

FANTASTIC FEATS

- VOLUME VII -

BARDS



Preface

Fantastic Feats {Volume 8 – Bards}

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is about feats for Bards, those who confuse and confound their foes while inspiring their allies

As with any new feats please consider carefully before allowing them to be taken, or give them to NPCs as well to help maintain balance.

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Bard Feats

All these feats have Bard as a prerequisite in addition to anything else they require.

Anything for a Fan

Famous bard attract develop a reputation and can sometimes attract fans. Most bards don't take advantage of this, but a few do.

Prerequisite

Level 3

Benefit

The bard may use their CHA bonus to add to any social rolls (bluff, intimidate etc.) involving someone who identifies themselves as a fan of the bards work. Any failures made on a roll involving a fan (see below for exception) are reduced to the bare minimum possible or on a natural 20, ignored.

Special

If a natural 1 is rolled, the "fan" becomes a hater and the bonus becomes a penalty every time they encounter the bard from now on.

What constitutes a fan is left to the GM, but generally, it is someone who reacts positively to the bards work outside of combat.

Improved Countersong

You have spent time learning how to counter the spells of others

Prerequisite

Level 3, able to perform

Benefit

Gain a +2 to any countersong rolls.

Special

Can be taken multiple times, but only once per level

Improved Distraction

You are adept at using your performances to distract your opponent, putting a novel spin to using the classic "What's that behind you?"

Prerequisite

Level 3, able to perform

Benefit

+2 to any distraction rolls.

Special

Can be taken multiple times, but only once per 2 levels

Improved Fascination

Your bardic performance can mesmerise and fascinate, from singing higher than expected to complex riffs on your stringed instrument, people are more drawn and fascinated with you.

Prerequisite

Level 3

Benefit

+2 to fascination rolls

Special

Can be taken multiple times, but only once per 2 levels

Improved Inspire Courage

Your performances are even better at inspiring those around you to greater acts of courage and defiance

Prerequisite

Level 3

Benefit

When Inspire Courage is performed gain a +1 to either the morale bonus OR the competence bonus, chosen each time used

Special

Can only be taken once and used once per day

Performance Enhancer

Some bards are a natural at certain types of Performances whilst others are simply better no matter what type of performance they give.

Prerequisite

Level 2

Benefit

+2 rounds to any bardic performance duration OR

Once per session can re-roll a dice roll related to a bardic performance. This result must be accepted, even if worse.

Special

Can be taken 3 times, but each time a different version of this feat must be taken and the same sub-feat cannot be taken twice.

Dancing Diva – grants bonus to movement/visual based performances (like dance).

Instrumental Master – grants bonus to any performance with an instrument

Vocal Performer – bonus is granted to any vocal performance

Power Slide

Considered by some to be the pinnacle of moves a bard can make, it allows them to move quickly and with style!

Prerequisites

A stringed instrument, any bardic performance that uses a stringed instrument (although some may argue that the instrument is not needed)

Benefit

Roll a d20 + level and if you get equal to or lower than your Dexterity, the effect below may be used. A failure makes the bard prone in the same square.

Allows the bard to move and 5 feet (one square) in any direction. This can be used at any time as an instant action.

Special

Can be used once per combat +1 for every 3 levels.

Requires room to perform this feat and you are treated as prone next combat round.

Shatter Wine Glass

Considered to be magic by some and a cheap effect by others, the art of shattering a wine glass with just the power of your voice can be impressive, when it works.

Prerequisite

Level 2, a handy wine glass (made from normal glass)

Benefit

Roll a d20 + level vs 20. The glass shatters and the bard gains +2(+4 if a natural 20 rolled) to any social/reaction rolls with those individuals who witness it, until the next sunrise

Special

If the attempt fails, it can never work on that glass, due to problems inherent with the glass itself.

The bonus is doubled when dealing with those who have INT 8 or less.

Coming Soon

Fantastic Feats 9 – Stupid & Overpowered 2

More stupid and overpowered feats for your villains, evil doers and ne'er-do-wells. Suitable for OTT and light hearted games.

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