Delving Deeper

Bard

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(Coleston the Cavalier)

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Bard

Requirements:	CHA 15, STR 9, & INT 12
Prime Requisite:	CHA
Hit Dice:	1d6
Maximum Level:	None

In many ways, the bard can be seen as an ideal adventurer – a little like a fighter, magic-user, historian and sage - but a master of none. Above all, bards are artists and entertainers. Some memorize and recite ancient tales of glory and defeat. Some are proficient thespians who act out folk tales and morality plays. Others become master musicians or singers. Whichever path or combination of paths a bard chooses, their artistic drive and ability will be a major part of their life. In addition, many bards are driven to a life of adventuring in a desire to discover ancient mysteries and experience a few epic tales themselves. Some bards train in bardic colleges while others find master bards to train under. Bards may use any weapons and wear any armor up through chain mail, but may not use shields. They begin play with the standard 3d8x10 gold pieces (gp). Bards use the Cleric Attack Table (LL, p. 60) and the Thief Saving Throw table (LL, p. 55).

Legend Lore From a lifetime of research and study of ancient tales and arcane lore, bards are sometimes able to recognize famous items, people, places, etc. This can be a handy ability when adventuring in lost ruins or when encountering ancient creatures or mysteries. At the Labyrinth Lord's discretion, while most uses of this ability can be resolved quickly, some may require hours, days, or even weeks of research on the part of the bard to discover detailed information.

Charm Person / Charm Monster Because of a bard's talent and charisma, they are often able to *Charm Persons and Monsters* just like the 4th level and 1st level magic-user spells (LL, p. 28). However, unlike the spells, a bard uses a special percentage chart to determine whether the person or monster is charmed. Depending upon the situation, the Labyrinth Lord may add bonuses or penalties to the bard's d100 roll. At 1st level a bard can attempt to charm a person once per day, twice a day at 5th level, three times a day at 10th level and four times a day at 15th level. Similarly, a bard may attempt to charm a monster once per week at 1st level, twice a week at 5th level and three times a week at 10th level.

Read Languages In their studies of ancient lore, bards learn how to read many languages (including many magical writings) – or at least how to get information out of such writings.

Magic-User / Elf Scrolls As dabblers in the arcane arts, bards may attempt to read and cast magic from magic-user and elf scrolls. Just like the thief ability, a failed roll means the spell does not function as expected, and can create a horrible effect at the Labyrinth Lord's discretion.

Bard Skills Table

Level	Legend Lore	Charm Person/Monster	Magic-User/Elf Scrolls
1	23	23	17
2	27	27	23
3	30	30	27
4	37	37	31
5	40	40	35
6	43	43	45
7	53	53	55
8	63	63	65
9	73	73	75
10	83	83	85
11	93	93	95
12	105	95	97
13	115	97	99
14	125	99	99

* There is always a 1% chance of failure despite a skill percent above 100%.

Bard Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+2 hp only *
610,001	11	+4 hp only *
760,001	12	+6 hp only *
910,001	13	+8 hp only *
1,060,001	14	+10 hp only *
1,210,001	15	+12 hp only *
1,360,001	16	+14 hp only *
1,510,001	17	+16 hp only *
1,660,001	18	+18 hp only *
1,810,001	19	+20 hp only *
1,960,001	20	+22 hp only *

*Hit point modifiers from constitution are ignored.