

THE GENIUS GUIDE TO THE TALENTED BARD



MARK GEORAK



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THE TALENTED BARD

The bard class in the Pathfinder Roleplaying Game makes for a versatile and powerful character, capable of contributing in every part of adventuring life. He casts spells, heals, inspires, and leads. A bard acts as repository of unusual knowledge, doesn't ruin the party's attempt to sneak around, and excels at the social skills that uncover investigative leads or gain approval from the local authorities. Like the greatest athletes and business managers, the influence of the bard makes his surrounding allies better. Any party is more skilled and more capable in combat simply because of his presence.

Yet for all this versatility, the bard class is one of the more linear and static in the game. With no components for modular class design, a bard of any given level looks much like other bards. In history and literature, military musicians, tribal galliards, epic poets, playwrights, and court politicians all fall into the broad category of bards. It follows that the bard class deserves a treatment that allows significant specialization or that reorders his abilities to fit into the campaign setting perfectly.

The system of edges and talents first presented in *The Genius Guide to the Talented Rogue* can rebuild the bard as a highly versatile class who can support his allies, and hinder his foes with more options than a linear set of bardic performances. The bard retains its core concept—a skilled and creative ally who can use natural knacks, trained education, and magic designed to be more creative than simple damage spells to make his team more than they are without him. The powers of the talented bard are divided into edges and talents. Edges allow bards to access and increase their access to magical spells, broaden the way their bardic performances are applied, gain powerful masterpieces, or even access the talents of other classes. Talents represent artistic ability and unusual knowledge gained through study or travels.

Alignment: Any.

Hit Die: d8.

Starting Wealth: At 1st level, a talented bard begins play with 3d6 x 10 gp (105 gp average).



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TABLE 1: THE TALENTED BARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Bardic performance, bard edge (x2), bard talent (x4)
2 nd	+1	+0	+3	+3	Bard talent (x2)
3 rd	+2	+1	+3	+3	Bard talent
4 th	+3	+1	+4	+4	Bard edge
5 th	+3	+1	+4	+4	Bard talent
6 th	+4	+2	+5	+5	Bard talent (x2)
7 th	+5	+2	+5	+5	Bard edge
8 th	+6/+1	+2	+6	+6	Bard talent
9 th	+6/+1	+3	+6	+6	Bard talent
10 th	+7/+2	+3	+7	+7	Advanced talents, bard edge, bard talent
11 th	+8/+3	+3	+7	+7	Bard talent
12 th	+9/+4	+4	+8	+8	Bard talent
13 th	+9/+4	+4	+8	+8	Bard edge
14 th	+10/+5	+4	+9	+9	Bard talent (x2)
15 th	+11/+6/+1	+5	+9	+9	Bard talent
16 th	+12/+7/+2	+5	+10	+10	Bard edge
17 th	+12/+7/+2	+5	+10	+10	Bard talent
18 th	+13/+8/+3	+6	+11	+11	Bard talent (x2)
19 th	+14/+9/+4	+6	+11	+11	Bard edge, bard talent
20 th	+15/+10/+5	+6	+12	+12	Grand talent

Class Skills: The bard's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the talented bard.

Proficiencies: A bard is proficient with all simple weapons, plus the longsword, sap, short sword, and shortbow. Bards are also proficient with either the scimitar or rapier, and either the kukri or whip

(decided at 1st level). Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bard wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Bardic Performance: A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can

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produce any one of the types of bardic performance he knows (initially only distraction, but additional types of performance may be gained through edges and talents).

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both, as detailed in its description.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Bards begin knowing only a single form of performance, distraction (detailed below). They may gain additional forms of performance through edges and talents.

Distraction (Ex): A bard can use his bardic performance to counter magic effects that depend

on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.



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TABLE: BARD SPELLS PER DAY

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

TABLE: BARD SPELLS KNOWN

Level	0th	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

BARD EDGES

Every bard dances to his own rhythm and songs. The magical power he wields and the manner in which he shapes his bardic performance represents the pinnacle of his artistic craft. The following abilities, known as edges, help a bard access the magical power necessary to aid his allies, protect himself, and harm his foes. A bard gains 2 edges at 1st level, and one additional edge at every three levels beyond 1st (4th, 7th, 10th, 13th, 16th, and 19th). Edges are similar to talents, but represent a knack or ability the bard has studied at least in part for a considerable period of time. A bard may not gain the battle dance edge until 10th level, but he has been studying and practicing its techniques extensively long before he gains the edge's benefits.

A bard can only take a given edge more than once if the edge's description specifically allows it. Edges taken from the numerous bard archetypes include the name of their originating "[archetype]" as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Arcane Investigation: [Detective] The bard adds the following spells to his list of known spells: 1st—*detect chaos/evil/law/good*; 2nd—*zone of truth*; 3rd—*arcane eye*, *speak with dead*, *speak with plants*; 4th—*discern lies*; 5th—*prying eyes*, *stone tell*; 6th—*discern location*, *find the path*, *greater prying eyes*, *moment of prescience*. The bard must be 4th level and have the bard spells edge to select this edge.

Bard Spells: The bard casts arcane spells drawn from the bard spell list presented in Spell Lists. He knows two 1st-level bard spells, but uses the full bard spell list at level one (for purposes of things

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such as spell-completion magic items). 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 $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a bard's spell is $10 + \text{the spell level} + \text{the bard's Charisma modifier}$.

Like other spellcasters, the bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Bard Spells Per Day**. In addition, he receives bonus spells per day if he has a high Charisma score.

He gains more new spells as indicated on **Table: Bard Spells Known**. (Unlike spells per day, the number of spells the bard knows is not affected by his Charisma score. The numbers on **Table: Bard Spells Known** are fixed.)

The 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.

The bard can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bard wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), the 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. The 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.

While the bard gains additional spells per day as he increases in level for the spell

levels he can cast (as per the **Table: Bard Spells Known**), he does not automatically gain access to higher level spells. The bard may take this edge a second time at 4th level, a third time at 7th level, a fourth time at 10th level, a fifth time at 13th level, and a sixth time at 16th level. Each time, he gains access to bard spells of one higher level (2nd level spells if taken twice, third level spells if taken three times, and so on). The bard must take the cantrip edge to select this edge.

Cantrips: The bard learns a number of cantrips, or 0-level spells, as noted on **Table: Bard Spells Known**. These spells are cast like any other spell, but they do not consume any slots and may be used again.



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Explorer's Luck (Ex): [Archaeologist] Fortune favors the bard who regularly explores ancient ruins and lost lands. As a swift action, the bard can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Explorer's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it

cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

Expanded Repertoire (Ex): [Magician] Whenever the bard gains a new level of bard spells, the bard can add one additional spell to his spells known from the spell list of any arcane spellcasting class. The spell must be of a level he can cast. The bard must be 4th level and have the bard spell edge to select this edge.

Masquerade (Su): The bard is able to take on the talents of other classes. He may select one talent from another talented class. He must meet any prerequisites and alignment restrictions of the class, and his class level in that class is considered to be his bard level -3 for meeting any level prerequisites. The bard may take this edge multiple times, but never more than once for any given class' talents

Masterpiece: The bard is able to learn one masterpiece for which he meets the prerequisites. The bard may take this edge multiple times.

Battle Dance: [Dervish Dancer] The bard is trained in the use of Perform (dance) as a form of bardic performance. Unlike other forms of bardic performance, the bard affects only himself and need not see or hear himself. Battle dancing is treated as a form of bardic performance for the purposes of feats, abilities, effects and the like except that it does not benefit from the Lingering Performance feat or any other ability that allows a bardic performance to grant bonuses after it has ended. This ability's benefits apply only when the bard is wearing light or no armor.

Starting a battle dance is a [move action](#), but it can be maintained each round as a [free action](#). Changing a battle dance from one effect to another requires the bard to stop the previous performance and start the new one as a [move action](#).



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The bard's performance ends immediately if he is killed, [paralyzed](#), [stunned](#), knocked [unconscious](#), or otherwise prevented from taking a [free action](#) each round. A bard cannot perform more than one battle dance at a time. At 10th level, a bard can start a battle dance as a [swift action](#) instead of a [move action](#).

Secrets of the Grave (Ex): [Dirge Bard] The bard gains a bonus equal to half his bard level on Knowledge (religion) checks made to identify undead creatures and their abilities. He can use mind-affecting spells to affect undead as if they were living creatures, even if they are mindless (though spells that affect only humanoids do not affect them, even if they were humanoids in life). In addition, he may add one necromancy spell from the spell list of any arcane spellcasting class to his list of spells known at 4th level and every four levels thereafter. The bard must be 4th level to select this edge.

Summon Nature's Ally: [Animal Speaker] The bard adds *summon nature's ally I* to his bard spell list and bard spells known as a 1st-level spell. Additionally, whenever the bard gains a new spell level he adds the appropriate *summon nature's ally* spell to his spell list and list of spells known. The bard must have the bard spell edge to select this edge.

Talent: The bard may select a bard talent for which he meets the prerequisites.

Watersinger: [Undine Watersinger] The bard adds certain water-themed spells to his list of known spells. He adds these abilities to his spell list as soon as his bard level allows him to cast spells of that spell level. 0—*create water*; 1st—*hydraulic push*, *slipstream*; 2nd—*aqueous orb*, *hydraulic torrent*, *water walk*; 3rd—*fluid form*, *ride the waves*; 4th—*control water*, *communal water walk*; 5th—*vortex*; 6th—*seamantle*. The bard must be 4th level and have the bard spell edge to select this edge.

Weapon Training (Ex): A bard can select one group of weapons (as seen in the fighter class). The bard gains proficiency in that weapon group and whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

A bard also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the bard's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group. The bard must be 7th level to select this edge.

Wide Audience (Su): [Court Bard] The bard can choose to affect a 60-foot cone instead of a 30-foot radius with bardic performance that affect an area. In addition, for every five levels beyond 5th, the area of such powers is increased by 10 feet (radius) or 20 feet (cone). If the power instead affects multiple creatures, it affects one additional creature than normal for every five levels beyond 5th. This does not affect powers that affect only a single creature. The bard must be 4th level to select this edge.



SAVE VS WALL OF TEXT

With more than 120 edges, talents, advanced talents and grand talents to choose from, deciding on exactly which abilities a character will have can seem overwhelming. Once a character has been written up, it's easy to look up any selected edges and talents if they are presented alphabetically, but when thinking about what edges and talents to take next, the abilities can form a hard to navigate "wall of text."

To help with that, we've organized all of the various options into a list by category, so you can more easily locate those abilities that will help you create precisely the bard you want

to build. Below, you'll find edges and talents categorized as follows: Expanded Abilities, Defense, Offense, Playing to the Crowd, Skills & Connections, Spells & Summoning and Supporting the Team. Each ability is listed along with a note to indicate whether it is an edge, a talent, advanced talent or grand talent. In some cases, abilities may be listed in more than one category. In addition, all bardic performance abilities are indicated by an asterisk. This way, both the GM and player can see at a glance what abilities fit into their character concept.

EXPANDED ABILITIES

*Extended Performance (talent)
Masquerade (edge)
Masterpiece (edge)
Rogue Talent (talent)
Talent (edge)
Wide Audience (edge)

DEFENSE

Arcane Armor (advanced talent)
Arcane Insight (talent)
Acrobatic (talent)
Agile (talent)
*Counterfey (talent)
*Counter Form (talent)
*Countersong (talent)
Dauntless (talent)
*Disorientate (talent)
Disruptive (talent)
Evasion (talent)
Explorer's Luck (edge)
Fleet (talent)
Hard to Fool (talent)
*Harmless Performer (talent)
Haunted Eyes (talent)
*Inspire Courage (talent)
*Inspire Greatness (talent)
*Instructive Display (talent)
Juggling Concealment (talent)
*Leaf on the Wind (advanced talent)

Magic Lore (talent)
Perfect Form (talent)
Sea Legs (talent)
*Show Yourself (advanced talent)
*Song of Life (talent)
*Song of Protection (talent)
Uncanny Dodge (talent)
*Verses of Life (talent)
Well-Versed (talent)
*Word of Caution

OFFENSE

Arcane Strike (talent)
*Attract Rats (talent)
*Battle Dance (edge)
*Battle Fury (grand talent)
*Battle Song (advanced talent)
*Berserkergang (advanced talent)
*Bladethirst (talent)
Canny Foe (talent)
*Dance of Fury (advanced talent)
Dazzling Display (talent)
*Deadly Performance (grand talent)
*Dirge of Doom (talent)
Fleet (talent)
*Greater Attract Rats (advanced talent)
Greater Penetrating Strike (advanced talent)
*Inspiring Blow (talent)
*Lifewater (talent)

*Madcap Prank (talent)
*Mass Bladethirst (advanced talent)
Penetrating Strike (advanced talent)
Performance Combat (talent)
*Rain of Blows (talent)
*Razor's Kiss (talent)
*Requiem (talent)
Spellbreaker (advanced talent)
Sneak Attack (talent)
*Suggestion (talent)
Swap (talent)
*True Confession (talent)
*Verdant Song (talent)
*Waterstrike (talent)
*Weaken Resolve (talent)
Weapon Training (edge)
*Weird Words (talent)
*Wordstrike (talent)

PLAYING THE CROWD

*Disorientate (talent)
*Fascinate (talent)
*Frightening Tune (advanced talent)
*Glorious Epic (talent)
*Haunting Refrain (talent)
*Incite Rage (talent)
*Incite Violence (talent)
*Lamentable Belaborment (talent)
*Maddening

*Mass Punchline (advanced talent)
 *Mass Scare (advanced talent)
 *Mass Slow (advanced talent)
 *Mass Slumber Song
 (advanced talent)
 *Mass Suggestion (advanced talent)
 *Mock (talent)
 *Pedantic Lecture (advanced talent)
 Performance (advanced talent)
 *Punchline (talent)
 *Ridicule (talent)
 *Righteous Cause (advanced talent)
 *Satire (talent)
 *Scandal (advanced talent)
 *Scare (talent)
 *Slow (talent)
 *Slumber Song (talent)

SKILLS & CONNECTIONS

Arcane Insight (talent)
 Animal Friend (talent)
 Bardic Knowledge (talent)
 Clever Explorer (talent)
 Craftsman's Eye (talent)
 Eastern Knowledge (talent)
 Eye for Detail (talent)
 Famous (talent)
 Gather Crowd (talent)
 Gladhanding (talent)
 Heraldic Expertise (talent)
 Improved Clever Explorer (talent)
 Improved Steal (talent)
 Jack-of-all-Trades (advanced talent)
 Loremaster (talent)
 Magic Lore (talent)
 Magical Talent (talent)
 Master of Deception (talent)
 Nature's Speaker (talent)
 Notice Discrepancies (talent)
 Probable Path (advanced talent)
 Protolinguistics (talent)
 Quick Change (talent)
 Scoundrel's Fortune (talent)
 *Shining Star (talent)

*Soothe the Beast (talent)
 *Still Water (talent)
 Streetwise (talent)
 Trap Sense (talent)
 Versatile Performance (talent)
 World Traveler (talent)

SPELLS & SUMMONING

Arcane Bond (talent)
 Arcane Investigation (edge)
 *Attract Rats (talent)
 Bard Spells (edge)
 *Call the Storm (advanced talent)
 *Calling Performance
 (advanced talent)
 Cantrips (edge)
 Combat Casting (talent)
 *Dance of the Dead
 (advanced talent)
 *Dramatic Subtext (talent)
 *Dweomercraft (talent)
 Enhance Healing (talent)
 Expanded Repertoire (edge)
 Familiar (talent)
 Fortune Telling (talent)
 *Greater Attract Rats
 (advanced talent)
 *Greater Stealspell (advanced talent)
 *Greater Watersong
 (advanced talent)
 *Improved Attract Rats
 (advanced talent)
 Improved Counterspell (talent)
 Improved Sneakspell (talent)
 Mage (grand talent)
 Magic Lore (talent)
 *Magical Sleight of Hand (talent)
 Magical Talent (talent)
 *Metamagic Mastery
 (advanced talent)
 Scribe Scroll (talent)
 Secrets of the Grave (edge)
 *Shadow Puppets (talent)
 *Shadow Servant (talent)

Summon Nature's Ally (edge)
 Sneakspell (talent)
 *Song of the Fallen
 (advanced talent)
 Spellbreaker (advanced talent)
 *Spell Catching (grand talent)
 *Spell Suppression (talent)
 *Stealspell (talent)
 Twofold Magic (grand talent)
 Wand Mastery (advanced talent)
 *Watersong (talent)
 Watersinger (edge)
 Whistle the Wind (talent)
 *Wisdom of the Planes
 (advanced talent)

SUPPORTING THE TEAM

*Battle Song (advanced talent)
 *Berserkergang (advanced talent)
 *Careful Teamwork (talent)
 *Choreography (talent)
 *Counter Charlatan (talent)
 *Derring-do (talent)
 *Disappearing Act (talent)
 *Disarming Display (talent)
 *Dweomercraft (talent)
 *Funereal Ballad (grand talent)
 *Graceful Display (advanced talent)
 *Healing Performance
 (advanced talent)
 *Inspire Courage (talent)
 *Inspire Greatness (talent)
 *Inspire Heroices
 (advanced talent)
 *Instructive Display (talent)
 *Life's Pulse (talent)
 *Naturalist (talent)
 *Rallying Cry (talent)
 *Rhythm of Life (talent)
 *Sea Shanty (talent)
 *Set the Beat (talent)
 *Slip through the Crowd
 (advanced talent)
 *Song of Life (talent)
 *Song of Protection (talent)

BARD TALENTS

As a talented bard gains experience, he learns a number of talents that expand his access to artistic-based powers, or represent gifts picked up over the course of his exploration of the world, its legends, and lore. At 1st level, a talented bard gains four bard talents. He gains at least one more at every level except at 4th, 7th, 13th, and 16th as shown on the **Table: The Talented Bard**. A bard cannot select an individual talent more than once unless the talent specifies otherwise.

Some talents are taken from various bard archetypes. These talents include the name of their originating archetype as a descriptor, to allow GMs to limit characters to talents from a single archetype, if desired. Talents marked by an asterisk (*) are considered to be forms of bardic performance and can be modified by feats that modify bardic performance such as Lingering Performance.

Acrobatic (Ex): The bard adds half his class level on Acrobatics and Climb checks. He retains his Dexterity bonus to AC while climbing.

Agile (Ex): [Daredevil] The bard adds half his class level (minimum 1) on Bluff checks to feint in combat and on all Escape Artist checks. In addition, he can take the Improved Disarm, Improved Feint, and Improved Trip feats without meeting their normal prerequisites.

Animal Friend: [Animal Speaker] The bard selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a starting attitude of at least “indifferent” toward the bard and never attack him unless he attacks them first.

Animal companions and magically controlled animals can be directed to attack the bard if the controlling creature wins an opposed Charisma check against the bard (this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against the bard with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals.

Arcane Insight (Ex): [Detective] The bard can find and disable magical traps, like a rogue’s trapfinding ability. In addition, he gains a +4 bonus on saving throws made against illusions and 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*). The bard must be 2nd level to select this talent.

Arcane Bond (Ex): [Arcane Duelist/Magician] The bard gains the arcane bond ability as a wizard, using a weapon as his bonded item, allowing him to cast any one additional spell that he knows once per day. He may not choose a familiar or other type of bonded item. He may use the hand holding his bonded weapon for somatic components. The bard must have the bard spell edge and be 5th level to select this talent.

Arcane Strike: [Arcane Duelist] The bard gains Arcane Strike as a bonus feat. He must have an arcane caster level in order to choose this talent.

*Attract Rats:** [Animal Speaker] The bard can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature simple template. At 17th level, the number of swarms he summons increases to 3d3. The bard must be 5th level to select this talent.

Bardic Knowledge (Ex): The bard adds half his class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

*Bladethirst (Su):** [Arcane Duelist] The bard may use bardic performance to grant one weapon, one natural weapon, one end of a double weapon, or 50 items of ammunition of the same type within 30 feet a +1 enhancement bonus. 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 to 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. The bard must be 6th level to select this talent.

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Canny Foe (Ex): [Daredevil] The bard can choose one type of combat maneuver. He gains a +2 bonus on his combat maneuver checks to attempt the chosen maneuver and to his CMD to resist that maneuver. He may select this talent up to one time per 2 class levels and may not choose the same maneuver twice. The bard must be 2nd level to select this talent.

*Careful Teamwork (Su):** [Detective] The bard uses bardic performance to keep allies coordinated, alert, and ready for action. All allies within 30 feet gain a +1 bonus on Initiative checks, Perception, and Disable Device checks for 1 hour. They also gain a +1 insight bonus on Reflex saves and to AC against traps and when they are flat-footed. These bonuses increase by +1 at 5th level and every six levels thereafter. Using this ability requires 3 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. This ability is language-dependent and requires visual and audible components.

*Choreography (Su):** The bard can use bardic performance to choreograph the movements of an ally. The ally must be within 30 feet and be able to hear the bard. The ally is able to move about the battlefield without drawing attacks of opportunity due to his movement for as long as he hears the bard's performance. At each every four levels the bard has attained beyond 3rd, the bard can affect an additional ally. Choreography relies on audible components. The bard must be 3rd level to select this talent.

Clever Explorer (Ex): [Archaeologist] The bard gains a bonus equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. The bard must be 2nd level to select this talent.

Combat Casting: [Arcane Duelist] The bard gains Combat Casting as a bonus feat.

*Counter Charlatan (Su):** The bard can use his bardic performance to protect his allies from being misled. Each round of counter charlatan, he makes a Perform (oratory) skill check. Any creature

within 30 feet of the bard (including himself) that is subject to a persuasion maneuver (Bluff, Diplomacy, or Intimidate) may use the bard's Perform check result in place of its Sense Motive check if the Perform skill check is higher. If the



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creature already engaged in a lengthy exchange of information, it may use the bard's Perform check in place of a Sense Motive reexamine previous claims. Counter charlatan does not work on effects that are not subject to Sense Motive checks. Counter charlatan relies on auditory components.

*Counter Form (Su):** The bard can use his bardic performance to demonstrate defensive katas to counter the combat tactics of opponents. Each round of counter form, he makes a Perform (act, comedy, or dance) skill check. Any creature within 30 feet of the bard (including himself) that is subject to a bull rush, grapple, overrun, or trip

combat maneuver may use the bard's Perform check result in place of its CMD if the Perform skill check is higher. If the creature is currently grappled, it may use the bard's Perform check in place of an Escape Artist check to escape the grapple. Counter form does not work on effects that do not target a creature's CMD. Counter form relies on visual components.

*Counterfey (Su):** The bard who has learned the songs of the faerie realms is able to counter the supernatural abilities of fey creatures. Each round of the counterfey the bard makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected the supernatural ability of a fey creature may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the counterfey performance is already under the effect of a fey creature's supernatural attack, it gains another saving throw against the effect each round it hears the performance, but it must use the bard's Perform skill check result for the save. Counterfey does not work on effects that don't allow saves. Counterfey relies on audible components.

*Countersong (Su):** The bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher.

If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round



it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Craftsman's Eye (Ex): The bard adds half his class level (minimum 1) on all Craft skill checks and Appraise checks.

Dauntless (Ex): [Daredevil] The bard gains a +1 morale bonus on saving throws against mind-affecting effects, including all fear effects. This bonus increases by +1 for every four levels gained after 2nd level, to a maximum of +5 at 18th level. The bard must be 2nd level to select this talent.

Dazzling Display: The bard gains Dazzling Display as a bonus feat. He must meet the feat's prerequisites normally.

*Derring-do (Su):** [Daredevil] The bard can use his bardic performance to bring out grace in the clumsiest allies. The bard and any allies who see her receive a +1 morale bonus on Reflex saving throws and a +2 competence bonus on Dexterity-based skill checks. Allies who move at least 10 feet during their turn gain a +1 dodge bonus to their Armor Class until the start of their next turn. At 5th level, and every six bard levels thereafter, the saving throw and Armor Class bonuses increase by +1, to a maximum of +4 at 17th level, and the skill check bonuses increase by +2, to a maximum of +8 at 17th level. This is a mind-affecting ability that uses visual components.

*Dirge of Doom (Su):** The bard can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components. The bard must be 8th level to select this talent.

*Disappearing Act (Su):** [Street Performer] The bard can use bardic performance to divert attention from an ally. All creatures within 30 feet that fail a

Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) treat one creature chosen by the bard as if it were invisible. This performance affects one additional creature at 5th level and every 6 levels thereafter. If the targets take any action that would cause them to become visible, they become visible to everyone. The bard cannot use this ability on himself. This ability is a mind-affecting effect that requires visual components.

*Disarming Display (Ex):** The bard can use bardic performance to demonstrate a speed and fluidity with weapons that can inspire a single ally to disarm an opponent. The bard may be limited in his own martial prowess, but knows the artistry and theory behind more advanced techniques, and can inspire true warriors to perform with greater skill than even the bard himself. The ally must be within 30 ft. of the bard and be able to see and hear him. The bard must be able to see his ally as well. The ally uses the bard's CMB to Disarm in place of its own, or uses his own CMB to disarm +4, whichever is greater. The ally still provokes an attack of opportunity unless he has a feat or ability that prevents this, but is sufficiently inspired he cannot accidentally disarm himself, and gain a +4 bonus to AC against any provoked attack. The bard may change which ally he assists during the performance, but may only assist one ally per round. As with all abilities that don't say otherwise, the bard can select himself as his own ally for this performance.

*Disorientate (Su):** The bard can use bardic performance to distract spellcasters with his juggling. This storm of activity makes it difficult for spellcaster to concentrate on their spell. All casters within 30 ft. who can see the bard's bardic performance must make a concentration check DC 5 + spell level. At 5th level and at every five levels thereafter the DC increases by +5. This is a mind-affecting ability that relies on visual components.

Disruptive: [Arcane Duelist] The bard gains Disruptive as a bonus feat. He does not have to meet the prerequisites for this feat. The bard must be 6th level to select this talent.

*Dramatic Subtext (Su):** [Sandman] The bard can use bardic performance to cast spells without obvious visual or audible components while

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retaining the spell's normal effects. Observers must succeed at a Perception check opposed by a bard's Sleight of Hand check to notice that the bard is the source of the spellcasting (though spellcasting still provokes attacks of opportunity). The bard must use this performance for at least 2 rounds before casting a spell; otherwise he is automatically detected and the performance ends. The bard must be 9th level to select this talent.

*Dweomercraft (Su):** [Magician] The bard can use bardic performance to manipulate magical energies. Allies of the magician gain a +1 bonus on caster level checks, concentration checks, and attack rolls with spells and spell-like abilities. This bonus increases by +1 at 5th level and every six levels thereafter. This ability relies on visual and audible components.

Eastern Knowledge (Ex): [Geisha] The bard adds half his class level (minimum 1) on Craft (calligraphy) checks, Diplomacy checks, Knowledge (nobility) checks, and one type of Perform check (act, dance, oratory, percussion, string instruments, or sing); he may make checks with these skills untrained.

Enhance Healing (Su): [Songhealer] A number of times per day equal to his Charisma modifier, the bard can cause any healing effect from a spell completion or spell trigger item to function at a caster level equal to his class level. The bard must be 2nd level to select this talent.

Evasion (Ex): [Archeologist] The bard gains evasion, as the rogue ability of the same name. The bard must be 6th level to select this talent.

Extended Performance (Su): [Magician] The bard can extend the duration of bardic performance after he stops concentrating by sacrificing a spell slot as a swift action. The performance effect lingers for 1 extra round per level of the spell. Only one spell may be sacrificed per performance, and performance types that take affect after a specific number of rounds cannot be extended. The bard must be 2nd level to select this talent.

Eye for Detail (Ex): [Detective] The bard adds half his class level (minimum 1) on Knowledge (local), Perception, Sense Motive, and Diplomacy checks made to gather information.

Familiar: [Sea Singer] The bard acquires an exotic pet, such as a monkey or parrot, that gains abilities as a wizard's familiar, using the bard's level as his wizard level. The bard must be 2nd level to select this talent.

Famous: [Celebrity] The bard may choose a region where he is famous, and within that region, the locals are more likely to react favorably toward the bard. The bard gains a bonus on Diplomacy and Intimidate checks in that area and to influence people from that area.



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At 1st level, this region is a settlement or settlements with a total population of 1,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +1. As the bard grows more famous, additional areas learn of him (typically places where he has lived or traveled, or settlements adjacent to those where he is known) and his bonuses apply to even more people. At 5th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +2. At 9th level, the region is a settlement or settlements with a total population of up to 25,000 people, and the modifier on Diplomacy and Intimidate checks is +3. At 13th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate is +4. At 17th level and above, the bard's renown has spread far, and most civilized folk know of him (GM's discretion); the bard's modifier on Diplomacy and Intimidate checks is +5.

*Fascinate (Su):** The bard can use his bardic performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. Any distraction caused by nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Fleet (Su): [Dervish Dancer] While performing a battle dance, the bard gains a +10 enhancement bonus to his land speed. This bonus increases by 5 feet for every four bard levels gained after 1st level, to a maximum of +30 feet at 17th level. The bard must be 5th level and have the battle dance edge to select this talent.

Fortune Telling (Su): The bard can perform a minor divination once per day (as the spell *augury*). He may conduct an additional fortune telling for every four bard levels he possesses. The bard must be 4th level to select this talent.

Gather Crowd (Ex): [Celebrity/Demagogue] The bard is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 1/2 the bard's class level \times the result of the bard's Perform check. The crowd gathers over the next 1d10 rounds. If the bard fails to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds. The bard must be 5th level to select this talent.

Gladhanding (Ex): [Street Performer] The bard earns double the normal amount of money from Perform checks. Additionally, as a standard action, he may use a Bluff check in place of a Diplomacy check to improve a creature's attitude for 1 minute, after which its attitude becomes one step worse than originally.

*Glorious Epic (Su):** [Court Bard] The bard can weave captivating tales that engross those who hear them. Enemies within 30 feet become flat-footed unless they succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). A save renders them immune to this ability for 24 hours. Glorious epic is a language-dependent, mind-affecting ability that uses audible components. The bard must be 8th level to select this talent.

Hard to Fool (Ex): The bard gains a +4 bonus on saves against patterns, figments, glamers, and confusion effects. The bard must be 2nd level to select this talent.

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*Harmless Performer (Su):** [Street Performer] The bard can use bardic performance to appear meek and unworthy of being attacked. While using this performance, whenever an enemy targets the bard, the enemy must succeed at a Will save (DC $10 + 1/2$ the bard's level + the bard's Cha bonus) or be unable to attack the bard this round, as per *sanctuary*. The enemy loses the attack that targeted the bard, but may spend additional attacks targeting other creatures. If the opponent was targeting the bard with a spell, it must succeed at a concentration check at the same DC or lose the spell. If this check succeeds, it may target another creature with the spell instead. This mind-affecting ability requires audible or visual components. The bard must be 3rd level to select this talent.

Haunted Eyes (Ex): [Dirge Bard] The bard gains a +4 bonus on saves against fear, energy drain, death effects, and necromantic effects. The bard must be 2nd level to select this talent.

*Haunting Refrain (Su):** [Dirge Bard] The bard is able to stir primal terrors in the hearts of listeners. He can use a Perform (keyboard) or Perform (percussion) check in place of an Intimidate check to demoralize an opponent, with a bonus equal to half his bard level. In addition, saving throws against any fear effect he creates are made with a -2 penalty, and this penalty increases by -1 every 5 levels beyond 5th. The bard must be 5th level to select this talent.

Heraldic Expertise (Ex): [Court Bard] The bard adds half his bard level (minimum 1) on Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (nobility) checks (minimum +1). Once per day, he can also reroll a check against one of these skills, though he must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter.

Improved Clever Explorer (Ex): [Archaeologist] The bard can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps. The bard must be 6th level and have the clever explorer talent to select this talent.

Improved Counterspell: [Magician] The bard gains Improved Counterspell as a bonus feat. He must have a caster level in order to select this talent.

Improved Sneakspell (Ex): [Sandman] The bard gains a +2 bonus on caster level checks to overcome spell resistance against foes who are denied their Dex bonus, and this bonus increases to +4 at 14th level. The bard must be 6th level and have the sneakspell talent to select this talent.

Improved Steal: The bard gains Improved Steal as a bonus feat. He must meet the prerequisites for this feat normally.

*Improved Watersong (Su):** [Undine Watersinger] The water controlled by the bard now has a hardness of 3 and he can control two 5-foot-cubes of water. The water can be used to bull rush one target, as with the spell *hydraulic push*, except that the bard uses his Perform skill bonus in place of his CMB. Using the watersong in this way ends the bardic performance. The bard must be 5th level and have the watersong talent to select this talent.

*Incite Rage (Su):** [Savage Skald] The bard can induce a furious rage in one creature within 30 feet. This effect functions as a *rage* spell that lasts as long as the target can hear the bard's performance; however, unwilling creatures can be affected if they fail a Will save (DC $10 + 1/2$ the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. The bard cannot target himself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the bard continues performing. This mind-affecting effect requires audible components. The bard must be 6th level to select this talent.

*Incite Violence (Ex):** [Demagogue] The bard can use his bardic performance to fan the fury of a crowd of people he has fascinated. Using this ability does not disrupt the fascinate effect, but does require a standard action to activate (in addition to the free action to continue the fascinate effect). The bard selects a number of targets equal to his level, who must make Will saves (DC $10 + 1/2$ the bard's level + the bard's Charisma modifier) or be affected by *rage* for a number of rounds equal to the bard's level. The bard indicates who is the intended target of violence (either after using this ability or as part of the performance leading to it) and the enraged

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members of the crowd immediately attack the target if possible. The target does not need to be present (“kill the king” is a suitable choice) and can be an object instead of a person (“destroy the prison!” is likewise appropriate). Other members of the crowd may follow suit, though they do not gain the benefits of *rage*. This is a sonic-based effect and is affected by countersong. If two or more bards are attempting to direct the crowd against different targets, they must make opposed Charisma checks, with the crowd following the directions of the winner. The bard must be 6th level and have the fascinate talent to select this talent.

*Inspire Competence (Su):** The bard can use his bardic performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard’s performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM’s discretion. The bard can’t inspire competence in himself. Inspire competence relies on audible components. The bard must be 3rd level to select this talent.

*Inspire Courage (Su):** The bard can use his bardic performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard’s bardic performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his bardic performance.

*Inspire Greatness (Su):** The bard can use his bardic performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the bard attains beyond 9th, he can target an

additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target’s Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components. The bard must be 9th level to select this talent.



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Inspiring Blow (Su):* [Savage Skald] The bard roars his war-cries with each telling blow. When he confirms a critical hit, he can start this bardic performance as an immediate action (ending any other performances). He gains temporary hit points equal to his Charisma modifier (if positive), and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn. These temporary hit points remain until the bard ends his bardic performance.

Instructive Display (Su):* The bard can use his bardic performance to instruct his allies to better defend themselves from injury. To be affected, an ally must be able to perceive the bard's bardic performance. An affected ally receives a +1 morale bonus on Reflex saving throws to reduce or avoid damage and a +1 competence bonus on AC and CMD. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Instructive display is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his bardic performance.

Juggling Concealment (Ex):* The bard can use his bardic performance to juggle multiple objects that fit in one hand. This gives the bard and any adjacent ally concealment against ranged attacks the pass through that square, though it does not prevent foes from targeting the bard or his allies. Juggling doesn't require free hands, but the bard cannot use or wield items in his hands while he juggles. If the bard has the Quickdraw feat, he can produce weapons or similar one-handed items to juggle as a free action when he activates this ability.

Lamentable Belaborment (Ex):* [Archivist] The bard can bewilder a creature already fascinated by his bardic performance. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). The target must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours, but failure leaves the target either dazed or confused (bard's choice) for as long as the performance continues. If the target takes damage, this effect ends immediately. This mind-affecting ability relies on audible components. The bard must be 6th level and have the fascinate talent to take this talent.

Life's Pulse (Su):* The bard learns rhythms to counter the effects of life force and lifeblood slipping away to serious wounds. Each round of the life's pulse he makes a Perform (percussion)

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skill check. Any ally within 30 feet of the bard that is dying may use the bard's Perform check in place of their Constitution check to stabilize. Additionally allies within range are immune to the bleed condition while they can hear the bard's life's pulse. Life's pulse relies on audible components.

*Lifewater (Su):** [Undine Watersinger] The bard can spend 1 round of bardic performance as a standard action to manipulate the water, blood, and other fluids within a creature's body, causing the target to become sickened for 1d4 rounds. Alternatively, he may use this ability to attempt a reposition combat maneuver, using his base attack bonus and his Charisma modifier as his CMB. This ability has a range of 30 feet, only works on creatures whose bodies contain fluid, and does not affect creatures that are immune to critical hits. The bard must be 5th level to select this talent.

Lore Master (Ex): The bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action. You may select this talent two additional times. Each additional time you take it, you gain an additional use of the take 20 version of the ability. You may select this talent up to three times. The bard must be 5th level to select this talent.

*Madcap Prank (Su):** [Street Performer] The bard can use bardic performance to discomfit a target within 30 feet, causing its clothing to become tangled, its headgear to fall down over its eyes, or even causing it to slip and fall or otherwise be made to appear a fool. The target must make a Reflex save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) each round that it hears or sees the performance, or it takes one of the following random effects each round at the beginning of its turn: 1—blinded, 2—dazzled, 3—deafened, 4—entangled, 5—fall prone, 6—nauseated. Each effect lasts until the beginning of the target's next turn. The bard must be 9th level to select this talent.

Magic Lore (Ex): [Archivist] The bard gains a bonus on Spellcraft checks to identify magic items or decipher scrolls equal to half his bard level and

may take 10 on such checks. The bard can use Disable Device to disarm magical traps as per a rogue's trapfinding ability and gains a +4 bonus on saves against magical traps, language-dependent effects, and symbols, glyphs, and magical writings of any kind. The bard must be 2nd level to select this talent.

*Magical Sleight of Hand (Su):** The bard is able to steal items from a creature at a range of 30 ft. with the steal combat maneuver. He makes a normal combat maneuver check to steal an object weighing no more than 5 pounds. If he succeeds, the item flies directly to his hand and the effect ends. The bard must be 9th level and have the Improved Steal talent or feat to select this talent.

Magical Talent (Ex): [Magician] The bard adds half his class level on Knowledge (arcana), Spellcraft, and Use Magic Device checks.

Master of Deception (Ex): [Sandman] The bard adds half his class level (minimum 1) on Bluff, Sleight of Hand, and Stealth checks. He may also disarm magical traps with Disable Device as a rogue's trapfinding ability.

*Method Actor (Sp):** The bard can use bardic performance to transform his appearance and mannerisms so much so that he is able to appear as a different person as per the *disguise self* spell. The spell effect persists for as long as his bardic performance. At 10th level, the bard can imitate a specific individual by taking a -10 penalty to his Disguise check.

*Mock (Su):** [Gnome Prankster] The bard can use his bardic performance to cause one or more creatures to become furious with him. Each creature to be mocked must be within 90 feet, able to see, hear, and understand the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. For every three levels the prankster has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot successfully mock that creature for 24 hours. If it's saving throw fails, the creature is angered by the performance

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and seeks to harm the prankster. While the bard maintains the mocking, the target takes a -2 penalty on all attack rolls and skill checks until it has successfully attacked the bard with a melee or ranged attack, or has harmed the creature with a spell that deals damage.

Mock is an enchantment (compulsion) mind-affecting ability. Mock relies on audible and visual components in order to function.

Naturalist (Ex):* [Archivist] The bard who has identified a creature with a Knowledge check appropriate to its type can use bardic performance to share strategies for defeating it with allies in combat. The bard and any allies within 30 feet gain a +1 insight bonus to AC and on attack rolls and saving throws against exceptional, supernatural, and spell-like abilities used by creatures of that specific kind of monster (e.g., frost giants, not all giants or all humanoids). This bonus increases by +1 at 5th level and every six levels thereafter. This language-dependent ability requires visual and audible components.

Nature's Speaker (Sp): [Animal Speaker] The bard can use *speak with animals* at will with his animal friends. You may take this talent multiple times but it applies to a new group of animals each time. The bard must be 5th level and have the animal friend talent to select this talent.

Notice Discrepancies (Ex): The bard adds half his class level (minimum 1) on Appraise, Craft, Linguistics, Perception, Perform, and Profession checks made to detect fakes, forgeries, or other inauthentic arts, crafts, documents, and performances.

Perfect Form (Ex): The bard gains a +4 bonus on saves against paralysis, stun, and shapechange effects. The bard must be 2nd level to select this talent.

Performance Combat (Ex): The bard's base attack bonus is considered to be equivalent to his bard level for determining his Performance Combat Check bonus.

Protolinguistics (Ex): The bard is able to learn new languages quickly. He gains the ability to speak and read one new language each time he takes a level of bard. He can choose this language immediately upon taking a level of bard, or he can save his language slot to suddenly master a language in the

field (a full round action). The bard can only have one available language slot open for this use. He must choose an unchosen language by the time he gains a new level of bard or the new slot is lost.

Punchline (Sp):* [Gnome Prankster] The bard can use his bardic performance to tell a punchline to amuse a creature he has already mocked, goading it into *hideous laughter* (as the spell). Using this ability does not disrupt the mock effect, but it does require a standard action to activate (in addition to the free action to continue the mock effect). A bard can use this ability more than once against an individual creature during an individual performance.

Telling a punchline does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) negates the effect. This ability affects only a single creature. Punchline is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components. The bard must be 6th level and have the mock talent to select this talent.

Quick Change (Ex): [Street Performer] The bard can don a disguise as a standard action by taking a -5 penalty on his check. He can take 10 on Bluff and Disguise checks and use Bluff to create a diversion to hide as a swift action. He can take 20 on a Bluff or Disguise check once per day. You may select this talent two additional times and gain an extra use of the take 20 action each time. The bard must be 5th level to select this talent.

Rain of Blows (Su):* [Dervish Dancer] The bard can use his battle dance to speed up his attacks. When making a full attack action, he may make one extra attack with any weapon he is holding, as though under the effects of a *haste* spell. He also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves. At 9th level, and every three bard levels thereafter, these bonuses increase by +1, to a maximum of +5 at 18th level. These bonuses do not stack with the *haste* spell. The bard must be 6th level and have the battle dance edge to select this talent.

Rallying Cry (Su):* [Arcane Duelist] The bard can use bardic performance to rally dispirited allies. Each round he makes an Intimidate check. Any ally (including the bard) within 30 feet may use this

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check in place of his own saving throw against fear and despair effects. Those already under a fear or despair effect can attempt a new save each round using the bard's Intimidate check. Rallying cry does not work on effects that don't allow saves. This is a mind-affecting ability that uses audible components.

Razor's Kiss (Su):* [Dervish Dancer] The bard can use his battle dance to improve his weapons' critical range. All attacks he makes with manufactured weapons are treated as though he had the Improved Critical feat. Natural weapons and spells are not affected. The bard must be 8th level and have the battle dance edge to select this talent.

Requiem (Su):* The bard can use one round of his bardic performance to expose the undead to the horror of their own existence. He targets a single undead creature within 90 feet that is able to hear him. For every three levels the bard has attained beyond 1st, he can target one additional undead creature with this ability.

Targeted creatures receive a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to panic that creature again for 24 hours. If it's saving throw fails, the undead flees (as if panicked) for 1 minute. Intelligent undead receive a new saving throw each round to end the effect.

Requiem relies on audible components and is not considered a form a channeling.

Rhythm of Life (Sp):*

The bard can use his bardic performance to resonate with the life force of other creatures. This affect works like the *deathwatch* spell, using the bard's class level as his caster level, except that the bard senses the condition of living creatures within 30 instead of a cone. The bard must be 2nd level to select this talent.

Ridicule (Su):* [Court Bard] The bard can subtly ridicule and defame a specific individual. The bard selects one target who can hear his bardic performance. That individual takes a -2 penalty on Charisma checks and Charisma-related skill

checks as long as the bard continues the bardic performance. This penalty increases by -1 every four levels after 3rd. Ridicule is a language-dependent, mind-affecting ability that relies on audible components. The bard must be 3rd level to select this talent.

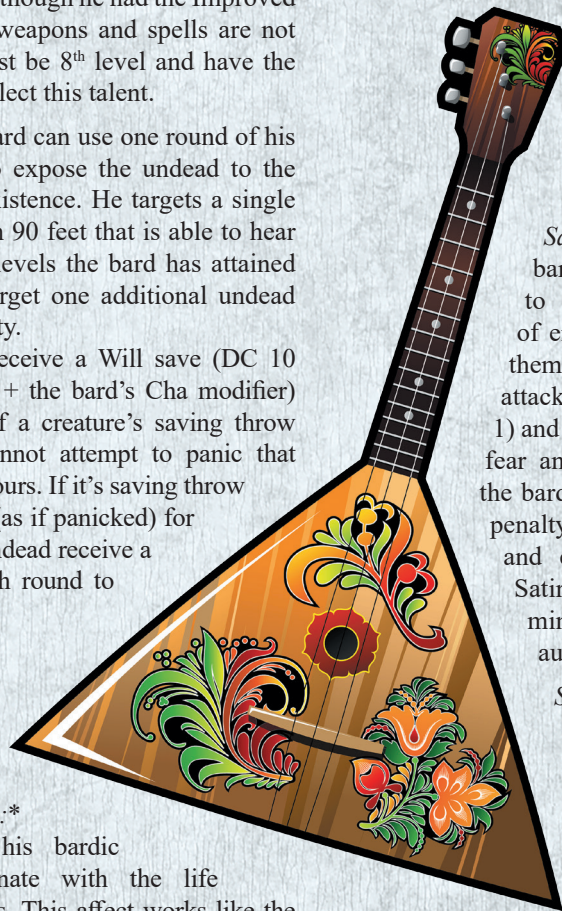
Rogue Talent: [Archeologist] The bard gains a rogue talent, counting his bard level as his rogue level for the purpose of prerequisites. A bard may select this talent multiple times but not more than once every four levels. A bard must be at least 4th level to select this talent.

Satire (Su):* [Court Bard] The bard can use bardic performance to undermine the confidence of enemies who hear it, causing them to take a -1 penalty on attack and damage rolls (minimum 1) and a -1 penalty on saves against fear and charm effects as long as the bard continues performing. This penalty increases by -1 at 5th level and every six levels thereafter. Satire is a language-dependent, mind-affecting ability that uses audible components.

Scare (Sp):* The bard can use his bardic performance to *scare* (as per the spell) a creature he has already fascinated (see fascinate). Using this ability does not disrupt the fascinate effect, but it does require a standard

action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Attempting to *scare* an opponent does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This



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ability affects only a single creature. *Scare* is a fear, mind-affecting, and emotion effect that relies on audible components. The bard must be 6th level and have the fascinate talent to select this talent.

Scoundrel's Fortune (Ex): [Daredevil] Once per day, the bard can choose to roll two dice instead of one for any skill check, keeping the best result. He can use this ability one additional time per day for every three levels he possesses beyond 5th, to a maximum of eight times per day at 20th level. A bard must be 5th level to select this talent.

Scribe Scroll: [Geisha] The bard gains Scribe Scroll as a bonus feat. He must have a caster level to choose this talent.

Sea Legs (Ex): [Sea Singer] The bard gains a +4 bonus on saving throws against air and water effects and effects that would cause the sea singer

to slip, trip, or otherwise be knocked prone. He gains a +2 bonus to CMD against grapple, overrun, and trip attempts.

*Sea Shanty (Su):** [Sea Singer] The bard learns to counter seasickness and exhaustion during long sea voyages. Each round of a sea shanty, he makes a Perform skill check. Allies within 30 feet (including the sea singer) may use his Perform check in place of a saving throw against becoming exhausted, fatigued, nauseated, or sickened; if already under such an effect, a new save is allowed each round of the sea shanty, using the bard's Perform check for the save. A sea shanty has no effect on instantaneous effects or effects that do not allow saves. This ability requires audible components.

*Set the Beat (Su):** The bard can use his bardic performance to set a tempo for himself and his allies. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus to initiative checks and +5 ft. morale bonus to speed. At 5th level, and every six bard levels thereafter, this bonus increases by +1 and +5 ft., to a maximum of +4 and +20 ft. at 17th level. Set the beat is a mind-affecting ability. Set the beat requires audible components.

*Shadow Puppets (Sp):** [Wayang, Shadow Puppeteer] The bard can use bardic performance to create one quasi-real shadowy creature resembling a monster from the *summon monster I* list. These shadowy creatures otherwise work like *shadow conjuration*, and targets interacting with them get a Will saving throw (DC 10 + 1/2 your bard level + your Charisma bonus) to treat them as only 20% real. At 4th level and every three levels thereafter, this ability acts like the next higher version of *summon monster* (*summon monster II* at 4th level and so on). The bard must be 3rd level and have the shadow servant talent to select this talent.

*Shadow Servant (Sp):** [Wayang, Shadow Puppeteer] The bard can create a shadow servant to perform simple tasks with the aid of a light source and Perform (act). The shadow servant is identical to an *unseen servant* (caster level equal to the shadow puppeteer's bard level), except it appears as a formless shadow. Shadow servant relies on visual components.



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*Shining Star (Su):** [Celebrity] The bard has learned how to focus attention on himself so thoroughly that even the presence of danger does not distract his adoring crowd. When using the fascinate bardic performance, a target making a save to break the effect because of a potential threat takes a -4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. Creatures affected by the bard's fascinate ability ignore the shaken condition. The bard must be 8th level and have the fascinate talent to select this talent.

*Slow (Sp):** The bard can use his bardic performance to *slow* one creature he has already fascinated. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). Using *slow* does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + ½ the bard's level + the bard's Charisma modifier) negates this affect. This ability affects only a single creature. *Slow* relies on audible components. The bard must be 6th level and have the fascinate talent to select this talent.

*Slumber Song (Sp):** [Sandman] The bard can use his bardic performance to cause a creature he has already fascinated to fall asleep (as *deep slumber*, but with no HD limit). Otherwise, this ability functions like *suggestion*. The bard must be 6th level and have the fascinate talent to take this talent.

*Sneak Attack (Ex):** [Sandman] The bard gains 1d6 of sneak attack, as the rogue class feature. If the bard already has sneak attack, these dice are added to his sneak attack total. This talent may be taken more than once, but the bard may never have sneak attack dice from his bard elvels that exceed half his class level.

Sneakspell (Ex): [Sandman] The bard adds +1 to the save DC of spells and bardic performance against opponents who are denied their Dexterity bonus to AC. This increases to +2 at 10th level and +3 at 18th level. The bard must be 2nd level to select this talent.

*Song of Protection (Su):** The bard can use his bardic performance to shield his allies from harmful energy (as per the spell *protection from*

energy). The bard may use this bardic performance while using another form of bardic performance, but any additional form of performance expends an additional round of bardic performance each round. The effect can only protect against one type of energy selected by the bard but he can change the energy type each round as a free action. The bard must be 6th level to select this talent.

*Soothe the Beast (Su):** [Animal Speaker] The bard can use bardic performance to influence animals. This works like the druid ability wild empathy, except he expends 1 round of bardic performance and makes a Perform check. If the bard already has wild empathy from another class, he adds the class levels that provide wild empathy to the result of his Perform check to influence an animal. The bard must be 3rd level to select this talent.

*Spell Suppression (Su):** [Magician] The bard can use bardic performance to counter the spells of his foes. Once the bard begins using this bardic performance, he tracks the number of rounds it has been in use. While performing, as an immediate action, he can attempt to counter any spell that he can identify using Spellcraft, so long as that spell's level is equal or less than the total number of rounds he has been performing spell suppression. The attempt to counter the spell is made as if using dispel magic, using the bard's level as the caster level. If successful, the bardic performance immediately ends. This ability requires audible components. The bard must be 8th level to select this talent.

*Stalwart (Su):** The bard can use his bardic performance to strengthen the grit in the frailest allies. The bard and any allies who see her receive a +1 morale bonus on Fortitude saving throws and a +2 competence bonus on Strength-based skill checks. Allies who do not move more than a 5-foot step during their turn gain a +1 damage bonus to attacks until the start of their next turn. At 5th level, and every six bard levels thereafter, the saving throw and damage bonuses increase by +1, to a maximum of +4 at 17th level, and the skill check bonuses increase by +2, to a maximum of +8 at 17th level. This is a mind-affecting ability that uses visual components.

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*Stealspell (Su):** [Sandman] The bard can use bardic performance to steal spells from his foes and add them to his list of spells known. Once the bardic performance is started, the bard can steal a prepared spell or a spell known from another creature with a touch attack as a standard action. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha bonus) to negate the effect. The bard may choose a spell to steal, but if the target does not possess the spell, the bardic performance immediately ends. Otherwise the spell stolen is random, but it is always of the highest level that the bard can cast, if possible. The target loses the prepared spell or spell known and the bard adds it to his list of spells known for as long as the performance continues, after which it reverts to the original recipient. While stolen, the bard can cast the spell using his available spell slots. This use does not consume the stolen spell. If the bard steals another spell while a spell is stolen, the previous spell immediately reverts to its original owner. This ability requires visual components.

*Still Water (Su):** [Sea Singer] The bard can use bardic performance to calm rough waters within 30 feet, reducing the DC for Profession (sailor) and Swim checks, as well as for Acrobatics and Climb checks aboard ship, by an amount equal to the bard's level (to a minimum of DC 10) for as long he continues to perform. He can extend this duration to 1 hour by playing for 10 consecutive rounds. This ability requires audible components. The bard must be 3rd level to select this talent.

Streetwise (Ex): [Street performer] The bard adds half his class level (minimum 1) on Bluff, Disguise, Knowledge (local), and Sleight of Hand checks, Diplomacy or Intimidate checks made to influence crowds, and Diplomacy checks to gather information.

*Suggestion (Sp):** The bard can use his bardic performance to make a *suggestion* (as per the spell) to a creature he has already fascinated (see fascinate). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a *suggestion* does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components. The bard must be 6th level and have the fascinate talent to select this talent.

Swap (Ex): [Gnome Prankster] The bard can steal an object from a creature and replace it with another object of the same size or smaller that the prankster has in his hand. This functions as the steal combat maneuver, but the prankster does not provoke an attack of opportunity, and may use his Sleight of Hand check in place of his combat maneuver check. If the prankster's check exceeds the target's CMD by 10 or more, the target is unaware the swap has been made until it tries to use the swapped object or the end of its next turn (whichever happens first). The bard must be 5th level to select this talent.

*Tea Ceremony (Su):** [Geisha] By spending 10 minutes preparing an elaborate tea ceremony, the bard may affect her allies with a bardic performance effect that targets a group of allies. The ceremony's effects last 10 minutes. The bard must spend 4 rounds of bardic performance for each creature to be affected. The bard must have the Eastern Knowledge talent to select this talent.

*Team Anthem (Su):** The bard can use his bardic performance to coordinate the actions of his allies (including himself). To be affected, an ally must be able to perceive the bard's performance. An affected ally gains any one teamwork feat for which the bard possesses the necessary prerequisites. At 5th level, and every six bard levels thereafter, the ally gains an additional teamwork feat. Team anthem is a mind-affecting ability that uses audible components.

Trap Sense (Ex): [Sandman] The bard gains a +1 bonus on Reflex saves against traps and a +1 dodge bonus to AC against traps. These bonuses increase by +1 every three levels after 3rd. You must be 3rd level to select this talent.

*True Confession (Su):** [Detective] The bard can use bardic performance to trick a creature into revealing its secrets. Using this ability requires a



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successful Sense Motive check to see through a Bluff or notice mental compulsion. After 3 continuous rounds of bardic performance, the target must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. On a failed save, a liar inadvertently reveals the lie and the truth behind it. A creature under a charm or compulsion reveals the nature of its enchantment and who placed it (if the creature knows) and gains a new saving throw to break free from the enchantment. This ability is language-dependent and requires audible components. Using this power requires only 2 rounds of performance at 15th level, and 1 round of performance at 20th level. The bard must least 9th level to select this talent.

Uncanny Dodge (Ex): [Archaeologist] The bard gains uncanny dodge, as the rogue class feature of the same name. The bard must be 2nd level to select this talent.

*Verdant Song (Sp):** The bard can use bardic performance to reach into the beating heart of the wilderness and cause it to spring to life in your aid. Plants within 60 ft. radius animate and try to *entangle* opponents (as the spell). Opponents in the affected area may make a Reflex save each round to avoid entanglement against a DC of 10 + 1/2 the bard's level + the bard's Charisma modifier. At 15th level, the entangling plants also deal damage as well as if they were affected by the *spike growth* spell. The bard must be 9th level to select this talent.

Versatile Performance (Ex): The bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

You may select this talent multiple times, each time you must select a new Perform skill. You must be 2nd level to select this talent.

*Verses of Life (Su):** The bard can use his bardic performance to counter the supernatural and spell-like abilities of by undead creatures. Each round he uses of verses of life he bard makes a Perform skill check (using any Perform category that is audible). Any creature within 30 feet of the bard (including the bard himself) can use the higher of its saving throw bonus or the bard's Perform check total for that round. If a creature within range of the verses of life is already under the effect of a non-instantaneous undead-caused supernatural or spell-like ability, it gains another saving throw against the effect each round it hears the verses of



life, but it must use the bard's Perform skill check result for the save. Verses of life does not work on effects that don't allow saves. Verses of life relies on audible components.

*Watersong (Su):** [Undine Watersinger] The bard can use bardic performance to manipulate and control the shape of water within 30 feet. A successful Perform check allows the bard to animate and control a 5-foot-cube of water. The bard can command the water to take various forms, bend, rise, fall, or sustain a shape, and can make it support weight as if it were solid ice. For example, the watersinger could create a pillar of water (to provide cover), ladder, channel, bridge, stairs, slide, and so on. The manipulated water is as slippery as normal ice. This ability cannot create forms more fragile or complex than what could be carved in normal ice. While under the bard's control, the water has hardness 0 and 3 hit points per inch of thickness. The manipulated water retains its shape for 1 round after the bard stops spending bardic performance rounds to maintain it.

*Waterstrike (Su):** [Undine Watersinger] The bard can spend 1 round of bardic performance to command any water he is currently manipulating with his watersong to lash out and strike an opponent with a slam attack. The watersinger uses his base attack bonus and Charisma bonus to make this attack, and deals bludgeoning damage equal to 1d6 plus his Charisma bonus. The attack can originate from any square of water the bard manipulates. The water can flank an opponent with an ally bonus or help a combatant get one, but cannot make attacks of opportunity. The water can make multiple attacks per round if your base attack bonus allows you to do so. At 10th level, the water's slam damage increases to 1d8 points and the water gains a reach of 10 feet. At 15th level, the water's slam damage increases to 2d6 points. At 20th level, the water's slam damage increases to 2d8 points. The bard must be 3rd level and have the watersong talent to select this talent.

*Weaken Resolve (Su):** The bard can use his bardic performance to sing or recite threats of inevitable failure before an audience of enemies. Enemies within 30 feet must make a Will save (DC 10 + ½ the bard's level + the bard's Charisma modifier).

Those who fail become assailed with self-doubt, and suffer a -2 penalty to all saving throws while the bard continues to perform.

*Weird Words (Su):** [Sound Striker] The bard can start a bardic performance as a standard action, lashing out with one potent syllable per bard level (maximum 10), each sound affecting one target within 30 feet. These are ranged touch attacks. Each weird word deals 1d6 points of damage plus the bard's Charisma bonus (Fortitude half), and the bard chooses whether it deals bludgeoning, piercing, or slashing damage for each word. The bard must be 8th level and have the wordstrike talent to select this talent.

Well-Versed (Ex): The bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects. The bard must be 2nd level to select this talent.

*Whistle the Wind (Su):** [Sea Singer] A bard can use bardic performance to create a *gust of wind*. This wind lasts for as long as he continues his performance. He can extend this duration to 1 minute by playing for 5 consecutive rounds. The bard must be 6th level to select this talent.

*Word of Caution (Su):** The bard can use his bardic performance to bolster allies (including himself) with cautionary tales of danger. To be affected, an ally must be able to hear the bard's performance. Affected allies receives a +2 morale bonus on saving throws and AC against traps and a +2 competence bonus on Perception checks to notice traps and secret doors. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +5 at 17th level. Word of caution is a mind-affecting ability that uses audible visual components.

*Wordstrike (Su):** [Sound Striker] A bard can spend 1 round of bardic performance as a standard action to direct a burst of sonically charged words at a creature or object. This performance deals 1d4 points of sonic damage plus the bard's level to an object, or half this damage to a living creature. The bard must be at least 3rd level to select this talent.

World Traveler (Ex): [Sea Singer] The bard adds half his class level (minimum 1) on Knowledge (geography), Knowledge (local), Knowledge (nature), and Linguistics checks. Once each day, he can reroll a check with one of these skills, but must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter.

ADVANCED TALENTS

Beginning at 10th level, whenever the bard gains a talent, he may instead select an advanced talent. Advanced talents otherwise follow the rules for talents.

Advanced Rogue Talent: The bard gains an advanced rogue talent. A bard can select this talent multiple times but not more than once every four levels beyond 12. The bard must be at least 12th level to select this talent.

Arcane Armor (Ex): [Arcane Duelist] The bard gains Medium Armor Proficiency and can cast bard spells in medium armor with no chance of arcane spell failure. At 16th level, he gains Heavy Armor Proficiency and can cast bard spells in heavy armor with no arcane spell failure.

*Battle Song (Su):** [Savage Skald] The bard can affect all allies within 30 feet when using bardic performance to incite rage. The bard must be 18th level and have the incite rage talent to select this advanced talent.

*Berserkerfang (Ex):** [Savage Skald] The bard can inspire a rapturous battle trance that suppresses pain, stunning, and fear effects for one creature, plus one additional creature per three levels after 12th. Affected creatures also gain DR 5/— (DR 10/— against nonlethal damage); this benefit stacks with the damage reduction class ability of barbarians. This mind-affecting ability requires audible components. The bard must be 12th level to select this advanced talent.

*Call the Storm (Su):** [Sea Singer] A bard can use bardic performance to duplicate *control water*, *control weather*, *control winds*, or *storm of vengeance*, using his bard level as the caster level.

Using this ability requires 1 round of continuous performance per level of the spell (as if he were a druid). These effects continue for as long as the bard continues performing (the effects on control weather happen immediately), but not longer than the spell's normal duration. The bard must be 18th level to select this advanced talent.

*Calling Performance (Su):** The bard can use his bardic performance to call an outsider to his aid. This functions like the spell *planar ally*, using the bard's level as the caster level. In addition, bard can communicate with the called creature automatically and does not need to provide an initial offering, but still needs to make payment for the task. Using this ability requires 4 rounds of continuous performance. The bard must be 12th level to select this advanced talent.

*Dance of Fury (Su):** [Dervish Dancer] The bard can attack more than once as he moves while performing a battle dance. He can combine a full-attack action with a single move, taking the attacks at any point during his movement, but must move at least 5 feet between each attack. This movement provokes attacks of opportunity as normal. The bard must be 12th level and have the battle dance edge to select this advanced talent.

*Dance of the Dead (Su):** [Dirge Bard] The bard can use his bardic performance to cause dead bones or bodies to rise up and move or fight at his command. This ability functions like *animate dead*, but the created undead remain fully animate only as long as the dirge bard continues the performance. Once it stops, any created undead collapse into carrion. Bodies or bones cannot be animated more than once using this ability. Unlike *animate dead*, dance of the dead requires no components and does not have the evil descriptor.

*Frightening Tune (Sp):** The bard can use his bardic performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for

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as long as the target can hear the bard's bardic performance. Frightening tune relies on audible components. The bard must be 14th level to select this advanced talent.

*Graceful Display (Su):** The bard can use his bardic performance to create an effect equivalent to a *mass cat's grace*, using the bard's level as the caster level. In addition, this performance removes the slow or staggered conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. Graceful display affects all targets that remain within 30 feet throughout the performance. Graceful display relies on audible and visual components. The bard must be 12th level to select this advanced talent.

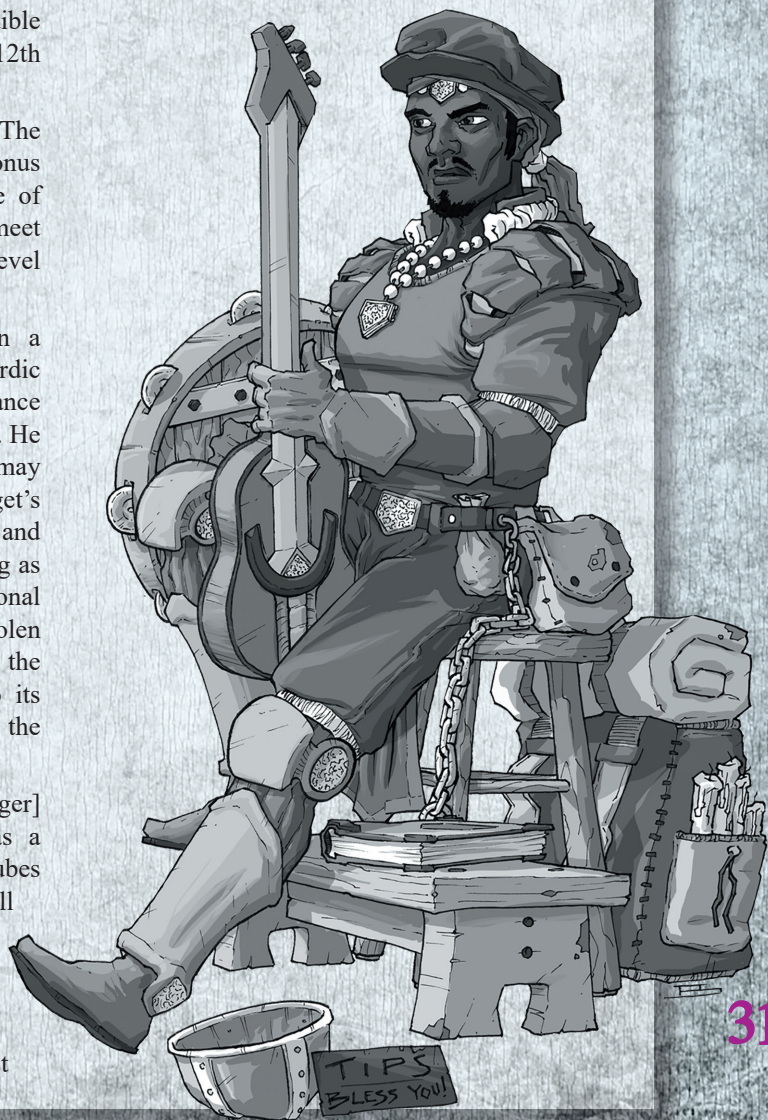
Greater Penetrating Strike: [Arcane Duelist] The bard gains Greater Penetrating Strike as a bonus feat. He counts as a fighter for the purpose of meeting prerequisites for this feat, but must meet all other prerequisites. The bard must be 18th level to select this advanced talent.

*Greater Stealspell (Su):** [Sandman] When a target fails a save against a bard's stealspell bardic performance, the bard discovers its spell resistance (if any) and all spells it has prepared or knows. He can then choose which spell to steal. The bard may forgo stealing a spell and instead reduce the target's SR by an amount equal to half his bard level and gain that amount of spell resistance for as long as he continues performing. If he steals additional spell resistance, it stacks with previously stolen SR. If he steals a spell or ceases performing, the spell resistance immediately reverts back to its owner. The bard must be 15th level and have the stealspell talent to select this advanced talent.

*Greater Watersong (Su):** [Undine Watersinger] The water controlled by the bard now has a hardness of 5 and he can control four 5-foot-cubes of water. The bard can use the water to bull rush multiple opponents, as through he were using the spell *hydraulic torrent*, except that he can use a Perform check in place of his CMB check. Using the watersong in this way ends the bardic performance. The bard must

have the improved watersong talent to select this advanced talent.

*Healing Performance (Su):** [Songhealer] The bard can use his bardic performance to create an effect equivalent to *heal* on a living target (or *harm* on an undead target), using the bard's level as the caster level. Using this ability requires 5 rounds of continuous performance, and the target must be able to see and hear the bard throughout the performance. The healing performance relies on audible and visual components. The bard must be 14th level to select this advanced talent.



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*Inspire Heroics (Su):** The bard can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is

a mind-affecting ability that relies on audible and visual components. The bard must be 15th level to select this advanced talent.

Jack-of-All-Trades (Ex): The bard can use any skill, even if the skill normally requires him to be trained. At 16th level, the bard considers all skills to be class skills. At 19th level, the bard can take 10 on any skill check, even if it is not normally allowed.

*Leaf on the Wind (Su):** [Dervish Dancer] The bard can use his battle dance to evade attacks with unearthly grace and to shake off the effects of his wounds. Unlike other battle dances, leaf on the wind requires a standard action each round to start or maintain the performance. Each round it is maintained, including the first, the bard gains a +6 dodge bonus to Armor Class and on Reflex saves. If wounded, he heals 1 hit point of damage per bard level. The bard must be at 14th level and have the battle dance edge to select this advanced talent.

*Mass Bladethirst (Su):** [Arcane Duelist] The bard can use his bladethirst bardic performance to enhance the weapons of as many allies as desired within 30 feet. The bonus provided by this power is +4 if conferred on two allies, +3 for three allies, +2 for four allies, and +1 for five or more allies. The power granted to each weapon must be identical. The bard must be 18th level and have the bladethirst talent to select this advanced talent.

*Mass Punchline (Sp):** [Gnome Prankster] This ability functions just like punchline, but allows a bard to use *hideous laughter* simultaneously against any number of creatures that he has mocked. The bard must be 18th level and have the punchline talent to select this advanced talent.

*Mass Scare (Sp):** The bard can use *scare* to affect any number of fascinated creatures within 30 feet. Otherwise, this ability functions like *mass suggestion*. The bard must be 18th level and have the scare talent to select this advanced talent.

*Mass Slow (Sp):** This ability functions just like the *slow* bard talent, but allows a bard to *slow* to any number of creatures simultaneously that he has already fascinated.



*Mass Slumber Song (Sp):** [Sandman] The bard can use slumber song to affect any number of fascinated creatures within 30 feet. Otherwise, this ability functions like *mass suggestion*. The bard must be 18th level and have the slumber song talent to select this advanced talent.

*Mass Suggestion (Sp):** This ability functions just like suggestion, but allows a bard to make a suggestion simultaneously to any number of creatures that he has already fascinated. *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components. The bard must be 18th level and have the suggestion talent to select this advanced talent.

*Metamagic Mastery (Ex):** [Magician] The bard can use bardic performance to apply a metamagic feat to a spell he is about to cast without increasing the casting time. The bard must still expend a higher-level slot to cast this spell. This causes the bardic performance to immediately end. This ability requires audible components. The bard must be 14th level to select this advanced talent.

*Pedantic Lecture (Su):** [Archivist] The bard can affect as many creatures with lamentable belaborment as he currently has fascinated. In addition, he may choose to cause targets to fall asleep rather than be dazed or confused. The bard must be 18th level and have the lamentable belaborment talent to select this advanced talent.

Penetrating Strike: [Arcane Duelist] The bard gains Penetrating Strike as a bonus feat. He counts as a fighter for the purpose of meeting prerequisites but must meet other prerequisites for the feat normally. The bard must be at least 14th level to select this advanced talent.

Probable Path (Ex): [Archivist] The bard can calculate the action likely to bring success with the least risk. Once per day, he can take 10 on any d20 roll. He may use this ability one additional time per day for every three levels after 10th.

*Righteous Cause (Ex):** [Demagogue] The bard can lift a crowd's emotions and turn them toward a common purpose. First, he must fascinate the crowd,

and then use incite violence without designating a target, at which point he can use righteous cause. Instead of driving the crowd with anger, he fills them with purpose. Fascinated creatures must make Will saves (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) to resist. Those who fail are affected by *mass suggestion* of a plausible idea that lingers with them for one day. Typical uses of this ability are to spark rebellion, overthrow a king, build a beneficial structure such as an orphanage, or donate money to a cause. The bard must be 18th level and have the incite violence talent to select this advanced talent.

*Scandal (Su):** [Court Bard] A bard can combine salacious gossip and biting calumny to incite a riot. Each enemy within 30 feet is affected as if by a *song of discord* for as long as it can hear the performance. A successful Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect, and that creature is immune to this ability for 24 hours. Scandal is a language-dependent, mind-affecting ability that uses audible components. The bard must be 14th level to select this advanced talent.

*Show Yourself (Ex):** [Detective] The bard can use bardic performance to compel creatures to reveal themselves when hiding. All enemies within 30 feet must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). If they fail, they must cease using Stealth, unlock and open doors between themselves and the bard, and dismiss, suppress, or dispel if necessary magical effects that grant *invisibility* or any other form of concealment from the detective. As long as they can hear the performance, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures in the area must make this save each round the bard continues his performance. This ability is language-dependent and requires audible components. The bard must be 15th level to select this advanced talent.

*Slip through the Crowd (Su):** [Street Performer] The bard's disappearing act enables affected creatures to move through crowd squares and

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enemy-occupied squares without impediment. Affected creatures are treated as if having *greater invisibility*, but enemies gain a new saving throw to notice them each time they are attacked. The bard must be 15th level and have the disappearing act talent to select this advanced talent.

*Soothing Performance (Su):** The bard can use his bardic performance to create an effect equivalent to a *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components. The bard must be 12th level to select this advance talent.

*Song of the Fallen (Sp):** [Savage Skald] The bard can duplicate the effect of a *horn of Valhalla*. This effect requires 10 continuous rounds of performance and summons barbarians as a silver horn at 10th level, as a brass horn at 13th level, as a bronze horn at 16th level, and as an iron horn at 19th level. The warriors remain only as long as the bard continues his performance. This ability requires audible components.

*Song of Return (Sp):** The bard can spend four daily uses of bardic performance and end a current bardic performance as an immediate action to save a fallen ally. He must touch a dead or dying creature as he does so, reviving the target as with a breath of life spell. His bard level counts as his caster level for this effect.

Spellbreaker: [Arcane Duelist] The bard gains Spellbreaker as a bonus feat. He counts as a fighter for the purposes of meeting the feat's prerequisites, but he must have the Disruptive feat before choosing this talent.

Wand Mastery (Ex): [Magician] When a bard uses a wand containing a spell on his spell list, he uses

his Charisma bonus to set the wand's save DC. At 16th level, when using such a wand, he uses his caster level in place of the wand's caster level.

*Wisdom of the Planes (Sp):** By expending 10 continuous rounds of bardic performance, a bard is able to seek the advice of creatures from beyond the material plane. This acts as a *contact outer planes* spell. The bard must be 15th level to select this advanced talent.

GRAND TALENTS

At 20th level, a bard can choose one of the following grand talents in place of a bard talent.

*Battle Fury (Su):** [Dervish Dancer] The bard can unleash a whirlwind of blows while performing a battle dance. As a full-round action, he can take a single move action and unleash a single attack at his highest bonus against each target within his reach during any point of his move, up to a maximum number of attacks equal to the dervish dancer's character level. This movement provokes attacks of opportunity as normal. The bard must have the battle dance edge to select this grand talent.

*Deadly Performance (Su):** The bard can use his bardic performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Deadly performance is a mind-affecting death effect that relies on audible and visual components.

*Funereal Ballad (Su):** [Songhealer] The bard can use his bardic performance to create an effect equivalent to *resurrection* on a dead creature, using the bard's level as the caster level. Using this ability requires 20 rounds of continuous performance, and

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the target must be within 10 feet of the bard for the entire performance. Funereal ballad relies on audible and visual components.

*Maddening Performance (Su):** The bard can use bardic performance to induce conflicting or extreme emotions in his opponents. Each round all opponents within 30 ft. that can see and hear the bard must make a Will save (DC 10 + $\frac{1}{2}$ the bard's level + the bard's Charisma modifier) or suffer 1d3 points of Wisdom damage. Any opponents reduce to 0 Wisdom are driven insane. Once a creature successfully saves against this effect, it is immune to the maddening performance of that bard for 24 hours, though any ability damage already taken remains and heals normally. The bard must be 12th level to select this advanced talent.

Mage: The bard is a more advanced spellcaster than others of his class. He gains a single 7th level spell slot to cast each day. The bard gains bonus 7th level slots for having a high Charisma score. He chooses two 7th level spells from any arcane spell list and adds those spells to his list of spells known. The bard can use these spells slots to cast lower levels spells normally, including the application of metamagic feats. The bard must be able to cast 6th level spells and have the expanded repertoire edge in order to choose this talent.

*Spell Catching (Su):** [Sandman] The bard who saves against a spell or spell-like ability that targets only him (not including area spells) may use this bardic performance as an immediate action. He must attempt a caster level check (DC 10 + the spell's original caster level). If it succeeds, the bard absorb the spell effect without harm and immediately recast that spell (using the original caster's level and save DC) or any spell he knows of that level or lower. Using this ability consumes a number of rounds of bardic performance equal to the spell's level, even if the check fails. The bard must have the stealspell talent to select this grand talent.

Twofold Magic (Sp): Once per day, a bard can cast two spells at the same time, provided they have the same casting time. The bard can choose to make one of those spells enforce a +2 increase to its save DC. The bard must have the bard spells edge and metamagic mastery talent to select this grand talent.



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Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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