

Minstrel (Bard)

Role: Leader and Controller

Power Source: Arcane

Key Abilities: Charisma and Intelligence

Armor Proficiency: Cloth, leather.

Shield Proficiency: Heavy shields, light shields.

Implement: Dagger, wand.

Weapon Proficiency: Simple melee, simple ranged.

Defense Bonus: +1 Reflex, +1 Will

Base Hit Points: 12 + Constitution Score

Bonus Hit Points: +5 per level gained

Healing Surges: 7 + Constitution Modifier

Trained Skills: Choose five from your list of class skills.

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Heal (Wis), Insight (Wis), Nature (Wis), Religion (Int), Streetwise (Cha).

Class Features: Bard implements, bardic music, countersong, fascinate, inspiring ballad, sound burst.

Level 1:

BARD IMPLEMENTS

Your basic attacks gain the implement keyword. When you make a basic attack with an implement, you can apply your Charisma modifier to the attack and damage rolls in place of your Strength or Dexterity modifier.

BARDIC MUSIC

You gain the **bardic music** power.

Bardic Music

[Arcane, Aura]

Minor action

Personal

Effect: You project an aura 5 that persists until the end of the encounter. If the effect ends for any reason, the power immediately recharges. Allies in the aura gain a +1 power bonus to attack rolls and saving throws.

Level 11: Aura 10.

Level 21: Aura 15.

COUNTERSONG

While your bardic music is active, you and your allies in the aura gain a +2 power bonus to defense against charm and fear attacks. Once per encounter, you can end this effect as a free action to grant an ally within the aura an immediate saving throw against an effect a save can end.

FASCINATE

You gain the **fascinate** power.

Fascinate

[Arcane, Implement, Charm]

Minor action

Ranged 10

Target: One creature.

Level 11: One or two creatures.

Level 21: One, two, or three creatures.

Effect: You pull the target a number of squares equal to 1 + your Intelligence modifier.

Special: You can use this power only once per turn.

INSPIRING BALLAD

While your bardic music is active, when you or an ally in the aura spends a healing surge to regain hit points, they also gain a number of temporary hit points equal to your Charisma modifier.

SOUND BURST

You gain the **sound burst** power.

Sound Burst

[Arcane, Implement, Thunder]

Standard action

Area burst 1 within 10 squares

Target: Each enemy in burst.

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier thunder damage, and the target takes a -2 penalty to attack rolls (save ends). If you target only one creature with this power, it is also dazed (save ends).

Level 17: 2d8 + Charisma modifier thunder damage.

Level 27: 3d8 + Charisma modifier thunder damage.

Level 2:
IMPROVED FIRST AID

Once per turn you can administer first aid to one adjacent ally as a minor action. If the target has already expended the use of second wind, the power recharges and they use it immediately.

Level 3:
LEVEL 3 EXTRA SOUND BURST

You gain an additional use of sound burst per encounter.

Level 5:
HEROIC BALLAD

The temporary hit points granted by your inspiring ballad class feature increases to 2 + your Charisma modifier.

Level 6:
BALLAD OF CONQUEST

You gain the **ballad of conquest** power.

Ballad of Conquest	[Arcane, Aura]
Minor action	Personal
Requirement: Your bardic music aura must be active.	
Effect: Until the end of your next turn, you and allies in your bardic music aura gain the benefits of inspiring ballad when they hit with an attack.	

Level 7:
LEVEL 7 EXTRA SOUND BURST

You gain an additional use of sound burst per encounter.

Level 9:
SUGGESTION

When you use fascinate on a target in your bardic music aura, you can slide the target instead of pulling it.

Level 10:
DEADLY FASCINATION

Once per round, choose a creature affected by your fascinate power. That creature grants combat advantage until the end of your next turn.