

THE GENIUS GUIDE TO
MORE BARD TALENTS



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MORE BARDIC TALENTS

The idea of bard talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Bard*, along with a large number of talents (many adapted from the abilities of bard archetypes). The new talents presented here can be used with that book, or added as new options for the traditional bard class.

EDGES

Every bard is an artist, and as an artist each bard is unique. To that end, the talented bard chooses edges to define the core of his abilities. Edges are similar to talents, but represent a knack or ability the bard has studied at least in part for a considerable period of time. A bard may not gain the battle dance edge until 10th level, but he has been studying and practicing its techniques extensively long before he gains the edge's benefits. A bard gains 2 edges at 1st level, and one additional edge at every three levels beyond 1st (4th, 7th, 10th, 13th, 16th, and 19th).

A bard can only take a given edge more than once if the edge's description specifically allows it. Edges taken from the numerous bard archetypes include the name of their originating "[archetype]" as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Enrapturing Performance (Su):* [Lotus Geisha] The bard gains the ability to execute an enrapturing performance in addition to his bardic performance ability. An enrapturing performance is exactly like a bardic performance with the following exceptions:

A bard can use an enrapturing performance to recreate the effects of any of his known bardic performances, but he focuses the performance on only a single target within range. While other creatures see and hear a bard's enrapturing performance, only the target of this ability is affected by it. A bard cannot have a bardic performance and an enrapturing performance in effect at the same time. Every round spent engaged in an enrapturing performance counts

against the total number of rounds per day he can use his bardic performance, and he cannot use this ability if he does not have any more rounds of bardic performance left for that day. Starting an enrapturing performance is a standard action; at 7th level, it becomes a move action, and at 13th level, it becomes a swift action.

A bard adds a +2 bonus to the DC of Will saves made to resist the effects of his fascinate, frightening tune, and suggestion enrapturing performances. When a bard uses his enrapturing performance ability to emulate inspire competence, inspire courage, inspire greatness, or inspire heroics, any bonuses to AC or on ability checks, attack rolls, damage rolls, saving throws, and skill checks increase by +1. For example, a bard using inspire heroics as an enrapturing performance would grant his target a +5 morale bonus on saving throws and a +5 dodge bonus to AC, instead of the usual +4 bonuses. The bard must be 2nd level to select this edge.

Familiar (Ex): [Duetlist] A bard gains a familiar, treating his bard level as his effective wizard level for the purpose of this ability.



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Nature Magic: [Voice of the Wild] At 1st level, a bard can select a 1st-level druid or ranger spell as a bard spell known instead of a spell from the bard spell list. The bard may take this edge a second time at 4th level, a third time at 7th level, a fourth time at 10th level, a fifth time at 13th level, and a sixth time at 16th level. Each additional time he takes this edge he may select another druid or ranger spell of any bard spell level he can cast. If he chooses to learn a new spell in place of an old one, he can exchange a druid or ranger spell for another. The bard must have the bard spells edge to select this edge.



TALENTS

As a talented bard gains experience, he learns a number of talents that expand his access to artistry-based powers, or represent gifts picked up over the course of his exploration of the world, its legends, and lore. A bard cannot select an individual talent more than once unless the talent specifies otherwise.

Some talents are taken from various bard archetypes. These talents include the name of their originating archetype as a descriptor, to allow GMs to limit characters to talents from a single archetype, if desired. Talents marked by an asterisk (*) are considered to be forms of bardic performance and can be modified by feats that modify bardic performance such as Lingering Performance.

Arrowsong Strike (Su): [Arrowsong Minstrel] The bard can use spellstrike (as per the magus class feature) to cast a single-target ranged touch attack spell and deliver it through a ranged weapon attack. Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack. The bard cannot use spellstrike with normal touch attacks or melee attacks. The bard must be 6th level to select this talent.

Avatar of Legend (Su): [Savant] Bards can tell stories so real that they come to life, conjuring legendary allies to aid them in time of need. Once per day, a bard can summon an avatar of legend as a full-round action. An avatar of legend appears within 100 ft. of the bard and within line of sight. An avatar of legend is a separate character, created using the cohort rules of the Leadership feat. The bard's effective leadership score is his character level plus his Charisma modifier. The avatar of legend remains for as long as the bard continues performing the avatar's story as a standard action. He may not use bardic performance while maintaining the avatar. The avatar vanishes immediately when the bard ceases telling the avatar's story.

The bard knows a number of avatars of legend equal to his Charisma modifier. When using this ability, he can choose one of those avatars to summon. Whenever a bard gains a level, he can choose to replace one avatar of legend.

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Avatars of legend do not gain experience on their own; instead, their level is always equal to the highest-level cohort the savant's Leadership score grants, up to his level -2. An avatar of legend is summoned with non-magical equipment appropriate to its class. If the avatar of legend can cast spells, it knows the minimum number of spells its class allows and appears with its full suite of spells and abilities. The bard must be 6th level to select this talent.

Bad Deal (Su):* [Hoaxer] A bard can use his performance to coax a bit of luck (good or bad) into a valuable-seeming object. As a standard action that provokes attacks of opportunity, the bard can use 1 round of bardic performance to invest a single object in his possession with a hex he knows. This object must be light enough to hold in one hand, and cannot already have any magical properties. The object remains hexed as long as the bard continues to spend 1 round of bardic performance each round as a swift action to maintain it, until the bard drops the item, or until triggered.

The hex triggers immediately upon being willingly accepted by another creature, targeting its new owner. A bad deal cannot be forced on a creature or slipped into its possession without its knowledge, but a bard can lie or cheat to convince his mark to accept the object, or use spells like *beguiling gift*.

At 1st level, the bard knows one witch hex from the following list: blight, charm, evil eye, fortune, healing, misfortune, slumber, or unnerve beasts. At 3rd level and every 3 bard levels thereafter, he can select this talent again and learn one additional hex. Beginning at 12th level, the bard adds the following major hexes to the list of hexes he can learn: agony, hoarfrost, ice tomb, infected wounds, nightmares, retribution, and speak in dreams.

The save DC for a bard's hexes is equal to 10 + 1/2 the bard's level + his Charisma modifier. These hexes function identically to witch hexes, except they can only target single creatures, and the bard can only use his hexes by investing them into objects. If the bard learns hexes from any other source (such as the witch class), he cannot invest them into an object.

Binding Contract (Sp):* [Negotiator] The bard can bind another creature's promise to the bard with a geas. This acts as *lesser geas*, except the creature must have Hit Dice equal to or less than the bard's level. The target can negate this effect with a successful Will save (DC = 10 + 1/2 the bard's level + the bard's Charisma modifier). The geas is discharged if the bard breaks his end of the bargain. Using this ability requires 3 rounds of continuous performance, and the target must be able to see and hear the bard throughout the performance. At 18th level, this effect acts as *geas/quest* (no HD limit, and the target cannot attempt a saving throw). Binding contract is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components. The bard must be 9th level to select this talent.

Bound to the Land (Ex): [Thundercaller] The bard gains a bonus equal to 1/2 his level on Handle Animal checks, Knowledge (nature) checks, and Survival checks.

Break Curse (Su):* [Silver Balladeer] The bard can suppress a single curse affecting an ally within 30 feet that is able to see and hear him. Each round the bard uses break curse, he attempts a Perform check against the original DC of the curse. If successful, he suppresses the curse for 1 round. After he has suppressed the curse for 4 consecutive rounds, he can attempt a caster level check to remove the curse as if he had cast *remove curse*. The bard must be 6th level to select this talent.

Buyer Beware (Su):* [Hoaxer] As a standard action, a bard can convince someone to accept a gift or trade as per the spell *beguiling gift* (DC = 10 + 1/2 the bard's level + his Charisma modifier) by spending 1 round of bardic performance on a supernatural sales pitch. The bard can use this ability to convince a creature to accept a hexed object created with his bad deal performance.

Call Lightning (Su):* [Thundercaller] The bard can use his performance to summon bolts of lightning, as per the spell *call lightning*. The lightning storm lasts for as long as he continues his performance, calling down one bolt of lightning per round. The damage of these lightning bolts can be increased in stormy areas or can be limited as *call lightning* describes. The bard must be 8th level to select this talent.

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Channel Energy (Su): [Arcane Healer] A bard gains the ability to channel positive energy as a cleric of one level lower than his level. If a creature within the channeled energy's area of effect would be allowed a save against its effects, the DC is equal to 10 + 1/2 the bard's level + the bard's Charisma modifier. A bard can use this ability once per day. He may take talent again every four levels thereafter (6th, 10th, 14th, and 18th), gaining an additional use per day to a maximum of 5 times per day at 18th level. The bard must be 2nd level to select this talent.

Combat Juggling (Ex): [Juggler] The bard gains the ability to hold and wield (in other words, "juggle") up to three items or weapons in his hands. The bard must be able to hold and wield an object in one hand in order to juggle it.

This ability doesn't grant the bard additional attacks, though it does allow him to use different weapons as part of a full attack. As long as he is juggling fewer than three objects, the bard is considered to have a free hand (for the purposes of drawing a weapon, using somatic components, using Deflect Arrows, and so on). At 6th level and every 4 levels thereafter, the maximum number of objects the bard can juggle increases by one, to a maximum of seven objects at 18th level.

If the bard is affected by any action or condition that would require a concentration check while he is juggling, he must attempt a Sleight of Hand check to continue juggling and avoid losing concentration. The check's DC is the same as a concentration check, treating the spell level as twice the number of objects being juggled. If the bard fails his Sleight of Hand check, he drops all juggled objects but one, determined randomly. A bard must be 2nd level to select this talent.

*Comedy of Errors (Su):** The bard uses his bardic performance to cause his enemies to suffer mishaps. The bard selects an enemy within 30 feet and expends 1 round of bardic performance to cause that opponent to suffer the effects of a dirty trick combat maneuver, with a CMB equal to 10 + 1/2 the bard's level + the bard's Charisma modifier. The bard may target a different enemy each round as long as he continues to expend rounds of bardic performance.

Costume Proficiency (Ex): [Diva] The bard has become so used to wearing strange and cumbersome costumes for his performances that he gains medium armor proficiency and can cast bard spells while wearing medium armor without incurring the normal arcane spell failure chance. If the bard takes this talent a second time, he gains heavy armor proficiency and can cast bard spells while wearing heavy armor without incurring the normal arcane spell failure chance. A multiclassed bard still incurs the normal arcane spell failure chance for arcane spells received from other classes. The bard must be 5th level to select this talent.

Counterfeiter (Ex): [Hoaxer] A bard adds half his bard level (minimum 1) on all Appraise, Bluff, and Sleight of Hand checks, as well as on Craft, Knowledge, Linguistics, Perception, and Profession checks to create or detect a counterfeit or forgery. He can attempt such skill checks untrained.

Curse Crafter (Ex): [Hoaxer] The bard learns how to craft cursed items. He gains one item creation feat as a bonus feat when selecting this talent. At 11th level and 17th level he make select this talent again, gaining an additional item creation feat each time. He can use these feats only to craft cursed items. In addition, he can craft items that appear magical but have no true magical properties—as if permanently affected by the magic aura spell—for 50 gp. The bard must be 5th level to select this talent.

*Devastating Aria (Su):** [Diva] The bard can spend 1 round of bardic performance as a standard action to direct a burst of sonically charged words at a creature or object. This performance deals 1d4 points of damage + the bard's level to an object, or half this damage to a living creature. The bard must be 3rd level to select this talent.

Evasion (Ex): [Juggler] The bard gains evasion, as the rogue class feature of the same name. The bard must be 2nd level to select this talent.

Fan the Flames (Su): [Flame Dancer] The bard adds *burning hands*, *flaming sphere*, and *fireball* to his list of bard spells known (as 1st-, 2nd-, and 3rd-level spells, respectively). The bard must be 8th level and have the bard spells edge to select this talent.

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Fast Reactions (Ex): [Juggler] The bard gains Deflect Arrows as a bonus feat. At 5th level, he gains Snatch Arrows as a bonus feat. The juggler doesn't need to meet the prerequisites for these feats.

*Fast Talk (Su):** [Negotiator] The bard can use performance to affect the perceptions of any number of targets that can hear him. While the negotiator performs, these targets take a -1 penalty on saving throws against enchantment (charm) and illusion (figment, glamor, or shadow) effects, as well as a penalty on Appraise checks equal to half the bard's level (minimum -1). A target that fails its Appraise check believes that the object in question is worth 10% more or less (bard's choice) than its actual value. At 5th, 11th, and 17th levels, the saving throw penalty increases by 1 and the shift in an object's perceived value increases by 10%. Fast talk is a language-dependent, mind-affecting ability that uses audible components.

*Fingers of Fascination (Su):** [Phrenologist] When a bard uses the fascinate bardic performance, he can send forth psychic fingers along with his performance, allowing him to study one of the fascinated creatures with his phrenology skill unlock without touching its head physically and without it being helpless, willing, or paralyzed. This does not spend his daily use of the phrenology skill unlock.

*Fire Break (Su):** [Flame Dancer] The bard's performance can bend flames away from others. Any ally within 30 feet of the bard who can hear or see the bardic performance gains resist fire 20 as long as the performance is maintained. At 11th level, this resistance increases to 30. Fire break relies on audible or visual components. The bard must be 6th level to select this talent.

*Fire Dancer (Su):** [Flame Dancer] The bard learns to protect himself and others from the pain of fire, and discovers how to control the flame while enduring its heat. Each round of the fire dance, he rolls a Perform (dance or sing) check. Any ally within 30 feet of the bard that has caught on

fire or is affected by a fire effect or extreme heat can use the bard's Perform check result in place of its saving throw against that fire. Any ally within 30 feet of the bard who is suffering from heatstroke can ignore the fatigue from heat exposure so long as the bard maintains this performance. Fire dance relies on audible or visual components.

Greater Spell Focus: [Lotus Geisha] The bard gains Greater Spell Focus (enchantment) as a bonus feat. The bard must be 5th level to select this talent.

Hard Bargainer (Ex): [Negotiator] The bard adds half his class level (minimum 1) on Bluff, Diplomacy, Intimidate, Knowledge (local), and Sense Motive checks.



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Harmonizing Familiar (Su): [Duetist] The bard and his familiar have learned how to perform together in harmony. When a bard and his familiar perform the same bardic performance simultaneously, its effects are enhanced. If the performance has a DC, the DC increases by 2. If the performance provides a competence bonus, the competence bonus increases by 1. Because both the bard and the familiar are performing, each round performed consumes 3 rounds of bardic performance. The bard must be 8th level and have the performing familiar talent to select this talent.

*Headbasher's Ball (Su):** The bard uses his performance to give his allies a more violent demeanor in combat. Each round that the bard performs all his allies within 30 feet are able to use the bard's Perform skill in place of their Bluff skill when attempting to feint and their Intimidate when attempting to demoralize.

Hilt Bash (Ex): [Buccaneer] The bard develops the ability to fight with the hilts and flats of his weapons, aiming to leave his victims alive. He can use a weapon that normally deals lethal damage to deal nonlethal damage with no penalty on his attack roll.

*Holy Vibration (Su):** [Silver Balladeer] At 9th level, a bard can spend a round of bardic performance to make a single door or a window within 30 feet resonate with a holy vibration. Undead and creatures with the evil subtype are unable to open a door or window affected in this way (as arcane lock) for 10 minutes per bard level. If such a creature has the incorporeal subtype, it is unable to move through the affected door or window, or through any walls, floors, or ceilings within 20 feet of it. Incorporeal creatures can attempt Charisma checks to break through areas warded by holy vibration, using the same break DC as for the object the creature is trying to move through. The bard must be 9th level to select this talent.

*In Your Head (Sp):** [Phrenologist] The bard can use his performance to send his own senses into another's skull, as the spell *witness* (DC = 10 + 1/2 the phrenologist's class level + his Charisma modifier). At 11th level, this performance's duration

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increases to 10 minutes per bard level, and at 19th level, the duration increases to 1 hour per bard level. In your head relies on audible components. The bard must be 3rd level to select this talent.

*Incite Rage (Su):** [Thundercaller] The bard can induce a furious rage in one creature within 30 feet. This effect functions as the *rage* spell and lasts as long as the target can hear the bard's performance. Unwilling creatures can be affected if they fail a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. The bard cannot target himself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the bard continues performing. This mind-affecting effect requires audible components. The bard must be 6th level to select this talent.

*Inspire Teamwork (Ex):** [Arbiter] The bard can use his performance to treat his allies as if they possessed the same teamwork feats as the bard for the purpose of determining whether the bard receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the bard to receive the listed bonus. The bard must be 3rd level to select this talent.

*Inspired Rage (Su):** [Skald] The bard is trained to use his bardic performance to inspire his allies to feats of strength and ferocity. At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving throws, but also take a -1 penalty to AC. While under the effects of inspired rage, allies other than the bard cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. At 4th level and every 4 levels thereafter, the song's bonuses on Will saves increase by 1; the penalty to AC doesn't change. At 8th and 16th levels, the song's bonuses to Strength and Constitution increase by 2. (Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.) If an ally has her

own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level instead of those from the bard (still suffering no fatigue afterward). However, inspired rage does not allow the ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

*Inspiring Healing (Sp):** [Arcane Healer] The bard gains the ability to expend rounds of his bardic performance to provide extra healing to his allies. By expending 2 rounds of bardic performance, a bard can cast *cure light wounds* as a spell-like ability. No single target may be affected by a bard's inspiring healing ability more than once in a 24-hour period. The bard must be 5th level to select this talent.

Knock Out (Ex): [Buccaneer] The bard may focus his blows in an attempt to knock out an opponent. Once per day as a swift action, the bard can choose one target to attempt to knock out. The bard adds his Charisma bonus (if any) to his attack roll and adds his bard level on any nonlethal damage rolls made against the target. The bonus lasts until the bard deals nonlethal damage to his target or until the bard chooses a new target to attempt to knock out. You may select this talent two additional times. Each additional time you take it, you gain one additional use of the ability. A bard must be 5th level to select this talent.

Master of Rhetoric (Ex): [Negotiator] The bard can take 10 on any Bluff, Diplomacy, Intimidate, Knowledge (local), or Sense Motive check if he has ranks in that skill. He can choose not to take 10 and can instead roll normally. In addition, the bard can take 20 on one of those skill checks (without spending any additional time). The bard can do this once per day. He may select this talent again at 11th level and 17th level, gaining an additional use of the ability each time. The bard must be 5th level to select this talent.

Meditative Whirl (Ex): [Dervish of Dawn] When using battle dance, the bard can enter a trance-like state where his spinning motion enables him to more effectively focus his healing magic. By

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spending a move action focusing on his whirling, the bard can apply the Quicken Spell feat to any *cure* spell he is about to cast (effectively spending a move action and swift action to cast the spell). This does not alter the level of the spell or the casting time. The bard can use this ability once per day at 8th level and one additional time per day for every two bard levels he has beyond 8th. The bard must be 8th level, have the battle dance edge (see *The Genius Guide to the Talented Bard*) and have the ability to cast *cure* spells to select this talent.

Misery (Ex): [Hoaxer] The bard learns to take joy in the misfortune of others. He gains a +1 morale bonus on attack rolls and damage rolls against creatures suffering from a curse, hex, or harmful mind-affecting effect, as well as a +1 morale bonus on Will saving throws against spells from such creatures. These bonuses increase by 1 at 5th level and every 6 bard levels thereafter. The bard must be 2nd level to select this talent.

Performing Familiar (Su): [Duetist] The bard's familiar learns how to create supernatural effects with its performances, just like its master. The familiar can use any of its master's bardic performances, but only the familiar or the bard can have a performance active at any given time, not both. If one is performing and the other starts a performance, the previous performance immediately ends. Each round that the familiar performs consumes 2 rounds of the bard's bardic performance. The bard must be 4th level and have the familiar edge to select this talent.

Personal Guarantee (Su):* [Hoaxer] A bard can prevent his hexed wares from afflicting a target until he is safely out of sight. He can spend up to 1 round of bardic performance per bard level while hexing an object. For every round expended, the object's hex is delayed for 1 minute before triggering and hexing its current owner.

Phrenological Knowledge (Ex): [Phrenologist] The bard is an expert at reading creatures' skulls. He gains Psychic Sensitivity as a bonus feat, and he can use the phrenology skill unlock even if he is untrained in Knowledge (arcana). He adds half his class level (minimum 1) on all Knowledge (arcana) checks for the phrenology occult skill unlock.

Play My Axe (Su):* The bard's performance enhances his allies weapons, enabling them to face any enemy. While using his bardic performance, the bard's allies may choose what type of damage their weapons do, whether bludgeoning, piercing or slashing. In addition, the bard causes his allies' weapons to act as if they were of a specific material for purposes of overcoming damage resistance. At 5th level, the weapons are treated as if they were alchemical silver. At 7th level, they are treated as cold iron. At 11th level, they are treated as mithral and at 14th level they are treated as adamantine. These effects last only while the bard maintains his bardic performance, and apply only for the purposes of overcoming damage resistance.

Prima Donna (Ex): [Diva] The bard can spend additional rounds of bardic performance to augment countersong, deadly performance, fascinate, frightening tune, and scathing tirade. When used, this ability gives him a +2 bonus on his Perform check or saving throw DC for those performances. The bard must spend an additional round of bardic performance for every round he uses prima donna to increase his Perform check result or saving throw DC. The bard must be 2nd level to select this talent.

Pure Heart (Ex): [Silver Balladeer] The bard gains a +4 bonus on saving throws against curses, hexes, and charm effects. The bard must be 2nd level to select this talent.

Ritual of Reconciliation (Su):* [Arbiter] The bard can use his performance to improve the attitudes of nearby creatures by two steps. To be affected, a creature must be within 30 feet and able to hear the bard. Creatures whose attitudes toward the bard becomes indifferent or better, immediately cease attacking the bard and his allies, but may otherwise act as they please.

The effect persists for as long as the creature is within 30 feet and the bard continues his performance. The effect ends if one of the bard's allies attacks the creature. A successful Will saving throw (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) negates the effect. Ritual of reconciliation relies on audible components. The bard must be 8th level to select this talent.

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*Scathing Tirade (Su):** [Diva] The bard can use his performance to verbally lash out at another creature, causing it to become frightened. To be affected, the target enemy must be within 30 feet and be able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance, plus 1d4 rounds.

Although the bard can only direct the effect at one creature at a time, its effects persist for as long as he continues the performance, even if directed at a different creature. For example, he could direct his tirade at an innkeeper, who becomes frightened, then focus his wrath on the captain of the guard, and the innkeeper remains frightened for 1d4 more rounds even though his attention is no longer directed at him. This performance cannot cause a creature to become panicked, even if the target is already frightened from another effect. Scathing tirade is a mind-affecting fear effect, and it relies on audible and visual components. The bard must be 8th level to select this talent.

Silver Mastery (Su): [Silver Balladeer] The bard treats silver weapons as if they were also cold iron for the purpose of overcoming damage reduction. Also, alchemical silver weapons do not impose a penalty on damage rolls when wielded by the bard, and the bard gains a +1 bonus on attack rolls made with mithral weapons. The bard must be 2nd level to select this talent.

*Skull Sonata (Su):** [Phrenologist] The bard learns to use the resonance of other creatures' skulls to increase sonic damage. While using his bardic performance, all enemies within 30 feet of the bard that have skulls take an amount of additional sonic damage equal to half the bard's level (minimum 1) each time they take sonic damage. Skull sonata relies on audible components.

Skull-Versed (Ex): [Phrenologist] The bard can use knowledge gleaned from a creature's skull to tailor a performance. All creatures on which the bard has successfully used his phrenology skill unlock take

a -2 penalty on all saving throws against the bard's performances. The bard must be 2nd level to select this talent.

*Song of Marching (Su):** [Skald] The bard can use bardic performance to inspire his allies to move faster without suffering from fatigue. By expending 1 round of bardic performance, the bard invigorates allies within 60 feet, who may hustle for the next hour; this movement counts as a walk (not a hustle) for the purpose of accruing nonlethal damage and fatigue. The bard must continue to perform the song for the remainder of the hour, otherwise its effects end, but only 1 round of bardic performance is expended for that hour. The bard must be 3rd level to select this talent.



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*Song of Strength (Su):** [Skald] The bard can use bardic performance to inspire his allies to superhuman feats of strength. Once each round while the bard uses this performance, allies within 60 feet who can hear the bard may add 1/2 the bard's level to a Strength check or Strength-based skill check. The bard must be 6th level to select this talent.

*Song of Surrender (Su):** [Buccaneer] The bard can use his performance to encourage an enemy to surrender. To be affected, an enemy must be within 30 feet and be able

to see and hear the bard's performance. An affected enemy feels the irresistible urge to drop any held weapons and fall prone. This effect lasts for 1 round—essentially, the affected enemy takes no actions on its next turn other than to lie prone, although it is not considered flat-footed or helpless. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) negates the effect. This ability affects only a single creature. Song of surrender is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components. The bard must be 4th level to select this talent.

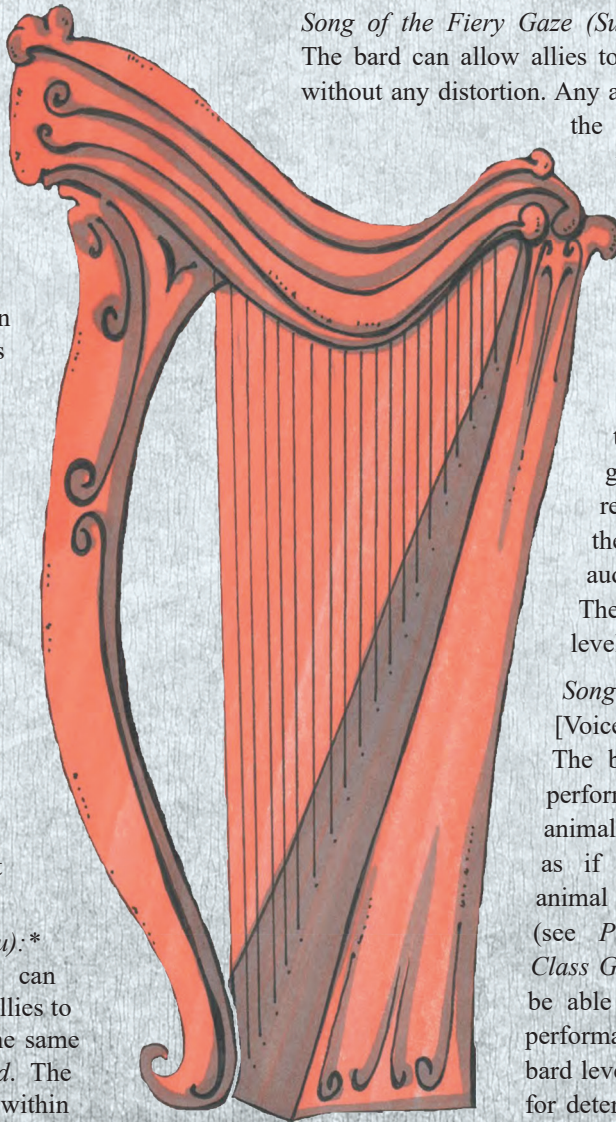
*Song of the Fallen (Su):** [Skald] The bard can temporarily revive dead allies to continue fighting, with the same limitations as *raise dead*. The bard selects a dead ally within

60 feet and expends 1 round of bardic performance to bring that ally back to life. The revived ally is alive but staggered. Each round, the bard may expend another 1 round of bardic performance to keep that ally alive for another round. The ally automatically dies if the bard ends this performance or is interrupted. The bard may revive multiple allies with this ability (either at the same time or over successive rounds) but must expend 1 round of bardic performance per revived ally per round to maintain the effect. The bard must be 14th level to select this advanced talent.

*Song of the Fiery Gaze (Su):** [Flame Dancer] The bard can allow allies to see through flames without any distortion. Any ally within 30 feet of

the bard who can hear the performance can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow him to see normally, as with the base effect of the gaze of flames oracle revelation. Song of the fiery gaze relies on audible components. The bard must be 3rd level to select this talent.

*Song of the Wild (Su):** [Voice of the Wild] The bard can use bardic performance to grant an animal aspect to one ally, as if using the hunter's animal focus class feature (see *Pathfinder Advanced Class Guide*). The ally must be able to hear or see the performance. He uses his bard level as his hunter level for determining the effect of



MORE BARDIC TALENTS

the animal aspect. The bard may select this talent again at 11th and 17th level, allowing him to affect an additional ally each time. Song of the wild relies on audible or visual components. The bard must be 3rd level to select this talent.

Spell Focus (Lotus Geisha): The bard gains Spell Focus (enchantment) as a bonus feat.

Spinning Spellcaster (Ex): [Dervish of Dawn] The bard gains a +4 bonus on concentration checks to cast spells defensively. The bard must be 5th level to select this talent.

Thunder Call (Su):* [Thundercaller] The bard can use his performance to unleash a deafening peal of thunder. This allows the bard to spend a round of performance to create an effect similar to the spell *sound burst* (having the same range and area and allowing the same saving throw). The bard make take this talent again, with the damage increasing each time he selects it. At 7th level, the sonic damage that is dealt by this blast of sound increases to 3d8. This damage further increases to 5d8 at 11th level, 7d8 at 15th level, and 9d8 at 19th level. The bard must be 3rd level to select this talent.

Versatile Familiar (Ex): [Duettist] A bard's familiar learns to use performance to supplement its skills. A bard's familiar benefits from its master's versatile performance talent. The bard must be 2nd level, have the familiar edge and the versatile performance talent to select this talent.

Versed in Curses (Ex): [Hoaxer] The bard gains a +4 bonus on saving throws against curses, hexes, and language-dependent effects. The bard must be 2nd level to select this talent.

Wild Knowledge (Ex): [Voice of the Wild] The bard adds 1/2 his level (minimum 1) to all Knowledge (nature) checks. He can use Knowledge (geography) and Knowledge (nature) untrained.

ADVANCED TALENTS

Once he achieves 10th level, the bard's options widen. Whenever he is able to choose a new talent

he may select an advanced talent instead. Advanced talents otherwise follow the rules for talents.

Call Lightning Storm (Su):* [Thundercaller] The bard can use his performance to summon bolts of lightning, as per the spell *call lightning storm*. The lightning storm lasts for as long as he continues his performance, calling down one bolt of lightning per round. The damage of these lightning bolts can be increased in stormy areas or can be limited as *call lightning* describes. The bard must be 14th level to select this advanced talent.

Curse Breaker (Su):* [Hoaxer] A bard of 12th level or higher can use performance to create an effect equal to *break enchantment*. This otherwise functions as soothing performance. The bard must be 12th level to select this advanced talent.

Greater Arrowsong Strike (Su): [Arrowsong Minstrel] A bard using a multiple-target spell with this ability can deliver one ray or line of effect with each attack when using a full-attack action, up to the maximum allowed by the spell (in the case of ray effects). Any effects not used in the round the spell is cast are lost. The bard must be 18th level and have the arrowsong strike talent to select this advanced talent.

Greater Inspiring Healing (Sp):* [Arcane Healer] The bard may instead expend 2 rounds of bardic performance to cast *cure serious wounds* as a spell-like ability. No single target may be affected by a bard's greater inspiring healing ability more than once in a 24-hour period. The bard must be 17th level and have the improved inspiring healing advanced talent to select this advanced talent.

Improved Evasion (Ex): [Juggler] The bard gains improved evasion, as the rogue advanced talent. The bard must be 12th level to select this advanced talent.

Improved Fast Reactions (Ex): [Juggler] The bard can use the ability granted by fast reactions an additional time each round at 11th level (with a -5 penalty on his second attack roll) and at 17th level (with a -10 penalty on his third attack roll). The bard must be 11th level and have the fast reactions talent to select this advanced talent.

*Improved Inspiring Healing (Sp):** [Arcane Healer] The bard can expend 2 rounds of bardic performance to cast *cure moderate wounds* as a spell-like ability. No single target may be affected by a bard's improved inspiring healing ability more than once in a 24-hour period. The bard must be 11th level and have the inspiring healing talent to select this advanced talent.

*Mass Break Curse (Su):** [Silver Balladeer] The bard can suppress all curses among any number of allies within 30 feet when using break curse. Every 4 consecutive rounds of using this performance, the bard can attempt a caster level check to remove a single curse on a single ally affected by this performance, as if he had cast *remove curse*. The bard must be 18th level to select this advanced talent.

*Mass Song of Surrender (Su):** [Buccaneer] This ability functions just like song of surrender but allows a bard to affect all enemies within 30 feet. Enemies within range of this effect still receive a saving throw. Mass song of surrender is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components. The bard must be 16th level to select this advanced talent.

Phrenological Savant: [Phrenologist] At 10th level, a phrenologist gains either *Psychic Maestro** or *Psychic Virtuoso** as a bonus feat. If he chooses *Psychic Maestro*, he must select phrenology as one of his two skill unlocks to use an additional time. The bard must be 10th level to select this advanced talent.

Symphonic Familiar (Su): [Duettist] The bard and his familiar have learned how to create a symphony of complementary performances that meld together to produce two different effects. They can each perform a different bardic performance simultaneously, and each has its full effect. Because both the bard and the familiar are performing, each round performed consumes 3 rounds of bardic performance. The bard must be 14th level and have the harmonizing familiar talent to select this advanced talent.

GRAND TALENTS

At 20th level, the bard reaches the pinnacle of his craft. He may choose one of the following grand talents in place of a bard talent:

Free Avatar (Su): [Savant] Like a noble sidekick, the bard learns to fight alongside legendary heroes. He can now create and concentrate on an avatar of legend as a move action. The bard must be 20th level to select this grand talent.

Hall of Fame (Su): The bard achieves the height of fame as a performer. He becomes immune to the negative effects of drugs and ceases to suffer any further physical effects of aging (though whatever effects he has suffered prior to this remain). The bard's maximum age becomes the maximum possible for the bard's race. With 24 hour's notice, the bard can hold a public performance which draws a gathering of fanatical followers as if the bard had the Leadership feat (he draws the followers, not the cohort) who will obey the bard throughout his performance and for 3 hours afterwards. The bard must be 20th level to select this grand talent.

Invisible Box (Su): By miming the existence of an invisible box, the bard is able to magically entrap one opponent. The target must be able to see the bard for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + ½ the bard's level + the bard's Charisma modifier) to negate the effect. If the creature's saving throw succeeds, the target is fascinated for 1d4 rounds, and the bard cannot use invisible box on that creature again for 24 hours. If the creature's saving throw fails, it is trapped as if the target of the spell *imprisonment*. The bard must be absolutely silent while miming the shape of the box or the effect fails.

SAVE VS WALL OF TEXT

With roughly 80 edges and talents to choose from, it can be difficult to work your way through and find precisely the ability that you're looking for. To help with that, we've organized all of the various options into a list by category, so you can more easily locate those abilities that will help you create precisely the bard you want to build. Below, you'll find edges and talents categorized as follows: Expanded Abilities, Defense, Offense, Playing

to the Crowd, Skills & Connections, Spells & Summoning and Supporting the Team. Each ability is listed along with a note to indicate whether it is an edge, a talent, advanced talent or grand talent. In some cases, abilities may be listed in more than one category. In addition, all bardic performance abilities are indicated by an asterisk. This way, both the GM and player can see at a glance what abilities fit into their character concept.

EXPANDED ABILITIES

Enrapturing Performance (edge)
Familiar (edge)
Harmonizing Familiar (talent)
Prima Donna (talent)
Performing Familiar (talent)
*Song of the Fiery Gaze (talent)
Symphonic Familiar (advanced talent)
Versatile Familiar (talent)

DEFENSE

Costume Proficiency (talent)
Evasion (talent)
Fast Reactions (talent)
*Fire Break (talent)
*Fire Dancer (talent)
Improved Evasion (advanced talent)
Improved Fast Reactions (advanced talent)
*Inspire Teamwork (talent)
Misery (talent)
Spinning Spellcaster (talent)
Versed in Curses (talent)

OFFENSE

Arrowsong Strike (talent)
Avatar of Legend (talent)
*Call Lightning (talent)
*Call Lightning Storm (advanced talent)
Combat Juggling (talent)
*Comedy of Errors (talent)
*Devastating Aria (talent)
Free Avatar (grand talent)

Greater Arrowsong Strike (advanced talent)
*Headbasher's Ball (talent)
Hilt Bash (talent)
*Incite Rage (talent)
*Inspire Teamwork (talent)
Invisible Box (grand talent)
Knock Out (talent)
*Mass Song of Surrender (advanced talent)
Misery (talent)
*Play My Axe (talent)
*Scathing Tirade (talent)
Silver Mastery (talent)
*Skull-Versed (talent)
*Skull Sonata (talent)
*Song of Surrender (talent)
*Thunder Call (talent)

PLAYING TO THE CROWD

*Binding Contract (talent)
*Bad Deal (talent)
*Buyer Beware (talent)
*Fast Talk (talent)
*Personal Guarantee (talent)
*Ritual of Reconciliation (talent)

SKILLS & CONNECTIONS

Bound to the Land (talent)
Counterfeiter (talent)
Curse Crafter (talent)
*Fingers of Fascination (talent)
Hall of Fame (grand talent)

Hard Bargainer (talent)
Master of Rhetoric (talent)
Phrenological Knowledge (talent)
Phrenological Savant (advanced talent)
Pure Heart (talent)
Wild Knowledge (talent)

SPELLS & SUMMONING

*Break Curse (talent)
*Curse Breaker (advanced talent)
Fan the Flames (talent)
Greater Spell Focus (talent)
*Holy Vibration (talent)
*In Your Head (talent)
*Mass Break Curse (advanced talent)
Meditative Whirl (talent)
Nature Magic (edge)
Spell Focus (talent)
Spinning Spellcaster (talent)

SUPPORTING THE TEAM

Channel Energy (talent)
*Greater Inspiring Healing (advanced talent)
*Incite Rage (talent)
*Inspired Rage (talent)
*Inspiring Healing (talent)
*Improved Inspiring Healing (advanced talent)
Meditative Whirl (talent)
*Song of Marching (talent)
*Song of Strength (talent)
*Song of the Fallen (talent)
*Song of the Wild (talent)

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Publisher: Owen K.C. Stephens

Graphic Design and Typesetting: Lj Stephens

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MORE BARDIC TALENTS

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