

Bard

CLASS TRAITS

Role: Leader. You inspire others through song and story and are truly a master of the 110% principle.

Power Source: Martial, Arcane. You are spent your lifetime learning how to rouse emotions and sway wills with the sound of your music and voice as well as time spent with blade and shadow in the service of some one somewhere as spy, diplomat or courier.

Key Abilities: Intelligence, Dexterity, Charisma

Armour Proficiencies: Cloth, leather, hide, chainmail, light shield.

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defenses: +2 Will

Hit Points at 1st Level: 12+Constitution modifier

Hit Points per Level Gained: 5

Healing Surges per Day: 6+Constitution modifier

Trained Skills: Streetwise and Arcana. Choose any other three skills.

Build Options: Musician, Spellblade

Class Features: Bardic Knowledge, Cantrips, Bardic Music, Healing Hymn(?)

Bards are the quintessential companions. Traveling the land and picking up a variety of tricks, stories and magic enables Bards to aid their allies with sound advice or inspiring music. A true entertainer at heart, Bards have a strong tie to illusory magic, which entertains audiences and confuses their foes. Inspiring the masses with a masterful song or poem, the Bard is a confident and capable leader.

A Bard is a jack-of-all-trades, using his music to fill in a variety of roles if need be. An aspiring Bard could be a simple minstrel, an accomplished diplomat, a mysterious spy or world renowned teller of epics.

Will you lead others into the dark depths of some forgotten tomb with a cheerful song or use honeyed words to topple an empire or simply bring cheer to others through music and word?



Creating a Bard

The bard has two basic builds to start: the musician or the spell blade. Bards rely on Charisma for their musical and oratorical abilities and Reflex for their abilities with blade and defense and Intelligence can be useful on more than one occasion depending on the career path the bard might choose in life.

Once a bard has reach Paragon level there are four paragon paths that they can choose from, War Chanter, Virtuoso, Shadow Dancer, Sublime Chord.

The Musician

You are the center of attention, bursting into song or playing a fine medley, you grant powerful effects to your allies. This build usually is in the back lines, supporting your allies and hindering your foes with mind affecting effects. To this end, choose powers that give your allies the upper hand or heal them. Using your offensive songs at the right time can also turn the tide of a battle in your favor. Make Charisma your primary score and Dexterity as your secondary and Intelligence as your tertiary score.

Suggested Feat: Skill Focus, Alertness

Suggested Skills: Perception, Insight, Diplomacy

Suggested At-Will Powers: Inhibiting Song, Warning Yell

Suggested Encounter Power: Distracting Shout

Suggested Daily Power: Burst of Awe

The Spell Blade

Using a myriad of special abilities you've picked up on your way through the world, your attacks flourish with arcane might. You strike swiftly with deadly effect. This build focuses mostly on melee combat and usually plays mind games with those you face. Assign your highest ability score to Dexterity, and your secondary score to Charisma. Apply your tertiary score to Intelligence.

Suggested Feat: Nimble Blade (Human feat: Toughness)

Suggested Skills: Acrobatics, Athletics, Perception, Bluff

Suggested At-Will Powers: Improvised Jab, Insightful Strike

Suggested Encounter Power: Critical Strike

Suggested Daily Power: Accelerated Strike

Instruments

Bards make use of instruments of music to help channel and direct their powers. Every bard starts with mastery of one type of instrument. Without an instrument a bard can still use their powers. A bard wielding a magic percussion, stringed, or wind instrument can add its enhancement bonus to the attack rolls and the damage rolls of bardic powers as well as bard paragon powers that have the instrument keyword.

Bard Class Features

As a bard you're gifted with the ability to wear most light armours and wield a good selection of weapons both melee and ranged and have a medium amount of hit points. The majority of your attacks while they deal damage to your targets but possibly a larger use of them is to increase the effectiveness of your allies and decrease that of your enemies. In addition you have the class features as listed below.

Instrument Mastery

The bard specializes in the use of one kind of instrument to gain additional abilities when they wield it. Choose one of the following forms of instrument mastery. Instruments are always considered two handed items for the purposes of determining wielding. A bard can use their voice in muse or song as an instrument for the purposes of powers unless otherwise stated.

Stringed Instrument:

Once per encounter as a free action you adjust a targeted creature's attack roll downwards equal to your Dexterity modifier by playing a nerve grating jangled riff. You must have a stringed instrument wielded in order to use this ability.

Wind Instrument:

Once per encounter as a immediate interrupt, you gain a bonus to defense of one attack equal to your charisma as you play a mocking melody designed to make anyone attacking momentarily be enraged and unable to attack accurately. You can declare this effect after the DM has told you the damage total. Alternately you can play a short tune and gain +2 on any charisma based skill checks. You must wield a wind instrument to use this ability.

Percussion Instrument:

One per encounter as a Standard Action you can shift a targeted creature within 10 squares of you one square or a targeted creature within five squares up to two squares. You must wield a percussive instrument in order to use this ability.

Bardic Knowledge

A bard picks up obscure stories and legends from other bards and people. As a result, a bard knows a little bit about almost everything gaining a +2 to all knowledge checks.

Cantrips

A bard has minor training in the arcane arts and as a result, can choose 2 cantrips from the wizard list and can use them as At Will powers.

Bardic music

Once per encounter you can play or sing a Bardic song, inspiring your allies to greater deeds, or confusing your opponents. Regardless of how many different uses you have for Bardic Song, you can use only one such ability per encounter. The special ability or power you invoke works just like your other powers. A starting bard can choose two of the following Bardic Music powers at character start:

Bardic Music: Countersong

Bard Feature

You sing and play at your highest notes trying to mask the sounds of battle.

Encounter ♦ Arcane, Instrument

Target: All allies within burst

Standard Action Close burst 10

Effect: Against an effect that relies on sound, or with the thunder keyword, You and all allies gain a save with a bonus equal to your Charisma modifier.

Bardic Music: Inspire Courage

Bard Feature

You quickly chant a song of bravery, and raise your allies' morale for a few seconds.

Encounter ♦ Arcane, Instrument

Standard Action Close burst 10

Target: All allies within burst

Effect: Gain a +1 power bonus to attack rolls and defenses against fear effects until the start of your next turn. The bonus increases to +2 at 11th level and +3 at 21st level.

Special: You can activate Healing Hymn and it sustains the song until the end of your next turn.

Bardic Music: Fascinating Song

Bard Feature

A strange but soothing melody erupts from you, entralling your enemies in their steps.

Encounter ♦ Arcane, Charm, Instrument

Standard Action Ranged 10

Target: One creature within range (2 creatures at 11th level, 3 creatures at 21st level)

Attack: Charisma vs. Will.

Hit: Target is restrained and can't take attacks against you until the end of your next turn (save ends). If you or your allies attack the target, this effect ends immediately.

Special: You can activate Healing Hymn and it sustains the song until the end of your next turn.

Bardic Music: Inspire Competence

Bard Feature

A mellow melody motivates your allies to try their best.

Encounter ♦ Arcane, Instrument

Standard Action Close burst 10

Target: All allies within burst

Effect: Your allies gain a +2 power bonus to their skill checks until the start of your next turn. The bonus increases to +3 at level 11, +4 at level 21, +5 at level 30.

Special: You can activate Healing Hymn and it sustains the song until the end of your next turn.

Healing Hymn

Bard Feature

A mellow melody motivates your allies to try their best.

Encounter ♦ (Special) Arcane, Healing

Special: You can use this power twice per encounter, but only once per round. At 16th level you can use this power three times per encounter.

Minor Action Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level and 6d6 at 26th level.



Heroic Powers

Bard Powers

Your bard powers are called spellsongs. Some are better for the musician and some are better for the spellblade. But a bard can choose any power when making a power selection.

Level 1 At-Will Spellsongs

Inspiring Strike

Bard Attack 1

By striking in a skilled fashion, your allies are inspired to fight longer.

At Will ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[w]+Dexterity modifier damage, and one ally you can see gains temporary hit points equal to your Intelligence modifier + one-half your level.

Increase damage to 2[w]+ dexterity modifier at 21st level.

Improvised Jab

Bard Attack 1

You attack your foe in an unorthodox manner, allowing one of your comrades to take advantage of the situation.

At Will ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[w] + Dexterity modifier damage. One ally within 5 squares gains a power bonus to on its next attack roll against the target equal to your Dexterity modifier.

Increase damage to 2[w]+ dexterity modifier at 21st level.

Inhibiting Song

Bard Attack 1

You sing or play a strange verse, distracting your foe's attention from your allies.

At Will ♦ Arcane, Thunder, Instrument

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: Deal damage equal to your Charisma modifier, target takes a penalty to attack rolls equal to your Intelligence modifier until the end of your next turn.

Warning Shout

Bard Attack 1

You shout at your opponent, giving your ally enough time to recover.

At Will ♦ Arcane, Thunder, Instrument

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: Deal your Charisma damage against target and one ally within range can make a saving throw.

Level 1 Encounter Spellsongs

Distracting Shout

Bard Attack 1

By yelling an insult or just making a loud noise, your opponent lowers his guard for a second. Just enough time for your ally to take advantage.

Encounter ♦ Arcane, Instrument, Thunder

Standard Action Ranged 5

Target: One creature.

Attack: Charisma vs. Will.

Hit: 1d8+Charisma modifier thunder damage, one ally adjacent to the target gets a basic melee attack against it as a free action. Your ally adds your Charisma modifier to the damage.

Critical Strike

Bard Attack 1

By seizing the moment to attack, you motivate your allies to press on and rout your opponent.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Special: Must be flanking while making this attack.

Hit: 1 [w] + dexterity modifier damage, and all allies within 3 squares gain a +2 power bonus to attack rolls against the target until the end of your next turn.

Amplifying Verse

Bard Attack 1

As you strike, you chant a heroic motto that allows you and your ally to concentrate on the flow of battle.

Encounter ♦ Arcane, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1 [w] +Dexterity modifier damage, you and one ally within 5 squares gain +1 power bonus to attack and defenses until the end of your next turn. In addition, your ally gains temporary hit points equal to your Intelligence modifier + one-half your level.

Sounds of Paranoia

Bard Attack 1

After you strike, your foe sees shadows approaching at every angle, opening up potential assaults.

Encounter ♦ Arcane, Weapon, Illusion

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC.

Hit: 1 [w] + Dexterity modifier damage and target is considered flanked until the end of your next turn.

Burst of Awe

Bard Attack 1

With a flick of your wrist and an chanted word, a burst of light staggers your foes and gives your allies new hope.

Daily ♦ Arcane, Instrument, Thunder

Standard action Close burst 2

Target: Each enemy in burst

Attack: Charisma vs. Will.

Hit: The target is dazed until the end of its next turn.

Effect: You and all your allies in the burst regain 5 hit points and receive 5 temporary hit points + your Charisma modifier.

Accelerated Strike

Bard Attack 1

You strike hard and fast, inciting your allies to follow your example.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[w] + Dexterity modifier.

Miss: 1[w]

Effect: Until the end of the encounter, you and your allies within 5 squares can shift as a minor action.

Scintillating Wit

Bard Attack 1

With a twist of your lips and a quick joke, an opponent falls to the ground laughing uncontrollably, uplifting the chaos of combat if but for a few seconds.

Daily ♦ Arcane, Instrument, Charm

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Effect: Until the end of the encounter, you and each ally within sight, gain a +2 power bonus to attack rolls against the target.

Miss: You and each ally in sight gain +2 power bonus to attack rolls against the target until the end of your next turn.

Special: If the target is of a different race, it gains a +2 bonus to its save because humor doesn't translate well.

Shadow Image

Bard Attack 1

You close your eyes and imagine a goblin walking across the bridge.

Daily ♦ Arcane, Instrument, Illusion

Standard Action Ranged 1 square within 10 squares

Target: One square (see below)

Attack: Charisma vs. Will.

Hit: 1d6+ Charisma modifier damage (only when illusion attacks)

Miss: Target realizes its an illusion and is now immune to the spell.

Effect: You make a visual illusion of an object or creature or force that occupies a square. The illusion cannot go further than 10 squares from you or out of line of sight.

You can move your image up to 6 squares as a minor action and make it attack as a move action. if you make your image attack or the image is attacked by a foe, you must make a attack roll against the creature the illusion attacked or which attacked the illusion. This illusion lasts until the end of your next turn.

Sustain Standard: Illusion lasts until the end of your next turn up to a maximum of 5 minutes.

Words of Balance**Bard Attack 1**

Certain patterns of words create a resonating field of noise that caresses the ears of those that hear them resulting in a loss of equilibrium..

Daily ♦ Arcane, Instrument, Reliable

Standard Action Ranged burst 2 within 10 squares

Target: Each creature in burst or one creature

Attack: Charisma vs. Reflex

Hit (burst): Target is knocked prone. This power lasts until the end of your next turn. Any creature that enters the area is subject to another attack. You can dismiss this effect as a minor action.

Hit: (creature): Drop one item to the ground that is in target's hands, your choice.. This effect lasts until the end of your next turn.

Level 2 Utility Spellsongs**Refreshing Song****Bard Utility 2**

You hum a simple tune of encouragement putting your ally's mind at ease.

Daily ♦ Arcane, Healing

Standard Action Melee touch

Target: You or one creature

Effect: The target gains the effect of a second wind. Add your Intelligence modifier to the hit points regained.

Special: This power's effect does not count as the target's second wind for the encounter.

Explain the Technique**Bard Utility 2**

"You're bending your elbow too much!"

Encounter ♦ Arcane

Minor Action Ranged 5

Targets: You or one creature

Effect: The target gains a power bonus to attack rolls and skill checks equal to your Intelligence modifier until the end of your next turn.

Inspirational Medley**Bard Utility 2**

With an encouraging medley, you give your allies a renewed resolve.

Encounter ♦ Arcane Minor Action Close burst 5

Target: You and each ally in burst

Effect: The targets gain a +2 power bonus to their attack rolls and defenses until the end of your next turn.

Lively Step**Bard Utility 2**

A quick fanfare is all it takes to march faster.

Encounter ♦ Arcane

Minor Action Close burst 6

Targets: You and each ally in burst

Effect: Until the end of your next turn, the targets speed increases by 2 squares.

Level 3 Encounter Spellsongs**Bladeweave****Bard Attack 3**

Your blade shifts and weaves, dizzying your opponent as you strike.

Encounter ♦ Arcane, Weapon, Illusion

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2 [w] + Dexterity modifier and the target is dazed until the end of your next turn.

Ironthunder Horn

Bard Attack 3

You blow an eldritch horn that appears, pointing it at a foe in the distance, knocking him to the ground.

Encounter ♦ Arcane, Instrument, Thunder

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier thunder damage and knocks the target prone.

Pyrotechnics

Bard Attack 3

With a wave of the hand and a snap of your fingers, a flash of light bursts in an opponent's eyes.

Encounter ♦ Arcane, Instrument, Radiant

Standard Action Ranged 10

Target: One creature.

Attack: Charisma vs. Will.

Hit: 1d10+ charisma modifier radiant damage. Target is dazed until the end of your next turn.

Distorting Strike

Bard Attack 3

You mutter a spell under your breath and strike with your weapon, sapping the strength from your opponent.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC.

Hit: 2 [w] + weakened until the end of its next turn.

Bard Daily Spellsongs 5

Into the limelight

Bard Attack 5

You throw a stream of shining greenish dust that sticks to your foe's armor and eyes.

Daily ♦ Arcane, Instrument, Reliable

Standard Action Ranged burst 2 within 20 squares

Target: Each creature in burst

Attack: Charisma vs. Will

Hit: Target is blinded. (save ends), suffer a -5 penalty to stealth checks until the end of the encounter, outlines invisibility.

Miss: suffer a -5 to stealth checks until the end of the encounter, outlines invisibility.

Wave of Grief

Bard Attack 5

With a cry of sorrow your foes start to believe the fight is hopeless.

Daily ♦ Arcane, Instrument

Standard Action Ranged Blast 3

Target: Each creature in blast

Attack: Charisma vs. Will

Hit: Until the end of the encounter, the target takes a -2 penalty to attack rolls and defenses. (save ends). If the target fails its save, the target becomes restrained.

Miss: Until the end of your next round the target takes -2 penalty to attack rolls and defenses.

Battle Hymn

Bard Attack 5

Singing a heroic song of battle, you wade into combat, inspiring an ally to continue the fight.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2 [w] + Charisma modifier damage. One ally within 5 squares makes a saving throw, with a +2 power bonus.

Miss: One ally within 5 squares makes a saving throw against one effect that the target caused and that a save can end.

Sonic Weapon

Bard Attack 5

Your weapon roars with a thunderclap.

Daily ♦ Arcane, Thunder, Weapon

Minor Action Melee touch

Target: One held weapon

Effect: Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 thunder damage. When the weapon hits an enemy, the enemy takes a -2 penalty to attack rolls until the end of the weapon wielder's next turn.

Level 6 Utility Spellsongs

Swift Invisibility

Bard Utility 6

You sing a quick verse and you are concealed for a few seconds from your foes

Daily ♦ Arcane, Illusion

Minor Action Personal

Effect: You are invisible until the start of your next turn. If you attack, you become visible.

Inner Rage

Bard Utility 6

With a steady beat, you whip your allies into a frenzy.

Daily ♦ Arcane

Standard Action Close burst 5

Target: You and each ally in burst

Effect: The target gains temporary hit points equal to half your character level. In addition, the target gains a +1 power bonus to attack, damage and Will defense. However, the target suffers a -2 penalty to AC. All of these benefits and penalties last until the end of the encounter.

Combined Talent

Bard Utility 6

You exhort your allies to work together, guiding their actions in song.

Encounter ♦ Arcane

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Until the end of your next turn, aiding another is a minor action and the bonus granted is +3 rather than +2.

Soothing Touch

Bard Utility 6

Whispering ancient words you touch your ally on the shoulder reinvigorating him.

Daily ♦ Arcane, Healing

Standard Action Melee touch

Target: You or one creature

Effect: The target regains hit points as if spent a healing surge, and the target may use a second wind as an immediate action. Add your Intelligence Modifier to the hit points regained.

Special: This power's effect does not count as the target's second wind for the encounter.

Heroism

Bard Utility 6

With a word of encouragement, you or your ally unlocks their heroic potential.

Daily ♦ Arcane, Healing

Standard Action Melee Touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge and a +2 power bonus on attack rolls, skill checks and saves until the end of the encounter.

Level 7 Encounter Spellsongs

Combined Talent

Bard Attack 7

You exhort your allies to work together, guiding their actions in song.

Encounter ♦ Arcane

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Until the end of your next turn, aiding another is a minor action and the bonus granted is +3 rather than +2.

Hold Creature

Bard Attack 7

With a piercing gaze, you assault the mind of your foe, making him freeze in his steps.

Daily ♦ Arcane, Instrument, Charm

Standard Action Ranged 6

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8+Charisma modifier psychic damage, target is restrained until the end of your next turn.

Hold Creature

Bard Attack 7

With a piercing gaze, you assault the mind of your foe, making him freeze in his steps.

Daily ♦ Arcane, Instrument, Charm

Standard Action Ranged 6

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8+Charisma modifier psychic damage, target is restrained until the end of your next turn.

Deafening Blast

Bard Attack 7

The sound of an explosion ripples out from the location you point at.

Encounter ♦ Arcane, Instrument, Thunder

Standard Action Ranged burst 2 within 10 squares

Target: All creatures within blast

Attack: Charisma vs. Fortitude

Hit: 3d6 + Charisma modifier thunder damage, target is deafened. (save ends)

Echoing Strike

Bard Attack 7

With a swift blow, the sound of thunder echoes in your foe's ear.

Encounter ♦ Arcane, Weapon, Thunder

Standard Action Melee Weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[w] + Dexterity modifier and takes 5 ongoing thunder damage (save ends), One ally within 5 squares can spend a healing surge. Add your Intelligence modifier to the hit points regained.

Tactical Precision

Bard Attack 7

You strike at the right time, encouraging your allies to work as a team.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[w] + Dexterity modifier.

Effect: You and all allies within 5 squares gain a +2 power bonus to attack rolls and an additional 1d6 damage when attacking a creature that is granting combat advantage. This lasts until the end of your next turn.

Level 9 Daily Spellsongs

Dirge of Discord

Bard Attack 9

You play an eerie song of death that sows confusion among your foes.

Daily ♦ Arcane, Instrument, Necrotic

Standard Action Ranged burst 2 within 5 squares

Target: All creatures within burst

Attack: Charisma vs. Will

Hit: 3d6+Charisma modifier necrotic damage, target is slowed and takes a -2 penalty on attack rolls and AC (save ends)

Miss: half damage, target is slowed and takes a -2 penalty on attack rolls and AC until the start of your next turn.

Whirling Blade

Bard Attack 9

You extend a hand and toss your blade out, surprising your enemies as it spins and cuts all in its path

Daily ♦ Arcane, Weapon, Reliable

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Dexterity vs. AC

Hit: 2 [w] + Dexterity modifier damage, target grants combat advantage until the end of your next turn.

Sound Burst

Bard Attack 9

The roaring sound of a furious thunderstorm explodes at your command, leaving your foes reeling in pain.

Daily ♦ Arcane, Instrument, Thunder

Standard Action Ranged Burst 2 within 20 squares

Target: Each creature in burst

Attack: Strength vs. Fortitude

Hit: 2d10+ Thunder damage, target is stunned (save ends).

Miss: Half damage.

War Cry

Bard Attack 9

With a loud battleshout and a heroic charge, your foes flee before you as your allies follow your lead.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Special: You must charge as part of this attack.

Hit: 2[w]+cha modifier the target moves its speed + your charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Miss: Half damage

Effect: All allies within sight can spend a healing surge.

Level 10 Utility Spellsongs

Victorious Song

Bard Utility 10

Playing the anthem of ancient empires, you boost your allies' morale to win the fight.

Daily ♦ Arcane

Standard Action Ranged burst 6

Target: You and all allies within hearing range.

Effect: Until the end of the encounter, the target gains a +2 power bonus to attack rolls, skill checks, saves and damage rolls.

Lingering Chorus**Bard Utility 10**

Spectral voices continue to echo your song.

Daily ♦ Arcane**Free action Personal**

Effect: You do not need to sustain any of your Bardic Music for the rest of the encounter. In addition, the bonus or number of targets for your Bardic Music increases by 1 until the end of the encounter.

Recovering song**Bard Utility 10**

You start to chant an elven lullaby, granting peace for a few seconds in a pitched battle.

Daily ♦ Arcane, Healing**Standard Action Close** burst 5**Targets:** You and each ally in burst

Effect: Each target can activate their second wind. Add your Intelligence modifier to the hit points recovered. This use does not count as the target's second wind for the encounter. In addition, each target gains a +2 power bonus on its saves until the end of your next turn.

Safe Travels Chant**Bard Utility 10**

As you chant and touch your ally's hand, golden sparks fly out as he appears a distance away in relative safety.

Daily ♦ Arcane**Standard Action Melee** Touch**Target:** You, one ally, or one unattended object

Effect: The target teleports 10 squares away in a random direction and must end up further away from all enemies.

Paragon Tier Powers**Level 13 Encounter Spellsongs****Haunting Tune****Bard Attack 13**

You sing a grim chorus and your foes shudder in fear.

Encounter ♦ Arcane, Fear**Standard Action Ranged** burst 2 within 10 squares**Target:** All creatures in burst**Attack:** Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage. The target receives a -2 penalty to attack rolls and defenses until the end of your next turn.

Dissonant Chord**Bard Attack 13**

You play a loud note which is atrocious to hear, driving your enemies back.

Encounter ♦ Arcane, Instrument, Thunder**Standard Action Close** burst 2**Target:** Each enemy in burst**Attack:** Charisma vs. Fortitude

Hit: 2d8 + charisma modifier thunder damage, and you slide the target out of the burst area.

Wounding Lunge**Bard Attack 13**

You swing or thrust your weapon as hard as you can, drawing blood from your foe.

Encounter ♦ Arcane, Weapon**Standard Action Melee** weapon**Target:** One creature**Attack:** Dexterity vs. AC.

Hit: 3 [w] + dexterity modifier, target is considered bloodied to you and your allies until the start of your next turn.

Shadowmend**Bard Attack 13**

As you strike your foe you are covered in shadows. The resulting shadows casts over your allies and heals them.

Encounter ♦ Arcane, Weapon, Illusion, Healing**Standard Action Melee** weapon**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 2 [w] + dexterity modifier and any ally within 5 squares can spend a healing surge.**Effect:** You gain concealment until the end of your next turn.**Level 15 Daily Spellsongs****Misfortune's Curse****Bard Attack 15**

You curse the foe and laugh at how unlucky he is to face you in combat.

Daily ♦ Arcane, Instrument, Charm**Standard Action Ranged 5****Target:** One creature**Attack:** Charisma vs. Will**Hit:** Until the end of the encounter, the target must re-roll any roll it makes and take the lowest result. (save ends).**Miss:** Until the end of the encounter, the target takes a -2 penalty to ac (save removes)**Puppeteer****Bard Attack 15**

With a chuckle and the movement of your fingers, your foe grimaces in pain and then falls under your control as if it were a puppet.

Daily ♦ Arcane, Instrument, Charm, Psychic**Standard Action Ranged 10****Target:** One creature**Attack:** Charisma vs. Will**Hit:** 4d8+ Charisma modifier. In addition, the target is dominated until the end of your next turn (save ends). Suicidal actions grant an immediate saving throw to remove the effect.**Miss:** Half damage and target is immobilized until the end of your next turn**Sustain Minor:** The effect persists until the end of your next turn, up till a maximum of 5 minutes.**Otto's Imperative Ambulation****Bard Attack 15**

After you strike, your foe feels compelled to move recklessly.

Daily ♦ Martial, Weapon, Charm, Reliable**Standard Action Melee** weapon**Target:** One creature**Attack:** Dexterity vs. Will**Hit:** 3 [w] + Dexterity Modifier damage. Until the end of the encounter, the target must first move 2 squares before taking any action. (save ends)**Menacing Shade****Bard Attack 15**

You close your eyes and imagine an ogre smashing your foes under its foot.

Daily ♦ Arcane, Instrument, Illusion**Standard Action Ranged 4** squares within 10 squares**Target:** Up to four squares (see below)**Attack:** Charisma vs. Will.**Hit:** 3d6 + Charisma modifier damage (only when illusion attacks)**Miss:** Target realizes its an illusion and is now immune to the spell.**Effect:** You make a visual illusion of an object, creature or force that occupies a up to four squares. The illusion cannot go further than 10 squares from you or out of line of sight.

You can move your image up to 6 squares as a minor action and make it attack as a move action. if you make your image attack or the image is attacked by a foe, you must make a attack roll against the creature the illusion attacked or which attacked the illusion. This illusion lasts until the end of your next turn.

Sustain Standard: The Illusion lasts until the end of your next turn up to a maximum of 5 minutes.

Dolorous Blow**Bard Attack 15**

You strike your opponent in the head, impairing his judgment when avoiding deadly blows.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[w] + dexterity modifier. Until the end of the encounter, any attack roll against the target can score a critical hit on a roll of 19-20.

Miss: half damage.

Level 16 Utility Spellsongs**Protégé****Bard Utility 16**

With a slap on the back, you hand an ally a harp, and he starts to play a masterpiece.

Daily ♦ Arcane

Standard Action Melee touch

Target: One ally

Effect: The target gains the power to use Bardic songs and Healing Hymn as if he were a bard of half your level. In addition, he gains a +2 power bonus on reflex and will defenses. These effects last until the end of the encounter.

Ruin-Delvers Fortune**Bard Utility 16**

The mistakes of the past will not be repeated.

Daily ♦ Arcane

Immediate Interrupt Ranged 10

Trigger: A creature attacks you or your ally

Effect: The target gains a power bonus to all defenses equal to your Charisma modifier against the attack. In addition, the target takes no damage or ill effect on a miss.

Song of Grace**Bard Utility 16**

A calming song lets you and your allies catch your breath.

Encounter ♦ Arcane, Healing

Standard Action Close burst 5

Target: You and each ally in burst

Effect: Each target can spend a second wind.

Special: This power's effect does not count as the target's second wind for the encounter.

Haste**Bard Attack 15**

Your fingers flicker across the strings as lightning dances across the clouds.

Daily ♦ Arcane

Standard Action Close burst 5

Target: You and each ally in burst

Effect: Until the end of the encounter, you and all allies speed increases by 2. In addition the targets gain a +1 power bonus to attack rolls and reflex saves with a free basic attack as long as they haven't taken a move action in the round.

Swift Fly**Bard Attack 15**

You are lifted on high on the wings of music.

Daily ♦ Arcane

Minor Action Personal

Effect: You gain a speed of fly 8 until the start of your next turn.

Level 17 Encounter Spellsongs

Blinking Assault

Bard Attack 17

You appear and disappear from reality for a few seconds as you approach your foe.

Encounter ♦ **Arcane, Weapon**

Standard Action Melee weapon

Special: You can move up to your speed before or after striking without provoking opportunity attacks. You can't use this power's effects work in an area with an active forbiddance ritual.

Attack: Dexterity vs. AC

Hit: 2 [w] + dexterity modifier damage.

Effect: You gain total concealment until the start of your next turn.

Resonating Melody

Bard Attack 17

You repeat a verse over and over, healing your allies and confusing your opponents.

Encounter ♦ **Arcane, Psychic, Healing**

Standard Action Close burst 5

Target: Each foe in burst.

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage, and target takes a -2 penalty to ac until the start of your next turn.

Effect: You and each ally within the burst can spend a second wind.

Shout Attack

Bard Attack 17

You cup a hand near your mouth and let loose a yell at the top of your lungs, shattering everything in your path.

Encounter ♦ **Arcane, Instrument, Thunder**

Standard Action Close Blast 6

Target: Each creature or object in blast

Attack: Charisma vs. Fortitude.

Special: If the target is a construct or object, the attack is Charisma vs. Reflex.

Hit: 4d6 + charisma modifier thunder damage and the target is deafened (save ends) If the target is a construct or unattended object, the damage is 4d8+ charisma modifier thunder damage.

Spectral Strike

Bard Attack 17

Your hands and weapon become ghostlike, enveloping your foe in shadow as you lunge forward.

Encounter ♦ **Arcane, Weapon, Illusion**

Standard Action Melee weapon

Target: One creature

Attack: Dexterity +2 vs. reflex

Hit: 3[w] damage + Dexterity modifier. The target considers all foes to have concealment until the end of your next turn.

Level 19 Daily Spellsongs

Resounding Thunder

Bard Attack 19

The sound of a tornado's winds explodes in the ear of any who dare attack you or your ally.

Daily ♦ **Arcane, Thunder**

Standard Action Melee touch

Target: You or one ally.

Effect: Until the end of the encounter, any creature that attacks the target in Melee[b] takes 3d8+ charisma modifier thunder damage plus ongoing 10 thunder damage. (save ends), In addition, the target gains a +2 power bonus to ac.

Thundercloud

Bard Attack 19

You sing a cadenza, and a standing wave of thunder lingers in the area.

Daily ♦ Arcane, Instrument, Conjunction, Thunder

Standard Action Area wall 10 within 10 squares

Effect: You create a wall of contiguous squares that have continuous sound waves echoing through the area that lasts until the end of your next turn. The wall can be up to 10 squares long and 4 squares high. The spaces occupied by the wall are considered difficult terrain. If a creature enters the wall, or starts its turn there, it takes 4d6+charisma Modifier thunder damage and is deafened (save ends).

Sustain Minor: The barrier persists.

The Sandman's Aria

Bard Attack 19

Sand trickles from your held out fist to swirl in the air into a small ball as a haunting lullaby echoes faintly through the air.

Daily ♦ Arcane, Sleep

Standard action Personal

Effect: You create a wall of contiguous squares that have continuous sound waves echoing through the area that lasts until the end of your next turn. The wall can be up to 10 squares long and 4 squares high. The spaces occupied by the wall are considered difficult terrain. If a creature enters the wall, or starts its turn there, it takes 4d6+charisma Modifier thunder damage and is deafened (save ends).

Effect: Until the end of the encounter, you can manifest up to one special projectile per turn as a minor action. This projectile is fired forth as a basic Ranged attack that deals 3d8+charisma modifier damage and slows the target (save ends). If the target fails its first saving throw it becomes unconscious (save ends)

If you miss the attack it deals half damage and the trailing dust slows the target. (save ends)

Mind Fog

Bard Attack 19

A thin mist erupts from the ground, playing tricks on your foe's minds and aiding your allies.

Daily ♦ Arcane, Charm, Psychic, Healing, Zone

Standard Action Close burst 5

Attack: all enemies within burst

Hit: 4d8+ Charisma Modifier psychic damage. Target takes a -5 penalty to will defense (save ends)

Miss: Half damage. Target takes a -2 penalty to will defense (save ends).

Effect: Until the end of the encounter, you can manifest up to one special projectile per turn as a minor action. This projectile is fired forth as a basic Ranged attack that deals 3d8+charisma modifier damage and slows the target (save ends). If the target fails its first saving throw it becomes unconscious (save ends)

If you miss the attack it deals half damage and the trailing dust slows the target. (save ends)

Effect: You and each ally within the area can use your second wind. In addition, you or any ally who begins their turn inside the zone gains regeneration 5 until the end of the encounter.

Special: This power's effect does not count as the target's second wind for the encounter.

Epic Tier Powers

Level 22 Utility Spellsongs

Song of the Tides

Bard Utility 22

The feeling of a wave of water crashes over you and your allies, protecting you from harm.

Daily ♦ Arcane

Standard Action Close burst 5

Targets: You and each ally in burst

Effect: Target gains resist 5 to all damage and a +2 power bonus defenses until the end of the encounter.

Secondary Effect: You gain a swim speed of 6, low light vision (if applicable) and can breathe underwater for up to 5 minutes.

Renewed Vigor

Bard Utility 22

A golden light emanates from your feet, giving you and your allies a burst of energy

Encounter ♦ Arcane, Healing

Standard Action Close burst 6

Targets: You and each ally in burst

Effect: Target can spend a second wind and gains temporary hit points equal to half your level. In addition, if the target is weakened or slowed, it gets a saving throw to remove the effect.

Special: This power's effect does not count as the target's second wind for the encounter.

A Hero's Tale

Bard Utility 22

Legends never die.

Daily ♦ Arcane

Standard Action Melee touch

Target: You or one ally

Effect: The target gains temporary hit points equal to your level. In addition, until the end of the encounter the target gains a +4 power bonus to attack rolls, skill checks, saves and is immune to fear effects.

Battle Cry

Bard Utility 22

With a bold shout, you rally your allies with a burst of confidence.

Encounter ♦ Arcane, Healing

Minor Action Close burst 10

Target: You and all allies within burst

Effect: Target gains a power bonus on their next damage roll equal to your Charisma modifier. The target must make this attack before the end of your next turn or lose the bonus. In addition, if the target is suffering from a charm, or fear effect, it makes a save against it with a +2 power bonus.

Jungle Drums

Bard Utility 22

You close your eyes and imagine you and your allies are fighting in the trees of a vast jungle.

Encounter ♦ Arcane, Illusion, Instrument

Standard Action Close burst 6

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: Your opponents believe that the area surrounding you is impassable until the end of your next turn. As a result, you and your allies are considered to have total cover against Meleef[/b] attacks, and cover against Ranged[/b] attacks.

Miss: Your opponents believe that the area surrounding you is difficult terrain until the end of your next turn.

Special: This power's effect does not count as the target's second wind for the encounter.

Level 23 Encounter Spellsongs

Song of Nightmare

Bard Attack 23

A torrent of dark and twisted images appears in the mind of your opponent as you strike.

Encounter ♦ Arcane, Weapon, Psychic

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3 [w] + dexterity modifier psychic damage. Target is weakened until the start of your next turn.

Dimensional Strike

Bard Attack 23

You incant a quick spell and vanish from sight for but a second catching your foe off guard

Encounter ♦ Arcane, Weapon, Teleportation

Standard Action Melee weapon

Target: One creature

Special: You can teleport up to 5 squares before or after the strike. You gain combat advantage against the opponent you strike.

Attack: Dexterity vs. AC

Hit: 4[w] + dexterity modifier damage.

Music of the Elements

Bard Utility 23

You unleash a wave of shadow, which your foes believe to be a burning cloud of fire.

Encounter ♦ Arcane, Instrument, Illusion, Acid, Cold, Fire, Lightning or Thunder

Standard Action Ranged burst 4 within 20 squares

Target: Each enemy in burst

Special: Choose one of the following damage types before attacking; Acid, Cold, Fire, Lightning, Thunder

Attack: Charisma vs. Reflex and Will

Hit (Reflex): The target takes a -2 AC and reflex defense until the start of your next turn.

Hit(Will): 4d6 + Charisma modifier elemental damage (see above)

Miss (Reflex): No effect.

Miss (Will): Half damage. Target realizes it was an illusion.

Level 25 Daily Spellsongs

Wail of Doom

Bard Attack 25

You unleash a terrible requiem of agony that envelops your foes in black energy.

Daily ♦ Arcane, Instrument, Necrotic

Standard Action Close blast 6

Target: Each creature in blast

Attack: Charisma vs. Will

Hit: 4d10+ Charisma modifier necrotic damage. The target moves its speed + your charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks. In addition, the target takes a -2 penalty to attack rolls and defenses for the rest of the encounter (save ends)

Miss: Half damage, the target takes a -2 penalty to defenses until the end of your next turn.

Otto's Irresistible Dance

Bard Attack 25

As your fingers pick out a bright an airy tune, those who hear can't help but dance along.

Daily ♦ Arcane, Instrument

Standard Action Close blast 5

Target: Each creature in blast

Attack: Dexterity vs. Will

Hit: Target is stunned; In addition, at the start of its turn, it provokes an opportunity attack. (save ends each separately)

Miss: Target provokes an opportunity attack.

Effect: Until the end of the encounter, all allies within 5 squares gain +2 power bonus to all defenses and attack rolls.

Chord of Being**Bard Attack 25***One sound, multiple notes.***Daily ♦ Arcane, Weapon, Illusion, Reliable****Standard Action Melee** Weapon**Target:** One creature**Attack:** Dexterity vs. AC, Will**Hit (AC):** 5 [w] + dexterity modifier.**Hit (Will):** The target still believes the duplicate is real.**Effect:** After attacking, you create an illusory duplicate of your self that stands directly in your square if your duplicate is ever attacked you must make an attack roll (see above). You turn invisible until the end of your next turn. If you attack, the invisibility ends.**Sustain Minor:** The effect persists until the end of your next turn up to a maximum of 5 minutes.**Song of Discord****Bard Attack 25***A dissonant melody makes your foes attack each other***Daily ♦ Arcane, Instrument, Charm, Reliable****Standard Action Ranged** Burst 4 within 20 squares**Target:** Each creature in burst**Attack:** Charisma vs. Will**Hit:** Until the end of the encounter, the target must roll a d100 at the start of its turn. if a 50 or lower is rolled, the creature must attack the nearest creature to the best of its ability. Otherwise, the target may act normally. (save ends)**Level 27 Encounter Spellsongs****Jungle Drums****Bard Attack 27***You sing a chorus of angels in battle as you strike, granting your allies a glimpse of the heavens.***Encounter ♦ Arcane, Weapon****Standard Action Melee** weapon**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 3 [w] + Dexterity modifier damage. Each ally within 5 squares of you can spend a healing surge and gains temporary hit points equal to your charisma modifier.**Angelic Inspiration****Bard Attack 27***You sing a chorus of angels in battle as you strike, granting your allies a glimpse of the heavens.***Encounter ♦ Arcane, Weapon****Standard Action Melee** weapon**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 3 [w] + Dexterity modifier damage. Each ally within 5 squares of you can spend a healing surge and gains temporary hit points equal to your charisma modifier.**Special:** This power's effect does not count as the target's second wind for the encounter.**Lighthearted Melody****Bard Attack 27***You chant a mellow tune, and a brilliant ray of light blasts towards your opponent.***Encounter ♦ Arcane, Instrument, Radiant****Standard Action Ranged** 5**Target:** One creature**Attack:** Dexterity vs. Reflex**Hit:** 4d10+Charisma modifier radiant damage. Target is blinded until the end of your next turn.

Greater Shout**Bard Attack 27**

You inhale and then unleash a earth-shaking yell.

Encounter ♦ Arcane, Instrument, Thunder

Standard Action Close Blast 6

Target: Each creature or object in blast

Special: If the target is a construct or object, the attack is Charisma vs. Reflex.

Attack: Charisma vs. Fortitude.

Hit: 6d6 + Charisma modifier thunder damage and the target is deafened (save ends) If the target is a construct or unattended object, the damage is 6d8+ Charisma modifier thunder damage.

Silver Tongue**Bard Attack 27**

You start to hum and point your Closed fist at your enemy, making him blink and think you are a trusted ally.

Encounter ♦ Arcane, Instrument, Charm, Psychic

Standard Action Ranged 5

Target: One living creature

Attack: Charisma vs. Will

Hit: 3d8+ Charisma modifier psychic damage. The target forgets you are its enemy and targets its nearest ally with attacks until the end of your next turn. If the target has no allies, it takes no actions on its turn.

Level 29 Daily Spellsongs**Resonating Agony****Bard Attack 29**

A deep resonating tone courses through your foe, shaking his body apart from within.

Daily ♦ Arcane, Instrument, Thunder

Standard Action Melee Touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4d10+charisma modifier thunder damage. Deals 15 ongoing thunder damage (save reduces ongoing damage by 5)

Miss: Half Damage. Target receives 10 ongoing thunder damage (save reduces ongoing damage by 5).

The Perfect Pitch**Bard Attack 29**

With a sound of utter clarity you swing your weapon shattering stone and limb.

Daily ♦ Arcane, Instrument, Thunder

Standard Action Melee weapon

Target: One creature or unattended object

Attack: Dexterity vs. AC

Hit: 6[w] + Dexterity modifier thunder damage. If the target is a construct or unattended object the damage is 7[w] + Dexterity modifier thunder damage.

Miss: Half damage.

Dirge**Bard Attack 29**

An ancient song of the death gods rolls forth from your lips and dark shadowy forms radiating a bitter cold of the soul rise up against your enemies.

Daily ♦ Arcane, Instrument, Necrotic, Zone

Standard Action Close Burst 6

Attack: Charisma vs. Fortitude

Hit: 4d10+Charisma modifier necrotic damage. In addition target is weakened until the end of the encounter (save ends)

Miss: Half damage.

Sustain Minor: When you sustain this power, make a charisma vs fortitude attack against every enemy within the zone dealing 2d8+charisma modifier necrotic damage and weakening the target until the start of your next turn

You extend your hand and a shadowy version of yourself appears. It smiles as now two of you prepare to assault your foes.

Daily ♦Arcane, Instrument, Illusion

Standard Action Ranged 10

Target: One square within range.

Attack: Charisma vs. Will.

Hit: 4d8 + Charisma modifier damage (only when illusion attacks)

Miss: Half damage and the target realizes its an illusion and is immune to receiving damage from the spell except if you originate a power from the duplicate.

Effect: You create a shadow duplicate of yourself that appears in 1 unoccupied square within range. You must maintain line of effect to the illusion at all times. If you ever use any teleportation powers or leave line of effect from the illusion, it disappears.

You can direct the duplicate to move up to 6 squares and attack as a move action. If you make your image attack or the image is attacked by a foe, you must make a attack roll against the creature the illusion attacked or which attacked the illusion. This illusion lasts until the end of the encounter, up to a maximum of 5 minutes.

Special: You can originate any of your powers from the illusion's square rather than your own.

Paragon Paths

War Chanter

"I am the living embodiment of the sound of battle."

Prerequisite: Bard Class

You are the fearless song of war, pushing those around you to greater heights. You might lead a warband or just be a walking bastion of inspiration during the most horrible battles.

War Chanter Path Features

Inspire Toughness (11th level): When you use an action point to gain an extra action, you grant yourself and all allies within line of effect temporary hit points equal to half your level.

War Chanter Music (11th level): You can use two Bardic music effects per encounter rather than one. In addition, you can combine two Bardic music effects by just activating one. For example, you could sing counter song and inspire courage with a single standard action.

Singing Shout (16th level): Whenever activating Bardic music effects you can grant any affected allies a +2 bonus on their next attack and damage roll before the end of your next turn.

Inspire Recklessness

War Chanter Attack 11

Your carelessly lunge into the fray, ferociously attacking all in your path.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Special: You can use this power as part of a charge.

Attack: Dexterity +2 vs. AC

Hit: 3 [w] damage + Dexterity modifier.

Effect: You suffer a -2 penalty to AC until the start of your next turn. In addition, one ally within 5 squares of you can use an encounter power either as part of a charge as long as it has a range of melee. The ally suffers -2 penalty to AC and gains a +2 bonus to his attack roll if he chooses to use this power.

Sound the Horns of Battle

War Chanter Utility 12

You jump to the front lines and unite your allies with the fervor of the ancient armies of the past.

Daily ♦ Arcane

Standard Action Close burst 12

Target: All allies within burst

Effect: Until the end of the encounter, any ally within the effect can use any other ally's stat modifier if it is higher than his for the purpose of attacking or dealing damage.

Inspire Awe

War Chanter Attack 20

You showcase your finest vision of the chaos of battle, placing dread in the hearts of your enemies.

Daily ♦ Arcane, Instrument, Fear, Psychic

Standard Action Close burst 6

Target: All enemies within burst

Attack: Charisma vs. Will

Hit: 4d8+Charisma modifier psychic damage. In addition, until the end of the encounter, the target is stunned and takes a -2 penalty to attack and defenses. (save ends separately)

Miss: Half damage. In addition, takes a -2 penalty to attack and defenses until the end of your next turn.

Virtuoso

"Watching my performance is the greatest experience a creature can ever attain."

Prerequisite: Bard Class

You are the center of attention, a walking performer of grandiose reputation and talent. Wherever you go, people usually come from far and wide just to see you perform. Your performances have a supernatural effect on those who are near your presence. Even your worst enemies begrudgingly admire or fear your talents even in the thick of battle.

Virtuoso Path Features

Virtuoso Performance (11th level): When you use an action point to gain an extra action, you gain an additional use of Bardic Music for the encounter.

Fascinating Song (11th level): If you do not have the Fascinating song Class feature, you now gain it. (If you already have it, add an additional target to its effect.)

Sustaining Song (11th level): Once per encounter you can make one ally within 6 squares automatically succeed on a death or dying effect.

Revealing Melody (16th level): Whenever activating a Bardic music effect, you can grant any affected allies the ability to see through illusions and invisibility effects until the end of your next turn.

Jarring Song

Virtuoso Attack 11

You play a high-pitched aria, which disrupts your foes focus

Encounter ♦ Arcane, Instrument, Psychic

Standard Action Close burst 5

Target: Each enemy in burst.

Attack: Charisma vs. Fortitude

Hit: 3d6+ Charisma modifier psychic damage. In addition, you can move the target 1 square. This provokes opportunity attacks.

Song of Fury

Virtuoso Utility 12

You play a bandinerie inciting your allies with ferocious vigor.

Daily ♦ Arcane

Standard Action Close burst 12

Target: All allies within burst

Effect: The target gains temporary hit points equal to your level. In addition, the target gains a +2 power bonus to attack rolls, damage rolls and will defense. However, the target suffers a -2 penalty to AC. All of these benefits and penalties last until the end of the encounter.

Mindbending Melody

Virtuoso Attack 20

You twist the thoughts of those enthralled by your performance.

Daily ♦ Arcane, Instrument, Charm, Psychic

Move Action Close burst 6

Target: Any creature that is restrained by Fascinating Song

Attack: Charisma vs. Will

Hit: 4d10+Charisma modifier psychic damage. In addition, target is dominated until the start of your next turn.

Miss: Half damage and target is dazed until the end of your next turn.

Sustain Minor: When you sustain this power, make a charisma vs fortitude attack against every enemy within the zone dealing 2d8+charisma modifier necrotic damage and weakening the target until the start of your next turn

Shadowdancer

"Now you see me now you don't."

Prerequisite: Bard Class

You are a living paradox, intriguing the masses by staying out of sight. You usually keep to yourself and use your powers to deceive others. Dancing in the dark borders of reality and the shadowfell, you gain unnatural powers of illusion and deception. You can almost never be kept down, always having a trick up your sleeve.

Shadowdancer Path Features

Hide in Plain Sight (11th level): When you use an action point to hide, you don't have to have cover or concealment to make a stealth check. This effect lasts until the end of your next turn.

Touch of Darkness (11th level): You gain a +2 bonus on stealth checks.

Mark of the Shadowfell (16th level): You gain darkvision.

Twin Of Light And Darkness

Shadowdancer Attack 11

The sweep of your blade exposes a duplicate of yourself nearby.

Encounter ♦ Arcane, Illusion

Standard Action Melee weapon

Target: One Creature

Attack: Dexterity vs. AC

Hit: 3 [w] + Dexterity modifier.

Effect: You create a duplicate of yourself that stands in your square. Until the start of your next turn, all attacks have a 50% of hitting you. Creatures with special senses such as truesight, tremorsense or blindsight are immune to this effect.

Shadows Embrace

Shadowdancer Utility 12

A nearby shadow swallows you up only to have you appear next to a foe.

Encounter ♦ Arcane, Teleportation

Minor Action Personal

Effect: You teleport up to 4 squares.

Effect: You create a duplicate of yourself that stands in your square. Until the start of your next turn, all attacks have a 50% of hitting you. Creatures with special senses such as truesight, tremorsense or blindsight are immune to this effect.

Mindbending Melody

Shadowdancer Attack 20

With a reality twisting riff you open a hole to the shadowfell and one of it's denizens steps forth to aid you.

Daily ♦ Arcane, Conjunction, Instrument

Standard Action Ranged 10

Target: One creature adjacent to the shadow

Attack: Dexterity vs. AC

Hit: 4d8+Dexterity modifier damage

Effect: You conjure a shadow that occupies 1 square within range. The creature follows your orders and takes its turn at the start of your turn. It can move up to 5 squares and attack once per round. The shadow lasts until the end of the encounter.

Sublime Chord

"Music is the fabric of the universe. Harness it and you will gain true power"

Prerequisite: Bard Class

You are an adept performer and scholar, carefully singing or playing your instrument with the same precision and dedication that a wizard studies his books. You are typically inspired by the preservation and expansion of knowledge. You seek to unravel the ties between magic and song, combining the two into a composite whole.

Sublime Chord Path Features

Expanded Repertoire (11th level): You can use an action point to recover one bard encounter power that you have already used rather than taking an extra action.

True Lore (11th level): Once per encounter, you can re-roll any knowledge check.

Student of the Stars (16th level): Whenever using Healing Hymn or a Bardic music effect, the effect deals 1d6 damage to the target if it is an enemy, or gives 1d6 hit points if the target is an ally.

Song of Timelessness	Sublime Chord Attack 11
<i>You envelop the target in a shimmering silver aura, removing it from the time cycle.</i>	
Encounter ♦ Arcane	
Standard Action Ranged 10	
Target: One Creature	
Attack: Charisma vs. Will	
Hit: 3d6+ Charisma modifier. The target cannot take any actions on its turn. The target is immune to all effects and attacks until the start of your next turn.	

The Ancient Sounds	Sublime Chord Attack 12
<i>You incant the lost verses of eldritch songs, empowering your spells to great effect.</i>	
Encounter ♦ Arcane	
Move Action Personal	
Effect: The next attack you make in this round gains an additional dice of damage + your Intelligence modifier.	

Echos of Flames	Sublime Chord Attack 20
<i>You pull upon the energy of the worlds beyond with your music, igniting your foes in arcane fire.</i>	
Daily ♦ Arcane, Instrument, Fire	
Standard Action Ranged burst 4 within 20 squares	
Target: Each creature in burst	
Attack: Charisma vs. Reflex	
Hit: 2d10+Dexterity modifier damage plus ongoing 5 fire damage (save ends)	

Credits:

Bard Images: Wizards of the Coast

<http://www.wizards.com/>

Original Bard Class: Saric on 4th edition forums:

<http://forums.gleemax.com/member.php?u=177034>

Changes to Bard Class: Danmar

<http://www.keyourcars.com/>

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