

PC16

OLD SCHOOL RULES



BALLADEER

The Balladeer

Balladeers are wandering do-gooders similar to paladins and rangers, but like bards in that their powers are associated with music.

A sub-class of cleric, they are able to produce divine magic with their singing, as well fight capably with a good selection of weapons, although they lack the ability to wear heavier armor.

Requirements: Wisdom 11+, Dexterity 13+, Charisma 15+

Alignment: Chaotic Good, Neutral Good

Races Allowed: Human, Half-Elf, Halfling, Gnome

Prime Requisite: Charisma

Weapons Allowed: Broadsword, Club, Dagger, Knife, Hand Axe, Javelin, Light Crossbow, Rapier, Sap, Shortsword, Spear, Sling, Shortbow, Staff

Armor Allowed/Shields Allowed: Studded Leather/None

To Hit/Saves: Cleric/Cleric

Class Abilities:

Balladeers do not necessarily worship a specific god, but revere good and are able to cast clerical and druidic spells through their music due to this passion.

While most spells can be simply sung, those that require a cleric's holy symbol instead require the balladeer's instrument. Generally they play some kind of stringed instrument that leaves them free to sing.

Unlike clerics, balladeers do not pray for their spells ahead of time, but can cast them on the fly from the balladeer spell list

There are limitations, however a balladeer may not cast the same spell more than twice in one day, nor may he cast it twice in a row

Strictly speaking, these spells are not specific songs, but spell powers they know how to effect and weave into a song fitting the given situation

Balladeers gain bonus spells as do clerics, only based on charisma, not wisdom. (Simply use the wisdom chart, only base it on the balladeer's charisma).

Like a bard, a balladeer's singing and playing will negate and disrupt singing and sonic attacks of monsters such as harpies, shriekers, allips, and even gibbering moutherers, etc.

They may also "charm" beings with the use of their music, by rolling less than their charm score on a d100%. This does not allow the balladeer to control the charmed creatures, but they will be friendly, or at least not hostile. This works on animals and intelligent creatures, but intelligent creatures gain a saving throw in addition to the charm roll successfully being made.

The ability to charm depends on level and is further adjusted by 5% for every difference between the balladeer's level and the target's hit dice.

This charm percentage is further adjusted by the balladeer's the reaction adjustment of his charisma score.

Furthermore, unlike a bard, a balladeer's singing and playing also have a chance to disrupt hostile magic, similar to a dispel magic spell of the same level as the balladeer. This may be attempted once per day per every two levels of the balladeer (round up).

Lastly, the balladeer is a font of obscure knowledge, history, and lore. This gives him a chance to know information about anything that might have been famous or notorious once, even if it were long ago.

Because of the balladeer's devotion to good and because of his nature, they do not accumulate possessions, exactly like a paladin, the bulk of his treasure must be donated or spent on good causes that do not directly benefit the balladeer.

The balladeer may have no more than ten magical items. They may hire only 3 henchmen who must be of good or true neutral alignment.

Balladeers do **NOT** have the ability to turn undead.

Balladeers whose alignment shifts to evil become known as "punks" and gain access to reversed versions of clerical spells. Their charm power also becomes the power to incite people to do violence on their behalf.

They also lose the restrictions on possessions and gain groupies as followers, 0-level humans willing to do whatever the punk asks of them, one for every level of the punk. These are replenished monthly if lost or killed.

The First Edition Balladeer Class Advancement Table

Level	Experience Points Required	Hit Dice	Title	Charm	Lore	Dispel Magic	Spells Per Day						
							1st	2nd	3rd	4th	5th	6th	7th
1st	0	1d8	Warbler	5%	15%	0%	1	-	-	-	-	-	-
2nd	2,000	2d8	Belter	10%	20%	5%	2	-	-	-	-	-	-
3rd	4,000	3d8	Caroller	15%	25%	10%	2	1	-	-	-	-	-
4th	8,000	4d8	Crooner	20%	30%	15%	3	2	-	-	-	-	-
5th	18,000	5d8	Songster	25%	35%	20%	3	2	1	-	-	-	-
6th	35,000	6d8	Singer	30%	40%	25%	3	2	2	-	-	-	-
7th	70,000	7d8	Vocalist	35%	45%	30%	3	3	2	1	-	-	-
8th	125,000	8d8	Serenader	40%	50%	35%	3	3	2	2	-	-	-
9th	250,000	9d8	Balladeer	45%	55%	40%	4	4	3	2	1	-	-
10th	500,000	9d8+2	Balladeer	50%	60%	45%	4	4	3	2	2	-	-
11th	750,000	9d8+4	Balladeer	55%	65%	50%	5	4	3	3	2	1	-
12th	1,000,000	9d8+6	Balladeer	60%	70%	55%	5	4	4	3	2	2	-
13th	1,250,000	9d8+8	Balladeer	65%	75%	60%	5	5	4	3	2	2	-
14th	1,500,000	9d8+10	Balladeer	70%	80%	65%	5	5	4	4	3	2	-
15th	1,750,000	9d8+12	Balladeer	75%	85%	70%	6	5	4	4	4	2	-
16th	2,000,000	9d8+14	Master Balladeer	80%	90%	75%	6	5	5	4	4	3	1
17th	2,250,000	9d8+16	Master Balladeer	85%	95%	80%	6	5	5	5	4	3	1
18th	2,500,000	9d8+18	Master Balladeer	90%	100%	85%	6	6	5	5	5	3	1
19th	2,750,000	9d8+20	Master Balladeer	95%	105%	90%	6	6	6	5	5	4	2
20th	3,000,000	9d8+22	Master Balladeer	100%	110%	95%	6	6	6	6	5	4	2
21st	3,250,000	9d8+24	Master Balladeer	105%	115%	100%	6	6	6	6	6	5	2
22nd	3,500,000	9d8+26	Master Balladeer	110%	120%	105%	6	6	6	6	6	5	3
23rd	3,750,000	9d8+28	Master Balladeer	115%	125%	110%	6	6	6	6	6	6	3
24th	4,000,000	9d8+30	Master Balladeer	120%	130%	115%	7	6	6	6	6	6	3
25th	4,250,000	9d8+32	Master Balladeer	125%	135%	120%	7	6	6	6	6	6	4
26th	4,500,000	9d8+34	Master Balladeer	130%	140%	125%	7	7	6	6	6	6	4
27th	4,750,000	9d8+36	Master Balladeer	135%	145%	130%	7	7	7	6	6	6	5
28th	5,000,000	9d8+38	Master Balladeer	140%	150%	135%	7	7	7	7	6	6	5
29th	5,250,000	9d8+40	Master Balladeer	145%	155%	140%	7	7	7	7	7	6	6

Weapon Proficiencies: 3 at first level, 1 additional every 4 levels, -3 Non-proficiency penalty

Non Weapons Proficiencies: 3 at first level, 1 additional every 4 levels

Starting Money: 20-50 gp ((1d4+1)x10)

Balladeer Spell List

#	1 st Level	2 nd Level	3 rd Level	4 th Level
1	Animal Friendship	Aid	Charm Monster	Abjure
2	Bless	Augury	Cloudburst	Call Woodland Beings
3	Create Water	Barkskin	Continual Light	Control Temperature
4	Cure Light Wounds	Chant	Create Food & Water	Cure Serious Wounds
5	Detect Evil	Deafness#	Cure Blindness	Detect Lie
6	Detect Magic	Detect Charm	Cure Disease	Dispel Illusion
7	Detect Poison	Detect Life	Death's Door	Divination
8	Detect Snares & Pits	Enthrall	Dispel Magic	Exorcise
9	Endure Cold/Heat	Find Traps	Feign Death	Hallucinatory Forest
10	Faerie Fire*	Forget*	Locate Object	Lower Water
11	Feather Fall*	Hold Person	Plant Growth	Massmorph*
12	Light	Knock*	Prayer	Minor Globe of Invulnerability
13	Pass Without Trace	Know Alignment	Protection from Fire	Neutralize Poison
14	Penetrate Disguise	Mirror Image*	Remove Curse	Protection from Evil 10' Radius
15	Precipitation	Obscurement*	Remove Paralysis	Protection from Lightning
16	Protection from Evil	Produce Flame	Speak With Dead	Rainbow Pattern#
17	Purify Food & Drink	Resist Fire	Starshine	Repel Insects
18	Remove Fear	Shatter	Stone Shape	Resilient Sphere*
19	Resist Cold	Slow Poison	Suggestion	Speak With Plants
20	Sanctuary	Vocalize*	Tongues	Spell Immunity
21	Sleep*	Withdraw	Water Breathing	Wall of Fire*
22	Speak With Animals	Whispering Wind#	Water Walk	Wall of Ice*
#	5 th Level	6 th Level	7 th Level	
1	Air Walk	Animate Object	Animate Rock	
2	Anti-Plant Shell 10' Radius	Anti-Animal Shell	Astral Spell	
3	Commune	Conjure Animals	Banishment*	
4	Cure Critical Wounds	Find the Path	Earthquake	
5	Dispel Evil	Heal	Gate	
6	Legend Lore*	Heroes' Feast	Holy Word	
7	Moonbeam	Mass Suggestion#	Regenerate	
8	Passwall	Part Water	Restoration	
9	Plane Shift	Speak with Monsters	Resurrection	
10	Rainbow	Stone Tell	Sunray	
11	Raise Dead	Stone to Flesh	Volley*	
12	Transmute Rock to Mud	Weather Summoning	Wind Walk	
13	True Seeing	Word of Recall	Weird#	

**The Original Edition Balladeer Class
Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Charm	Lore	Dispel Magic	Spells Per Day						
							1st	2nd	3rd	4th	5th	6th	7th
1st	0	1d6	Warbler	5%	15%	0%	-	-	-	-	-	-	-
2nd	1,750	2d6	Belter	10%	20%	5%	1	-	-	-	-	-	-
3rd	3,500	3d6	Caroller	15%	25%	10%	2	-	-	-	-	-	-
4th	7,000	4d6	Crooner	20%	30%	15%	2	1	-	-	-	-	-
5th	15,000	5d6	Songster	25%	35%	20%	3	2	-	-	-	-	-
6th	30,000	6d6	Singer	30%	40%	25%	3	2	1	-	-	-	-
7th	60,000	7d6	Vocalist	35%	45%	30%	3	2	2	-	-	-	-
8th	125,000	8d6	Serenader	40%	50%	35%	3	3	2	1	-	-	-
9th	200,000	8d6+1	Balladeer	45%	55%	40%	3	3	2	2	-	-	-
10th	275,000	8d6+1	Balladeer	50%	60%	45%	4	4	3	2	1	-	-
11th	350,000	8d6+2	Balladeer	55%	65%	50%	4	4	3	2	2	-	-
12th	425,000	8d6+2	Balladeer	60%	70%	55%	5	4	3	3	2	1	-
13th	500,000	8d6+3	Balladeer	65%	75%	60%	5	4	4	3	2	2	-
14th	575,000	8d6+3	Balladeer	70%	80%	65%	5	5	4	3	2	2	-
15th	650,000	8d6+4	Balladeer	75%	85%	70%	5	5	4	4	3	2	-
16th	725,000	8d6+4	Balladeer	80%	90%	75%	6	5	4	4	4	2	-
17th	800,000	8d6+5	Master Balladeer	85%	95%	80%	6	5	5	4	4	3	1
18th	875,000	8d6+5	Master Balladeer	90%	100%	85%	6	5	5	5	4	3	1
19th	950,000	8d6+6	Master Balladeer	95%	105%	90%	6	6	5	5	5	3	1
20th	1,025,000	8d6+6	Master Balladeer	100%	110%	95%	6	6	6	5	5	4	2
21st	1,100,000	8d6+7	Master Balladeer	105%	115%	100%	6	6	6	6	5	4	2
22nd	1,175,000	8d6+7	Master Balladeer	110%	120%	105%	6	6	6	6	6	5	2
23rd	1,250,000	8d6+8	Master Balladeer	115%	125%	110%	6	6	6	6	6	5	3
24th	1,325,000	8d6+8	Master Balladeer	120%	130%	115%	6	6	6	6	6	6	3

Notes:

If using the retro-clone that uses only a single saving throw, it starts at 14 and decreases by 1 every level until it reaches 4.

**The Basic/Expert Edition Balladeer Class
Advancement Table**

							Spells Per Day						
Level	Experience Points Required	Hit Dice	Title	Charm	Lore	Dispel Magic	1st	2nd	3rd	4th	5th	6th	7th
1st	0	1d6	Warbler	5%	15%	0%	-	-	-	-	-	-	-
2nd	1,750	2d6	Belter	10%	20%	5%	1	-	-	-	-	-	-
3rd	3,500	3d6	Caroller	15%	25%	10%	2	-	-	-	-	-	-
4th	7,000	4d6	Crooner	20%	30%	15%	2	1	-	-	-	-	-
5th	15,000	5d6	Songster	25%	35%	20%	3	2	-	-	-	-	-
6th	30,000	6d6	Singer	30%	40%	25%	3	2	1	-	-	-	-
7th	60,000	7d6	Vocalist	35%	45%	30%	3	2	2	-	-	-	-
8th	125,000	8d6	Serenader	40%	50%	35%	3	3	2	1	-	-	-
9th	250,000	9d6	Balladeer	45%	55%	40%	3	3	2	2	-	-	-
10th	375,000	9d6+1hp	Balladeer	50%	60%	45%	4	4	3	2	1	-	-
11th	500,000	9d6+2hp	Balladeer	55%	65%	50%	4	4	3	2	2	-	-
12th	625,000	9d6+3hp	Balladeer	60%	70%	55%	5	4	3	3	2	1	-
13th	650,000	9d6+4hp	Balladeer	65%	75%	60%	5	4	4	3	2	2	-
14th	775,000	9d6+5hp	Balladeer	70%	80%	65%	5	5	4	3	2	2	-
15th	900,000	9d6+6hp	Balladeer	75%	85%	70%	5	5	4	4	3	2	-
16th	1,025,000	9d6+7hp	Master Balladeer	80%	90%	75%	6	5	4	4	4	2	-
17th	1,150,000	9d6+8hp	Master Balladeer	85%	95%	80%	6	5	5	4	4	3	1
18th	1,275,000	9d6+9hp	Master Balladeer	90%	100%	85%	6	5	5	5	4	3	1
19th	1,400,000	9d6+10hp	Master Balladeer	95%	105%	90%	6	6	5	5	5	3	2
20th	1,525,000	9d6+11hp	Master Balladeer	100%	110%	95%	6	6	6	5	5	4	3

Notes:

This is obviously inspired by the Silver John stories by Manly Wade Wellman. They can be hard to find but were given away for free in ebook form as *John the Balladeer* in the Baen cd-rom for *When the Tide Rises* which can be found legally on the net with a little searching

They are surely part of what was meant when Wellman was included in Appendix N (along with probably the Hok stories)

Essentially it's a mash-up of the bard and cleric/druid. It's not really a front line combatant, but this is made up by its use of missile weapons. Being able to use swords, albeit short swords also gives them some flexibility.

I originally had them just be able to cast spells from the cleric list, but balladeers are rustic people, so it makes sense they can cast from the druid list. But if they can just cast from the druid list, they are basically worse druids. So I went with a custom spell list.

The dispel magic ability is new, but is clearly taken from the stories and is something that surely would exist in a fantasy world full of hostile magic (and creatures).

Credits:

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