

undeFEATable

3: BARDS

NEW FEATS

AMAZING PERFORMER

Your performances inspire awe and amazement, even from the hard to please. When you come into town, people line up and empty their purses to see your incredible performances.

Prerequisite: Bard Level 6th

Benefit: Whenever you are making a performance check to determine the quality of performance that you deliver in a show, you may add +5 to that check.

BITING PERFORMANCE

Your performances cause glittering, sharp gnashing teeth to appear on your allies' weapons, causing them to bite your enemies.

Prerequisite: Bard Level 1st

Benefit: Whenever you use your Bardic Performance, all weapons that your allies are wielding begin to glow red. On the tips of the weapons appears a large, grinning mouth filled with rows of sharp, glimmering teeth. Whenever an ally hits an enemy with his weapon, the mouth bites the opponent hit with the weapon for 1d6 extra damage.

BLINDING SOUND

When you cast a spell that affects an opponent's hearing, you're able to manipulate the sound waves to affect their sight as well.

Prerequisite: Bard Level 9th

Benefit: Whenever you cast a spell that deafens an opponent for a certain amount of time, that spell blinds the opponent for the same amount of time also. If a spell that you cast causes an opponent to be deafened for a certain amount of time if that opponent fails a saving throw, then that opponent

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is deafened and blinded for a certain amount of time if that opponent fails the saving throw.

CARNIE PERFORMER

You work your way around a crowd when you perform, stealing coins and other small items from unwary listeners as you dazzle them with your artistic brilliance.

Prerequisite: Bard Level 1st

Benefit: Whenever you're performing in front of a crowd, you may make a sleight of hand check to pick the pocket of someone that's watching your performance. Instead of using the Sleight of Hand skill to do this you may use your performance skill in its place. If you have no ranks in Sleight of Hand but take this feat, you are treated as though you are trained in Sleight of Hand if you are trying to use it while performing.

CLOAKING MYSTERY

Your performance causes a magical cloud of dust to form around you, hiding you from your enemies while your Bardic Performance wreaks destruction upon them.

Prerequisite: Bard Level 6th

Benefit: Whenever you use your Bardic Performance, a bank of magical fog centered on you billows out to form a dark cloud with a radius of 10 feet. The cloud obscures all sight, including darkvision, beyond five feet, save your own. That is, everyone is affected by the fog except for you. While you're in this cloud you have total concealment (*50% chance to miss, attacker can't use slight to locate the object*). The cloud stays until your Bardic Performance ends, after which it dissipates.

Bardic Performance powers where allies or enemies must perceive you, such as inspire



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courage, work the same way even if the allies or enemies cannot see you.

DANCE OF THE DEAD

Your movements and rhythm has the power to enervate all that watch you, including the dead!

Prerequisite: Bard Level 12th

Benefit: When using your Bardic Performance, you have the power to raise the dead as undead creatures. Dead creatures within a 50 foot radius of you are affected. Some dead creatures within a 50 foot radius are immediately enervated and are temporarily brought back from the dead under your control for as long as you are using your Bardic Performance.

Undead that you raise carry out any verbal commands that you give them to the best of their ability. When you end your Bardic Performance, the undead creatures return to their catatonic states. The number of hit dice worth of undead you can temporarily raise with this feat is equal to one-third of your Bard level (*rounded down*).

DANCE OF ETHER

Your amazing performance allows you to become ethereal!

Prerequisite: Bard Level 15th

Benefit: With this feat you can choose to be ethereal while using your Bardic Performance. You gain the bonuses and damage reduction granted to those that are ethereal. When you end your Bardic Performance and you're using this feat you are no longer ethereal.

DULCET SLUMBER

Your Bardic Performance causes all foes that hear or see it to feel a sense of drowsiness wash over them, causing their mind to drift slowly into unconsciousness.

Prerequisite: Bard Level 3rd

Benefit: When you are using your Bardic performance all enemies within 30 feet of you must make a will save whose DC modifier equals 10 plus one-half of your bard level (*rounded down*). Enemies that fail the save fall into a magical slumber. Those that are put to sleep in this way can be woken up but it takes a full round to do so.

As long as you are using your Bardic Performance this affect persists. When your performance ends all enemies under this affect are allowed to make a new saving throw to end the affect. Each round those affected make new saving throws, adding one to their saving throw for each round after the Bardic Performance ended. Allies are unaffected by Dulcet Slumber.

ENDURING PERFORMER

When using your Bardic Performance, you have a longevity that most bards envy you for. By the time most are exhausted from their performances, you're still going as strongly as you were when you first started.

Prerequisite: Bard Level 6th

Benefit: For every level of bard you gain after you take this feat, instead of being able to use your Bardic Performance for 2 additional rounds per level, you are able to use it for 3 additional rounds per level. Additional rounds of Bardic Performance cannot be gained retroactively.

FLAME SONG

As you inspire your allies in battle, your body erupts into flame, charring any opponent that dares to strike you.

Prerequisite: Bard Level 1st

Benefit: When you begin your Bardic Performance, your body erupts into orange flame. These fires don't harm you; however they can be harmful to an opponent. If an opponent strikes and hits you with a melee weapon, the flames form a tendril and lash out at the foe, causing 1d4 fire damage. This effect continues as long as you're using your Bardic Performance. When you end your Bardic Performance, the flames dissipate and you return to normal.

GRAVE PERFORMANCE

Your Bardic Performance is so powerful that it can affect those that have gone to the grave.

Prerequisite: Bard Level 6th

Benefit: Your Fascinate, Suggestion, Dirge of Doom, and Frightening Tune, Bardic Performance abilities can affect undead.

INSTANT ENSEMBLE

Your regular performances have an extra planar pull to them. Beings from other planes hear your music and immediately want to join you.

Prerequisite: Bard Level 5th

Benefit: When you are doing a non magical performance in front of a crowd, you may call upon extra planar beings to join you in your performance. The beings summoned can be any being that lives on the outer planes. The summoned beings can sing, dance, perform comedy, play an instrument, or anything else that you wish. All summoned beings come with any instruments or equipment needed to carry out their role in the performance. For

example, if you wanted the summoned being to play the harmonica while you sang, the summoned being comes with a harmonica.

All of the being summoned are not threatening and will not cause any harm. They've only come to perform. Whenever your performance ends they'll take their leave. The humanoids summoned must be of small enough size to fit inside wherever you're performing. For example if you are performing in a bar you can't summon a large number of singing, extra planer dragons.

The number of beings summoned is equal to one half your bard level (*rounded down*).

MIRROR PERFORMANCE

You are able to sing and dance, moving your body and altering your voice in such a way that you can redirect magical affects based on sight and sound to other targets, even back upon the caster creating the affect!

Prerequisite: Bard Level 12th

Benefit: Along with your ability to use your Bardic Performance to use Countersong and Distraction, you can also use your Bardic Performance to reflect a magical affect based on sight or sound from one target to another.

If you are within 30 ft. of where the magical effect is located, you can use Mirror Performance to redirect the magical effect to another target. To do this, use your Bardic Performance, then make a saving throw against the effect as if you were being affected by the magic. You may use your perform skill instead of your normal saving throw bonus to make the save if it's higher. If you succeed on the save you may move the magical effect from the target that it's affecting to another target of your choice.

You may use this feat any number of times, however you may only try to reflect an affect once.

MUSICAL SPELLFUEL

By sacrificing your use of a spell, you're able to extend the use of your Bardic Performance.

Prerequisite: Bard Level 1st

Benefit: You may sacrifice any number of spells at any time to increase the number of rounds that you're able to use your Bardic Performance for the day. This increase is equal to one half of the spell level that you sacrificed (*rounded down*).

SERPENT'S TOOTH

Your words are tinged with poison. Enemies on the receiving end of your musical onslaught feel deadly poison from your slurs crawl into their veins.

Prerequisite: Bard Level 3rd

Benefit: When you use your Bardic Performance, you may infect a number of enemies equal to your bard level divided by 2 (*rounded down*) with a poison. Each target of this ability makes a DC save equal to 10 plus your bard level. If they fail the save they are infected with the poison.

SHOCKING DELIVERY

Your Bardic Performance causes a large bastard sword crackling with electrical power to appear in front of you.

With a mere thought you can move this sword and attack enemies.

Prerequisite: Bard Level 1st

Benefit: When you use your Bardic Performance, other than your usual powers, you can manifest a large bastard sword created out of pure electricity in front of you.

This sword can move within a 30 foot radius of you and make one attack per round on an enemy in range. On a successful hit, the sword deals 1d10 electric damage. The sword has a bonus to hit and damage equal to one-third your bard level (*rounded down*). The sword stays in existence for the duration of your Bardic Performance.

SILLY DANCE SONG

Your song causes those that hear it to get up and move to the beat...whether they want to or not!

Prerequisite: Bard Level 6th

Benefit: Whenever you use your Bardic Performance, choose a number of enemies that you're facing equal to one-third your bard level (*rounded down*). Those that you choose start to dance and flail about uncontrollably to the rhythm of your tune (*no save*). The targets of this feat get a -2 to armor class and a -5 to reflex saves. Any armor bonus the target receives because of a shield he holds is negated.

SOCIABLE PERFORMER

As you perform you are able to talk to the people you're performing for, picking up valuable information in the process.

Prerequisite: Bard Level 1st

Benefit: When you perform in front of a crowd of any size, you can add half of your perform skill (*rounded down*) to your gather information skill and make a gather informa-

tion check to learn anything useful that's been happening in the surrounding area.

SONG OF BEASTS

By singing a special song, you are able to call upon animals in the surrounding area to help you in a task.

Prerequisite: Bard Level 3rd

Benefit: By singing a special song, you are able to call upon the non-magical animals in the area to do your bidding. The number of Hit Dice worth of animals you are able to summon are equal to the number of levels you have in bard divided by two (*rounded down*). Note that this only works if non-magical animals are in your area.

The type of animal summoned depends on the area you're in. For example in a swamp you'd be more likely to summon a crocodile, or in a city you'd be more likely to summon horses, dogs, cats, mice and the like.

SONG OF THE SHARK

When you begin your Bardic Performance, three blue shark fins crackling with electricity burst from the ground and begin swimming around you. A foolhardy foe intent on attacking you is in for a shocking surprise when a shark leaps out of the ground to deliver a powerful electrical bite.

Prerequisite: Bard Level 6th

Benefit: When you begin your Bardic Performance, three large blue shark fins crackling with electricity burst from the ground and swim around you. As long as you continue your Bardic Performance, these three fins circle around you. If a foe hits you with a melee attack, one of the blue sharks jumps out of the ground and bites the foe, dealing 1d8 points of electric damage. The effect lasts until you end your Bardic Performance, after which these sharks burrow back underground.

SONG OF SUPREME INVIGORATION

Your performances inspire others to continue on, even when they've been pushed to their limit.

Prerequisite: Bard Level 15th

Benefit: When you use your Bardic Performance, any ally that falls below 0 hit points automatically stabilizes and doesn't have to make Constitution checks to stop losing more hit points. All allies you affect with this feat can choose to be disabled rather than unconscious.

While you use your Bardic Performance, all allies that are below 0 hit points are staggered. These allies can perform move actions or any action that isn't strenuous and not cause themselves further harm. However if they do some-

thing strenuous or perform a standard action on their round they lose 1 hit point. If that ally's negative hit point value falls below their constitution score, they die.

When you end your Bardic Performance, all allies that are still below 0 hit points that were affected by this feat become unconscious, however they still remain

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