

## Lem

**Male halfling bard 14 - CR 13**

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;  
Height: **3' 1"**; Weight: **35 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	8	-1	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	14/18	+2/+4	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	19/23	+4/+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+4</b>	<b>+2</b>		<b>+1</b>	

**Well Versed:** +4 vs. bardic performance, language-dependent, and sonic, **Fearless:** +2 vs. fear

<b>REFLEX</b> (DEXTERITY)	<b>+13</b>	=	<b>+9</b>	<b>+3</b>		<b>+1</b>	
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**Well Versed:** +4 vs. bardic performance, language-dependent, and sonic, **Fearless:** +2 vs. fear

<b>WILL</b> (WISDOM)	<b>+10</b>	=	<b>+9</b>			<b>+1</b>	
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**Well Versed:** +4 vs. bardic performance, language-dependent, and sonic, **Fearless:** +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc			
<b>AC</b>	<b>29</b>	=	<b>10</b>	<b>+7</b>	<b>+4</b>	<b>+3</b>	<b>+1</b>		<b>+3</b>	<b>+1</b>	

<b>Touch AC</b>	<b>18</b>	<b>Flat-Footed AC</b>	<b>25</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	<b>+8</b>	=	<b>+10</b>	<b>-1</b>	<b>-1</b>	<b>-</b>
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<b>CM Defense</b>	<b>25</b>	=	<b>10</b>	<b>+10</b>	<b>-1</b>	<b>+3</b>	<b>-1</b>
		BAB	Strength	Dexterity	Size		

<b>Base Attack</b>	<b>+10</b>	<b>HP</b>	<b>123</b>
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<b>Initiative</b>	<b>+3</b>	Damage / Current HP	
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<b>Speed</b>	<b>20 ft</b>
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### Masterwork cold iron short sword

Main hand: **+11/+6, 1d4-1** Crit: 19-20/x2

Main w/ offhand: **+5/+0, 1d4-1** Light, P

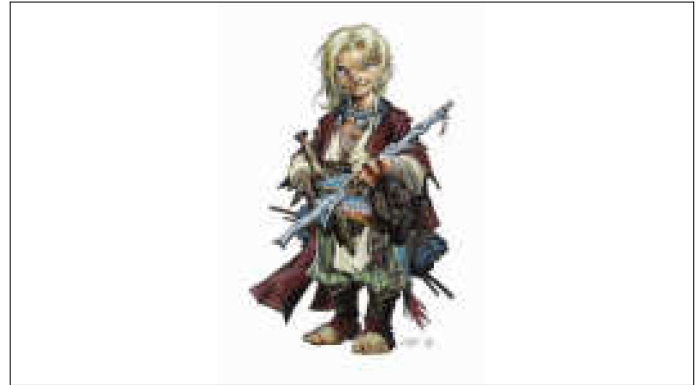
Main w/ light off: **+7/+2, 1d4-1**

Offhand: **+3, 1d4-1**

### +3 clangorous buckler

**+4**

Max Dex: -, Armor Check: -  
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+22</b>	DEX (3)	5	
Speed greater/less than 30 ft.: -4 to jump				
<b>Appraise</b>	<b>+4</b>	INT (4)	-	
<b>Bluff</b>	<b>+27</b>	CHA (6)	-	
<b>Climb</b>	<b>+18</b>	STR (-1)	14	
<b>Diplomacy</b>	<b>+30</b>	CHA (6)	-	
<b>Disable Device</b>	<b>+1</b>	DEX (3)	-	
<b>Disguise</b>	<b>+6</b>	CHA (6)	-	
<b>Escape Artist</b>	<b>+20</b>	DEX (3)	14	
<b>Fly</b>	<b>+22</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+30</b>	CHA (6)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+27</b>	CHA (6)	-	
<b>Knowledge (arcana)</b>	<b>+19</b>	INT (4)	5	
<b>Knowledge (dungeoneering)</b>	<b>+15</b>	INT (4)	1	
<b>Knowledge (engineering)</b>	<b>+15</b>	INT (4)	1	
<b>Knowledge (geography)</b>	<b>+20</b>	INT (4)	6	
<b>Knowledge (history)</b>	<b>+15</b>	INT (4)	1	
<b>Knowledge (local)</b>	<b>+21</b>	INT (4)	7	
<b>Knowledge (nature)</b>	<b>+15</b>	INT (4)	1	
<b>Knowledge (nobility)</b>	<b>+15</b>	INT (4)	1	
<b>Knowledge (planes)</b>	<b>+19</b>	INT (4)	5	
<b>Knowledge (religion)</b>	<b>+15</b>	INT (4)	1	
<b>Linguistics</b>	<b>+4</b>	INT (4)	-	
<b>Perception</b>	<b>+15</b>	WIS (0)	10	
<b>Perform (comedy)</b>	<b>+27</b>	CHA (6)	13	
<b>Perform (dance)</b>	<b>+22</b>	CHA (6)	8	
<b>Perform (oratory)</b>	<b>+27</b>	CHA (6)	13	
<b>Perform (wind instruments)</b>	<b>+30</b>	CHA (6)	13	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+27</b>	WIS (0)	-	
<b>Sleight of Hand</b>	<b>+3</b>	DEX (3)	-	
<b>Spellcraft</b>	<b>+16</b>	INT (4)	9	
<b>Stealth</b>	<b>+13</b>	DEX (3)	8	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	

Skills				
Skill Name	Total	Ability	Ranks	Temp
<b>Swim</b>	<b>-1</b>	STR (-1)	-	
<b>Use Magic Device</b>	<b>+18</b>	CHA (6)	9	

### Feats

- Armor Proficiency (Light)**  
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
- Bard Weapon Proficiencies**  
You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.
- Discordant Voice**  
When using bardic performance, allies deal 1d6 extra sonic damage
- Dodge**  
+1 AC.
- Extra Performance**  
+6 rounds/day of Bardic Performance.
- Harmonic Spell**  
Casting spells extends duration of bardic performance
- Intimidating Performance**  
When start a perf as mv or swift act, use Perform to demoralize or Dazzling Display.
- Lingering Performance**  
Bardic Performances last 2 rds after you stop concentrating.
- Shield Proficiency**  
You can use a shield and take only the standard penalties.
- Simple Weapon Proficiency - All**  
Proficient with all simple weapons.
- Spellsong**  
Combine spellcasting and bardic performance

### Traits

- Eager Performer (Perform [wind instruments], Hold Person)**  
+1 to one Perform skill, +1 to DC of one enchantment spell.
- Helpful**  
Aid another grants allies a +4 bonus (instead of usual +2).

### Masterwork sling

- Ranged: **+15, 1d3-1** Crit: x2  
Ranged, both hands: **+15, 1d3-1** Rng: 50'  
Ranged w/ offhand: **+9, 1d3-1** 1-hand, B  
Ranged w/ light off: **+11, 1d3-1**  
Ranged offhand: **+5, 1d3-1**

### Unarmed strike

- Main hand: **+10/+5, 1d2-1** Crit: x2  
**nonlethal** Light, B, Nonlethal  
Main w/ offhand: **+4/-1, 1d2-1**  
**nonlethal**  
Main w/ light off: **+6/+1, 1d2-1**  
**nonlethal**  
Offhand: **+2, 1d2-1 nonlethal**

### +3 harmonizing mithral chain shirt

- +7** Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

### Experience & Wealth

Experience Points: **450000/635,000**  
Current Cash: **16 gp**

### Gear

**Total Weight Carried: 16.8/60 lbs, Light Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)**

+3 clangorous buckler	2.5 lbs
+3 harmonizing mithral chain shirt	6.25 lbs
Artisan's outfit (Free)	-
Backpack (2 @ 1.07 lbs)	0.5 lbs
Headband of mental prowess +4 (Int, Cha, Climb,	0.5 lbs
Horn of Valhalla (iron)	1 lb
Masterwork cold iron short sword	1 lb
Masterwork sling	-
Money <In: Backpack (2 @ 1.07 lbs)>	0.32 lbs
Musical instrument, masterwork: Flute <In:	0.75 lbs
Ring of protection +3	-
Spell component pouch	2 lbs
Thieves' tools, masterwork	2 lbs

### Special Abilities

- Bardic Knowledge +7 (Ex)**  
A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.
- Bardic Performance (swift action, 42 rounds/day)**  
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
- Bardic Performance: Countersong (Su)**  
At 1st level, a 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
- Bardic Performance: Dirge of Doom (30 ft.) (Su)**  
At bard of 8th level or skald of 10th level can create a sense of growing dread in his enemies, causing them to become shaken. This only affects enemies that are within 30 feet and able to hear the character's performance. The effect persists
- Bardic Performance: Distraction (Su)**  
At 1st level, a bard can use his 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
- Bardic Performance: Fascinate (5 targets, DC 23) (Su)**  
At 1st level a bard can use his 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
- Bardic Performance: Frightening Tune (DC 23) (Sp)**  
A bard of 14th level or higher can use his 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
- Bardic Performance: Inspire Competence +4 (Su)**  
A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she
- Bardic Performance: Inspire Courage +3 (Su)**  
A 1st level bard can use his 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 performance.
- Bardic Performance: Inspire Greatness (2 allies) (Su)**  
A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally
- Bardic Performance: Soothing Performance (Su)**  
A bard of 12th level or higher can use his performance to create an effect equivalent to the *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken

## Lem – Abilities & Gear

### Discordant Voice Feat

By singing out a precise tone, you cause discordant vibrations to run through allies' weapons.

**Prerequisites:** Bardic performance class feature, Perform (oratory or sing) 10 ranks.

**Benefit:** Whenever you are using bardic performance to create a spell-like or supernatural effect, allies within 30 feet of you deal an extra 1d6 points of sonic damage with successful weapon attacks. This damage stacks with other energy damage a weapon might deal. Projectile weapons bestow this extra damage on their ammunition, but the extra damage is dealt only if the projectile hits a target within 30 feet of you.

**Appears In:** Ultimate Combat

### Dodge Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Extra Performance Feat

You can use your bardic performance ability more often than normal.

**Prerequisite:** Bardic performance class feature.

**Benefit:** You can use bardic performance for 6 additional rounds per day.

**Special:** You can gain Extra Performance multiple times. Its effects stack.

### Harmonic Spell Feat

You can weave bardic music effects into your spellcasting in such a way that your spellcasting and bardic performance become indistinguishable.

**Prerequisite:** Bardic music ability.

**Benefit:** Whenever you cast a spell while you are maintaining a bardic performance, you can maintain the bardic performance for that round without expending one of your rounds of performance for the day. In addition, you can switch from one bardic performance to another as a swift action when you cast a spell while maintaining a bardic performance.

**Appears In:** Inner Sea World Guide, Curse of the Crimson Throne

### Intimidating Performance Feat

Your performance strikes fear in the hearts of foes.

**Prerequisites:** Ability to start a performance (or raging song) as a move action, bardic performance or raging song class feature.

**Benefit:** When you start a performance (or a raging song) as a move or swift action, you can use a standard action to demoralize a foe (*Core Rulebook* 99), attempting a Perform check appropriate to your performance in place of the Intimidate check. Your performance must be one with an audible component.

If you can start a performance as a swift action and you have the Dazzling Display feat, you can gain the benefit of Dazzling Display by succeeding at a Perform check in place of an Intimidate check.

**Appears In:** Advanced Class Guide

### Lingering Performance Feat

The effects of your bardic performance carry on, even after you have stopped performing.

**Prerequisite:** Bardic performance class feature.

**Benefit:** The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

**Appears In:** Advanced Player's Guide

### Spellsong Feat

You can blend the power of your performance and spellcasting.

**Prerequisites:** Cha 13, bardic performance class ability, able to cast 1st-level spells.

**Benefit:** You can combine your bardic performance and your spellcasting in two ways.

First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell's casting time.

Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.

**Appears In:** Ultimate Magic

### Eager Performer (Perform [wind instruments], Hold Person) Trait

Hearing that Sandpoint had a theater rivaling those found in large cities like Magnimar and Korvosa, you decided to try your luck getting stage time there. After sending a letter to Cyrdak Drokus requesting an audition and not hearing back, you've taken it upon yourself to travel to Sandpoint and meet him in person, trusting your force of will and charming influence will get you what you want. You gain a +1 trait bonus on checks for any one Perform skill. Additionally, choose any one spell of the enchantment school; its save DC increases by +1.

**Appears In:** Rise of the Runelords Anniversary Edition

### Helpful Trait

You see nothing wrong with letting others achieve greatness so long as the job gets done. Whenever you successfully perform an aid another action, you grant your ally a +4 bonus instead of the normal +2.

**Appears In:** Halflings of Golarion

### Fearless Racial Ability (Halfling)

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

### Bardic Knowledge +7 (Ex) Class Ability (Bard)

A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.

## Lem – Abilities & Gear

### **Bardic Performance (swift action, 42 rounds/1 Class Ability (Bard)**

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 produce any one of the types of bardic performance that he has mastered, as indicated by his level.

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 and 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

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.

**Addition from Lingering Performance:** The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

### **Bardic Performance: Countersong (Su) Class Ability (Bard)**

At 1st level, a 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.

### **Bardic Performance: Dirge of Doom (30 ft.) (S Class Ability (Bard)**

At bard of 8th level or skald of 10th level can create a sense of growing dread in his enemies, causing them to become shaken. This only affects enemies that are within 30 feet and able to hear the character's performance. The effect persists for as long as the enemy is within 30 feet and the bard or skald continues his performance. This cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. This is a sonic mind-affecting fear effect, and relies on audible components.

### **Bardic Performance: Distraction (Su) Class Ability (Bard)**

At 1st level, a bard can use his 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 check result 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 check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

### **Bardic Performance: Fascinate (5 targets, DC Class Ability (Bard)**

At 1st level a bard can use his 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. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a 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 bard's level + 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 its 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 skill checks made as reactions, such as Perception checks. Any potential threat requires 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 ranged 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.

### **Bardic Performance: Frightening Tune (DC 23 Class Ability (Bard)**

A bard of 14th level or higher can use his 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 bard's level + bard's Cha modifier) to negate the effect. If the save succeeds, the bard cannot use frightening tune on that creature again for 24 hours. If the save fails, the creature becomes frightened and flees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

### **Bardic Performance: Inspire Competence +4 Class Ability (Bard)**

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and 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. A bard can't inspire competence in himself. Inspire competence relies on audible components.

## Lem – Abilities & Gear

### **Bardic Performance: Inspire Courage +3 (Su) Class Ability (Bard)**

A 1st level bard can use his 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 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 performance.

### **Bardic Performance: Inspire Greatness (2 all) Class Ability (Bard)**

A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four 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.

### **Bardic Performance: Soothing Performance ( ) Class Ability (Bard)**

A bard of 12th level or higher can use his performance to create an effect equivalent to the *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance relies on audible and visual components.

### **Bardic Performance: Suggestion (DC 23) (Sp) Class Ability (Bard)**

A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). 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.

A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components.

At 18th level, a bard can use this ability against any number of fascinated creatures.

### **Jack-of-all-trades (use any skill) (Ex) Class Ability (Bard)**

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained.

### **Lore Master (2/day) (Ex) Class Ability (Bard)**

A 5th level bard or 7th level skald becomes a master of many different types of lore, and can choose to take 10 on any Knowledge skill check that he has ranks in. Once per day, the character can take 20 on any Knowledge skill check as a standard action, instead of spending the normal time taking 20 requires. He can use this ability to take 20 on a Knowledge skill check one additional time per day for every six levels he possesses beyond the level needed to gain the ability (to a maximum of three times per day at 17th level bard or 19th level skald).

### **Versatile Performance (Comedy) +27 (Ex) Class Ability (Bard)**

You may substitute the final value of your Perform: Comedy skill for Bluff or Intimidate checks

**Appears In:** Not Consolidated Skills

### **Versatile Performance (Dance) +22 (Ex) Class Ability (Ashavic Dancer, E)**

You may substitute the final value of your Perform: Dance skill for Acrobatics or Fly checks

**Appears In:** Not Consolidated Skills

### **Versatile Performance (Oratory) +27 (Ex) Class Ability (Bard)**

You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

**Appears In:** Not Consolidated Skills

### **Versatile Performance (Wind Instruments) +3 Class Ability (Bard)**

You may substitute the final value of your Perform: Wind Instruments skill for Diplomacy or Handle Animal checks

**Appears In:** Not Consolidated Skills

### **Well Versed (Ex) Class Ability (Bard)**

At 2nd level, the bard or skald becomes resistant to sonic effects. The character gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

### **Clangorous (DC 13) (+3 clangorous buckler) Armor Power**

A shield with this ability rings loudly when struck in combat. As an immediate action when the wearer is hit by an attack, the wearer can activate the shield to create a deafening bang equivalent to a thunderstone. If the attack is a critical hit the wearer can instead create a *sound burst* (Fortitude DC 13 partial). The wearer decides the area for either effect, but must include the attacker in the area. Neither ability affects the wearer.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *deafness*, *sound burst*;  
**Cost** +1 Bonus

**Appears In:** Ultimate Equipment

### **Harmonizing (+3 harmonizing mithral chain shirt) Armor Power**

Every step taken in *harmonizing* armor produces a symphony of sounds. The armor harmonizes with music played, lyrics sung, and words spoken by its wearer, creating a pleasant counter-melody. Its wearer gains a +5 competence bonus on Perform checks, but takes a –5 penalty on Stealth checks. The wearer can be silent only if he takes no physical actions. The armor also amplifies harmful sounds, and the wearer gains vulnerability to sonic energy damage (sonic energy attacks deal an additional 50% damage to the wearer).

If the wearer has the bardic performance class feature, the *harmonizing* armor causes bonuses and penalties from performances that have an audible component to continue for 1 round after the wearer ceases performing. Beginning a new bardic performance ends the effects of the previous performance immediately. This ability does not stack with the Lingering Performance feat.

The *harmonizing* ability can be applied to any armor, but not shields.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *major image* or bardic performance **Cost** +7,500 gp

**Appears In:** Ultimate Equipment

### Ring of protection +3

### Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

#### Construction

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

### Headband of mental prowess +4 (Int, Cha, Wondrous Item (Headband))

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

#### Construction

**Requirements:** Craft Wondrous Item, *eagle's splendor*, *fox's cunning*; **Cost** 20,000 gp

### Horn of Valhalla (iron)

### Wondrous Item

This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

The *Iron Horn of Valhalla* summons 1d4+1 5th level barbarians. In order to summon them safely the user must be proficient with all martial weapons or have a bardic music ability.

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

#### Construction

**Requirements:** Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp

## Special Abilities

### Bardic Performance: Suggestion (DC 23) (Sp)

A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to

### Clangorous (DC 13)

A shield with this ability rings loudly when struck in combat. As an immediate action when the wearer is hit by an attack, the wearer can activate the shield to create a deafening bang equivalent to a thunderstone. If the attack is a critical hit the wearer

### Fearless

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

### Harmonizing

Every step taken in *harmonizing* armor produces a symphony of sounds. The armor harmonizes with music played, lyrics sung, and words spoken by its wearer, creating a pleasant counter-melody. Its wearer gains a +5 competence bonus on

### Jack-of-all-trades (use any skill) (Ex)

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained.

### Lore Master (2/day) (Ex)

A 5th level bard or 7th level skald becomes a master of many different types of lore, and can choose to take 10 on any Knowledge skill check that he has ranks in.

Once per day, the character can take 20 on any Knowledge skill check as a

### Versatile Performance (Comedy) +27 (Ex)

You may substitute the final value of your Perform: Comedy skill for Bluff or Intimidate checks

### Versatile Performance (Dance) +22 (Ex)

You may substitute the final value of your Perform: Dance skill for Acrobatics or Fly checks

### Versatile Performance (Oratory) +27 (Ex)

You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

### Versatile Performance (Wind Instruments) +30 (Ex)

You may substitute the final value of your Perform: Wind Instruments skill for Diplomacy or Handle Animal checks

### Well Versed (Ex)

At 2nd level, the bard or skald becomes resistant to sonic effects. The character gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

## Tracked Resources

Bardic Performance (swift action, 42 rounds/day)

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Lore Master (2/day) (Ex)

## Languages

Celestial  
Common  
Elven

Goblin  
Halfling  
Thassilonian

## Spells & Powers

**Bard spells known** (CL 14th; concentration +20)

**Melee Touch +10 Ranged Touch +14**

**4th (5/day)**—*cure critical wounds*, *dimension door*, *hold monster* (DC 20)

**3rd (5/day)**—*major image* (DC 19), *rain of frogs*<sup>UM</sup>, *terrible remorse*<sup>UM</sup> (DC 19), *thundering drums*<sup>APG</sup> (DC 19)

**2nd (7/day)**—*blistering invective*<sup>UC</sup> (DC 18), *cure moderate wounds*, *hold person* (DC 18), *piercing shriek*<sup>UM</sup> (DC 18), *steal breath*<sup>ARG</sup> (DC 18)

**1st (7/day)**—*chord of shards*<sup>UM</sup> (DC 17), *ear-piercing scream*<sup>UM</sup> (DC 17), *flare burst*<sup>APG</sup> (DC 17), *jitterbugs*<sup>ARG</sup> (DC 17), *sleep* (DC 17), *windy escape*<sup>ARG</sup>

**0th (at will)**—*haunted fey aspect*<sup>UC</sup>, *light*, *lullaby* (DC 16), *resistance*, *spark*<sup>APG</sup> (DC 16), *unwitting ally*<sup>APG</sup> (DC 16)

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**XP Reward:** 441000 XP; **Net Cash:**

- no notes -