**Bard**

8 HP/Level

6 Skills

KOM: Charisma

KDM: Intelligence

BAB: Good

Good Saves: Reflex/Will

Poor Saves: Fort

Fast Track: Battle Inspiration

Medium Track: Flourish and Flair

Slow Track: Profound Insight

**Battle Inspiration:**

1st Circle – It’s Only a Flesh WoundSU: Once per round as a move action you heal one ally within [Medium], restoring 1d6 + your [KDM] in hit points. This amount increases by 1d6 for each additional circle of the Battle Inspiration track you possess for a maximum of 7d6 + [KDM] at the 7th Circle. This is a [Healing] effect.

2nd Circle – Inspirational WordsEX: Whenever you heal an ally for their level or greater in hit points, they also gain temporary hit points equal to your level. These temporary hit points do not stack and end at the end of the [Encounter].

3rd Circle – This Time, do it RightEX: Once per round as an immediate action, when an ally within [Close] misses a weapon attack, they may reroll the attack, adding your [KOM] to hit.

4th Circle – Valiant InspirationEX: Whenever you target an ally with an ability from the Battle Inspiration track you may remove all [Fear] effects on them or allow them to stand up from prone or take an immediate 5 ft step as a free action.

5th Circle – Group EffortEX: You may now target two allies with “It’s Only a Flesh Wound”, additionally you may remove the [Battered] condition, if you do so, Inspirational Words triggers even though no damage was healed.

6th Circle – The Best Defense…EX: Whenever you target an ally with “It’s Only a Flesh Wound” they can immediately make one melee or ranged attack adding your [KOM] to damage. Taking this action doesn’t affect the subject’s normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

7th Circle – Walk it OffEX: Twice per encounter as an immediate action, when an ally within [Close] fails a save, you can allow them to reroll it, adding your charisma bonus to the roll.

**Flourish and Flair:**

1st Circle – Confounding StrikeEX: Whenever you hit an opponent, reduce their saves by one. This stacks up to three times, and expires at the end of the [Encounter].

~~2~~~~nd~~ ~~Circle – Flourish~~~~EX~~~~: You add your Charisma bonus to your damage rolls with any weapon.~~

2nd Circle – Biting AssaultEX: As a standard action you may make a single attack adding your Charisma bonus to damage. If the attack hits, your target gains the [Battered] condition for one round per two circles of Flourish and Flair you possess (to a maximum of 3 rounds at the 6th circle), unless they succeed on a Fort Save (DC 10 + ½ your level + your Charisma modifier).

3rd Circle – Witty RetortEX: Once per round when an opponent misses you with an attack, you may intimidate them as an immediate action (as per the in-combat use of the Intimidate skill). If your intimidate attempt succeeds, you instead apply the [Shaken] condition to that opponent for two [Rounds]. This application of the [Shaken] condition doesn’t stack with itself, but stacks normally with other [Fear] effects. This is a [Mind-affecting] [Fear] effect.

4th Circle – There’s Always Time to PoseEX: You may take an additional swift or immediate action per round.

5th Circle – Salt in the WoundEX: As a swift action once per round when you hit an opponent, you can force them to make a Will Save (DC 10 + ½ your level + your Charisma modifier) or be [Shaken] for two [Rounds]. This application of the [Shaken] condition doesn’t stack with itself, but stacks normally with other [Fear] effects. This is a [Mind-affecting] [Fear] effect.

6th Circle – Stinging InsultEX: Once per round, as a swift action, deal three times your KOM in damage to all foes within [Medium] that are [Shaken], [Frightened], [Panicked], or [Cowering].

7th Circle – I’m just that AwesomeEX: Every time you hit an opponent you can force them to make a Reflex save (DC 10 + ½ your level + your Charisma modifier) or be [Blown Away].

**Profound Insight:**

1st Circle – Bardic KnowledgeEX: Add half your level (minimum 1) to untrained skill checks. Additionally you may use consumables that require a skill you do not have trained.

2nd Circle – The Perfect SpotEX: You gain the Evasion ability. Once per [Encounter], if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.

3rd Circle – Gravity is More of a GuidelineEX: You gain a flight speed equal to your normal land speed.

4th Circle – It Could Always be WorseEX: You gain [Immunity] to effects with the [Fear] descriptor.

5th Circle – DilettanteEX: Once per scene you may spend five minutes to gain a non-Iconic Feat that you meet the prerequisites for. This feat lasts until the end of the scene.

6th Circle – All the World’s a StageEX: Whenever you roll a skill check or saving throw you now roll twice and choose the better result.

~~7~~~~th~~ ~~Circle – Your Puny Weapons Can’t Hurt Me~~~~EX~~~~: Once per [Encounter], as a swift action, you can become invincible. For the following [Round], you have [Immunity] to hit point and ability damage, [Binding] effects, and the [Dazed] and [Stunned] conditions.~~

7thCircle – They’re just wordsSP: Choose a spell. Once per encounter you may use the spell as a spell like ability. You may change the spell chosen at the beginning of every Quest.