#1 With a Bullet Point
One Idea. One Page. One Dollar
7 Bard Feats

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.

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The High Concept: Seven feats designed to give bards more options for their class features, similar to the options available to classes that focus on weapons or spellcasting.

Arcane Bridge

You can smoothly transition from one performance to another.

Prerequisites: Wis 13, bardic performance class feature, Perform (any 3) 1 rank.

Benefit: When you are maintaining a bardic performance you began in a previous turn, you may change it to a new type of performance as a free action at the beginning of your turn. This must be the first action you take in your turn.

Arcane Cadenza

You can use the mystic energy of your spells to fuel an improvised bardic performance.

Prerequisites: Int 13, bardic performance class feature, Perform (any) 5 ranks.

Benefit: As a standard action you can expend a bardic spell slot to power a bardic performance you already have running. The performance continues for a number of rounds equal to the spell slot expended, without counting against your maximum rounds of bardic performance per day, and without requiring any action on your part to maintain. At the end of this duration the bardic performance ends, and you cannot begin a performance of the same type until 1 full round has passed. You are free to begin a different type of bardic performance in the round after using Arcane Cadenza, using the normal bardic performance rules.

Eldritch Arrangement

You can use your mystic bardic performance to rearrange the elements of a spell, to generate an altered result.

Prerequisites: Cha 15, any 1 metamagic feat, bardic performance class feature.

Benefit: You can make a Perform check to improve one attribute of a bardic spell you cast. This expends a number of rounds of bardic performance equal to 1+ the level of the spell you affect. You must make a Perform check with a DC of 15 + double the spell's level. If the check fails, the spell is lost.

If the check succeeds, you may make one of the following changes to the spell: increase its area by 50% (as if the spell was affected by Widen Spell, but with a reduced effect), increase

its duration by 50% (as if the spell was affected by Extend Spell, but with a reduced effect), increase its range by 50% (as if the spell was affected by Enlarge Spell, but with a reduced effect), or increase all variable, numeric effects by 25% (as if the spell was affected by Empower Spell, but with a reduced effect). These benefits function as the associated metamagic feat except as described above. You may not use Eldritch Arrangement to increase an attribute if the associated metamgic feat has also been applied to the spell.

Special: If you also have the Extemporize feat, you may use it to prevent the casting time of a spell you cast with Eldritch Arrangement from being increased. However, you must make a separate check to use Extemporize, and must use a different Perform skill for the second check.

Extemporize

You can use your artistic talents to quickly change how you cast a spell.

Prerequisites: Cha 17, any 1 metamagic feat, bardic performance class feature.

Benefit: When you add a metamagic feat to a bardic spell you are casting, you may make a Perform check to not increase the spell's casting time. The DC of this check is 15 + double the effective level of the spell + all metamagic feats added to it. On a failed check, you lose the spell.

Performance Focus

You have strived to master a specific kind of bardic performance.

Prerequisites: Cha 15, Skill Focus (Perform), bardic performance class feature.

Benefit: Select one form of bardic performance you can use. Treat your bard level as being 4 higher when determining the effect of this performance. This has no impact on what type of action you require to begin the performance, or how many rounds of bardic performance you receive per day, only on the effects of the selected performance.

Special: You may select this feat more than once. Its effects do not stack. Each time you select it, it applies to a different type of bardic performance.

Transcendent Music

You can use your artistic ability to focus through pain and distractions.

Prerequisites: Cha 15, versatile performance as a class feature.

Benefit: When casting bard spells, you may make Perform checks in place of any associated concentration checks.

Virtuoso

You are capable of acts of performance beyond the reach of lesser performers

Prerequisites: Cha 17, Skill Focus (Perform), bardic performance class feature.

Benefit: You gain a number of virtuoso points each day equal to 1 + 1/3 your bard level, which represent your ability to accomplish extraordinary levels of artistic performance. You may use these points in the following ways:

*Gain a +5 bonus on a single Perform check. This may not be used in cases where you use the Perform skill for something other than to give a performance (such as with the versatile performance class feature), but may add to Perform checks with magic power (such as the Perform check made in conjunction with a single round of the countersong bardic performance). This is a free action, and you must make this decision before you make your Perform check.

*Begin a single bardic performance as a move action. (If you are a 7th level bard you can start a bardic performance as a swift action instead of a move action. If you are a 13th level bard you can start a bardic performance as a free or immediate action instead of a swift action.)

*Ignore the chance to fail for using a bardic performance with visual components when blind, and to fail when using a performance with audible components when deaf. This effect lasts for a number of rounds equal to your Charisma bonus (minim 1 round).

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