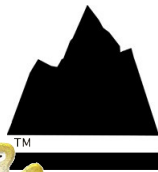


BARD DECK

# 17<sup>TH</sup> AGE





### Move It! 1<sup>st</sup>

**Trigger:** Natural even roll

**Effect:** *Choose one:* One of your unengaged allies can move as a free action; **OR** one of your engaged allies can make a disengage check as a free action.

**A:** The disengage check gains a +2 bonus.

**C:** The bonus increases to +5.

**E:** An engaged ally you target with this battle cry can pop free from one enemy as a free action before making the disengage check.

### We Need You! 1<sup>st</sup>

**Trigger:** Natural even hit

**Effect:** A nearby conscious ally can roll a save against a save ends effect.

**A:** The save gains a +1 bonus.

**C:** The bonus increases to +2.

**E:** If the escalation die is 3+, two nearby conscious allies instead of one can each roll a save (with bonuses).

### Stay Strong! 1<sup>st</sup>

**Trigger:** Natural 16+

**Effect:** Give a nearby ally a +2 bonus to AC until the start of your next turn.

**A:** Bonus also applies to PD.

**C:** Bonus also applies to MD.

**E:** Bonus increases to +4.

### Pull It Together! 1<sup>st</sup>

**Trigger:** Natural 11+; use only twice per battle

**Effect:** One nearby ally can heal using a recovery.

## BARDIC WAR CRIES

**A:** The target adds +1d4 healing per point on the escalation die.

**C:** The attack can now also trigger on any natural even roll; the extra healing is now +1d6 per point.

**E:** You can use **Pull It Together** three times per battle; the extra healing is now +1d10 per point.

### Hang Tough! 3<sup>rd</sup>

**Trigger:** Natural odd roll

**Effect:** Give a nearby ally temporary hit points equal to your Charisma modifier.

**A:** If the ally is staggered, double the temporary hit points.

**C:** Add your level to the temporary hit points given (add before any doubling).

**E:** You can choose yourself instead of an ally as the target of the battle cry.

### It's All Yours! 3<sup>rd</sup>

**Trigger:** Natural even miss

**Effect:** This battle, your next ally to attack the target you missed gains a +2 attack bonus with that attack.

**A:** That ally's attack also deals +1d6 damage.

**C:** The damage bonus increases to +3d6.

**E:** The damage bonus increases to +3d12.

### Take Heart! 3<sup>rd</sup>

**Trigger:** Any hit

**Effect:** Choose a nearby ally. That ally can roll a save against a save ends effect; **OR** roll a normal save against a condition that has a duration that lasts until the end or beginning of a turn.



### Stay True! 5<sup>th</sup>

**Trigger:** Natural 16+ if the escalation die is 3+; otherwise natural 20

**Effect:** A nearby ally regains the use of a once-per-battle racial ability that was expended this battle.

### Victory Is Ours! 5<sup>th</sup>

**Trigger:** Natural 16+ if the escalation die is 5+; otherwise natural 20

**Effect:** A nearby ally can heal using a recovery, and three nearby allies gain a +3d6 damage bonus to their next damage roll this battle.

**C:** The battle cry can now trigger when the escalation die is 3+ instead of 5+.

**E:** The damage bonus is now +3d12.

### They Fall Before Us! 7<sup>th</sup>

**Special:** *You can use this battle cry only on your turn.*

**Trigger:** Natural 20

**Effect:** A nearby ally can make a basic attack as a free action.

**E:** The battle cry can now trigger on a natural 19+.

### The Time Is Now! 9<sup>th</sup>

**Trigger:** Natural 19+

**Effect:** Choose one nearby ally. That ally can expend a recovery to regain a daily power or spell.

**E:** The battle cry can now trigger on natural 18+.



## Battle Chant

Ranged spell  
At-Will

**Special:** When you use battle chant, you can choose any battle cry effect you know as if you were making a basic melee attack, with the battle chant attack roll taking the place of the basic melee attack roll.

**Target:** One nearby enemy

**Attack:** Charisma + Level vs. MD

**Hit:** 1d4 + Charisma thunder damage.

**Slot :** 3<sup>rd</sup> 2d4 damage. 5<sup>th</sup> 4d4, 7<sup>th</sup> 6d4, 9<sup>th</sup> 10d4

**A :** Your **Battle Chant** damage dice are now d6s instead of d4s.

**C :** Once per day, you can expend one of your recoveries to re-roll a **Battle Chant** attack roll.

**E :** One battle per day, your **Battle Chant** damage dice become d10s.

## Befuddle

Ranged spell  
Recharge : 11+ after battle

**Target:** One nearby creature with 40 hp or fewer

**Attack:** Charisma + Level vs. MD

**Hit:** The target is confused until the end of your next turn.

**Natural Even Miss:** The target is dazed until the end of your next turn.

**Slot :** 3<sup>rd</sup> 64hp. 5<sup>th</sup> 96hp, 7<sup>th</sup> 160hp, 9<sup>th</sup> 266hp

**A :** Recharge check is now 6+.

**C :** The target of the spell doesn't have to be nearby, just in line of sight.

**E :** On a hit, the confusion effect is now save ends.

# 1ST LEVEL BARD SPELLS & SONGS

## Charm Person

Ranged spell  
Daily

**Target:** One nearby creature with 40 hp or fewer

**Special:** This spell cannot be cast in combat or on a target that has rolled initiative to fight.

**Attack:** Charisma + Level vs. MD

**Hit:** The target believes you are their friend until you or your allies take hostile action against them (attacking their normal allies is okay). The spell works best as a type of pacifier; if you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

**Special:** On a miss, the spell is not detectable by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

**Slot :** 3<sup>rd</sup> -64hp. 5<sup>th</sup> -96hp, 7<sup>th</sup> -160hp, 9<sup>th</sup> -266hp

## Soundburst

Ranged spell  
Daily

**Target:** 1d4 nearby enemies in a group

**Attack:** Charisma + Level vs. PD

**Hit:** 5d6 + Charisma thunder damage, and the target is dazed until end of your next turn.

**Miss:** Half damage, and deal thunder damage equal to your level to each of your allies engaged with the target.

**Slot :** 3<sup>rd</sup> 6d8 damage. 5<sup>th</sup> 8d10, 7<sup>th</sup> 2d6x10, 9<sup>th</sup> 3d6x10

**A :** Nat. even hit, the dazed effect is now save ends.

**C :** The spell is now recharge 16+ after battle instead of daily.

**E :** You can now target 1d4 + 1 enemies in a group with the spell.

## Song of Heroes

Bardic Song  
Recharge : 11+ after battle

**Quick action each turn :** 11+ to sustain

**Opening & Sustained Effect:** You and your nearby allies gain a +1 attack bonus until the start of your next turn.

**Final Verse:** The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

**3<sup>rd</sup> lvl song** The effect also provides a +1 bonus to saves.

**5<sup>th</sup> lvl song** Sustain the song on a 9+.

**7<sup>th</sup> lvl song** Recharge check is now 6+.

**9<sup>th</sup> lvl song** The effect also provides a +1 bonus to MD.

## Song of Spilt Blood

Bardic Song  
Daily

**Quick action each turn :** 6+ to sustain

**Opening & Sustained Effect:** Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.

**Final Verse:** The effect ends immediately, and you or one ally of your choice can heal using a recovery.

**3<sup>rd</sup> level song** Sustain the song on a 4+.

**5<sup>th</sup>/7<sup>th</sup>/9<sup>th</sup> song** Add +5/10/15 hp to the recovery.



# 3RD LEVEL BARD SPELLS & SONGS

## Song of Aid

Bardic Song  
Daily

*Quick action each turn; 11+ to sustain*

**Opening & Sustained Effect:** You or a nearby ally gains 3d6 temp. hp

**Final Verse:** One target that gained temp. hp can also heal using a recovery.

**Slot :** 5<sup>th</sup> 5d6, sustain 9+; 7<sup>th</sup> 7d6, recov is free; 9<sup>th</sup> 9d8, sustain 7+;

## Song of Thunder

Bardic Song  
Daily

*Standard action each turn; 11+ to sustain*

**Opening & Sustained Effect:** Make the following attack against 1d4 + 1 nearby enemies.

**Attack:** Charisma + Level vs. PD

**Hit:** 5d6 + Charisma thunder damage.

**Miss:** —

**Final Verse:** Make the attack again, this time it deals ½ dam on a miss.

**Slot :** 5<sup>th</sup> 7d6, 7<sup>th</sup> 9d8, 9<sup>th</sup> 10d12

**C :** The number of targets increases to 2d4.

**E :** Two of the targets can now be far away instead of nearby.

## Vicious Mockery

Ranged spell  
Recharge 11+ after battle

**Target:** One nearby enemy

**Attack:** Charisma + Level vs. MD

**Hit:** 6d6 + Charisma psychic damage, and until the end of your next turn, when the target misses with one of its attacks, it takes half the damage its attack would have dealt.

**Miss:** Damage equal to your level.

**Slot :** 5<sup>th</sup> 9d6, 7<sup>th</sup> 10d8, 9<sup>th</sup> 2d8x10

**A :** On a hit, the effect that damages the target when it misses is now save ends.

**C :** Recharge check is now 6+.

**E :** A natural even miss does not expend the spell.

## Wild Heal

Ranged spell  
Daily

**Targets:** Two random nearby allies. Choose the targets randomly from all nearby allies (including you) who are damaged.

**Effect:** Each target can heal using a recovery.

**Slot :** 5<sup>th</sup> Add +5hp to recovery, 7<sup>th</sup> Add +15hp, 9<sup>th</sup> Add +25hp

**A :** The spell is now recharge 16+ after battle instead of daily.

**C :** Add a third random target.

**E :** The recoveries the targets use are now free.



## 5TH LEVEL BARD SPELLS & SONGS

### Arrow of Verse

Ranged spell  
Recharge 16+ after battle

**Target:** One nearby enemy

**Attack:** Charisma + Level vs. MD

**Hit:** 8d8 + Charisma psychic damage + Xd6 bonus damage, where X = escalation die.

**Miss:** Xd6 psychic damage, where X = escalation die.

**Slot :** 7<sup>th</sup> 10d10, 9<sup>th</sup> 2d10x10

**C :** Recharge check is now 11+.

**E :** Bonus dice and miss dice are now d12s.

### Discombobulate

Ranged spell  
Daily

**Target:** One nearby creature with 100 hp or fewer

**Attack:** Charisma + Level vs. MD

**Hit:** The target is confused until it rolls two successful saves.

**Miss:** The target is dazed until the end of your next turn.

**Slot :** 7<sup>th</sup> -140hp, 9<sup>th</sup> -240hp



### Song of Magic

Bardic Song  
Daily

**Quick action each turn:** 16+ to sustain

**Opening & Sustained Effect:** Until the start of your next turn, you and your nearby allies who cast spells that are normally expended by being cast can roll a d20 after casting the spell; on a 16+, the spell is not expended.

**Final Verse:** All spells you and your allies cast before the start of your next turn gain a +2 attack bonus.

**7<sup>th</sup> lvl :** Gain a bonus to song of magic's sustain check equal to the escalation die.

**9<sup>th</sup> lvl :** Rolls to retain expended spells gain a bonus equal to the escalation die.

## 7TH LEVEL BARD SPELLS & SONGS

### The Overworld Two-Step

Close-quarters spell  
Recharge 16+ after battle

*Quick action to cast*

**Effect:** You can swap your position and the positions of all your nearby allies, even if you can't see them when you cast the spell. Each position presently occupied by you or an ally must end up occupied after the swap, but otherwise you can swap freely. (Your allies are free to lobby with suggestions, but the decisions are yours to make.)

**C :** Recharge check is now 11+.

**E :** You can now also swap the positions of far away allies you can see, up to a maximum of 9 creatures.



### Song of Blood & Legends

Bardic song  
Daily

**Standard action each turn:** 16+ to sustain

**Opening & Sustained Effect:** Each nearby ally who hits at least one enemy with an attack during their turn can heal using a recovery.

**Final Verse:** One nearby ally can make a basic attack as a free action and heal using a recovery if the attack hits at least one target.

**9<sup>th</sup> lvl :** The recovery granted by the final verse attack is free.

### Song of Victory

Bardic song  
Daily

**Quick action each turn:** 16+ to sustain

**Opening & Sustained Effect:** Each nearby enemy that has fewer hit points than you is dazed until the end of your next turn.

**Final Verse:** Each nearby enemy takes 5d6 + Charisma psychic damage.

**9<sup>th</sup> lvl :** 7d6 damage.



# 9TH LEVEL BARD SPELLS & SONGS

## Inspire Legends

**Special:** Escalation die must be 4+.

**Targets:** You and all nearby allies

**Effect:** Each target can roll a d20 for each of its expended daily, recharge, and per battle powers and spells other than inspire legends. If the roll is 11+, the character regains the use of that power or spell.

Close-quarters spell  
Daily

## Song of Destinies

Bardic song  
Daily

**Quick action each turn:** 11+ to sustain

**Opening & Sustained Effect:** Later this turn, you can add 1 to the natural result of one ally's d20 roll AND later separately subtract 1 from the natural result of an enemy's d20 roll.

**Final Verse:** The GM chooses an icon relevant to the situation; you choose the PC who will make an icon relationship check. That player makes the check and joins the GM in a duet of improvisation as to how the icon relationship roll has some impact on the current battle.



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