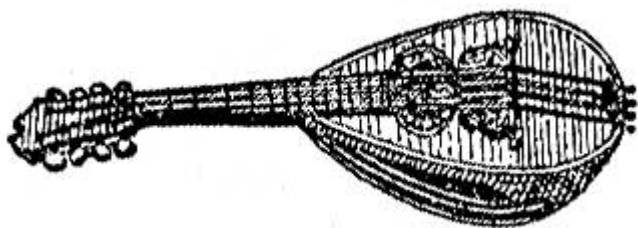


Bard

A Bard is a professional storyteller and singer. They often follow a band of adventurers as entertainer and comrade. They fight well but the magical abilities with song are their main focus. An instrument is needed for all bard abilities associated with song, except for inspiring ferocity or raising morale. In no way is any loyalty or reaction adjustment for high charisma any benefit to a bard's functions. A Bard cannot employ henchmen nor hirelings until he gains the title of Bard (11th level), and then he may employ only druids or fighters of the human, half-elven, elven, or halfling races.



A bard will work with no other bards while adventuring, although they may practice their music or poetry with each other. Like monks and rangers, bards will retain very little of the money they gain. They will attempt to buy serviceable clothes for traveling, and will buy fine clothes and the most exquisite instrument they can acquire for use when they perform, but will keep only enough money to maintain themselves in a modest manner. Any other money will be donated to a worthy cause or give away at whim - although not to player characters! Occasionally, when a bard amasses an amount of wealth that is a burden to his creativity, he might use it to have an extravagant festival or party instead of giving it away.

A bard may employ magical weapons of the types normally usable by a bard (see below). Magical leather armor and a magical wooden shield may also be used by a bard. They may use potions, scrolls, rings, rods, wands, and miscellaneous magic items which are usable by all classes. Any books, manuals, or tomes that are read by a bard, cause the same effect as if the bard were a druid. Bards may also use a Rod of Captivation and any magical instruments.

The bard may employ some magic items with better than usual effect. These are:

Magic Instrument	Extra Effects
Drums of Panic	Saving throw is made at -1 on the die and effects are doubled.
Harp of Charming	Saving throw is made at -1 on the die.
Horn of Blasting	50% greater damage.
Horn of Fog	Double effects.
Horn of Goodness/Evil	Double effects.
Horn of the Tritons	Calm water in a two-mile radius, double the number of summoned creatures, double duration of fleeing by creatures.
Horn of Valhalla	Double amount of summoned fighters.
Lyre of Building	Double effects.
Pipes of Haunting	Saving throw is made at -1 on the die.
Pipes of Pain	Saving throw is made at -1 on the die.
Pipes of Sounding	Casts audible glamour as a 6th level magic-user
Pipes of the Sewers	Double number of rats in half the usual time; also, a bard may substitute the pipes for another instrument when attempting to charm children, utilizing it as such rather than for summoning rats.

The Bard Character

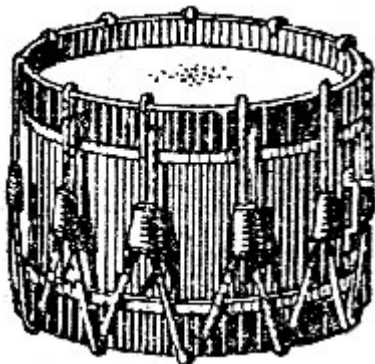
Minimum Scores:	Str 9, Dex 16, Int 15, Wis 12, Con 6, Cha 15
Hit Die Type:	d6 (max 11)
Alignment:	Lawful Good, Lawful Neutral, Pure Neutral, Neutral Good, Chaotic Neutral (Rare), Chaotic Good (Rare)
Experience Bonus:	None
Armor/Shield Permitted:	Leather and wooden shields allowed
Weapons Permitted:	Club, dagger, darts, hand/throwing axe, hammer, javelin, light mace, scimitar, sling, broadsword, longsword, oil, and short sword
Weapon Proficiencies:	1 + 1 every 4 levels
Penalty to Hit for Non-Proficiency:	-4
Weapon Specialization:	N/A
Races Allowed:	Human, Elf, Half-Elf, *Dwarf and Halfling

* Dwarves and Halflings may only achieve 5th level.

Bard Class Abilities:

Charm: An ability of bards is that of charming creatures of at least animal-level intelligence by use of their singing and playing. Creatures that are immune to charms are not affected, nor are deafened creatures. All non-associated creatures within 40' of the bard are subject to the bard's charm. Previously associated creatures that are now hostile to the bard may be affected.

To check the success of a charm attempt, percentile dice are rolled. If the number rolled exceeds the bard's "Charm Percentage," none of the creatures within range are particularly impressed with the bard's song and must merely delay their actions for 1 segment. If the number rolled is equal to or less than the bard's Charm Percentage, all non-associated creatures must make a saving throw vs. spells. If the creature makes its saving throw, it will listen to the bard for one melee round, doing nothing else, as long as the bard continues to play.



A bard can, if he wishes, while a creature is in this charmed state, try to implant a suggestion (as the spell), in which case the charmed creature must again save vs. spells - this time at -2 on the die - and if it fails, it will suffer the full effects of the suggestion. If the second saving throw succeeds, the creature is totally free of the bard's charm. To plant a suggestion, the bard must be able to speak in a language that can be comprehended by the intended victim. It is not necessary to speak the creature's language to simply charm, however.

A bard may attempt to charm as often as he wishes, but any individual creature or character may be affected only once per day. Loud noise which would drown out the bard's singing, or a physical attack upon the bard, will immediately negate charms, but not suggestions, which may be in effect.

Charming by a bard is exclusive of all other activities other than walking. If the bard begins to walk while charming, the charmed creatures will attempt to follow until or unless they are forced to be farther than 40' away, at which time the charm will be broken. A bard must use both hands to play his instrument while charming.

Lore: The bard's ability to determine the nature of magical or legendary people, places, or things is expressed as the bard's "Lore Percentage." Usually this knowledge will be dispensed to others as a riddle, poem, song, or in some other cryptic form. This ability is not a substitute for a detect magic spell. A typical +1 sword is generally not able to be identified as such by a bard, but the sword of a legendary hero could be identified, and the alignment (at least) of an intelligent sword could be discovered. Any magic item bearing magical inscriptions can be detected as magical and its properties determined by use of the bard's Lore Percentage. Any item to be identified must be closely scrutinized, and if it is possibly usable by the bard it must be actually handled by him. Artifacts and relics can be identified as such by the bard, but their powers won't be known, or will only be hinted at. Bards may also have knowledge about a legendary place, if the name is known or if the site has been visited.

Note that the dice should not always be allowed to dictate the course of events on a Lore Percentage roll. If there is some knowledge that the GM does not want characters to find out, he may disregard the result of a Lore Percentage roll and state that the bard knows nothing about the item or subject at hand. This should only be done for the sake of the adventure or the campaign as a whole, and the tactic should not be used so often that the bard's ability becomes worthless.

Read Language: The bard's "Read Languages" percentage determines not only whether or not the bard can comprehend a particular work, but how much of what is there may be understood. For instance, if a bard has a 25% chance to read languages and is successful in the roll to determine whether the item can be read, he can still read only 25% of the information there, so his knowledge of the work in question will still be rather sketchy. Unlike thieves, bards may read languages that are now extinct. Bards are different in the way in which

they may learn languages. A bard does not need to be taught by a person who knows the language, but must study the language for an amount of time equal to 1 month, minus one day for each point of intelligence above 12 and minus one additional day for each language already known. However, this does not allow a bard to learn more languages than his intelligence would indicate. A bard may also, if he wishes, learn languages in the same way other classes do.

Songs: Bards sing their “Songs of Power” while playing a musical instrument. By tapping the magical power of other planes through the proper sounds, these Songs of Power have essentially the same effect as certain of the magic-user, illusionist, and druidic spells.

Bards do not carry spell books, nor do they pray to a deity to receive their Songs; rather, they memorize all their Songs during their studies at the various colleges, a new level at each of the five lower colleges. Afterwards, they simply choose each day which Songs of Power they will implant in their minds that day, just as other spell-casters do.



It is also possible for them to research/compose a new Song like other classes can do with spells. However, it is vital to note that all Songs (standard or original) have a verbal component of the bard singing while accompanying himself on an instrument. There is also the somatic component of playing that instrument, using both hands while standing still or walking slowly over an even surface. If the bard stops playing or is disturbed in any way, the Song fails and is wasted.

First Level Songs

Animal Non-Aggression (Special)
Audible Glamour (I)
Comprehend Languages (M)
Dancing Lights (M)
Darkness (I)
Entangle (D)
Friends (M)
Hold Portal (M)
Light (M)
Protection from Evil (M)
Shield (M)
Sleep (M)

Second Level Songs

Continual Light (M)
Deafness (I)
Invisibility (M)
Knock (M)
Levitate (M)
Obscurement (D)
Scare (M)
Shatter (M)
Strength (M)
Ventriloquism (I)
Warp Wood (D)
Wizard Lock (M)

Third Level Songs

Call Lightning (D)
Continual Darkness (I)
Fly (M)
Gust of Wind (M)
Hold Animal (D)
Hold Person (M)
Protection from Evil 10' Radius (M)
Protection from Normal Missiles (M)
Summon Insects (D)
Tongues (M)

Fourth Level Songs

Animal Summoning I (D)
Call Woodland Beings (D)
Dispel Exhaustion (I)
Dispel Magic (D)
Emotion (I)
Fear (M)
Fire Charm (M)
Fire Shield (M)
Minor Globe of Invulnerability (M)
Repel Insects (D)

Fifth Level Songs

Animate Dead (M)
Animal Summoning II (D)
Chaos (I)
Conjure Elemental (M)
Control Winds (D)
Hold Monster (M)
Insect Plague (D)
Maze (I)
Satire (Special)
Transmute Rock to Mud (M)
Wall of Fire (D)
Wall of Force (M)

Special Songs

Satire (Conjuration/Summoning)

Level: 5

Range: Special

Duration: Special

Area of Effect: One individual

Casting Time: 1-12 days

Saving Throw: Special

The use of this powerful song is a bit tricky. It reflects the ability of a high-level bard to ridicule a prominent public figure who behaves incorrectly. The scandalous Song has the effect of halving its target's charisma until such time as he repents and atones for his actions. However, the target's actions must truly be objectionable in the prevailing moral climate of the area (GM's decision, based on the prevailing alignment of the region); otherwise, the satire is unjust and the bard's own charisma is halved instead, until he travels at least 50 leagues away, and he may not return to the region for one full year. Players are warned that while singing nasty songs about the evil Duke is fun, woe to the bard unlucky enough to be caught by the Duke's men.

Animal Non-Aggression

Level: 1 (Enchantment/Charm)

Range: 30'

Duration: 5 rounds +1/1vl

Area of Effect: 30' radius

Casting Time: 3 segments

Saving Throw: none

Upon hearing this Song's soothing tones, any normal animals in its area of effect will cease to act aggressively toward the bard's party. The Song is negated if the party should harm the animals or their lairs in any way. This Song does not cause friendship on the animals' part, and it endows the bard with neither communicative nor controlling ability. It has no effect on magical animals or on normal animals under magical control.

Other effects of a bard's songs

A bard's singing and/or playing also has other effects. By merely singing a song, a bard increases the morale of associated creatures by 10%, giving +1 to those creatures on saving throws vs. fear, submission, or other attacks which act to dishearten the individual. They can also inspire ferocity in attack, so that "to hit" rolls are made at +1. Both of these characteristics require 1 round of song to produce the desired effect; during the second round after the bard begins to sing or play, the ferocity and/or morale bonuses will be in effect. These effects last for one full turn, as long as the bard continues to sing or play throughout this time. The bard can melee while he sings (and not play, obviously) and still produce these effects, but cannot charm or use "Songs of Power" and invoke the ferocity/morale bonuses at the same time. A bard's singing and playing negates the song effects of harpies and prevents similar attacks which rely upon song. A bard's song gives +1 to the saving rolls of associated creatures and the bard himself against attacks which are based on sound, such as the wail of a banshee, or the roar of an androsphinx (or any creature with a "roar" attack). The bard's playing also stills the noise of shriekers.

When two opposing bards are in a conflict of songs, the charm percentage of the lower-level bard is subtracted from the charm percentage of the higher-level bard, thus giving a new charm percentage for the more adept bard in this instance. When two bards of equal level oppose each other, their songs have no charming effect since they cancel each other out, though the duet may sound exquisite!

A bard is useful to his party when traveling in the wilderness because a bard's songs are soothing for a road-weary traveller, thus allowing an additional 20% of normal movement per day if on foot; if all party members are mounted, a gain of an additional 10% per day is obtained.



Bard Level Advancement

Level	Base Experience Points Required	Hit Dice (d6)	Notes	Charm	Lore	Read Languages	Songs by Level				
							1	2	3	4	5
1	0	1	Rhymester	10%	0%	0%	1	-	-	-	-
2	2,000	2	Versifier	15%	1%	5%	2	-	-	-	-
3	4,000	3	Lyrist	20%	2%	15%	3	-	-	-	-
4	8,000	4	Sonnateer	24%	5%	20%	3	1	-	-	-
5	16,000	5	Troubador	28%	8%	25%	3	2	-	-	-
6	33,000	6	Minstrel	32%	11%	30%	3	3	-	-	-
7	67,000	7	Skald	36%	14%	35%	3	3	1	-	-
8	135,000	8	Lorist	40%	18%	40%	3	3	2	-	-
9	270,000	9	Muse	44%	22%	45%	3	3	3	-	-
10	500,000	10	Laureate	48%	26%	50%	3	3	3	1	-
11	750,000	11	Bard	52%	31%	55%	3	3	3	2	-
12	1,000,000	11+1*	Bard	56%	36%	60%	3	3	3	3	-
13	1,300,000	11+2*	Bard	60%	41%	65%	3	3	3	3	1
14	1,600,000	11+3*	Bard	64%	46%	70%	3	3	3	3	2
15	1,900,000	11+4*	Bard	68%	51%	74%	3	3	3	3	3
16	2,250,000	11+5*	Bard	72%	57%	77%	4	3	3	3	3
17	2,600,000	11+6*	Bard	76%	63%	79%	4	4	3	3	3
18	2,950,000	11+7*	Bard	80%	69%	80%	4	4	4	3	3
19	3,300,000	11+8*	Bard	84%	75%	81%	5	4	4	4	3
20	3,700,000	11+9*	Bard	87%	81%	82%	5	4	4	4	4
21	4,150,000	11+10*	Bard	90%	87%	83%	5	5	4	4	4
22	4,650,000	11+11*	Bard	93%	93%	84%	5	5	5	4	4
23	5,400,000	11+12*	Master Bard	98%	99%	86%	5	5	5	5	5

*Constitution-based hp adjustments no longer apply

23rd level is the ceiling for bards. Any further experience points the bard receives will simply be lost.

Musical Instruments

Below is a list of musical instruments that one may purchase. Use this list in conjunction with the Equipment section.



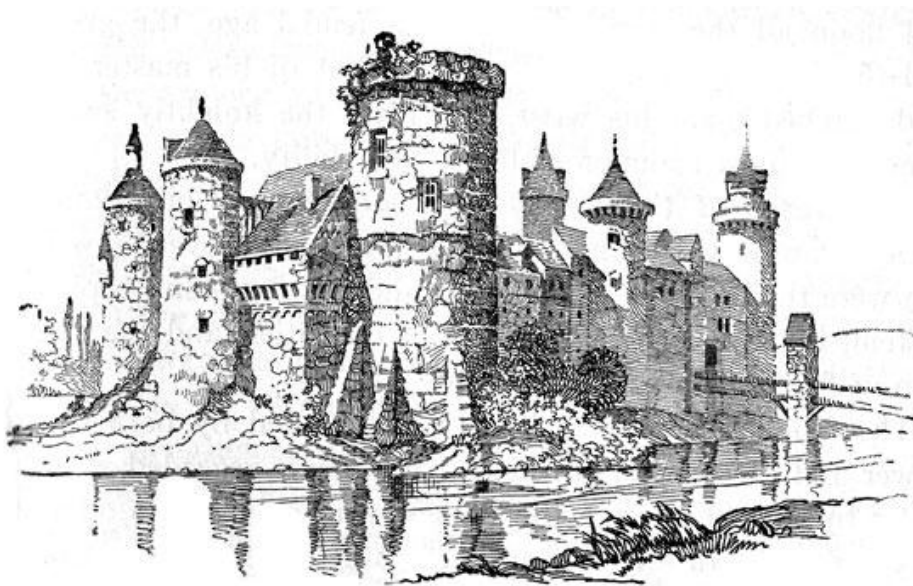
Instrument	Cost
Bandore	15 gp
Chime	2 gp
Drum	4 gp
Fife	5 gp
Flute	16 gp
Gong	5 gp
Harp	50 gp
Horn	6 gp
Lute	25 gp
Lyre	27 gp
Mandolin	28 gp
Pipes	2 gp
Rebec & Bow	30 gp
Recorder	6 gp

Bard Saving Throw Table

Level	Type of Saving Throw				
	Aimed Magic Items (Rod, Staff, Wand)	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells
1-3	14	16	15	13	15
4-6	13	15	14	12	14
7-9	11	13	13	10	12
10-12	10	12	12	9	11
13-15	9	11	11	8	10
16-18	8	10	10	7	9
19+	6	8	8	5	7

Bard to Hit Table

Level	Roll required to hit Armor Class																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9



The Bard Character Class for OSRIC

This Bard is a compilation of ideas from two people that need to be acknowledged.

Special Thanks To...

Jeff Goelz for creating a Bard that fits better in the spirit of the game.

Also Thanks To...

Bill Howell for taking the spells out of the Bard and making their magic come from songs and music as they should be.