

Minstrel (Bard)

Combat Role: Controller and Leader

Power Source: Arcane and Martial

Key Abilities: Charisma and Intelligence

Armor Proficiency: Cloth, leather.

Shield Proficiency: 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: Bardic music, countersong, deceptive duelist, enticing melody, inspiring ballad, sound burst.

Level 1:

BARDIC MUSIC

You gain the **bardic music** power.

Bardic Music

[Arcane, Aura]

Minor action

Personal

Effect: You project an aura 5 that lasts until the end of the encounter. Allies within the aura gain a +1 power bonus to attack rolls and saving throws.

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

COUNTERSONG

While your bardic music is active, you and allies within 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 one ally within the aura an immediate saving throw against one effect a save can end.

DECEPTIVE DUELIST

When you make a basic attack with a weapon, you apply your Charisma modifier to attack and damage rolls instead of your Strength or Dexterity.

ENTICING MELODY

You gain the **enticing melody** power.

Enticing Melody

[Arcane, Charm]

Minor action

Close burst 10

Target: One creature in burst.

Effect: You pull the target up to 1 + your Intelligence modifier squares.

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

INSPIRING BALLAD

Whenever you or an ally within your bardic music aura spends a healing surge to regain hit points, the target also gains 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. Fortitude

Hit: 1d8 + Charisma modifier thunder damage, and each 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.

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

Level 2:
IMPROVED FIRST AID

You gain the **improved first aid** power.

Improved First Aid [Martial, Healing]	
Minor action	Personal
Effect: You administer first aid to yourself or an adjacent ally. If you use first aid on an ally who has already expended the use of second wind this encounter, the power recharges and the ally uses it immediately.	
Special: You can use this power only once per turn.	

Level 3:
LEVEL 3 EXTRA SOUND BURST

You gain an additional use of sound burst per encounter. You can still use the power only once per turn.

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 each of your allies within your bardic music aura gain the benefits of your inspiring ballad whenever they hit an enemy with an attack.	

Level 7:
LEVEL 7 EXTRA SOUND BURST

You gain an additional use of sound burst per encounter. You can still use the power only once per turn.

Level 9:
IMPLANT SUGGESTION

When you use enticing melody on a creature within your bardic music aura, you can slide the target instead of pulling it.

Level 10:
MENDING REFRAIN

You gain the **mending refrain** power.

Mending Refrain [Arcane, Aura, Healing]	
Minor action	Personal
Requirement: Your bardic music aura must be active.	
Effect: Until the end of your next turn, you and each of your allies within your bardic music aura can spend a healing surge to regain hit points as a minor action. Each ally can regain hit points this way only once.	