

HUGE NERD GAMES  
PRESENTS

# QUICK BUILDS: PERCUSSION BARD





# Quick Builds: Percussion Bard

## HUGE NERD GAMES

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# PERCUSSION BARD

# QUICK BUILDS PERCUSSION BARD

“Do you hear that? That is the sound of victory.”

## VIRTUE OF TENACITY

When you choose your Bardic Virtue, you can choose Virtue of Tenacity instead of another option, such as the ones in *Player’s Handbook 2* or *Arcane Power*.

**Virtue of Tenacity:** You gain a +1 bonus to attack rolls with one-handed maces and hammers.

In addition, whenever an ally within 5 squares becomes bloodied for the first time during an encounter, that ally gains resistance to all damage until the end of its next turn. The resist equals 3 + your Strength modifier at 1st level, 5 + your Strength modifier at 11th level, and 7 + your Strength modifier at 21st level.

## LEVEL 1 AT WILL SPELLS

### Keep the Beat Bard Attack 1

*With the beat of your weapon, you keep your ally in the rhythm of battle.*

**At-Will** ♦ **Arcane, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Charisma modifier damage, and one ally that can hear you within 5 squares gains a power bonus to attack rolls against the target equal to your Strength modifier.

**Level 21:** 2[W] + Charisma modifier damage.

## LEVEL 1 ENCOUNTER SPELLS

### Ascending Tempo Bard Attack 1

*As the battle heats up you increase the vigor of your attacks, inspiring your allies to do the same.*

**Encounter** ♦ **Arcane, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 1[W] + 2 + Charisma modifier damage, and each ally that can hear you gains a +2 power bonus to damage rolls against the target until the end of your next turn.

**Virtue of Tenacity:** The bonus to damage rolls instead equals your Strength modifier.

### Deadly Duet Bard Attack 1

*You and your foe are inexorably tied by song, and you are ready to retaliate if they break the meter you’ve set.*

**Encounter** ♦ **Arcane, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier damage, and the first attack the target makes during its next turn provokes an opportunity attack from you.

**Virtue of Tenacity:** You gain a +2 bonus to the attack roll of the opportunity attack.

## LEVEL 1 DAILY SPELLS

### Deafening Crash Bard Attack 1

*Your weapon strikes your foe like a gong, and the note it plays reverberates in the ears of your enemies.*

**Daily** ♦ **Arcane, Reliable, Thunder, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Charisma modifier thunder damage, and the target is dazed (save ends). In addition, the target and each enemy within 3 squares of the target are deafened until the end of your next turn.



## LEVEL 3 ENCOUNTER SPELLS

### Chorus of Anvils Bard Attack 3

*The note your weapon plays is the final piece of your spell, turning your ally's armor as hard as an anvil against the blacksmith's hammer.*

**Encounter** ◆ **Arcane, Thunder, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Charisma modifier thunder damage, and one ally within 5 squares gains resist 5 to all damage until the end of your next turn.

**Virtue of Tenacity:** You also gain resist 5 to all damage until the end of your next turn.

### Staccato Strikes Bard Attack 3

*The quick, decisive strikes you make lead the way for your allies.*

**Encounter** ◆ **Arcane, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC, two attacks

**Hit:** 1[W] damage, and the target takes a -2 penalty to AC until the end of your next turn. If more than one attack hits, this penalty stacks.

**Virtue of Tenacity:** The attacks deal extra damage equal to your Strength modifier.

## LEVEL 5 DAILY SPELLS

### Set the Tone Bard Attack 5

*The command you hold over the flow of battle allows you to set the tone, turning the battle into your personal symphony.*

**Daily** ◆ **Arcane, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier damage.

**Miss:** Half damage.

**Effect:** You set the tone until the end of the encounter or until you are reduced to 0 hit points or fewer. Choose one of the options below. While you set the tone, each ally within 5 squares that can hear you gains that effect:

*Sharp: The target gains a power bonus to damage rolls equal to your Strength modifier.*

*Flat: The target gains a +2 power bonus to AC.*

*Natural: The target gains regeneration 2 while bloodied.*

## LEVEL 7 ENCOUNTER SPELLS

### Heartbeat Drums Bard Attack 7

*The drumming of your weapon matches the drumming of an ally's heart, uplifting them and keeping them in the fight.*

**Encounter** ◆ **Arcane, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Charisma modifier damage, and one ally within 5 squares that can hear you gains 10 temporary hit points.

**Virtue of Tenacity:** The temporary hit points instead equal 10 + your Strength modifier.

**Reverberating Crash** Bard Attack 7

*Your weapon's note is almost as loud as your war cry as your blow sends its victim tumbling.*

**Encounter** ♦ Arcane, Thunder, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Charisma modifier damage, and the target is pushed 2 squares and knocked prone. If it stands up before the start of your next turn, it takes thunder damage equal to your Charisma modifier.

**Virtue of Tenacity:** The thunder damage equals your Charisma modifier + your Strength modifier.

**Special:** When charging, you can use this power in place of a melee basic attack.

**LEVEL 9 DAILY SPELLS**

**Closing Drum Roll** Bard Attack 9

*With a flurry of attacks, your weakened opponent is done for.*

**Daily** ♦ Arcane, Weapon

**Standard Action** Melee weapon

**Target:** One bloodied creature

**Attack:** Charisma vs. AC, three attacks

**Hit:** 1[W] + Charisma modifier damage, and your allies gain a +2 power bonus to attack rolls against the target until the end of your next turn. If more than one attack hits, this bonus stacks.

**LEVEL 13 ENCOUNTER SPELLS**

**Punctuated Percussion** Bard Attack 13

*Your crushing attack makes a threatening note, one that you and an ally are ready to repeat if necessary.*

**Encounter** ♦ Arcane, Thunder, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier thunder damage, and the first attack the target makes during its next turn provokes an opportunity attack from you and an ally of your choice.

**Virtue of Tenacity:** Your ally's opportunity attack gains a +2 bonus to the attack roll and a bonus to the damage roll equal to your Strength modifier.

**Rising Crescendo** Bard Attack 13

*At the height of battle, your foes have no chance against you and your allies' crescendo.*

**Encounter** ♦ Arcane, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma + 2 vs. AC

**Hit:** 2[W] + Charisma modifier damage, and each ally that can hear you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

**Virtue of Tenacity:** The bonus to attack rolls instead equals your Strength modifier.



## LEVEL 15 DAILY SPELLS

### Resounding Crash Bard Attack 15

*An incredible note of percussion resounds from your weapon, leaving its target stupefied and blasting the eardrums of those nearby.*

**Daily** ♦ **Arcane, Thunder, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier thunder damage, and the target is stunned until the end of your next turn.

**Miss:** Half damage.

**Effect:** Each creature adjacent to you or the target takes thunder damage equal to your Strength modifier and is pushed 1 square.

## LEVEL 17 ENCOUNTER SPELLS

### Allegro Strikes Bard Attack 17

*Like the quickening beat of a drum, your fast attacks shake the battlefield as they cut through your foe's defenses.*

**Encounter** ♦ **Arcane, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC, three attacks

**Hit:** 1[W] damage, and the target takes a -2 penalty to all defenses until the end of your next turn. If more than one attack hits, this penalty stacks.

**Virtue of Tenacity:** The attacks deal extra damage equal to your Strength modifier.

### Solid Sound Strike Bard Attack 17

*The sound of your weapon striking your opponent transforms into a physical barrier thanks to your bardic magic.*

**Encounter** ♦ **Arcane, Thunder, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier thunder damage, and each ally within 2 squares of the target gains resist 5 to all damage until the end of your next turn.

**Virtue of Tenacity:** You also gain resist 5 to all damage until the end of your next turn.

## LEVEL 19 DAILY SPELLS

### Strike a Chord Bard Attack 19

*Your attack strikes a chord with your enemy, manipulating it into the state of mind that best suits you.*

**Daily** ♦ **Arcane, Charm, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier damage.

**Miss:** Half damage.

**Effect:** You strike a chord with the target until the end of the encounter or until you are reduced to 0 hit points or fewer. Choose one of the options below. While you strike a chord, the target gains that effect:  
*Sharp:* Whenever the target attacks, it takes 10 damage. This damage cannot be reduced in any way.

*Flat:* Whenever the target moves or shifts more than 1 square, it falls prone at the end of its movement.

*Natural:* Whenever an ally hits the target, that ally regains 10 hit points.

## LEVEL 23 ENCOUNTER SPELLS

### Beat the War Drums **Bard Attack 23**

*Like the war drums of old, the sound of your percussive strikes invigorates your allies.*

**Encounter** ◆ **Arcane, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier damage, and each ally within 5 squares that can hear you gains 15 temporary hit points.

**Virtue of Tenacity:** The temporary hit points instead equal 15 + your Strength modifier.

### Whirling Drum Roll **Bard Attack 23**

*A spinning flurry of attacks sounds like an applauding audience, though your opponents may not have the same appreciation for your performance.*

**Encounter** ◆ **Arcane, Weapon**

**Standard Action**      **Close** burst 1

**Target:** Each enemy in the burst

**Attack:** Charisma vs. AC

**Virtue of Tenacity:** Charisma + 2 vs. AC

**Hit:** 1[W] + Charisma modifier damage, and the target is pushed a number of squares equal to your Charisma modifier and is dazed until the end of your next turn.

## LEVEL 25 DAILY SPELLS

### Marching Beat **Bard Attack 25**

*You set a beat with your attacks, your allies naturally falling in and stepping to it with clockwork precision.*

**Daily** ◆ **Arcane, Reliable, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier damage, and you and each ally within 5 squares gain a +2 bonus to speed and can shift 2 squares as a move action until the end of your next turn.

**Sustain Minor:** The effect persists.

## LEVEL 27 ENCOUNTER SPELLS

### Defiant Chorus **Bard Attack 27**

*Your booming voice is as heavy as your weapon. If your foe dares to strike, the voice of your allies will join yours in retribution.*

**Encounter** ◆ **Arcane, Thunder, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier thunder damage. If the target makes an attack during its next turn, you and each ally within 3 squares of the target can charge or make a basic attack against the target as an opportunity action.

**Virtue of Tenacity:** Each ally within a number of squares equal to 3 + your Strength modifier can charge or make a basic attack.

### Prestissimo Strikes **Bard Attack 27**

*Faster than the eye can see or the ear can hear, your incredible flurry smashes its target's armor and weapon to pieces.*

**Encounter** ◆ **Arcane, Weapon**

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC, four attacks

**Hit:** 1[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses and attack rolls until the end of your next turn. If more than one attack hits, this penalty stacks.

**Virtue of Tenacity:** The attacks deal extra damage equal to your Strength modifier.



## LEVEL 29 DAILY SPELLS

**All Together Now** **Bard Attack 29**

*"All together now!" you sing, and your allies launch their synchronized attack again and again.*

**Daily** ♦ **Arcane, Weapon**

**Standard Action** **Melee** weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier damage, and each ally within 5 squares that can hear you makes a basic attack against a target of their choice as a free action.

**Sustain Standard:** You repeat the attack against the target or against a different target. On a hit, each ally within 5 squares that can hear you makes a basic attack against a target of their choice as a free action. On a miss, you can no longer sustain this power.



# PERCUSSIVE PERFECTIONIST

*"Places, everyone! Let's give these scum a good performance!"*

**Prerequisite:** Bard, Virtue of Tenacity class feature

There are many bards who consider themselves crusaders of music, who wish to hear the world bathed in beauty. Often they will seek to refine a single type of song or instrument, and many become grandmasters in their field. To you, however, the best music is the sound of your bludgeon crushing your opponent, and your allies agree. You've chosen the art of battle percussion, and you seek to perfect it.

Some would consider you a brute, hardly worthy of the title of bard, but you are likewise appalled by their words. Do their tin ears not hear the notes, the ringing staccato of metal upon metal? Do they not feel the rhythm of battle, the beats and rests and crescendos? These philistines couldn't notice your music if it hit them in the face. Thankfully, your allies are better connoisseurs of the fine art you create, and your enemies make a more attentive audience than your critics ever could.

## PERCUSSIVE PERFECTIONIST PATH FEATURES

**Improved Instruments (11th Level):** You gain proficiency with military maces, military hammers, and heavy shields.

**Perfect Percussion Action (11th Level):** When you spend an action point to make an arcane weapon attack, you can make two attack rolls and take the better result.

**Lead Musician (16th Level):** Whenever you become bloodied for the first time during an encounter, you gain resistance to all damage until the end of your next turn equal to 5 + your Strength modifier. This resistance equals 7 + your Strength modifier at 21st level.

## PERCUSSIVE PERFECTIONIST SPELLS

### Acoustic Assault

#### Percussive Perfectionist Attack 11

*A deafening wave of sound blasts from your weapon after your strike, leaving your target addled and vulnerable.*

**Encounter** ♦ **Arcane, Thunder, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier thunder damage, and the target and each enemy adjacent to the target grant combat advantage until the end of your next turn.

### Precise Protection

#### Percussive Perfectionist Utility 12

*Your command of protective magic is enough that you can tailor it to fit any scenario.*

**Encounter** ♦ **Arcane, Varies**

**No Action**      **Close burst 5**

**Trigger:** You grant an ally a resistance using your Virtue of Tenacity class feature

**Effect:** The resist is increased by 5 and becomes of a type chosen from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder.

### Marching Band Formation

#### Percussive Perfectionist Attack 20

*With a note from your weapon, enemies and allies alike have a strange compulsion to fall into formation like a well-trained band.*

**Daily** ♦ **Arcane, Charm, Psychic, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier damage.

**Miss:** Half damage.

**Effect:** You activate an aura 5 that lasts until the end of the encounter. Any ally that ends its turn in the aura gains temporary hit points equal to your Charisma modifier, and any enemy that willingly leaves the aura takes psychic damage equal to your Charisma modifier. A creature can only take this damage once per turn.