

Bard

The Bard is a master of entertainment. He captivates his audience with his skilled performances, and leaves them with a sense of renewal—and a bit less coin. Most Bards are skilled musicians, though many more find acting, acrobatics, or poetry to suit them better.

Gameplay

Bards are skillful at **performing arts**, employing music, poetry, and similar means of entertainment to help their patrons **recover from injuries** and **restore magical energies**. While Bards find little use on an open battlefield, their performances are enjoyed by many in taverns and similar venues.

Class Additions		
Class Name	SP Cost	Prerequisite
Bard	5	Mage Path, Trade Skill: Performer (5)

Bard Skills			Skill Point Cost: 5
Skill Name	SP Cost	Prerequisite	Description
Aria of Restoration †◇	4	Divine Arts	Acts as the spell, Restore.
Ballad of the Magus †◇	6	Arcane Arts	Restores Spell Slots.
Battle Hymn †◇	4	N/A	Grants proficiency with wielded weapons.
Hymn of the Goddess †◇	5	Divine Arts	Heals audience members.
Song of Rejuvenation †◇	4	N/A	Restores expendable skills.
Song of Valor †◇	3	N/A	Grants immunity to Fear.

† The skill may be purchased multiple times.

◇ The skill may be used once per purchase.

Aria of Restoration

After spending at least one minute performing, the Bard's audience is granted the effects of the Restore spell. To begin his performance, the Bard must first announce the name of the song.

Ballad of the Magus

For each minute an audience member listens to this song, one of their Spell Slots are restored. Spell Slots restored in this way, are replenished from lowest to highest level, and only spells of levels one through four are affected. This ability does not grant additional Spell Slots.

To begin performing this song, the Bard must preface his performance by announcing the name of the ability to his audience.

Example: Terry has spent three first-level, and two second-level Spell Slots. His first-level Spell Slots will all be replenished before his second-level Spell Slots will be affected.

Battle Hymn

Once per purchase, the Bard may sing or hum a tune, and grant themselves proficiency with whatever weapon or shield they wield for the duration of the song. While under the effects of Battle Hymn, the Bard may also add the Piercing or Crushing damage modifiers to their damage call for three attacks, if they are wielding a bladed or bludgeoning weapon respectively.

Hymn of the Goddess

To begin using this skill, the Bard must announce its name to his audience. During the performance, members of the audience are healed for one Hit Point per minute.

Song of Rejuvenation

With at least one minute of performance, the Bard's song restores one spent skill for each member of his audience. This ability does not affect Spell Slots.

To begin using this ability, the Bard must announce its name to his audience.

Song of Valor

To begin, the Bard must announce the name of the ability before his performance. After at least one minute of song, his audience is granted immunity to the next Fear effect they may receive.