 17th level in a very cool adventure path, you will never hear me claim otherwise. But where the bard doesn't work well is in its ability to deliver on diverse fantasies without the use of archetypes or other tack-on mechanics. You can play a bunch of different kinds of fighters, paladins, wizards, and sorcerers, but the bard has a very specific build that works because of how its choices function, and optimized bards tend to look almost identical if they have the same combination of archetypes.

We're hoping that our unchained bard fixes that while also providing some quality of life changes that will ultimately make the bard more fun to play. You can read a summary regarding the design philosophy of the unchained bard below. Thanks again for supporting Everyman Gaming, and I hope that you see plenty of use of this class at your gaming table.

Alexander Augunas  
Everyman Gaming Author and Publisher

## INSIDE THE UNCHAINED BARD

Below are several of the design choices that make the unchained bard tick, as well as the reason for their inclusion in the final class.

- » **Accompaniment:** At a glance, allowing the bard to have multiple performances active might seem like a huge balance concern, but in reality the one performance paradigm is a false tactical decision. There is always a "best" performance to have active, and most of the time it is the performance you get at 1st level. It is very rare to see players use the likes of inspire competence, inspire greatness, or inspire heroism because they occupy the same temporal niche as inspire courage (meaning you use them at the same time), but they simply aren't as useful or powerful despite being higher level. Accompaniment allows bards to make tactical choices with the new bardic performance mechanic—am I willing to trade most of my actions and my limited use resource pool to give a lot of bonuses to my allies? What will I do if I'm interrupted and I lose those bonuses? This leads to a situation where bards have to make tough choices and consider every ability in their tool kit rather than just one.
- » **Muses:** The unchained bard gets to pick from one of several relatively common musical muses, which determines what sort of components she can add to her performances. The idea for this is a small choice that you make at 1st level that ultimately has a cool thematic choice on your character at

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1st level that helps make sure that the performances you know make sense for the kind of performer you are.

- » **New Capstone:** Deadly performances has always been something of an oddball capstone because not all bards are going to want people to die from seeing them perform. In fact, dying from watching your performance feels more like a grave insult than the pinnacle of bard power. Inspire legends fits the paradigm of inspirations that the bard gets, and also has great functionality with the new "multiple performances" rules that the unchained bard thrives in.
- » **Performance Bonus:** This addition might seem small, but having a streamlined bonus mechanic that your abilities can reference as needed is very helpful when building a class like the unchained bard. It allows you to make sure that various abilities are balanced while also having an easy-to-remember number that many abilities draw upon.
- » **Performances as a Per Day Mechanic:** Bards have this issue where at low levels, they run out of rounds and at high levels managing them is no longer meaningful. The bard isn't the only class with this issue (barbarian and bloodrager have similar problems), but we decided when designing the bard that this chance is overall a boost to the bard's abilities at low level, where they're more likely to run completely out of resources. A barbarian who runs out of rounds of rage is still a high-strength juggernaut that can perform their role in combat well, but a bard who runs out of performances is basically an adept who loses most of what it means to be a bard.
- » **Repertoires:** Bards have this issue where just about every archetype they have trades the same two or three class features—bardic knowledge, well-versed, and versatile performance. One of the ways we're hoping to make further bard archetypes more interesting is by removing some of that "mandatory swap" by adding a repertoire mechanic that simply lets bards pick a relatively common assortment of skills that they gain bonuses to as they gain levels. The repertoire mechanic helps to make each bard feel like a unique individual and not some bardic drone that shambled out of a mass-production factory.

# Bard

You're a jack-of-all trades with a highly personalized set of skills and abilities. While you're capable of casting powerful spells, you also know a thing or two about swordplay and have a knack for a sizable repertoire of skills. As a bard, you're a performing artist with the power to shape the world around you by channeling your magic through your performances. The set of abilities you possess are entirely unique and determined as much by your preferred medium of performance as your conscious decisions—just as no two songs, dances, or speeches are the same, no two bards are entirely the same in how they influence the world and those who dwell within it. You excel at using magic to influence others—you bolster your friends, hinder your enemies, and even change others' feelings and emotions to suit your needs. While others might see your decision to sing and dance in the heat of battle as frivolous or insane, none can deny your power to direct the very flow of combat to your whims.

**Role:** While you can wade into battle with drawn sword like the greatest warriors of old, your skills are best when you support your fellows, using your spells and magical performances to bolster allies and confound enemies.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Gold:** 3d6 × 10 gp

## CLASS SKILLS

Acrobatics (Dex)	Linguistics (Int)
Appraise (Int)	Perception (Wis)
Bluff (Cha)	Perform (Cha)
Climb (Str)	Profession (Wis)
Craft (Int)	Sense Motive (Wis)
Diplomacy (Cha)	Sleight of Hand (Dex)
Escape Artist (Dex)	Spellcraft (Int)
Intimidate (Cha)	Stealth (Dex)
Knowledge (all) (Int)	Use Magic Device (Cha)

**Skill Ranks per Level:** 6 + Intelligence modifier

## ARMOR & WEAPON PROFICIENCIES

### ARMOR

Light armor, shields (except tower shields)

### WEAPONS

Simple weapons, longswords, rapiers, saps, shortwords, shortbows, whips.

## CLASS FEATURES

### SPELLS

A bard casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (song, recitation, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1: Unchained Bard. In addition, he

receives bonus spells per day if he has a high Charisma score.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells and two 1st-level spells of the bard's choice. At each new bard level, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score. The numbers on Table: Bard Spells Known are fixed.)

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

### BARDIC PERFORMANCE (Su); 1st-Level

A bard can use the key Perform skill of his muse (see below) to create magical performances called bardic masterpieces that bolster allies or hamper foes. Starting a bardic masterpiece requires a specific action as noted in the masterpiece's entry and its effects last 1 round. A bard cannot have more than one bardic masterpiece active at a time unless he is using the accompaniment class feature (see below).

Once the bard has started a bardic masterpiece, he can maintain his masterpiece's effects for multiple rounds by maintaining the performance as a free action. The bard can maintain any bardic performance that can be started as a standard action, a move action, or a swift action unless the performance says otherwise in its action entry. Maintaining a masterpiece extends the performance's duration by 1 round.



**Table 1: Unchained Bard**

Level	BAB	Fort	Ref	Will	Special	Bard Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic performance, bardic masterpiece, muse, performance bonus +1, repertoire	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Performance flourish, well-versed	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Bardic masterpiece, versatile muse	3	—	—	—	—	—
4th	+3	+1	+4	+4	Performance flourish	3	1	—	—	—	—
5th	+3	+1	+4	+4	Accompaniment (two masterpieces), performance bonus +2	4	2	—	—	—	—
6th	+4	+2	+5	+5	Performance flourish	4	3	—	—	—	—
7th	+5	+2	+5	+5	Bardic masterpiece, hasty performance (move), versatility talent	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Performance flourish	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Reptoire master	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Performance flourish	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Bardic masterpiece, performance bonus +3, versatility talent	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Performance flourish	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Hasty performance (swift)	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Performance flourish	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Bardic masterpiece, versatility talent	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Performance flourish	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Accompaniment (three masterpieces), performance bonus +4	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Performance flourish	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Bardic masterpiece, versatility talent	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Inspire legends, performance flourish	5	5	5	5	5	5

The bard must decide whether or not to maintain his bardic performance at the start of his turn, and he cannot maintain any masterpiece more often than once per round. A bardic performance cannot last longer than 1 minute per bard level you possess unless the masterpiece says otherwise.

All of the bard's performances end immediately if he becomes asleep, dead, dying, helpless, paralyzed, stunned, or unconscious. A bard can use bardic performance a number of times per day equal to his Charisma modifier + 1/2 his bard level.

#### BARDIC MASTERPIECE [Su]; 1ST-LEVEL

As he gains experience, the bard learns complex songs, stories, routines, and more that he can perform using his bardic performance class feature to create magical effects called bardic masterpieces. The bard learns his first bardic masterpiece at 1st level, and he learns an additional masterpiece at 3rd level and every 4 levels thereafter. If a bardic masterpiece allows a saving throw to resist its effects, the DC is equal to 10 + half the bard's ranks in his muse's key Perform skill + his Charisma modifier. If it requires an opponent to attempt a skill check, the DC is equal to 10 + 1-1/2 × the bard's ranks in his muse's key Perform skill + his Charisma modifier. A bard cannot learn the same bardic masterpiece more than once unless it specifically says otherwise.

#### PERFORMANCE BONUS [Ex]; 1ST-LEVEL

The effects of certain bardic masterpieces (see above) are determined by the bard's performance bonus, which represents the overall skill and effectiveness of the bard. A

1st-level bard's performance bonus is +1; it increases by 1 at 5th-level and every 6 levels thereafter.

A performance bonus counts as a specific type of bonus based on what the bonus is being applied to for the purpose of determining whether the bardic masterpiece's effects stack with other effects, as described below.

» *Attack Rolls*: Competence bonus.

» *Damage Rolls*: Competence bonus.

» *Saving Throws*: Morale bonus.

» *Other*: Insight bonus.

#### HASTY PERFORMANCE [Su]; 7TH-LEVEL

Starting at 7th level, the bard can start any bardic masterpiece that can be started as a standard action as a move action unless the performance says otherwise in its action entry. At 13th level, the bard can any bardic masterpiece that can be started as a standard action or a move action as a swift action unless the performance says otherwise in its action entry.

#### MUSE; 1ST-LEVEL

A bard's bardic performances are inspired by a creative longing that fuels the magical effects he produces. Although each bard's muse manifests in the form of a specific talent, different bards channel different interests and pursuits for this purpose. At 1st level, the bard chooses one muse upon taking his first level of bard—once made, this choice cannot be changed. The bard's muse grants him a free skill rank in his muse's key Perform skill at each bard level and is used to determine the performance components he can add to his bardic performance (see above)

**Table 2: Bard Spells Known**

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

as well as the effects of other bard class features. Muses that the bard can choose from begin on page 7.

#### **VERSATILE MUSE (Ex); 3RD-LEVEL**

At 3rd level, the bard can use his total ranks in his muse's key Perform skill in place of his ranks in his muse's associated skills. If he already has ranks in either of his muse's associated skills, those ranks are immediately refunded and can be invested in different skills as if he had just earned them from gaining a new level. When substituting in this way, the bard counts as having his muse's associated skills on his list of class skills and can substitute his Charisma modifier for those skills' usual key ability score modifiers (Dexterity for Acrobatics, Wisdom for Sense Motive, and so on).

#### **REPERTOIRE (Ex); 1ST-LEVEL**

Bards pick up a surprising repertoire of knowledge throughout their travels. At 1st level, the bard chooses one of the following repertoires of bardic knowledge and gains a bonus on skill checks associated with that repertoire equal to 1/2 the bard's level (minimum +1). If any of the repertoire's skills are trained-only, the bard can make skill checks with those skills untrained. Once chosen, the bard's repertoire cannot be changed.

The following list several of the more common repertoires available to bards. At the GM's determination, additional repertoires might be available.

- » **Athlete:** Acrobatics, Climb, Escape Artist, Fly, Swim.
- » **Cosmopolitan:** Bluff, Diplomacy, Intimidate, Knowledge (history), Knowledge (nobility), Sense Motive.
- » **Free Spirit:** Any four skills of the bard's choice.
- » **Magician:** Knowledge (arcana), Knowledge (planes), Spellcraft, Use Magic Device.

» **Scholar:** Knowledge (all).

» **Sham:** Bluff, Disable Device, Sleight of Hand, Stealth.

» **Wanderer:** Knowledge (geography), Profession (driver), Profession (sailor), Ride, Survival, any two skills of the bard's choice.

#### **REPERTOIRE MASTER (Ex); 9TH-LEVEL**

At 9th level, the bard becomes so confident in the use of his repertoire's skills that he can always take 10 on skill checks that belong to his repertoire, even while distracted or in danger. Additionally, the bard can spend one use of his bardic performance ability to take 20 on a skill check made with any skill that belongs to his repertoire, even while distracted, in danger, or if he wouldn't normally be able to take 20 on skill checks made with that skill. Taking 20 in this manner takes the normal amount of time required to make a check with the skill instead of the usual 2 minutes.

#### **PERFORMANCE FLOURISH; 2ND-LEVEL**

At 2nd level and every 2 levels thereafter, the bard learns a performance flourish, which modifies how he uses his bardic performance or bardic masterpiece class features. The list of performance flourishes appears on page 8.

#### **WELL-VERSED (Ex); 3RD-LEVEL**

The bard's performance training has made him skilled at avoiding attacks that rely on hearing or sight. At 2nd level, he gains a +4 insight bonus against figments, patterns, language-dependent effects, sonic effects, and the bardic performances of other bards.

#### **VERSATILITY TALENT; 7TH-LEVEL**

At 7th level and every 4 levels thereafter, the bard learns a versatility talent, which grants him an additional option in applying his key Perform skill to different tasks and situations, or grants him the opportunity to gain an additional muse. The list of versatility talents appears on page 24.

#### **ACCOMPANIMENT (Su); 5TH-LEVEL**

Beginning at 5th level, a bard can combine multiple performances into a seamless whole by performing one or more bardic masterpieces as accompaniments to a primary performance. Whenever the bard maintains a bardic masterpiece, he can start a second bardic masterpiece as a standard action, counting the new performance against his total daily uses of the bardic performance class feature as normal. This second masterpiece must be one that the bard can start as a standard action, a move action, or a swift action, and starting this second masterpiece is always standard action regardless of its normal performance action or other class features or abilities he possesses (such as the hasty performance class feature). Maintaining the second masterpiece is a move action, and the bard cannot maintain his second masterpiece unless he previously maintained his first masterpiece.

Starting at 17th level, whenever the bard maintains two bardic masterpieces in the same turn using this class feature, he can

start a third masterpiece as a standard action, counting the new performance against his total daily uses of the bardic performance class feature as normal. This third masterpiece must be one that the bard can start as a standard action, a move action, or a swift action, and starting this third masterpiece is always standard action regardless of its normal performance action or other class features or abilities he possesses (such as the hasty performance class feature). Maintaining the third masterpiece is a standard action, and the bard cannot maintain his third masterpiece unless he previously maintained his first and second masterpieces.

## INSPIRE LEGENDS (Su); 20TH-LEVEL

At 20th level, the bard gains the ability to perform a powerful bardic masterpiece called inspire legends.

### INSPIRE LEGENDS

*You can combine your learning and expertise into a powerful masterpiece that is entirely your own.*

**Components** See text; **Muse** See text.

**Effect** When you start this masterpiece, choose any two other bardic masterpieces that you know. that have a start action of 1 standard action, 1 move action, or 1 swift action. You combine both masterpieces into a single masterpiece, allowing you create the effects described by both masterpieces simultaneously. To start or maintain inspire legends, you must be able provide the performance components of both masterpieces that you choose and meet all requirements that both masterpieces possess (such as any muse restrictions they possess).



**Action** 1 standard action. The action needed to start this masterpiece cannot be reduced by the hasty performance class feature.

## MUSES

The following represent the most common muses. Noted in parentheses next to each muse's name is a list of which performance components the bard can provide to his bardic performance using each muse. See page 5 for more information about the muse class feature.

### ACTING (A or V)

You're a thespian, called to grace the stage by assuming the role of another for your audience's entertainment. You effortlessly slip into manifold roles for a time before shedding them off for your next store, your next stage.

**Key Skill:** Perform (act).

**Associated Skills:** Bluff (Cha), Disguise (Cha).

### COMEDY (A)

All performances seek to impart emotion upon the audience, and your medium of choice is the art of comedy. By exposing the drollness of life to those you entertain, you reveal unto others that even the greatest tragedies may someday give way to laughter.

**Key Skill:** Perform (comedy).

**Associated Skills:** Bluff (Cha), Intimidate (Cha).

### DANCE (V)

You feel the ebb and flow of music resonate within your body, a powerful clamour that shakes your body to the bone. Where music and oratory arts paint sound on silence, your rhythmic dancing paint motion upon otherwise dreary space.

**Key Skill:** Perform (dance).

**Associated Skills:** Acrobatics (Dex), Escape Artist (Dex).

### JUGGLING (V)

Where others rely on sounds or sights to perform, your feats of manual dexterity move to a rhyme uniquely your own. As you hoist object and after object into the air, onlookers cannot help but stare in awe in delight.

**Key Skill:** Perform (juggling).

**Associated Skills:** Acrobatics (Dex), Sleight of Hand (Dex)

### KEYBOARD (A)

Your muse is the symphonic melodies of keyboard instruments, your skill combined with the flexibility of those instruments giving rise to unfathomable musical expression. From delicate, quiet ballads to crashing, thunderous canons, there are few sounds and emotions your muse cannot express.

**Key Skill:** Perform (keyboard).

**Associated Skills:** Diplomacy (Cha), Intimidate (Cha).

### LEGERDEMAIN (A)

Where others seek merely to entertain, you seek to astound. Using

a combination of quick movements and impressive flourishes, you're able to confound the eye and bamboozle the mind with ease.

**Key Skill:** Perform (legerdemain).

**Associated Skills:** Bluff (Cha), Sleight of Hand.

## ORATORY [A]

You are a master of oration, an inspiring figure whose words move mountains and shake worlds. Although your performances aren't flashy, you possess a gravity in your speech that captivates and enralls audiences.

**Key Skill:** Perform (oratory).

**Associated Skills:** Diplomacy (Cha), Sense Motive (Wis).

## PERCUSSION [A]

From thunderous drums to clanging triangles to the simple clapping of hands, your muse lives in ordered cacophony. Where other musicians limit themselves to mere instruments, you're inspired to make your clamoring music however you can.

**Key Skill:** Perform (percussion).

**Associated Skills:** Handle Animal (Cha), Intimidate (Wis).

## SINGING [A]

Your muse is arguably the most primal and universal, for it calls you to fill the air with sweetly sung songs born of your own voice. For this reason, your voice resonates with all who hear its mesmerizing melody.

**Key Skill:** Perform (sing).

**Associated Skills:** Bluff (Cha), Sense Motive (Wis).

## STAGE MAGIC [A OR V]

You use cunning tricks and routines to create the illusion of magic. While it's true you're capable of casting spells, your performance relies on your ability to mystify even master magicians by performing feats of magical showmanship without needing to rely on your spells.

**Key Skill:** Perform (stage magic).

**Associated Skills:** Bluff (Cha), Escape Artist (Dex).

## STRINGS [A]

Your muse reverberates from string instruments, born on the wings of subtle vibrations on fragile wires and strings. Your instruments are exotic and your craft difficult to master, yet it is difficult to find a soul not enchanted by the purposeful plucking of a well-tuned string instrument.

**Key Skill:** Perform (strings).

**Associated Skills:** Bluff (Cha), Diplomacy (Cha).

## WIND [A]

Your muse is a storm waiting for sweet release upon an eager world. Through your breath, this storm is released, flying upon wings born aloft by the very breathe that gives you life, and so the wind carries the weight of your musical prowess.

**Key Skill:** Perform (wind).

**Associated Skills:** Diplomacy (Cha), Survival (Wis).

## PERFORMANCE FLOURISHES

A bard learns his first performance flourish at 2nd level and learns an additional flourish at 4th level and every 2 levels thereafter. Performance flourishes require the bard to have a minimum bard level, and they are organized accordingly.

Some flourishes modify your bardic masterpieces, and are noted with an asterisk (\*) next to the flourish's name. A bard may only apply one such flourish to a performance flourish at a time. Choose whether any such flourish modifies your performance when the bard starts it. Each time he maintains a bardic masterpiece, the bard chooses whether to keep, swap, or remove any such modifications that he has applied.

If a performance flourish allows a saving throw to resist its effects, the DC is equal to 10 + half the bard's ranks in his muse's key Perform skill + his Charisma modifier. If it requires an opponent to attempt a skill check, the DC is equal to 10 + 1-1/2 × the bard's ranks in his muse's key Perform skill + his Charisma modifier. A bard cannot learn the same bardic masterpiece more than once unless it specifically says otherwise.

### 2ND-LEVEL

You must be at least 2nd level to learn the following performance flourishes.

#### ADDITIONAL MASTERPIECE

You learn a 1st-level bardic masterpiece (see page 16) of your choice in place of a performance flourish.

You can learn this performance flourish up to three times. You must be 10th level to learn the flourish a second time and 18th level to learn it a third time. The second time you learn this flourish, you learn a 7th-level bardic masterpiece of your choice. The third time you learn this flourish, you learn a 15th-level bardic masterpiece of your choice.

#### COSTUME PROFICIENCY [Su]

You can spend 2d4 minutes and one use of your bardic performance ability to adjust the appearing of your equipment. For a number of hours equal to your bard level, any armor you wear counts as having the *glamered* armor special ability and any weapon you wield or carry counts as having the *glamered* weapon special ability.

#### COUNTERSONG\* [Su]

Whenever you start or maintain a bardic masterpiece with audible components, you can make a Perform check. Whenever an ally within 60 feet attempts a saving throw against a sonic or language-dependent effect, they can substitute the result of their saving throw with the result of your Perform check if your result is higher. This effect lasts 1 round.

#### DISTRACTION\* [Su]

Whenever you start or maintain a bardic masterpiece with visual components, you can make a Perform check. Whenever an ally within 60 feet attempts a saving throw against a figment



or pattern effect, they can substitute the result of their saving throw with the result of your Perform check if your result is higher. This effect lasts 1 round.

### ESCAPIST'S JIG\* [Su]

Whenever you start or maintain a bardic masterpiece with visual components, you can make a Perform check. Whenever an ally within 60 feet attempts an Escape Artist check to escape from a grapple or an effect that causes the entangled condition, they can substitute the result of their Escape Artist check with the result of your Perform check if your result is higher. This effect lasts 1 round.

### BLOODLINE SPELL TRADITION

Choose one sorcerer bloodline and add all 6th level and lower spells to your bard spell list and list of bard spells known as spells of the indicated level. If the bloodline requires you to choose a specific option to determine these spells' effects (such as a dragon type for the draconic bloodline or an

element for the elemental bloodline), you make this choice when you gain this bardic flourish. Once chosen, it cannot be changed. If you take levels in a class that grants a bloodline, the bloodlines must be the same type as the one chosen with this ability, even if that means that the bloodline of one of the classes must change (as determined by the GM).

You can only learn one bardic flourish with "spell tradition" in its name.

### ENIGMATIC SPELL TRADITION

Choose one oracle mystery and add all 6th level and lower spells to your bard spell list and list of bard spells known as spells of the indicated level. Once chosen, it cannot be changed. If you take levels in a class that grants a mystery, the mysteries must be the same type as the one chosen with this ability, even if that means that the mystery of one of the classes must change (as determined by the GM).

You can only learn one bardic flourish with "spell tradition" in its name. Once chosen, it cannot be changed.

### EVANGELICAL SPELL TRADITION

Choose one cleric domain belonging to a deity that you worship and add all 6th level and lower spells to your bard spell list and list of bard spells known as spells of the indicated level. Once chosen, it cannot be changed. If you take levels in a class that grants a cleric domain, at least one of that class's domain selections must be the one chosen with this ability, even if that means that the cleric domain of one of the classes must change (as determined by the GM).

You can only learn one bardic flourish with "spell tradition" in its name. You lose this ability if your alignment changes to one prohibited by your deity or if you commit an atrocity against your god's teachings. You cannot regain the benefit of this ability until you atone (see the *atonement* spell description).

### FAMOUS [Ex]

You are famous within a specified region, and within that region, the locals are more likely to react favorably towards you. Choose a region that is a settlement with a total population of 1,000 or fewer people. This can be a single village, a neighborhood within a larger city, or small community. You gain a +1 competence bonus on Bluff, Diplomacy, and Intimidate checks made against people within the chosen region and they have a starting attitude of friendly towards you unless the GM determines that specific circumstances would have their attitudes be better or worse.

At 5th level, the size of this region increases to 5,000 total people and the competence bonus on Bluff, Diplomacy, and Intimidate checks increases to +2. At 9th level, it increases to 25,000 people and a +3 competence bonus. At 13th level, it increases to 100,000 people and a +4 competence bonus. At 17th level, it increases to nearly all civilized people (GM's discretion) and a +5 competence bonus.



### FOOLISH MOTLEY\* [Su]

Whenever you start or maintain a bardic masterpiece with audible components, you can make a Perform check. Whenever an ally within 60 feet attempts a saving throw against an effect that causes the confused or fascinated condition, they can substitute the result of their saving throw with the result of your Perform check if your result is higher. This effect lasts 1 round.

### GRAVE PERFORMANCE\* [Su]

Whenever you start or maintain a mind-affecting bardic masterpiece, your masterpiece affects undead creatures as if it weren't mind-affecting. This doesn't allow you to target undead creatures with bardic masterpieces that only affect humanoids, even if the affected undead was humanoid in life.

### GREEN PERFORMANCE\* [Su]

Whenever you start or maintain a mind-affecting bardic masterpiece, your masterpiece affects plant creatures as if it weren't mind-affecting.

### HARMONIZE

You add +1 to the save DC of your bardic masterpieces, performance flourishes, and bard spells. You can select this bardic flourish twice. Its effects stack.

### HYMN SINGER

Whenever you start or maintain a bardic masterpiece with audible components, you can choose one deity and add religious flair from that deity's scripture to your performance by singing a religious song or incorporating a well-known piece of religious music. Affected allies who worship the chosen deity always count as presenting that deity's holy symbol for all effects that require them to do so, including for the purpose of casting spells that require a divine focus. In addition, you count as presenting a holy symbol, chanting prayers, or ringing a hand bell for the purpose of exploiting the weaknesses of undead creatures.

You must be good-aligned and worship a good deity to learn this flourish.

### INSTRUMENTALIST

Whenever you activate a magic instrument (such as a *lyre of building*) that belongs to the same Perform skill as your muse's key Perform skill, you can also start any bardic masterpiece you know with the same or faster start action as the action used to activate the magic instrument. For instance, if you use a standard action to activate a *chime of interruption*, you could also start any bardic masterpiece that requires a standard action, a move action, or a swift action to start.

By spending 1 use of bardic performance when you activate a magic instrument that requires a saving throw against its effects, you can use your bardic masterpiece saving throw DC in place of the magic instrument's usual save DC.

### LINGERING PERFORMANCES\* [Su]

Whenever you stop maintaining a bardic masterpiece that requires a standard action to start for any reason, affected creatures continue to be affected by the performance for 2 rounds. This performance flourish does not affect bardic masterpieces that cannot benefit from the hasty performance class feature (such as the sound strike bardic masterpiece).

### MUSE MASTERY [Ex]

You add your muse's key skill and associated skills to your repertoire's list of skills. This grants you a bonus to skill checks with those skills equal to 1/2 your bard level. In addition, if you have the repertoire master class feature, you gain the ability to always take 10 on skill checks that belong to his repertoire and to spend uses of your bardic performance ability to take 20 on such skill checks, as described by the repertoire master class feature.

### PATTER [Ex]

You can attempt to trick another creature into answering a question truthfully. To use this ability, you must engage the target in conversation for 1 minute. After 1 minute of conversation, you ask your opponent one question of no more than 25 words that can be answered with a simple "yes" or "no" and your opponent attempts a Will save against a DC equal to 10 + 1/2 your ranks in the Bluff skill + your Charisma modifier. If your muse has Bluff as an associated skill, you can use your ranks in your muse's key skill instead of your ranks in Bluff for the purpose of determining this ability's save DC.

If your opponent fails their saving throw, they must answer your question truthfully with an answer of "yes," "no," or "unsure." Your target always answers with "unsure" if it doesn't know the answer to your question. This answer can be truthful but incorrect, such as if the person learned or was told false information. If your opponent's saving throw succeeds, they can answer you however they like.

You can use this bardic flourish at will, but once you target a creature with this flourish you cannot target it again for 1 day.

### PERFORMANCE COUNTERSPELL\*

Whenever you start or maintain a bardic masterpiece, you gain the ability to attempt to counterspell any spell that you successfully identify with Spellcraft as an immediate action. When counterspelling in this manner, you may use any spell of the same spell level or higher as the spell being cast, as if you had the Improved Counterspell feat.

This performance flourish otherwise counts as the Improved Counterspell feat; feats and other effects which affect or require Improved Counterspell apply to it.

### PIERCING PERFORMANCES\* [Su]

Whenever you start or maintain a bardic performance, you gain a +5 bonus to caster level checks to overcome an opponent's spell resistance and to dispel checks (such as those made with the *dispel magic* spell).

### PSYCHIC SPELL TRADITION

Choose one psychic discipline and add all 6th level and lower spells to your bard spell list and list of bard spells known as spells of the indicated level. Once chosen, it cannot be changed. If you take levels in a class that grants a discipline, the disciplines must be the same type as the one chosen with this ability, even if that means that the disciplines of one of the classes must change (as determined by the GM). In addition, each time you cast these spells you choose whether you cast them as arcane spells or as psychic spells.

You can only learn one bardic flourish with “spell tradition” in its name. Once chosen, it cannot be changed.

### RALLYING CRY\* [Su]

Whenever you start or maintain a bardic masterpiece with audible components, you can make a Perform check. Whenever an ally within 60 feet attempts a saving throw against an emotion or fear effect, they can substitute the result of their saving throw with the result of your Perform check if your result is higher. This effect lasts 1 round.

### REVITALIZING MELODY\* [Su]

Whenever you start or maintain a bardic masterpiece with audible components, you can make a Perform check. Whenever an ally within 60 feet attempts a saving throw against an effect that causes the exhausted, fatigued, nauseated, or sickened condition, they can substitute the result of their saving throw with the result of your Perform check if your result is higher. This effect lasts 1 round.

### SHOWMAN [Ex]

Whenever you attempt a Perform check to earn gp, you gain a competence bonus to your check equal to your bard level. Additionally, the amount of gp that you earn from your Perform check per day is equal to twice the check’s result. Each month, the total amount of gp that you earn using the Perform skill cannot exceed the base value of the settlement that you are performing in.

### SONG OF STRENGTH [Su]

Whenever you start the inspire competence masterpiece, you can use your performance to enhance the target’s physical prowess. The target adds an insight bonus to their next Strength check or Strength-based skill check equal to half your level instead of using your usual performance bonus.

You must know the inspire competence bardic masterpiece to learn this flourish.

### SPELL WEAVING\* [Su]

You can interweave your spellcasting with your performances. Whenever you cast a bard spell, you can spend one daily use of your bardic performance class feature to attempt a Perform check with your muse’s key Perform skill as a swift action. Onlookers must succeed on a Perception check opposed by the result of your

Perform check to realize that you are also casting a spell.

Additionally, whenever you maintain a bardic masterpiece, you can spend one daily use of your bardic performance class feature as a move action to weave one spell with a duration of concentration into your masterpiece. While woven into your master, maintaining the masterpiece also maintains the spell, and you can cast another spell during that round (including on the turn that you first wove the spell into the performance) without losing the woven spell. You can continue to concentrate on the woven spell in this manner until its duration ends and when the masterpiece ends, so does the woven spell.

### SHAMANISTIC SPELL TRADITION

Choose one shaman spirit and add all 6th level and lower spells to your bard spell list and list of bard spells known as spells of the indicated level. Once chosen, it cannot be changed. If you take levels in a class that grants a shaman spirit, the spirit must be the same type as the one chosen with this ability, even if that means that the spirit of one of the classes must change (as determined by the GM).

You can only learn one bardic flourish with “spell tradition” in its name. Once chosen, it cannot be changed.

### TERRAIN SINGER\* [Ex]

You know how to adjust your performances to account for nearby terrain. Choose one terrain from the ranger’s list of favored terrain. Whenever you start or maintain a bardic masterpiece in the chosen terrain, the range of your masterpiece doubles. This stacks with other flourishes that add to, but not multiply, your masterpieces’ range. Multiply the range of your bardic performances before adding any additional range to them.

You can learn this flourish multiple times. Its effects don’t stack. Each time you learn this flourish, choose a different terrain for it to apply to.

### THROW VOICE\* [Ex]

You gain the ability to throw your voice at will, functioning like a *ventriloquism* spell. Whenever you start a bardic masterpiece with audible components, you can choose any point within 30 feet to be the point of origin for the effect instead of your space.

### VERMINOUS PERFORMANCE\* [Su]

Whenever you start or maintain a mind-affecting bardic masterpiece, your masterpiece affects vermin creatures as if it weren’t mind-affecting. Additionally, you can affect vermin creatures with bard spells and bardic masterpieces as if they were animals instead of vermin, if doing so would prove more advantageous for you.

### VIGOROUS PERFORMANCE\* [Su]

Whenever you maintain a bardic masterpiece that affects

you, you gain fast healing equal to your performance bonus. If you stop performing the masterpiece, you lose this benefit even if you possess the lingering performance flourish or a similar ability.

#### **WEAPON TOSS [Ex]**

You gain Quick Draw as a bonus feat. In addition, you can substitute your ranks in Perform (juggling) for your base attack bonus when attempting ranged attack rolls with thrown weapons and for the purpose of meeting the prerequisites of any combat feat that requires you to choose a weapon, provided you chose a thrown weapon.

### **8TH-LEVEL**

You must be at least 8th level to learn the following performance flourishes.

#### **COMPEL SURRENDER [Su]**

During any round that you maintain the fascinate bardic masterpiece and your target fails its Will save, you can force your target to fall prone and take no actions for 1 round.

You must know the fascinate bardic masterpiece to learn this flourish.

#### **DAZING BELABORMENT\* [Su]**

Whenever you perform the lamentable belaborment masterpiece and your target fails its Will save, you can choose to cause your opponent to become dazed for 1d4 rounds instead of confused.

You must know the lamentable belaborment bardic masterpiece to learn this flourish.

#### **DEFLECT IRE [Su]**

Whenever you perform the provocative performance masterpiece and succeed on your antagonize check, you can choose to make one other creature within 30 feet of you and your target the antagonist for the purpose of your antagonize attempt. If you attempt to deflect your opponent's ire onto a creature that the opponent considers an ally, add +20 to their Psychology DC against your psychological maneuver attempt.

You must know the provocative performance bardic masterpiece to learn this flourish.

#### **DISCORDANT VOICE\* [Su]**

Whenever you start or maintain a bardic masterpiece that affects one or more allies that uses audible components, all allies within the affected area deal an extra 1d6 points of sonic damage with successful melee and ranged attacks. This damage stacks with other energy damage the attack might deal, but ranged attacks only gain this benefit if the target of the attack is within the performance's affected area.

#### **EVASION [Ex]**

You can avoid even magical and unusual attacks with great agility. If you succeed at a Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You can only use evasion if you are wearing light armor or no armor. You do not gain the benefit of evasion when you are helpless.

#### **GREATER VIGOROUS PERFORMANCE\* [Su]**

Whenever you maintain a bardic masterpiece that affects your allies, your allies gain fast healing equal to your performance bonus. This flourish's effects don't stack with those of the vigorous performance flourish, and if you stop performing the masterpiece you lose this benefit even if you possess the lingering performance flourish or some other ability.

#### **INSPIRING MENTOR [Su]**

Whenever you start the inspire competence masterpiece, all allies affected by the performance (excluding yourself) add your performance bonus on their next skill check made with one skill of your choice. Your allies only gain the performance's benefit if you are performing for the entirety of the action required for them to make their skill check.





Alternatively, you can affect a single affected ally with inspire competence instead of all allies within 30 feet. If you do, your use of inspire competence doesn't count against your total number of daily bardic performance uses.

You must know the inspire competence bardic masterpiece to learn this flourish.

### INCITE AGITATION [Su]

During any round that you maintain the fascinate bardic masterpiece, you can attempt to agitate one creature you've fascinated as a standard action. The target attempts a Sense Motive check. On a failed check, the target's attitude towards one creature, object, organization, or structure worsens by 1 step. This creature, object, organization, or structure need not be present, but you must vocally make your choice known in order to affect the target. The effects of this flourish last for 1d4 x 10 hours, and circumstances may cause it to last even longer (even indefinitely) at the GM's determination.

If you use this ability against an opponent that you've fascinated for at least 2 minutes and your opponent fails their Sense Motive check, you may also make one request of the agitated target by making a Perform check and treating the result as if you had used Diplomacy to make a request.

You must know the fascinate bardic masterpiece to learn this flourish.

### INSPIRE GREATNESS\* [Su]

Whenever you start or maintaining the inspire courage or inspire heroics bardic masterpiece, all allies affected count as having 2 additional Hit Dice for the purpose of all effects that aren't harmless, such as *circle of death* or *color spray*. This does not confer any benefits for actually having additional Hit Dice to the target, such as additional hit points or an increased level for class features and spells. Additionally, affected allies add their performance bonus to Will saves. This doesn't stack with inspire courage's bonus against fear effects.

You must have the inspire courage or inspire heroics bardic masterpiece to learn this flourish.

### INTIMIDATING PERFORMANCE\* [Su]

Whenever you start a bardic masterpiece with an audible component as a standard action, you can attempt an Intimidate check to demoralize one opponent within your performance's affected area as a free action. If you have the Dazzling Display feat, you instead demoralize all targets within 30 feet, regardless of the size of your performance's affected area.

You must have the hasty performance class feature to learn this flourish.

### LAMENTABLE BELABORMENT [Su]

During any round that you maintain the fascinate bardic masterpiece, you can attempt to bewilder one creature you've fascinated as a standard action. The target must succeed on a Will save or become confused (as *confusion*) for a number of

rounds equal to your level. Using this ability doesn't end the fascinated condition, and the *confusion* remains even after the fascinated condition ends.

You must know the fascinate bardic masterpiece to learn this flourish.

### OMNIPRESENT MENTOR [Su]

Whenever you start the inspire competence masterpiece, you can increase the masterpiece's action to 10 minutes and spend a second use of bardic performance to instill the target of your performance with inspiring words. Your ally gains the benefit of your inspire competence masterpiece until the next time you replenish your daily uses of bardic performance, regardless of distance. This is not considered an active bardic performance, so you don't need to maintain the inspire competence masterpiece and starting new masterpieces doesn't cause this effect to end. Only one ally can be affected by this flourish at a time; if you use this ability again before the duration expires, the ally currently affected loses the bonuses from this flourish.

You must know the inspire competence bardic masterpiece to learn this flourish.

### POTENT DWEOMERCRAFT [Su]

Whenever you start the inspire dweomercraft masterpiece, choose a number of affected allies equal to your performance bonus. You can choose yourself, but no creature can be chosen more than once. Those allies add +1 to the save DC of their spells and spell-like abilities for as long as they're affected by your performance.

You must know the inspire dweomercraft bardic masterpiece to learn this flourish.

### REVERBERATING PERFORMANCE\* [Su]

Whenever you start a bardic masterpiece with audible components, you can affect deaf creatures provided they have blindsense, blindsight, or tremorsense. Likewise, when you start a bardic masterpiece with visual components, you can affect blind creatures provided they have one of these abilities.

### ROUSE EMOTIONS

You can use Diplomacy to improve the starting attitude of all NPCs within 60 feet of you towards yourself, another character (as described by the charming air performance flourish), or a well-defined group that those NPCs are familiar with (such as a specific nation, organization, or religion). It takes 2 minutes to improve those NPCs' attitudes towards you, 10 minutes towards another character, or 20 minutes towards a group. The DC for this check is 30 + 1 for every 5 NPCs to be affected. You can't use the rouse emotions flourish to change those NPCs' attitudes towards a character other than yourself or a group by more than one step, or make them helpful or hostile.

You must know the charming air performance flourish to learn this flourish.

### SHINING STAR [Su]

Whenever you start the fascinate bardic masterpiece, you can choose for your performance to affect a single target to draw that creature's attention to yourself so thoroughly that even the presence of danger cannot distract them from you. If the target fails its Will save and becomes fascinated, they take a -4 penalty on further Will saves to end the effect and even obvious threats require a successful Will save to end the effect instead of automatically ending the fascinated condition.

You must know the fascinate bardic masterpiece to learn this flourish.

### SONG OF SLUMBER [Su]

During any round that you maintain the fascinate bardic performance using audible components, you can attempt to lull one creature you've fascinated to sleep as a standard action. The target must succeed on a Will save or gain the drowsy condition. If the target doesn't have the drowsy condition when they fail their save, they become mildly drowsy and the condition becomes 1 step more severe for every 5 by which they failed their Will save. If the target is drowsy when they fail their save, their drowsiness becomes 1 step more severe + 1 additional step for every 5 by which the target failed their Will save. The effects of this flourish last for as long as you maintain the effects of the fascinate masterpiece on the target and for 1 round per bard level you possess after it ends. Any creature that gains the asleep condition as a result of this flourish cannot be awakened from damage or being slapped awake while you're maintaining the fascinate masterpiece.

You must know the fascinate bardic masterpiece to learn this flourish.

### SONIC EMISSION\* [Su]

Whenever you're performing a bardic performance using audible components, you calculate the saving throw DCs for your bard spells with the sonic descriptor as if they were bardic performances rather than bard spells ( $DC\ 10 + 1/2$  your bard level + your Charisma modifier). Any bonuses that further increase the DC of your bard spells (such as Spell Focus) apply normally.

### SPELL KENNING [Su]

You are learned in the magic of other spellcasters, and can use your own magic to duplicate those classes' spells. Once per day, you can cast any spell on the bard, cleric, or sorcerer/wizard spell list as if it were one of your bard spells known, expended a skald spell slot of the same spell level to cast the desired spell. Casting a spell with spell kenning always has a minimum casting time of 1 full round, regardless of the casting time of the spell.

You can learn this flourish a second time at 12th level and a third time at 16th level. Each time you learn this flourish, you can use spell kenning one additional time per day (maximum 3 times per day).

### SUGGESTION [Su]

During any round that you maintain the fascinate bardic performance using audible components, you can implant a compulsion into the mind of one creature you've fascinated as a standard action. The target must succeed on a Will save or become affected as the *suggestion* spell for 1 number of hours equal to your level or until the suggestion is completed. Using this ability doesn't end the *suggestion* effect, and the *suggestion* remains even after the fascinated condition ends.

You must know the fascinate bardic masterpiece to learn this flourish.

### SPURN DEATH\* [Su]

Whenever you start or maintain a bardic masterpiece, you can make a Perform check. Whenever an ally within 60 feet attempts a saving throw against a death effect, they can substitute the result of their saving throw with the result of your Perform check if your result is higher. This effect lasts 1 round.

### VOCAL MASTERY [Ex]

You can mimic almost any sort of voice, or even animal calls and sound effects, and can throw your voice at a distance. This functions similarly to a combination of the *ghost sound*, *ventriloquism*, and *vocal alteration* spells.

You must know the throw voice bardic flourish to learn this flourish.

### WEAPON TOSS MASTERY [Ex]

Whenever you make a ranged attack with a thrown weapon, the weapon returns to your hand immediately after the attack is resolved. This ability does not affect projectiles, thrown ammunition such as darts or shuriken, or splash weapons to return to you. Thrown improvised weapons don't return to you unless you have the Throw Anything feat. In addition, your reach increases by 5 feet whenever you are wielding a melee thrown weapon, such as a dagger or a star knife.

You must know the weapon toss bardic flourish to learn this flourish.

### WIDE AUDIENCE\* [Su]

Whenever you start a bardic masterpiece, you increase its area by 30 feet. Alternatively, you can shape your bardic masterpiece so it affects a 90-foot cone or a 120-foot line instead of a radius. In both cases, your performance's affected area always originates from a grid intersection at one of your space's corners unless you have an ability that allows otherwise (such as the throw voice performance flourish).

## 16TH-LEVEL

You must be at least 16th level to learn the following performance flourishes.

### BEST OF FRIENDS [Su]

Whenever you attempt an opposed Charisma check to force a

creature that you've dominated or charmed using a bard spell (such as *charm monster* or *dominate person*), you gain a +5 bonus to your Charisma check to get the target to do what you want. In addition, creatures you've dominated using *dominate person* or a similar effect don't receive a new saving throw to end the effect if you don't spend time concentrating on the effect.

#### MASS COMPEL SURRENDER [Su]

Your song of surrender performance flourish affects all targets that you've fascinated with the fascinate bardic masterpiece.

You must know the fascinate bardic masterpiece and the song of surrender performance flourish to learn this flourish.

#### MASS DIRGE OF DOOM [Su]

Your dirge of doom performance affects all targets within a 60-ft.-radius emanation centered on you. The shaken condition ends for any creature that leaves the performance's affected area.

You must know the dirge of doom bardic masterpiece to learn this flourish.

#### MASS INCITE AGITATION [Su]

Your incite agitation performance flourish affects all targets that you've fascinated with the fascinate bardic masterpiece. If you know the gather crowd bardic masterpiece, you can also agitate any crowd that you've gathered. The Perform check DC to agitate a crowd is equal to  $15 + 1$  per 10 onlookers within the crowd. You can make requests of any crowd that you've fascinated for at least 2 minutes, as described by the incite agitation flourish.

You must know the fascinate bardic masterpiece and the incite agitation performance flourish to learn this flourish.

#### MASS COMEDIC ROUTINE [Su]

Your comedic routine performance flourish affects all targets that you've fascinated with the fascinate bardic masterpiece.

You must know the fascinate bardic masterpiece and the comedic routine performance flourish to learn this flourish.

#### MASS LAMENTABLE BELABORMENT [Su]

Your lamentable belaborment performance flourish affects all targets that you've fascinated with the fascinate bardic masterpiece.

You must know the fascinate bardic masterpiece and the lamentable belaborment performance flourish to learn this flourish.

#### MASS PROMPTING PERFORMANCE

Whenever you start the prompting performance masterpiece, increase the number of creatures that you can target with the performance to  $1 + 1$  per 3 bard levels you possess.

#### MASS SONG OF SLUMBER

Your song of slumber performance flourish affects all targets that you've fascinated with the fascinate bardic masterpiece.

You must know the fascinate bardic masterpiece and the song of slumber performance flourish to learn this flourish.

#### MASS SUGGESTION

Your suggestion performance flourish affects all targets that you've fascinated with the fascinate bardic masterpiece.

You must know the fascinate bardic masterpiece and the suggestion performance flourish to learn this flourish.

#### MIGHT SUGGESTIONS [Su]

Whenever you cast the *suggestion* spell as a bard spell or use a bardic flourish that replicates its effects, your suggestion can have a total of 4 sentences and its duration doubles. In addition, your suggestions always sound very reasonable, as described by the spell.

#### SPELL CATCHING\* [Su]

Whenever you succeed on a saving throw against a spell or ability that targets only you (not including area spells) while performing the spellsteal bardic masterpiece, you can attempt to catch the spell as an immediate action by spending one use of your bardic performance class feature. To catch a spell, you must succeed on a caster level check (DC  $10 +$  the spell's original caster level). If you succeed, you absorb the spell effect without harm and may immediately recast the spell (using the original caster's level and save DC) or cast any bard spell you know of the same spell level or lower.

You must know the spellsteal bardic masterpiece to learn this flourish.



## BARDIC MASTERPIECES

You learn your first bardic masterpiece at 1st level, and an additional masterpiece at 3rd level and every 4 levels thereafter. Bardic masterpieces require you to have a minimum bard level, and they are organized accordingly. Each bardic masterpiece is organized in the following manner.

**Descriptors:** Each masterpiece notes any descriptors it possesses (such as death, mind-affecting, sonic, and so on) via a small icon in the masterpiece's heading next to its name. A key that lists each descriptor and the type of effect it represents appears in the descriptors sidebar on page 17.

**Components:** This entry lists what performance components the performance can utilize. If 'A' is listed, the performance uses audible components, like singing or speaking. If 'V' is listed, the performance uses visual components, like acting or dancing. If 'A or V' is listed, the performance uses either audible or visual components. If 'A and V' is listed, the performance used both audible and visual components. You can't learn or use a masterpiece if your muse (including any additional muses you gain via the multinstrumental versatility talent) can't provide the necessary components.

**Audible (A):** If a bardic performance has audible components, the performance's targets must be able to hear you to be affected. While deafened, you have a 50% chance to fail whenever you attempt to start or maintain a bardic performance with an audible component. If you fail, you still expend a daily use of your bardic performance ability. Deaf creatures are immune to the effects of bardic performances with audible components.

**Visual (V):** If a bardic performance has visual components, the performance's targets must be able to see you to be affected. While blinded, you have a 50% chance to fail whenever you attempt to start or maintain a bardic performance with a visual component. If you fail, you still expend a daily use of your bardic performance ability. Blind creatures are immune to the effects of bardic performances with visual components.

**Muse:** This entry lists which muses can be used to provide performance components for the masterpiece. If 'any' is listed, you can use any muse to provide performance components for the masterpiece. Otherwise, you cannot learn the masterpiece unless you have access to one or more of the indicated muses.

**Requirements:** If you must meet any other requirements to learn a masterpiece aside from bard level, performance components, or muse, that requirement is noted on a separate line beneath the components and muses line.

**Area, Range:** This line notes the performance's affected area or range. Bardic masterpieces use the same rules and terminology as spells to describe their area and range.

**Effect:** This line describes what happens when you perform the masterpiece. For the purpose of a bardic masterpiece's effects, a target must be within range of the performance and able to perceive its performance components to be affected. If a creature leaves a performance's area or can no longer perceive one or both performance's components (such as by becoming

blind or deaf), it is no longer affected by the masterpiece and any effects imposed on the creature by the masterpiece end unless the masterpiece's description says otherwise.

If a bardic masterpiece duplicates the effects of a spell, the spell's caster level is equal to your ranks in the key Perform skill of the muse that you are using to provide your masterpiece with its performance components.

**Action:** This line notes what action is required to start the masterpiece, as well as any limitations or restrictions on that action. A bardic masterpiece's action is sometimes called its 'start action.'

### 1ST-LEVEL

You must be at least 1st level to choose the following bardic masterpieces.

#### AMELIORATING MELODY



*Your music soothes the soul and mends the flesh simultaneously.*

**Components A; Muse Any.**

**Area** 60-ft.-radius emanation centered on you.

**Effect** All allies affected by the performance heal a number of hit points equal to your performance bonus, and one such ally heals an additional 1d8 hit points per point of performance bonus you possess.

**Action:** 1 standard action.

#### ANIMAL CALL



*Your performance call nearby animal friends to assist you in your time of need.*

**Components A; Muse** Horn, Keyboard, Percussion, Singing, String, Wind.

**Effect** When you start the performance, you summon nearby animals to help you, functioning as *summon nature's ally* or *summon minor monster*, except you can only summon creatures of the animal type who are native to the current environment that you are in. For instance, you could summon a poisonous frog while you are in a rainforest, but not while you are in a cold environment. The level of *summon nature's ally* is equal to half your bard level (minimum 1). For instance, the performance functions as *summon nature's ally I* at 1st level, *summon nature's ally II* at 4th level, and so on.

**Action** 1 round.

#### COMEDIC ROUTINE



*Your performance causes a creature to begin laughing uncontrollably.*

**Components A; Muse** Act, Comedy, Singing.

**Range** 60 ft.

**Effect** One target affected by the performance must succeed on a Will save or burst into laughter for a number of rounds equal to your bard level, falling prone in the process. Each round, a target that failed its save can attempt a new saving throw as a full-round action to end this effect. Creatures of a type different than your own gain a +4 bonus on their Will



save unless the GM decides otherwise, as humor typically doesn't translate well between species.

**Action:** 1 standard action.

### FASCINATE



*Your performance is breathtaking to behold, enthralling onlookers with your skill and talent.*

**Components** A or V; **Muse** Any.

**Range** 60-ft.

**Effect** One target affected by the performance must succeed on a Will save or gain the fascinated condition for the duration of the performance. Each round, a target that failed its save can attempt a new saving throw as a full-round action to end this effect. For every three levels beyond 1st that you possess, you can target one additional creature with this performance.

**Action** 1 standard action.

### INSPIRE COMPETENCE



*Your performance assists your allies with performing rudimentary tasks involving a particular skill of your choice.*

**Components** A or V; **Muse** Any.

**Range** 60-ft.

**Effect** One ally affected by the performance adds your performance bonus on their next skill check made with one skill of your choice. You cannot affect yourself with this performance, and your ally only gains the performance's benefit if you are performing for the entirety of the action required to make the skill check. For instance, you need only perform for 1 round to inspire an ally's attempt to pick a lock with Disable Device, but you must perform for 1 minute to inspire their attempt to change a creature's attitude with Diplomacy.

**Action** 1 standard action.

### INSPIRE COURAGE



*Your performance instills a surge of truth and triumph in your allies, spurning them onward to greater deeds.*

**Components** A or V; **Muse** Any.

**Area** 60-ft.-radius emanation centered on you.

**Effect** All allies affected by the performance (including yourself) add your performance bonus on attack rolls and weapon damage rolls, as well as on saving throws against fear effects.

**Action** 1 standard action.

### INSPIRE DWEMERCRAFT



*Your song gathers latent magical energy from the environment and brings it to your allies, enhancing your magical attacks.*

**Components** A or V; **Muse** Any.

**Area** 60-ft.-radius emanation centered on you.

**Effect** All allies affected by the performance (including yourself) add your performance bonus on concentration checks, caster level checks, and dispel checks.

**Action** 1 standard action.

## DESCRIPTOR ICONS

If any of the following icons appears next to the name of a bardic masterpiece, that masterpiece has the corresponding descriptor for the purpose of determining how the masterpiece interacts with other effects.



COMPULSION



DEATH



EMOTION



HEALING



LANGUAGE-DEPENDENT



MIND-AFFECTING



SONIC



SUMMONING



### INSPIRE HEROICS



*You spur your allies on to greater deeds by helping them to weather the storm of your opponent's attacks.*

**Components** A or V; **Muse** Any.

**Area** 60-ft.-radius emanation centered on you.

**Effect** All allies affected by the performance (including yourself) add your performance bonus on their Armor Class, Fortitude saves, and Reflex saves.

**Action** 1 standard action.

### PIED PROMPTING



*You interweave subtle commands and prompts into your performance that onlookers are forced to respond to.*

**Components** A; **Muse** Act, Comedy, Oratory, Sing.

**Range** 60-ft.

**Effect** One target affected by the performance must succeed on a Will save or be forced to perform one trick of your choice that you could command an animal to use with the Handle Animal skill. Each round, a target that failed its saving throw can attempt a new saving throw as a free action to end this effect. If the target succeeds, their turn ends. This performance can be maintained, and you can switch commands for the target each round that you maintain it.

**Action** 1 standard action.

### RAGING SONG



*Your performance spurs your allies into a clamorous rage.*

**Components** A; **Muse** Horn, Oratory, Percussion, Sing, String, Wind.

**Area** 60-ft.-radius emanation centered on you.

**Effect** All allies affected by the performance (including yourself) add your performance bonus on melee attack rolls, melee damage rolls, thrown weapon attack rolls, thrown weapon damage rolls, and Will saving throws. In addition, they take a –1 penalty to Armor Class and gain 1 temporary hit point per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the performance ends, and are not replenished if you perform this masterpiece again within 1 minute of your previous performance. While affected by the performance, allies other than you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as cast spells).

If an affected ally has the bloodrage or rage class feature, they may gain the attack roll, damage roll, saving throw, AC penalty, and temporary hit points of their class feature instead of the benefits provided by this performance if desired. This does not count as using the bloodrage or rage class feature, so the ally is not fatigued after the performance ends and cannot activate abilities dependent on the ally being in a bloodrage or rage, such as rage powers or bloodline powers—they must activate their own class feature in order to gain those abilities.

**Action** 1 standard action.

### SONG OF MARCHING

*Your performance makes marching long distances less tiring.*

**Components A; Muse** Oratory, Percussion, Sing, String, Wind.

**Area** 60-ft.-radius emanation centered on you.

**Effect** All allies affected by the performance (including yourself) may hustle for the next hour without needing to make a Constitution check. Their movement counts as a walk (not a hustle) for the purpose of accruing nonlethal damage and fatigue.

**Action** 1 minute.

### SPELLSTEAL

*You can use your performance to temporarily steal an enemy's spells.*

**Components A and V; Muse** Act, Comedy, Dance, Sing, String, Wind.

**Area** 60-ft.-radius emanation centered on you.

**Effect** Whenever you start or maintain the performance, you may choose one affected opponent. That opponent must succeed on a Will save or lose one random prepared spell or spell known of the highest bard spell level you can cast. If a prepared spell is stolen, the target loses that spell as if it had been cast. If a spell known is stolen, the target loses a spell slot of the same spell level (if it has any remaining) and cannot cast that spell for as long as the performance continues. In both cases, you add the stolen spell to your bard spell list and bard spells known until the performance ends. If you steal another spell with this masterpiece while a spell is stolen or the performance ends, your target regains any prepared spells or spell slots that you stole. If you choose a creature that you've already stolen a spell from when you maintain this performance, that creature doesn't get a new saving throw against spellsteal—you simply retain access to the stolen spell for another round.

**Action** 1 standard action.

## 3RD-LEVEL

You must be at least 3rd level to choose the following bardic masterpieces.

### CESSATION OF SUFFERING

*This religious scripture tells of the trials of Inari Okami, patron deity of kitsune, in their quest to understand and triumph over suffering.*

**Components A; Muse** Oratory or Sing.

**Range** 30-ft.

**Effect** One target affected by the performance is soothed from worldly aches and pains, lessening some conditions and suppressing others. If the target is fatigued, shaken, sickened, or suffering from a pain effect, those effects are suppressed. If the target is exhausted, it acts as though fatigued. If the target is frightened or panicked, it acts as though shaken. If the target is nauseated, it acts as though sickened. If the target is dazed, paralyzed, or stunned, it acts as though staggered. This lasts for as long as the performance continues, after which the condition

resumes if suppressed or returns to its full severity if lessened.

**Action** 1 standard action.

### CONFESSION

*Your performance forces another to speak truthfully.*

**Components A; Muse** Comedy, Oratory, or Singing.

**Range** 30 feet.

**Effect** When you start the performance, one affected creature must succeed on a Will save or become unable to speak any deliberate and intentional lies for a number of minutes equal to your ranks in your muse's key Perform skill. Affected creatures are aware of this compulsion, and they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who move more than 30 feet from you are no longer affected by the masterpiece.

**Action** 1 standard action. This performance ends after the target makes its saving throw, so it cannot be maintained.

### GATHER CROWD

*Your performance piques the interest of nearby creatures, causing them to gather into a crowd.*

**Components A or V; Muse** Any.

**Area** 1-mile-radius emanation centered on you.

**Effect** You cause a crowd of onlookers to gather at your location, occupying available squares within 30 feet that are safe for them to occupy. When you use this performance, attempt a check with your muse's associated Perform skill. Over the next 1d10 rounds, a number of creatures up to half your bard level  $\times$  the result of your Perform check gather to witness your performance. This crowd is generally consisted of insignificant NPCs, and the crowd's size cannot exceed the population of any settlement or area in which the bard uses this ability. Once formed, the crowd acts and can be directed as any other, as described in the city streets section of Chapter 13 in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. At the GM's decision, significant NPCs might show up to the performance as well, but this performance doesn't fascinate its audience and onlookers are under no compulsion to remain. Once you stop performing or you fail to engage the crowd in some way, it disperses over 1d10 rounds.

**Action** 1 minute. This performance can be maintained despite having a start action of 1 minute.

### MOCKERY

*You use your performance to berate and belittle your opponents, hindering their efforts in battle.*

**Prerequisite:** Must know at least one masterpiece with "inspire" in its name.

**Components A or V; Muse** Any.

**Area** 60-ft.-radius emanation centered on you.

**Effect** When you start this masterpiece, choose one bardic masterpiece that you know with "inspire" in its name. All

opponents affected by the performance take a penalty to the checks, rolls, and statistics that the chosen bardic masterpiece normally adds a bonus on. This penalty is equal to your performance bonus. For instance, if you choose inspire courage, all opponents take a penalty on attack rolls, weapon damage rolls, and Will saves against charm and fear effects equal to your performance bonus.

**Action** 1 standard action.

### SOUND STRIKE



*You unleash a barrage of sonic-charged words or notes that harm enemies to devastating effect.*

**Components** A; **Muse** Any.

**Range** 30-ft.

**Effect** Whenever you start or maintain this performance, you create one sonic-charged note or word, plus one additional note or word for every 4 bard levels beyond 3rd that you possess (maximum 4) that you can use to attack foes as a ranged touch attack with a range of 30 feet. If you hit, your target takes sonic damage equal to  $4d6 +$  your Charisma bonus (minimum 0). Multiple attacks made against the same target stack into a single, more powerful note or word, applying sonic resistance and bonuses to the attack's damage roll only once. The bard can direct all attacks at one target or divide them up against multiple targets, but all words are unleashed simultaneously.

**Action** 1 standard action. The action needed to start this masterpiece cannot be reduced by the hasty performance class feature.

### SUN'S REQUIEM

*You perform a sobering melody that prevents the remains of a dead creature from decaying and wards off undeath.*

**Components** A; **Muse** Sing or Strings.

**Range** 5 ft.

**Effect** One dead creature affected by the performance ceases to decay for a number of days equal to the number of ranks that you possess in your muse's key Perform skill, functioning like the *gentle repose* spell. Additionally, any attempts to raise the target as an undead automatically fail, and if the target was slain by a creature that creates undead spawn out of its slain foes (such as a shadow, vampire, or wraith), the effect is delayed until the end of the masterpiece. Consecutive performances of this masterpiece can stave off such transformations indefinitely.

**Action** 5 rounds.

## 7TH-LEVEL

You must be at least 7th level to choose the following bardic masterpieces.

### A FOOL'S TIRADE



*You irk and irritate your opponent with rude gestures and tantalizing lyrics, causing them to fly into a frenzy.*

**Components** A or V; **Muse** Any.

**Area** 60-ft.-radius emanation centered on you.

**Effects** All opponents affected by the masterpiece must succeed on a Will save or become antagonized until the performance ends or they are no longer affected by the performance. You may choose yourself or any one of your allies as the antagonist for the purpose of the antagonize condition.

**Action** 1 standard action.

### DIRGE OF DOOM



*Your dour performance rattles those who view it, leaving them jittery and paranoid.*

**Components** A or V; **Muse** Any.

**Range** 60-ft.

**Effect** All opponents affected by the masterpiece must succeed on a Will save or become shaken until the performance ends or they are no longer affected by the performance.

**Action** 1 standard action.

### BLADE THIRST

*Your performance enhances your allies' weapons with arcane power.*

**Components** A or V; **Muse** Any.

**Area** 30-ft.-radius emanation centered on you.

**Effect** When you start or maintain the performance, choose a number of weapons, natural weapons, ends of a double weapon, or groups of 50 pieces of ammunition of the same type equal to your performance bonus. You grant the chosen items a +1 enhancement bonus on attack rolls and damage. This enhancement bonus increases by +1 for every three levels after 6th (maximum +5 at 18th level). These bonuses stack with existing bonuses and may be used to increase the item's enhancement bonus up to +5 or add any of the following weapon properties: *defending*, *distance*, *ghost touch*, *keen*, *mighty cleaving*, *returning*, *shock*, *shocking burst*, *seeking*, *speed*, or *wounding*. If the weapon is not magical, at least a +1 enhancement bonus must be added before adding special abilities.

**Action** 1 standard action.

### ECHOING OSTINATO OF SILVER BELLS



*You perform a canon consisting of a four-note ostinato conducted to sound like the ringing of massive bells. This peaceful canon is associated with the popular holiday Yuletide.*

**Components** A; **Muse** Percussion, Sing.

**Area** 30 ft.-radius emanation centered on you.

**Effect** Whenever you start or maintain this masterpiece, all affected allies heal 1 point of Charisma, Intelligence, or Wisdom damage (your choice). In addition, affected allies who are under the influence of any negative emotion effects (such as despair, fear, or rage) can attempt a new saving throw against the effect at the same save DC. If they succeed, the effect immediately ends as if they had succeeded on their initial saving. This ability cannot end emotion effects that do not allow a saving throw to negate their effects.

**Action** 1 standard action.



### INSPIRE RESILIENCY



*Your performance inspires heroic deeds in your allies, pushing them ever closer towards success.*

**Components** A or V; **Muse** Any.

**Area** 60-ft.-radius emanation centered on you.

**Effect** When you start this masterpiece, choose a number of types of energy from the following list equal to your performance bonus: acid, cold, electricity, fire, or sonic. All allies affected by the performance gain resistance 10 against the chosen energy type, as well as DR 5/magic. This performance can be maintained.

**Action** 1 standard action.

### SONG OF THE ETERNAL CYCLE



*Your hope-filled performance wraps one dead creature in a cocoon of positive energy that weaves life from death.*

**Components** A; **Muse** Sing, String, or Wind.

**Range** 30 ft.

**Effect** One dead creature affected by the performance returns to life in a new body, functioning as the spell *reincarnate*. Use your ranks in your muse's key Perform skill as your caster level for this effect. When the performance ends, you take 1 temporary negative level unless you provide the material component for *reincarnate* when you start the performance. This negative level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way other than for waiting for the duration to expire.

**Action** 10 minutes. You must spend five of your daily uses of bardic performance to use this masterpiece, regardless of how long you can maintain your bardic performances for.

### THE VULPINAL'S WHISPERS



*This serene melody tells the tale of how a vulpinal agathion helped two mortal foxes save their home from a despot.*

**Components** A; **Muse** String, Wind.

**Area** 20-ft.-radius emanation centered on you.

**Effect** Whenever you start or maintain the performance, affected creatures (excluding yourself) must succeed on a Will save or be affected as if by *calm emotions*.

**Action:** 1 standard action.

## 11TH-LEVEL

You must be at least 15th level to choose the following bardic masterpieces.

### DANCE OF THE DEAD

*Corpses rise and flit about when you perform.*

**Components** A and V; **Muse** Any.

**Range** 30 ft.-range emanation centered on you.

**Effect** Whenever you start this performance, nearby corpses and piles of bones rise up and move to fight at your command. This functions like *animate dead*, except the created skeletons or zombies remain fully animate only as long as you continue the performance. Once it stops,

any created undead collapse into carrion. Bodies or bones cannot be animated more than once using this masterpiece. Unlike *animate dead*, the dance of the dead requires no material components and does not have the evil descriptor.

**Action** 1 standard action.

### SOOTHING PERFORMANCE



*Your performance soothes the soul and mends the body.*

**Components** A and V; **Muse** Any.

**Range** 30 ft.-range emanation centered on you.

**Requirements** Must know the ameliorating performance masterpiece.

**Effect** Whenever you start or maintain the performance, all affected allies are healed for an amount of hit point damage equal to 1d8 + your total ranks in your muse's key Perform skill. You can maintain this masterpiece for up to 4 rounds (including the round that the masterpiece started on). Any allies who were affected by the performance for all 4 rounds have the following conditions remove when the masterpiece ends, if any: fatigued, sickened, and shaken.

**Action** 1 standard action. The action needed to start this masterpiece cannot be reduced by the hasty performance class feature.



### STARTLING PERFORMANCE



*You flit about and around, confounding foes who cannot help but wonder what zany antic you'll do next.*

**Components** V; **Muse** Acting, Comedy, or Dance.

**Range** 30-ft.-emanation centered on you.

**Effect** Whenever you start or maintain the performance, affected opponents must succeed on a Will save or become flat-footed for 1 round. A creature that succeeds on a Will save against this masterpiece is immune to its effects for 24 hours.

**Action** 1 standard action.

### WOUNDING PERFORMANCE



*Your performance channels wrecking magic to cause immense pain to a specific kind of creature.*

**Components** A; **Muse** Any.

**Range** 30 ft.-range emanation centered on you.

**Effect** Choose one type of creature from the ranger's list of favored enemies (and subtype, if you choose humanoid or outsider). Whenever you start or maintain the performance, all affected opponents of the chosen type and subtype take 1d8 points of damage + your total ranks in your muse's key Perform skill.



**Action** 1 standard action. The action needed to start this masterpiece cannot be reduced by the hasty performance class feature.

### STARSEEKER'S RHAPSODY



*You recite a rhapsody that uses a series of fluttering, free-flowing crescendos to tell the tale of a group of werefoxes who followed the stars to a grove whose waters cured them of corruption.*

**Components** A; **Muse** Sing or Strings.

**Range** See text.

**Effect** When you start the performance, you create several motes of starlight that function like the *wandering star motes*<sup>APG</sup> spell, except they last only while you perform. If a target succeeds on its saving throw against a mote, they cannot be targeted again by this masterpiece for 1 minute, even if you end the performance and start it anew. If a target successfully saves, you can redirect a mote of starlight created by this masterpiece to a different target, as described by the spell.

**Action** 1 full-round action.

## 15TH-LEVEL

You must be at least 15th level to choose the following bardic masterpieces.

### DEADLY PERFORMANCE



*Your performance snuffs the life from onlookers with supersonic force.*

**Components** A or V; **Muse** Any.

**Requirements** Must know the sound strike masterpiece.

**Range** 30-ft.

**Effect** One target affected by the performance must succeed on a Fortitude save or take an amount of sonic damage equal to 1d6+1 sonic damage per bard level you possess. Whether or not the target succeed on its saving throw, it cannot be affected by this performance again for 24 hours.

**Action** 1 standard action. The action needed to start this masterpiece cannot be reduced by the hasty performance class feature.

### DISCORDANT CALUMNY



*Your performance uses detailed accusations to turn friend against friend.*

**Components** A; **Muse** Acting, Comedy, Oratory, or Singing.

**Range** 20-ft.-radius emanation centered on you.

**Effect** Whenever you start or maintain the performance, affected opponents must succeed on a Will save or turn upon its friends. Creatures that fail their Will save have a 50% chance during their next turn to attack the nearest target, ignoring creatures who are asleep, dead, dying, helpless, paralyzed, and unconscious. If an affected creature is confused, they instead roll their d% for that condition twice and use the higher result. A creature that does not attack its nearest neighbor is free to act normally for that turn. Creatures forced to attack their fellows employ all methods at their disposal, choosing their deadliest abilities and most advantageous combat tactics.

**Action** 1 standard action.

### EXHAUSTING REEL



*Your performance forces its listeners to dance with otherworldly mania, sapping their strength.*

**Components** A or V; **Muse** Dance, Horn, Keyboard, Percussion, Singing, Strings, Wind

**Range** 60-ft.-radius emanation centered on you.

**Effect** When you start this masterpiece, affected opponents must succeed on a Will save or become infected with an irresistible urge to dance along until the performance ends. Creatures that fail their save may take no actions, but are not considered helpless and can defend themselves normally. An affected creature can attempt a new saving throw once per round as a full-round action to shake off the masterpiece's effects. Creatures that successfully shake the performance off or who are dancing when the performance ends are fatigued for a number of rounds equal to the total number of rounds that they were affected by the masterpiece. Creatures who spent at least 5 rounds dancing are instead exhausted, and creatures who spent at least 10 rounds dancing are asleep. These conditions last for a number of hours equal to your bard level. A creature that falls asleep from this performance can be shaken awake using the aid another action, making it exhausted and severely drowsy.

**Action** 1 standard action.

### PIED PIPING



*Your performance enralls creatures who fit a specific profile of your choice into mindlessly following you around.*

**Components** A; **Muse** Keyboard, Singing, Strings, Wind.

**Area** 60-ft.-radius emanation centered on you.

**Requirements** Must know the pied prompting masterpiece.

**Effect** Whenever you start the performance, you define a group of creatures with a specific, identifiable physical trait of your choice (such as type, subtype, age, gender, or hair color). Once you define this trait, you cannot change it unless you stop the performance and start it again. All creatures within your masterpiece's area when you start or maintain the performance that possess the chosen physical trait must succeed on a Will save or become enthralled for as long as you continue the performance and for a number of rounds equal to your bard level after it ends. An enthralled creature acts as if fascinated, except no threat breaks the effect and the creature approaches you at its normal movement speed and stands as close to you as possible without entering an occupied square instead of sitting quietly and listening to your performance. If you move, an enthralled creature does its best to maintain its proximity to you and follow.

Creatures enthralled by this performance do not put themselves in obvious jeopardy and have enough presence of mind to avoid or negotiate around obstacles and other perilous hazards. If unable to approach or follow you without endangering themselves, an enthralled creature simply waits, swaying to your performance, until you pass out of range, at which point they regain their senses after 1 round per bard level

you possess. If circumstances change once you move out of range, making it possible for an enthralled creature to resume their attempts to get near you, they do so, and if they manage to return to within the area of the performance before it wears off, the effect continues on that creature as normal. If attacked, an enthralled creature can take defensive measures, even going so far as to avoid existing threats by moving out of the area of the performance, but cannot make attacks themselves or take any other actions until the effects of the spell wear off. Once the performance ends, the affected creatures continue to stay near you until the effects of the spell wear off.

**Action** 1 full-round action.

### SHOW YOURSELVES



*Your performance compels those who hear it to reveal themselves from hiding, ending magic that conceals them and standing out in the open.*

**Components** A; **Muse** Oratory.

**Requirements** Must know the fascinate masterpiece.

**Area** 30-ft.-radius emanation centered on you.

**Effect** Whenever you start or maintain this masterpiece, affected opponents must succeed on a Will save or cease using any actions or effects that allow them to hide themselves from you. Affected creatures must cease using Stealth, unlock and open any doors between themselves and you, and dispel, dismiss, or suppress any magical effects that grant them invisibility or any form of concealment against you. Affected opponents cannot attack or flee until they have eliminated any such effect, although they are freed from this compulsion immediately if attacked. This performance can affect opponents around corners (like a spread) and through total cover and solid barriers like walls and ceilings, provided those opponents can hear you.

**Action** 1 standard action.

### SONG OF THE FALLEN



*Your performance calls the souls of the dead back to their bodies for a time, allowing them to rise and fight once more.*

**Components** A; **Muse** Oratory, Horn, Percussion, Sing, String, Wind.

**Area** 60-ft.-radius emanation centered on you.

**Effect** When you start this masterpiece, one dead ally within the affected area is revived and continues fighting, with the same limitations as *raise dead*. The revived ally is alive for 1 round and can immediately stand from prone (no action) without provoking an attack of opportunity. Whenever you maintain the masterpiece, any previously revived allies stay alive for 1 additional round and you can spend 1 use of bardic performance to revive another dead ally within the affected area, as described above. Revived allies automatically die after a number of rounds equal to your level or when the masterpiece stops.

**Action** 1 standard action. The action needed to start this masterpiece cannot be reduced by the hasty performance class feature.

## VERSATILITY TALENTS

You learn your first versatility talent at 7th level and an additional versatility talent every 4 levels thereafter.

### ADDITIONAL MASTERPIECE

You choose an additional bardic masterpiece from the list of available masterpieces. This masterpiece can be any masterpiece whose prerequisites you meet.

You can learn this versatility talent multiple times.

### ADDITIONAL MUSE

You choose an additional muse from the list of available muses, gaining 1 skill rank per bard level you possess in that muse's key Perform skill. If you already have ranks in that skill, they are refunded as described by the versatile muse class feature. Likewise, you gain the benefits of the versatile muse class feature with your new muse's key Perform skill.

You can learn this versatility talent multiple times. Each time you do, you must choose a different muse.

### ADDITIONAL REPERTOIRE

You choose an additional repertoire from the list of available repertoires, gaining the benefits of the repertoire and repertoire master class features in addition to any other abilities you possess that interact with your repertoire.

You can learn this versatility talent multiple times. Each time you do so, you must select a different repertoire.

### ANIMAL WHISPERER

You are well-liked by animals. Animals that you encounter have a starting attitude of at least indifferent towards you and never attack you unless you attacked them first. This doesn't affect animal companions, animals that are being influenced by compulsion effects, or animals that have been conjured by calling or summoning effects.

In addition, you can spend one use of bardic performance as a standard action in order to cast *Speak with Animals* on yourself as spell-like ability, using your ranks in your muse's key Perform skill as the spell's caster level.

### CANNY MANEUVER

Choose one combat maneuver. Whenever you attempt the chosen combat maneuver, you gain a base attack bonus equal to your ranks in your muse's key Perform skill instead of using those listed on Table 1: Unchained Bard. He adds this value to any other base attack bonus gained from other classes or racial Hit Dice as normal.

You can learn this versatility talent multiple times. Each time you choose a different combat maneuver. You must have the Acting, Comedy, or Dance muse to learn this versatility talent.

### DEVICE VERSATILITY

Whenever you use a scroll or a wand containing a spell on your bard spell list, you use your Charisma modifier to

determine the spell's save DC. By spending one use of bardic performance as a free action when you use the scroll or wand, you can use your bard level in place of the item's caster level.

### DIPLOMATIC VERSATILITY

When you use Diplomacy, you can shift a creature's attitude by up to three steps rather than just two. In addition, you can use Diplomacy in the following new ways.

*Slander:* You can use Diplomacy to worsen an NPC's attitude towards a character other than yourself. This functions like using Diplomacy to influence an NPC's attitude, except the DC is 30 + the NPC's Cha modifier if the NPC is helpful towards the character. The DC is reduced by 5 for each step worse than helpful that the NPC is—25 + the NPC's Cha if they are friendly towards the character, 20 + the NPC's Cha if they are indifferent, or 15 + the NPC's Cha if they are unfriendly.

*Talk Up:* You can use Diplomacy to improve an NPC's starting attitude towards a character other than yourself, though doing so takes five times as long and incurs a -10 penalty on your Diplomacy check. You can't improve an NPC's attitude towards another character above friendly in this way, but if your result would have been enough to make the NPC helpful you instead grant the character a +2 to the next Diplomacy check they make against that NPC within the next 24 hours.

### EVASION

You can avoid even magical and unusual attacks with great agility. If you makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead takes no damage. Evasion can be used only if you are wearing light armor or no armor. You do not gain the benefit of evasion while you are asleep, dead, dying, helpless, or paralyzed.

### EXPANDED MUSE

Choose any one of the following skills: Acrobatics, Bluff, Diplomacy, Disguise, Escape Artist, Intimidate, Linguistics, Perception, Sense Motive, Sleight of Hand, Stealth, or Use Magic Device. Add the chosen skill to your muse's list of associated skills. If you have the additional muse versatility talent, you choose one of your muses to add the chosen skill to.

You can learn this versatility talent multiple times. Each time you do so, you choose a different skill. You cannot add a skill that is already associated with your muse to your muse's list of associated skills.

### JACK-OF-ALL TRADES

You can make skill checks with any skill untrained. At 16th level, you add all skills to your list of class skills. At 19th level, you can take 10 on any skill check, even if you are distracted or doing so is not normally allowed.

### MARTIAL REPERTOIRE

You gain a bonus combat feat. For the purpose of meeting the feat's prerequisites, as well as the prerequisites of any feat that



list the chosen feat as a prerequisite, you count as having a fighter level equal to half your ranks in your muse's key Perform skill.

You can learn this versatility talent multiple times.

#### PERFORMING MEIN

The Psychology DC to successfully antagonize, decry, demoralize, or feint you is equal to 10 + your ranks in your muse's key Perform skill + your Charisma modifier + any other bonuses to your key Perform skill that you possess.

#### SKILL REPERTOIRE

You gain Skill Focus as a bonus feat with both of your muse's associated skills. This benefit doesn't apply to any additional skills that you add to your muse's list of associated skills with the expanded muse versatility talent, but if you gain additional muses with the additional muse versatility talent, you also gain Skill Focus as a bonus feat with those muses' associated skills.

#### SKILLED SUSPENSE

You can dramatically transform a failed skill check into a success. Whenever you attempt a skill check with a trained skill and fail, you can spend one use of bardic performance in order to reroll your check and use the new result, even if its worse. Using this ability is a free action that you can use even if it isn't your turn, but you cannot use this ability more often than once per round.

#### SPELL REPERTOIRE

Choose one spell from the sorcerer/wizard spell list for each level of bard spell that you can cast (one 1st-level spell, one 2nd-level spell, and so on) and add them to your bard spell list. You learn these spells as you would any other spell on the bard spell list. These spells are available for you to learn starting at the level you learn this versatility talent, provided you could select spells of that level. You can't choose sorcerer/wizard spells that are already on the bard spell list with this talent.

You can learn this versatility talent multiple times.

#### VERSATILE FAME

Whenever you're within a region that you're famous in, you gain a celebrity discount of 25 gp. You can use this discount in a number of ways. First, you can always receive meals or lodgings worth up to twice your celebrity discount per meal or night for free. Second, you can avoid paying taxes or bribes up to your celebrity discount. Finally, you can spend 1d10 minutes interacting with the people within your region to receive a particular nonmagic item of your choice with a price equal to or less than your celebrity discount as a gift from a fan (if you ever sell such a gift from a fan, you lose this versatility talent until you profoundly compensate them for the slight, as determined by the GM). Your celebrity discount increases to 100 gp at 9th level and 500 gp at 17th level.

You must have the famous performance flourish to learn this versatility talent.

#### VERSATILE LETHALITY

You gain the Merciful Spell metamagic feat as a bonus feat, and can deal nonlethal damage with your weapon attacks without taking the usual -4 penalty to your attack rolls. By spending one use of bardic performance when you cast a bard spell that deals lethal damage, you can apply the Merciful Spell metamagic feat to your spell without increasing the spell's casting time.

#### VERSATILE SCHOOLING

You add your well-versed class feature's bonus on all saving throws made against mind-affecting effects.

You must have the well-versed class feature to learn this versatility talent.

#### VERSATILE SLEUTH

You can use Disable Device to disarm magic traps, and you gain a +4 bonus on caster level checks and saving throws to see through disguises and protections against divination (such as *magic aura*, *misdirection*, and *nondetection*).

#### VERSATILE TEAMWORK

You gain a bonus teamwork feat. Allies affected by your bardic masterpieces are treated as if they possessed this teamwork feat for the purpose of determining whether you receive a bonus from that teamwork feat. Your allies do not receive any bonuses from this feat unless they actually possess the feat themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus.

You can learn this versatility talent multiple times.



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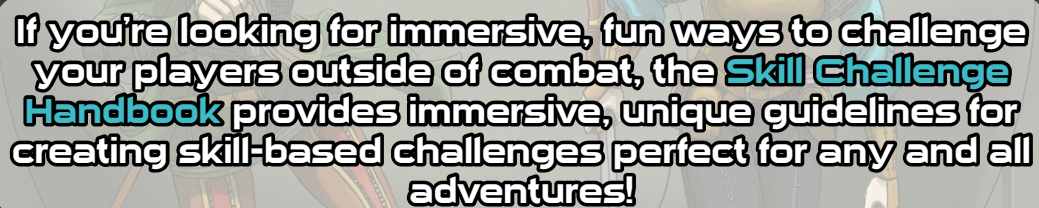
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# Challenge your PCs Like Never Before!

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