

Spell-less Bard

Table: Spell-less Bard

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bardic knowledge, bardic performance, inspire competence +1
2nd	+1	+0	+3	+3	Versatile performance, well-versed, bardic performance
3rd	+2	+1	+3	+3	Inspire courage +1
4th	+3	+1	+4	+4	Bardic performance, inspire competence +2
5th	+3	+1	+4	+4	Lore Master 1/day
6th	+4	+2	+5	+5	Versatile performance, bardic performance, inspire courage +2
7th	+5	+2	+5	+5	Inspire competence +3
8th	+6/+1	+2	+6	+6	Bardic performance
9th	+6/+1	+3	+6	+6	Inspire courage +3
10th	+7/+2	+3	+7	+7	Jack-of-all-Trades, Versatile performance, bardic performance, inspire competence +4
11th	+8/+3	+3	+7	+7	Lore Master 2/day, inspire courage +4
12th	+9/+4	+4	+8	+8	Bardic performance
13th	+9/+4	+4	+8	+8	Inspire competence +5
14th	+10/+5	+4	+9	+9	Versatile performance, bardic performance, inspire courage +5
15th	+11/+6/+1	+5	+9	+9	Jack-of-all-Trades
16th	+12/+7/+2	+5	+10	+10	Bardic performance, inspire competence +6
17th	+12/+7/+2	+5	+10	+10	Lore Master 3/day, inspire courage +5
18th	+13/+8/+3	+6	+11	+11	Versatile performance, bardic performance
19th	+14/+9/+4	+6	+11	+11	Inspire competence +6, Jack-of-all-Trades
20th	+15/+10/+5	+6	+12	+12	Legendary Performance, bardic performance

by Mike N. ("1Mac")

The bard is a classic fantasy archetype. From the self-aggrandizing yet loyal Ffleuddur Fflam in *The Chronicles of Prydain*, to Thom Merrill, the wily gleeman in *The Wheel of Time*, to heroes of classic tales like Orpheus and the Pied Piper; there have always been heroes who have mastered the power of storytelling and song. In Pathfinder, the Bard is not only an entertainer, but a spellcaster as well; but not everyone who wants to play a bard wants to use magic, and many bard-like characters from myth and storytelling are not magical. The Spell-less Bard attempts to remedy that.

The Spell-less Bard is an alternate to the Bard class from the core Pathfinder game. If you take levels in the Spell-less Bard, you cannot take levels in the core Bard, and vice versa. However, see the Conversion Notes for using Archetypes near the end of this document.

The main changes between the Spell-less Bard and the core Bard are these:

- **No spells:** Obviously! It is possible to convert bard spells into Performances. See the Conversion Notes near the end of this document.
- **More Performances:** The Spell-less Bard relies primarily on more Performances to make up for the absence of spellcasting. The Spell-less

Bard now also has a greater choice in which Performances he chooses, like many other Pathfinder classes. He can also use most of his Performances as often as he wants, though he can only have one Performance effective at once, and can only attempt a given Performance against a given foe once per day.

- *Performances rely on the Perform skill:* The Bard makes a Perform check every time he uses one of his Performances to determine if it is effective. Many Performances require a special Perform check equal to 1d20 + half your normal Perform modifier. The Bard must continue making Perform checks each round he wants to maintain a Performance. Many Performances are tied to specific uses of the Perform skill, encouraging either a thematically coherent set of Performance abilities, or a diverse investment in Perform skills.
- *Inspire Courage and Competence:* The Spell-less Bard acquires these abilities at different times from the core Bard, and the bonuses scale more quickly, but they are otherwise the same.
- *Legendary Performance:* The *Deadly Performance* ability of the core Bard does not fit every Bard concept or archetype. This new capstone ability should always work.

Alignment: Any

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp)

Class Skills: The bard's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are also proficient with light armor and shields (except tower shields).

Bardic Knowledge (Ex)

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Performance

A bard is trained to use the Perform skill to create otherworldly effects on those around him, including himself if desired. Each round, the bard can produce any one of the types of bardic performance that he has mastered.

Starting and maintaining a bardic performance is a standard action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

Each bardic performance relies on a certain set of Perform skills to maintain. In general, these Perform skills are grouped into *music* (dance, keyboard, percussion, wind, string, or sing) and *speech* (act, comedy, oratory). Each bardic performance will specify which Perform skill or skills it requires.

To maintain a bardic performance, the bard must make a Perform check each round. For hostile targets, use a special Perform check, equal to 120 + half your normal Perform bonus for the Performance being made. The DC of this special Perform check is 10 + the target's Will modifier. For bardic performances against multiple creatures, a single special Perform check is compared to each target's modified Will score and persists each round so long as it is successful against at least one target, though it ceases to affect creatures against whom it was not successful. (Alternatively, each target must make a Will save with a DC 10 + half your Perform bonus.) For friendly targets of Performances that last multiple rounds, the DC for the Perform check is 13 for one target, and may affect an additional target for every 3 points by which it exceeds the DC.

At 7th level, a bard can start or maintain a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the

targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. Blind creatures are immune to bardic performances with visual components.

A bard gains two bardic performances at 1st level, and an additional bardic performance at 2nd level and every two levels of bard attained after 2nd level. At first level, the bard is restricted to certain performances; these are marked with an asterisk(*).

Countersong (Su):* (All *music* except dance, 1 rank) A bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su):* (*Speech* or dance, 1 rank) A bard can use his performance to counter magic effects that depend on sight. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the

bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su):* (Any, 1 rank) A bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

If the bard's Perform check does not succeed against a creature, the bard cannot attempt to fascinate that creature again for 24 hours. If the check succeeds, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspiring Blow (Su):* (*Speech*, 1 rank) A bard roars his war-cries with each telling blow. When he confirms a critical hit, he can start this performance as an immediate action (ending any other performances). He gains temporary hit points equal to his Charisma modifier (if positive), and allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn. These temporary hit points remain until the bard ends his performance.

Rallying Cry (Su):* (Any, 1 rank) A bard can use performance to rally dispirited allies. Each round he makes a Perform check. Any ally (including the bard) within 30 feet may use this check in place of his own saving throw against fear and despair effects. Those already under a fear or despair effect can attempt a new save each round using the bard's Perform check. Rallying cry does not work on effects that don't allow saves. This

is a mind-affecting ability that uses audible components.

Sea Shanty (Su)*: (*Music*, 1 rank) A bard learns to counter seasickness and exhaustion during long sea voyages. Each round of a sea shanty, he makes a Perform skill check. Allies within 30 feet (including the bard) may use his Perform check in place of a saving throw against becoming exhausted, fatigued, nauseated, or sickened; if already under such an effect, a new save is allowed each round of the sea shanty, using the bard's Perform check for the save. A sea shanty has no effect on instantaneous effects or effects that do not allow saves. This ability requires audible components.

Snake Charmer (Ex)*: (*Music*, 1 rank) A bard can use music to sooth animals. This ability functions just like the druid's Wild Empathy class ability, except that the bard uses his Perform skill to make the check. The DC of the check increases by 5, since the bard is not relying on any innate connection with nature. This mind-affecting ability requires audible components.

Battle Song (Su): (*Any*, 18 ranks) A bard can affect allies within 30 feet when using performance to *Incite Rage*. This performance requires *Incite Rage*.

Befriend (Su): (*Any*, 2 ranks) A bard can use his performance to befriend a person he has already fascinated. This functions as a *charm person* spell that lasts as long as the bard continues his performance. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate. A bard can use this ability more than once against an individual during an individual performance. If the bard fails his Perform check, the target is immune to this power for 24 hours. This mind-affecting effect requires audible components.

Berserkerang (Ex): (*Music*, 12 ranks) A bard can inspire a rapturous battle trance that suppresses pain, stunning, and fear effects. Affected creatures also gain DR 5/— (DR 10/— against nonlethal damage); this benefit stacks with the damage reduction class ability of barbarians. This mind-affecting ability requires audible components. The bard does not need to make a Perform check, and can use this ability a number of times per day equal to his Charisma modifier.

Bladethirst (Su): (*Any*, 6 ranks) A bard may use performance to grant one weapon, one

natural weapon, one end of a double weapon, or 50 items of ammunition of the same type within 30 feet a +1 enhancement bonus. This enhancement bonus increases by +1 for every three levels after 6th (maximum +5 at 18th level). These bonuses stack with existing bonuses and may be used to increase the item's enhancement bonus up to +5 or to add any of the following weapon properties: *defending*, *distance*, *ghost touch*, *keen*, *mighty cleaving*, *returning*, *shock*, *shocking burst*, *seeking*, *speed*, or *wounding*. If the weapon is not magical, at least a +1 enhancement bonus must be added before adding special abilities.

Call the Storm (Su): (*Music*, 18 ranks) A sea singer can use performance to duplicate *control water*, *control weather*, *control winds*, or *storm of vengeance*, using his bard level as the caster level. Using this ability requires 1 round of continuous performance per level of the spell (as if he were a druid). These effects continue for as long as the bard continues performing, but not longer than the spell's normal duration.

Charm (Su): (*Any*, 7 ranks) This ability functions just like *befriend*, except that it may affect creatures of any type. The bard must have the *Befriend* power to gain this power.

Dance (Su): (*Music*, 16 ranks) A bard can use his performance to create music irresistible to a single target within 30 feet. This functions as an *irresistible dance* spell for as long as the performance lasts. A failed Perform check negates the effect, and the target is immune to this ability for 24 hours. Dance is a language-dependent, mind-affecting ability that uses audible components.

Dirge of Doom (Su): (*Any*, 8 ranks) A bard can use his performance to foster a sense of growing dread in his enemies, causing them to take become shaken. To be affected, an enemy must be within 30 feet and 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 the performance. The performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

Frightening Tune (Sp): (*Any*, 14 ranks) A bard can use his performance to cause fear in his

enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. If the bard's Perform check fails, the creature is immune to this ability for 24 hours. If it succeeds, the target becomes frightened and flees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

Glorious Epic (Su): (Speech or sing, 8 ranks) A bard can weave captivating tales that engross those who hear them. Enemies within 30 feet become flat-footed unless the bard fails his Perform check. Failure renders them immune to this ability for 24 hours. Glorious epic is a language-dependent, mind-affecting ability that uses audible components.

Incite Rage (Su): (Any, 6 ranks) A bard can induce a furious rage in one creature within 30 feet. This effect functions as a rage spell that lasts as long as the target can hear the bard's performance; however, unwilling creatures can be affected if the bard succeeds on his Perform check. Failure 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.

Inspire Calm (Su): (Any, 4 ranks) A bard can use his performance to sooth the emotions of those around him. It affects all creatures, both friendly and hostile, within 30 feet. It otherwise functions as a *calm emotions* spell that lasts as long as the bard continues his performance. This mind-affecting effect requires audible components. The bard does not need to make a Perform check, and can use this ability a number of times per day equal to his Charisma modifier.

Inspire Greatness (Su): (Any, 9 ranks) A bard can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution

modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. The bard does not need to make a Perform check, and can use this ability a number of times per day equal to his Charisma modifier. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Inspire Heroics (Su): (Any, 15 ranks) A bard can inspire tremendous heroism in himself or a single ally within 30 feet. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able to witness the performance. A failed Perform check ends the effect. The bard does not need to make a Perform check, and can use this ability a number of times per day equal to his Charisma modifier. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Lamentable Belaborment (Ex): (Oratory, 6 ranks) A bard can bewilder a creature already fascinated by his performance. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A failed Perform check renders the target immune to this power for 24 hours, but success leaves the target either dazed or confused (bard's choice) for as long as the performance continues. If the target takes damage, this effect ends immediately. This mind-affecting ability relies on audible components.

Laughter (Su): (Comedy, 2 ranks) A bard may use performance to cause opponents to keel over with uncontrollable laughter. This functions as a *hideous laughter* spell that lasts as long as the bard continues his performance. If the bard fails his Perform check, the target is immune to this power for 24 hours. This ability requires audible components.

Madcap Prank (Su): (Comedy, 9 ranks) A bard can use performance to discomfit a target within 30 feet, causing its clothing to become tangled, its headgear to fall down over its eyes, or even causing it to slip and fall or otherwise be made to appear a fool. The Bard makes a special Perform check with

a DC of 10 + the target's Reflex modifier. If the bard succeeds, the target takes one of the following random effects each round: 1—blinded, 2—dazzled, 3—deafened, 4—entangled, 5—fall prone, 6—nauseated. Each effect lasts 1 round.

Mass Bladethirst (Su): (Any, 18 ranks) A bard can use his *Bladethirst* performance to enhance the weapons of as many allies as desired within 30 feet. The bonus provided by this power is +4 if conferred on two allies, +3 for three allies, +2 for four allies, and +1 for five or more allies. The power granted to each weapon must be identical. This performance requires *Bladethirst*.

Mass Charm (Su): (Any) This ability functions just like *Charm*, except that it may affect multiple targets. This performance requires *Charm*.

Mass Slumber Song (Sp): (Music, 18 ranks) A bard can use slumber song to affect any number of fascinated creatures within 30 feet that he has already fascinated. This performance requires *Slumber Song*.

Mass Suggestion (Su): (Any, 18 ranks) This ability functions just like *suggestion*, but allows a bard to make a *suggestion* simultaneously to any number of creatures that he has already fascinated. *Mass suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability that relies on audible components. This performance requires *Suggestion*.

Pedantic Lecture (Su): (Oratory, 18 ranks) A bard can affect as many creatures with Lamentable Belaborment as he currently has fascinated. In addition, he may choose to cause targets to fall asleep rather than be dazed or confused. This performance requires *Lamentable Belaborment*.

Scandal (Su): (Speech, 14 ranks) A bard can combine salacious gossip and biting calumny to incite a riot. Any enemy or enemies within 30 feet is affected as if by a *song of discord* for as long as it can hear the performance. A failed Perform check negates the effect, and that creature is immune to this ability for 24 hours. Scandal is a language-dependent, mind-affecting ability that uses audible components.

Show Yourself (Ex): (Speech, 15 ranks) A bard can use performance to compel creatures to reveal themselves when hiding. If the bard succeeds on his Perform check, affected enemies within 30 feet must cease

using Stealth, unlock and open doors between themselves and the bard, and dismiss, suppress, or dispel if necessary magical effects that grant *invisibility* or any other form of concealment from the bard. As long as they can hear the performance, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures in the area must make this save each round the bard continues his performance. This ability is language-dependent and requires audible components.

Slumber Song (Sp): (Music, 6 ranks) A bard can use his performance to cause a creature he has already fascinated to fall asleep (as *deep slumber*, but with no HD limit). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate. A bard can use this ability more than once against an individual creature during an individual performance.

Song of Freedom (Su): (Music, 12 ranks) A bard can use performance to break enchantments. The target must be within 30' of the bard, and the bard must perform for one minute. The DC of the Perform check is equal to 15 + the caster level of the effect. If the check succeeds, the enchantment is broken. If it fails, the target is still enchanted, and the bard cannot use Song of Freedom to break the enchantment again until 24 hours have passed. The bard cannot use Song of Freedom on himself. This mind-affecting ability requires audible and visual components.

Soothing Performance (Su): (Any, 12 ranks) A bard can use his performance to create an effect equivalent to the *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance relies on audible and visual components. The bard does not need to make a Perform check, and can use this ability a number of times per day equal to his Charisma modifier.

Suggestion (Su): (Any, 6 ranks) A bard can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). Using this

ability does not disrupt the fascinate effect, but it does require a standard action to activate. A bard can use this ability more than once against an individual creature during an individual performance.

A failed Perform check negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components.

True Confession (Su): (*Speech*, 9 ranks) A bard can use performance to trick a creature into revealing its secrets. Using this ability requires a successful Sense Motive check to see through a Bluff or notice mental compulsion. After 3 continuous rounds, the bard makes a Perform check. Failure renders the target immune to this power for 24 hours. With a successful Perform check, a liar inadvertently reveals the lie and the truth behind it. A creature under a charm or compulsion reveals the nature of its enchantment and who placed it (if the creature knows) and gains a new saving throw to break free from the enchantment. This ability is language-dependent and requires audible components. Using this power requires only 2 rounds of performance at 15th level, and 1 round of performance at 20th level.

Ventriloquism (Ex): (*Act*, 2 ranks) A bard may use performance to make his voice sound as though it were coming from anywhere within 30 feet. A failed Perform check means that the target recognizes *ventriloquism* as a trick, though you can still be heard. This ability requires audible components.

Whistle the Wind (Su): (*Music*, 6 ranks) A sea singer can use performance to create a *gust of wind*. This wind lasts for as long as he continues his performance. He can extend this duration to 1 minute by playing for 5 consecutive rounds.

Inspire Competence (Su)

At first level, a bard can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +1 competence bonus on skill checks with a particular skill as long as he continues to hear the bard's performance. This bonus increases by +1 for every three levels the bard has attained beyond 1st (+2 at 4th, +3 at 7th, etc.). The bard may use any Perform skill for this performance. The DC for the bard's

Perform check is equal to the DC of the skill check.

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Versatile Performance (Ex)

At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 6th level, and every 4 levels thereafter, the bard can select an additional type of Perform to substitute.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

Well-Versed (Ex)

At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

Inspire Courage (Su)

A bard of 3rd level or higher can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Every three bard levels thereafter, this bonus increases by +1, to a maximum of +5 at 17th level. The bard may use any Perform skill for this performance. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Lore Master (Ex)

At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check

that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

Jack of All Trades (Ex)

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained. At 15th level, the bard considers all skills to be class skills. At 19th level, the bard can take 10 on any skill check, even if it is not normally allowed.

Legendary Performance (Su)

At 20th level, the bard becomes renowned for the otherworldly perfection of his craft. His Charisma score permanently increases by 2, and he may add half his class level to Bluff and Diplomacy checks made outside of combat. Any instrument the bard plays is treated as a masterwork instrument. Finally, the bard adds half his level to any save against being blinded or deafened, and his Performances do not suffer any negative effects from being blind or deaf.

Conversion Notes

Converting Bardic Performances

You can find other bardic performances in many Paizo and 3rd party sources, usually for variant bards. These performances are easily incorporated into the Spell-less Bard class as optional performances.

Converting most performances is easy. The level the core Bard gains the performance is equal to the minimum number of ranks the Spell-less Bard must have in the Perform skill to learn that performance. Your GM may also decide to limit which uses of the Perform skill are required for a particular performance.

The exception is performances that replace the Inspire Courage or Inspire Competence abilities, or other performances that provide a similar sort of scaling bonus. These are best handled as part of converting Archetypes: see below.

Adapting Bardic Archetypes

The Advanced Player's Guide introduces the concept of Archetypes, and the recent Paizo sourcebooks contains additional Archetypes. Archetypes are generally easy to convert for use with the Spell-less Bard.

Abilities that replace various Performances of the core Bard should generally be treated as additional Performances available to any Spell-less Bard. You may still take these Performances as part of your Archetype, but are not required to. Adapted Performances should make use of the Spell-less bard's special Perform check to determine its effectiveness, rather than the target's Will save. This goes for spells and masterpieces adapted as Performances as well.

Abilities that replace Inspire Courage or Inspire Competence function as they are described, except that they grant a +1 bonus at every level the basic Spell-less Bard normally gains the replaced ability. Note that the Spell-less Bard first gains Inspire Competence at 1st level, and Inspire Courage at 3rd.

For example, the *Naturalist* ability of the Archivist Bard archetype grants the core Bard a +1 insight bonus to various checks against certain monsters at 1st level, which increases at 5th level and every 6 levels after. Since this ability replaces Inspire Courage, for the Spell-less Bard this ability grants its +1 bonus at 3rd level, and every 3 level after up to 17th level. It otherwise functions the same.

Abilities that replace the core Bard's Bardic Knowledge, Well-Versed, Versatile Performance, Lore Master, and Jack of All Trades abilities function the same way for the Spell-less Bard.

Converting Bard Spells to Performances

While the point of the Spell-less Bard is to do away with spellcasting for the bard class, you may decide that the effects of certain bard spells could result from the Bard's mundane extraordinary talents. With the GM's permission, these can easily be converted into performances. Here are the minimum number of ranks in Perform a converted spell should require, according to its level. As with adapting standard Performances, the GM may decide to limit which uses of the Perform skill can be used for these spell-based Performances.

0:	1 ranks
1st:	2 ranks
2nd:	4 ranks
3rd:	7 ranks
4th:	10 ranks
5th:	13 ranks
6th:	16 ranks

The GM should be careful allowing the conversion of spells with multiple hostile targets; you may want to increase the number of ranks in Perform, or rounds of performance, above what is recommended here. Also, make

sure that a spell's effect is not already covered by an existing performance.

Using Bardic Masterpieces

The *Ultimate Magic* sourcebook introduces Masterpieces. Masterpieces can be adapted as Performances with very little effort. Use the Prerequisites listed as the necessary Perform check (i.e., a masterpiece that requires 9 ranks in Perform (oratory) to take also requires a Perform (oratory) check to use). Masterpieces as Performances require the time listed under Action before the effect takes place. Ignore the Cost and Use sections under the masterpiece's description.

Sample Bard Archetypes from the Advanced Player's Guide

Archivist

Some bards greatly prefer academic pursuits to the drama (and sometimes melodrama) of their artistic brethren.

Suggested Bardic Performances

Lamentable Belaborment, Pedantic Lecture

Lore Master (Ex)

At 2nd level, an archivist may take 20 on Knowledge checks once per day, plus once per six levels beyond 2nd.

This ability replaces versatile performance.

Magic Lore (Ex)

At 2nd level, an archivist gains a bonus on Spellcraft checks to *identify* magic items or decipher scrolls and may take 10 on such checks. An archivist can use Disable Device to disarm magical traps as per a rogue's trapfinding ability and gains a +4 bonus on saves against magical traps, language-dependent effects, and symbols, glyphs, and magical writings of any kind.

This ability replaces well-versed.

Naturalist (Ex)

At third level, an archivist who has identified a creature with a Knowledge check appropriate to its type can use performance to share strategies for defeating it with allies in combat. The archivist and any allies within 30 feet gain a +1 insight bonus to AC and on attack rolls and saving throws against exceptional, supernatural, and spell-like abilities used by creatures of that specific kind of monster (e.g., frost giants, not all giants or all humanoids). This bonus increases by +1 every three levels thereafter. This

language-dependent ability requires visual and audible components.

This ability replaces inspire courage.

Jack of All Trades (Ex)

At 5th level, an archivist can use any skill, even if the skill normally requires him to be trained. At 11th level, he considers all skills to be class skills, and at 17th level he can take 10 on any skill check, even if it is not normally allowed.

This ability replaces lore master.

Probable Path (Ex)

At 10th level, an archivist can calculate the action likely to bring success with the least risk. Once per day, he can take 10 on any d20 roll. He may use this ability one additional time per day for every three levels after 10th.

This ability replaces jack of all trades.

Court Bard

Spending years studying all of the finer points of erudition and etiquette, the court bard takes up the role of resplendent proclaimer and artist-in-residence at the hand of nobility, royalty, and the well-moneyed elite who aspire to join their ranks.

Suggested Bardic Performances

Glorious Epic, Scandal

Heraldic Expertise (Ex)

A court bard gains a bonus equal to half his bard level on Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (nobility) checks (minimum +1). Once per day, the court bard can also reroll a check against one of these skills, though he must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter.

This ability replaces bardic knowledge.

Mockery (Su) (comedy)

A court bard can subtly ridicule and defame a specific individual. The bard selects one target who can hear his performance. That individual takes a -1 penalty on Charisma checks and Charisma-related skill checks as long as the bard continues performing. This penalty increases by -1 every three levels thereafter. Mockery is a language-dependent, mind-affecting ability that relies on audible components.

This performance replaces inspire competence.

Satire (Su) (speech)

At third level, a court bard can use performance to undermine the confidence of enemies who hear it, causing them to take a -1 penalty on attack and damage rolls (minimum 1) and a -1 penalty on saves against fear and charm effects as long as the bard continues performing. This penalty increases by -1 every three levels thereafter. Satire is a language-dependent, mind-affecting ability that uses audible components.

This performance replaces inspire courage.

Wide Audience (Su)

At 5th level, a court bard can choose to affect a 60-foot cone instead of a 30-foot radius with bardic performances that affect an area. In addition, for every five levels beyond 5th, the area of such powers is increased by 10 feet (radius) or 20 feet (cone). If the power instead affects multiple creatures, it affects one additional creature than normal for every five levels beyond 5th. This does not affect powers that affect only a single creature.

This ability replaces lore master and jack of all trades.

Detective

Piecing together clues and catching the guilty with sheer cleverness, the detective is skilled at divining the truth.

Suggested Bardic Performances

True Confession, Show Yourselfs

Eye for Detail (Ex)

A detective gains a bonus equal to half his level on Knowledge (local), Perception, and Sense Motive checks, as well as Diplomacy checks to gather information (minimum +1).

This ability replaces bardic knowledge.

Arcane Insight (Ex)

At 2nd level, a detective can find and disable magical traps, like a rogue's trapfinding ability. In addition, he gains a +4 bonus on saving throws made against illusions and a +4 bonus on caster level checks and saving throws to see through disguises and protections against divination (such as *misdirection*, and *nondetection*).

This ability replaces well-versed.

Careful Teamwork (Su) (any)

At third level, detective uses performance to keep allies coordinated, alert, and ready for

action. All allies within 30 feet gain a +1 bonus on Initiative checks, Perception, and Disable Device checks for 1 hour. They also gain a +1 insight bonus on Reflex saves and to AC against traps and when they are flat-footed. These bonuses increase by +1 every three levels thereafter. Using this ability requires 3 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. This ability is language-dependent and requires visual and audible components.

This performance replaces inspire courage.

Savage Skald

Far from civilization, furious tribes have their own war-singers, work-chanters, and lore-keepers, savaging enemies with song and sword alike.

Suggested Bardic Performances

Inspiring Blow, Incite Rage, Berserkerang, Battle Song

Song of the Fallen (Sp)

At 10th level, a savage skald can duplicate the effect of a horn of Valhalla. This effect requires 10 continuous rounds of performance and summons barbarians as a silver horn at 10th level, as a brass horn at 13th level, as a bronze horn at 16th level, and as an iron horn at 19th level. The warriors remain only as long as the bard continues his performance. This ability requires audible components.

This performance replaces jack of all trades.

Sea Singer

The sea singer calls the blue waters his home, and is much in demand among sea captains wishing good fortune for their crew and hull as they ply the tradewinds far and wide.

Suggested Bardic Performances

Sea Shanty, Whistle the Wind, Call the Storm

Still Water (Su) (music)

A sea singer can use performance to calm rough waters within 30 feet, reducing the DC for Profession (sailor) and Swim checks, as well as for Acrobatics and Climb checks aboard ship, by an amount equal to the bard's level (to a minimum of DC 10) for as long he continues to perform. He can extend this duration to 1 hour by playing for 10 consecutive rounds. This ability requires audible components.

This performance replaces inspire competence.

World Traveler (Ex)

A sea singer gains a bonus equal to half his bard level on Knowledge (geography), Knowledge (local), Knowledge (nature), and Linguistics checks. He can reroll a check against one of these skills, but must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter.

This ability replaces bardic knowledge.

Familiar

At 2nd level, a sea singer acquires an exotic pet—a monkey or parrot (treat as raven)—that gains abilities as a wizard's familiar, using the sea singer's bard level as his wizard level.

This ability replaces versatile performance.

Sea Legs (Ex)

At 2nd level, a sea singer gains a +4 bonus on saving throws against air and water effects and effects that would cause the sea singer to slip, trip, or otherwise be knocked prone. He gains a +2 bonus to CMD against grapple, overrun, and trip.

This ability replaces well-versed.

Street Performer

Whether acrobat, troubadour, or thespian, the street performer mixes with the masses, singing for his supper.

Suggested Bardic Performance

Madcap Prank

Bardic Performance

A street performer gains the following types of bardic performance.

Slip through the Crowd (Su): (Act, 16 ranks)
A street performer's disappearing act enables affected creatures to move through crowd squares and enemy-occupied squares without impediment. Affected creatures are treated as if having *greater invisibility*, but enemies gain a new saving throw to notice them each time they are attacked.

Harmless Performer (Su) (*speech*)

A street performer can use performance to appear meek and unworthy of being attacked. While using this performance, whenever an enemy targets the street performer, the enemy must succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha bonus) or be unable

to attack the bard this round, as per *sanctuary*. The enemy loses the attack that targeted the bard, but may spend additional attacks targeting other creatures. If the opponent was targeting the street performer with a spell, it must succeed at a concentration check at the same DC or lose the spell. If this check succeeds, it may target another creature with the spell instead. This mind-affecting ability requires audible or visual components.

This replaces Inspire Competence.

Gladhanding (Any)

A street performer earns double the normal amount of money from Perform checks. As a standard action, he may use a Bluff check in place of a Diplomacy check to improve a creature's attitude for 1 minute, after which its attitude becomes one step worse than originally.

This ability replaces the bard's first-level bardic performance.

Streetwise

A street performer gains a bonus equal to half his level on Bluff, Disguise, Knowledge (local), and Sleight of Hand checks, Diplomacy or Intimidate checks made to influence crowds, and Diplomacy checks to gather information (minimum +1).

This replaces bardic knowledge.

Disappearing Act (Su) (any)

At 3rd level, a street performer can use performance to divert attention from an ally. All creatures within 30 feet that fail a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) treat one creature chosen by the bard as if it were invisible. This performance affects one additional creature every 3 levels thereafter. If the targets take any action that would cause them to become visible, they become visible to everyone. The bard cannot use this ability on himself. This ability is a mind-affecting effect that requires visual components.

This ability replaces Inspire Courage.

Quick Change (Ex)

At 5th level, a street performer can don a disguise as a standard action by taking a -5 penalty on his check. He can take 10 on Bluff and Disguise checks and use Bluff to create a diversion to hide as a swift action. He can take 20 on a Bluff or Disguise check once per day, plus one time per six levels beyond 5th.

This ability replaces lore master.

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