

The Chronicler

Spells

2nd level

Gallant Inspiration (divination, immediate, V, close, one living creature, SRyes) – When a creature fails an attack or skill, they get +2d4 competence retroactively. This may cause them to succeed.

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 50min, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

Pyrotechnics (transmutation, VSM, long, one fire source) – Extinguish fire, cause either fireworks or smoke cloud. Fireworks blind those w/in 120 ft WILL or be blind for 1d4+1 rds. (SR applies). Smoke cloud, spreads within 20ft., blocks line of sight, and those in cloud FORT or take -4 STR & DEX while in and 1d4+1 rds after they leave the cloud.

1st level

Feather Fall (transmutation, immediate, V, close, five medium or smaller freefalling creatures, until landing or 5rds, SRyes) – Slows down falling rate to 60ft/rd.

Hideous Laughter (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 5rds, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

Liberating Command (transmutation, immediate, V, close, one creature, SRyes) – The target may make an Escape Artist check as an immediate with a +10 bonus.

Moment of Greatness (enchantment (compulsion)[mind-affecting], VS MDF, caster + allies w/in 50 ft burst, 5min, SRyes) – Each person can discharge this spell to double a morale bonus on one roll.

Saving Finale (evocation [mind-affecting], immediate, VS, close, one living creature, SRyes) – End your bardic performance to let a creature reroll a failed save.

Gear

Firedancer's Scarves – Activate these as a standard action, maintain as a move action. As long as they are maintained, all fires, fire spells and fire effects deal 1 additional point of damage.

Lesser Reach Metamagic Rod – Three times per day, you can increase the range of a spell one step on the scale touch->close->medium->long. If the spell was a standard action spell, the casting time increases to a full round action.

Scroll of Good Hope (enchantment (compulsion)[mind-affecting], CL 7, medium, 7 creatures all w/in 30ft of each other, 7min, SRyes) – Each creature gets +2 morale on attack, ability checks, skills, weapon damage. Ember needs to make a DC 8 caster level check to use this scroll. (She rolls 1d20+5).

Scroll of Haste (transmutation, CL 5, close, 5 creatures all w/in 30ft. of each other, 5rds, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Scroll of Purging Finale (conjuration(healing), CL 7, close, one living creature, SRyes) – End your bardic performance to end one of the following conditions on someone w/in range of your performance: cowering, dazed, exhausted, paralyzed, shaken, stunned. Ember needs to make a DC 8 caster level check to use this scroll. (She rolls 1d20+5).

Wand of Cure Light Wounds (15 charges) – Heal touched creature for 1d8+1. If the creature is undead, they take that much damage, WILL11 for half.

Actions in Combat

Full-Round Action

Cast a Standard Action Spell with a Metamagic Rod - you may cast *heroism*, *pyrotechnics*, *hideous laughter*, or *moment of greatness* through your *lesser reach metamagic rod*.

Charge – move up to double your speed (60 ft) in a straight line. You may not go through difficult terrain or other people and you must end up at one of the closest spaces you could attack the target from. Make an attack at the end with a +2 bonus.

Flyby Attack – while flying, you may take a standard action while you are taking a move action.

Full Attack – attack with both your bite and your longspear. Note that the longspear has reach and your bite doesn't, so you need to either attack two different targets or make a five-foot step. This is a thing to do when you have nothing else to do.

Standard Action

Activate a Scroll or Wand – you may activate a scroll or wand that you have drawn. Some scrolls require a caster level check. See the Gear list for more info.

Attack – you may attack once with your longspear or your bite.

Bardic Performance – you may start your bardic performance as a standard action or switch which one you have going. (Maintaining the same type of performance on later rounds is a free action.)

Breath Weapon – you may breath in a 15ft. cone. Its power varies depending on Fiery Song.

Cast a Standard Action Spell – you may cast *heroism*, *pyrotechnics*, *hideous laughter*, or *moment of greatness*.

Firedancer's Scarves – you may activate your *firedancer's scarves*

Move Action

Move – you may move up to 20 feet, or 60 ft. if you're flying.

Draw – you may draw any stored item.

Firedancer's Scarves – if you activated the *firedancer's scarves* on a previous round you may maintain their effects as a move action.

Immediate Action

Cast an Immediate Action Spell – you may cast *gallant inspiration*, *feather fall*, *liberating command*, or *saving finale*.

Resource Tracker

Daily Resources										Consumable Resources									
2 nd level spells										<i>scroll of good hope</i>									
1 st level spells										<i>scroll of haste</i>									
Bardic Performance										<i>scroll of purging finale</i>									
Lore Master										<i>wand of cure light wounds</i>									
<i>Lesser reach metamagic rod</i>																			

Other Abilities

Bardic Knowledge – You get +2 to all Knowledge checks and can make all Knowledge checks untrained. This is already added into your Knowledge (history) and Knowledge (planes) checks. All other Knowledge checks you may roll at +2 total.

Bardic Performance – You may start any of the following performances as a standard action.

Maintaining them is a free action, switching between them is a standard action. Unless otherwise mentioned, there is no range – the other PCs only need to see or hear you to be affected.

Countersong – Each round, make a Perform (keyboard, percussion, wind, string, or sing) check. Each round, anyone within 30 feet who is affected by a sonic or language-dependent magical attack may use your Perform check instead of their save. If they are already under an effect, then they may make an immediate save using your Perform check.

Distraction – Countersong, but uses Perform (act, comedy, dance, or oratory) and works against illusion (pattern) or illusion (figment).

Fascinate – Fascinate two targets within 90 feet of you as long as you keep performing. This doesn't work if there's combat nearby.

Inspire Competence – Allies within 30 feet who can hear you get a +2 competence bonus to skill checks with a skill you determine when you start the performance.

Inspire Courage – Allies who can perceive your performance gain a +2 competence bonus to hit and damage and a +2 morale bonus to saves versus charm and fear.

Lore Master – You can take 10 on any Knowledge skill you have ranks in, even if you're distracted. Once per day, you make 20 on a Knowledge check as a standard action.

Versatile Performance – You may use Perform (oratory) instead of Diplomacy or Sense Motive

Rules Notes

Bite – The attack line for the bite is off. When using Weapon Finesse, the appropriate attack line should be "bite +13 (1d3-1 plus 1 fire)" (+4 BAB +5 Dex +4 size)

Bonus Types – Watch your bonus types. *Good hope* and *heroism* provide morale bonuses, *gallant inspiration* and inspire competence provide competence bonuses, and inspire courage provides a competence bonus to hit/damage and a morale bonus to saves. Morale bonuses stack with competence bonuses, but only the highest of each type of bonus applies.

Immediate Actions – Remember that using an immediate action takes up your swift action on the next turn, which means that you can only use one per round. In particular, pay attention to *liberating command*. That is an immediate action spell that gives an ally the ability to escape as an immediate action. This means that your ally is also using their immediate action, and therefore do not have a swift available on their next turn. It also means that you can't *liberating command* yourself, since you can't take two immediate actions in a round.

Lingering Performance & Finales – If you cast one of the *finale* spells, Lingering Performance triggers as usual. However, having a Lingering Performance up doesn't count as performing for the purpose of the *finale* spells.