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Pathfinder dance of a hundred cuts

Dance a hundred pieces of school transmutation; Level Bard 4 Casting Time 1 Standard Action Components V Range Personal Goal Gives You Duration 1 Round/Level You become a deadly combat dancer, swirling and spinning with grace and precision. You get a morale bonus on melee attack rolls, melee damage rolls, and acrobatic control, and armor classes. This bonus equals +1 to 3 wheel levels (maximum +5 at level 15). The AC bonus is under any circumstances that would cause you to lose the Dexterity bonus on the AC. You need to stay moving in order for the spell to stay valid. If in any round you do not have to move at least 10 feet or melee attack, the spell duration ends. 2012-03-02, 02:40 PM (ISO 8601) Performance allows you to add 1 cleric, bard, inquisitor, Oracle (which adds a total of 1 spell over cleric ...) charm to the list for each level 1-4. It seems pretty decent, but what to choose. Last edited by deuxhero; 2012-03-02 at 02:41 PM. 2012-03-02, 04:52 PM (ISO 8601) Generally, long duration enthusiasts and utility spells are good, fight casting is bad. I'd make an exception for things like confusion and dancing a hundred cuts. Bard: Level two should get to either change itself or, if possible, heroism. A mirror image is also an option, but it's defensive in a fan fight and as a paladin, you should have a good defense already. Level 3 has confusion, Charm Monster, crushing despair, fear, haste, slow. Level 4 has more invisibility, hold a monster, dominate a person, dimension the door, dance a hundred cuts. I would recommend the size of the door, followed by a dance of a hundred cuts, which is powerful in the fight enthusiast. The Inqistor has a litany of lenience at level one. The cleric has an air walk at level 4. Divine power may also be an option, but it is again a fight fan, and if you have a mysterious fan wheel, the haste component will not be so good for you. 2012-03-02, 05:00 PM (ISO 8601) Thanks (Paladin already has a litany of sloth level 1 though) Last edited by deuxhero; 2012-03-02 at 05:06 PM. \$begingroup\$ Dance of a Hundred Cuts is a level 4 spell for bards only. You'd think this magic would be perfect for a magus with a dervish dance feat. Is it possible for a magus to learn or occupy this spell? And if so, how? \$endgroup\$ Last updated: October 15, 2018 I support a limited subset of pathfinder policy content. If you would like to help with pathfinder player options that are not included here, please email me and I am happy to provide further assistance. RPGBOT uses a color coding scheme that has become common among Pathfinder build manuals. Note also that many colored items are also references to Paizo SRD. Red: Bad, unnecessary options, or options that are very situational. Orange: OK options, or useful options that apply only in rare cases Green: Good options. Blue: Fantastic options, often necessary for the function of your character. Introduction They are among the most versatile classes in the game, capable of filling almost any role in the side, but the Bard's ultimate abilities are focused on support and usefulness. Inspire Courage is among the most iconic and effective supporting effects in Pathfinder, but it's just one of the Bard's many outstanding abilities. Bard Class Features Hit Points: D8 hit points is difficult, especially in light armor and without Rogue absurd agility. Base Attack Bonus: 2/3 BAB is enough for the Bard to hold his own in battle. Saves: Good Reflex and saves. Proficiencies: Light armor and shields, and a small selection of combat weapons, including Longsword and Rapier. This gives the Bard plenty of options to get the job done, but the Bard AC will generally be poor. For some reason the bard gets expertise with whip. Skills: 6+ skill ranks, and a list of skills as long as your hand. The Bard gets all the knowledge skills as a class skill, and Bardic Knowledge adds a hefty bonus of knowledge checks, which make the Bard one of the easiest librarians in the game with just a few skills. Spells: Despite being only 2/3 of a wheel, bard spells are fantastic. The Bard's charms are mysterious, but they include Cure spells, and have plenty of excellent options that are only available to the bard. Bardic Knowledge (Ex): Bardic Performance: Fantastic and versatile, Bardic Performance is the Bard's primary option in combat. There are many performances that can enhance Bardic's performance, and any Bard who doesn't take a sustained performance does themselves a huge disservice. With level growth you can perform as smaller actions, allowing you to quickly cycle tracks and rely on continued performance to keep their effects running without forcing the performance of the wheels. The biggest limitation of bardic performance is that the bard can't have more than one bardic power in force at a time. Countersong (Su): Very situational. Distraction (Su): More useful than Countersong, but still very situational. Fascinate (Su): A surprisingly useful way to distract enemies or alleviate the fight. It saved my life a few times when my party was in bad shape and got ambushed by enemies. Inspire Courage (Su): The Bard is bread and butter. Inspire Courage will decorate most of your Bardic Performance uses, and will consume most of your exercise bikes per day. It is important to remember that Inspire Courage bonuses to attack and damage are competence bonuses rather than morale bonuses, which means they will stack up with many spells such as Bless, Inspire Competence (Su): Use it for every skill check (except stealth of course). Scaling a bonus will always be useful, and can greatly improve your party's reliability. Draft (Sp): With hours at the duration level, design can be a great way to bypass the fight. Use fascinate to appease enemies, then use the design Politely suggest they're going to hang out of the way for a couple of hours. Dirge of Doom (Su): While it doesn't stack up with other effects of fear, it's a great way to debuff enemies as you allies drop save or suck effects. Note that the Dirge of Doom does not allow saving to throw. Inspire Size (Su): This ability is fantastic. 2d10 temporary hit points are great, especially since the goal(s) you add your institute modifier. There is no additional cost to run the new performance, so you can quit and then immediately restart this performance whenever temporary access points are consumed. At this level, you can run performance as a move action, and it gets even easier when you hit level 13 and can start performance as a quick action. Note that the attack bonus is a competence bonus, so it won't stack up with the Inspire Courage bonus to attack. Soothing Performance (Su): Mass Cure spells generally aren't great, but it only costs 4 Bardic Performance round for the equivalent of a 7th-level spell. At this level you have a lot of power laps to throw around, so you should be able to save a few patch party between fights. Scary Melody (sp): For one round of power you can make each enemy in battle to escape. Even if it affects only a few enemies in combat, you can do it as a Swift action and disable huge parts of the meeting. Inspire heroism (Su): +4 on AC and saves is quite large, but you will be able to influence only two beings at most. Weight Suggestion (Sp): A little stronger and versatile than a scary tune, but you can't use it so easily in combat. Lethal Power (Su): Save or die as a complete round of action that costs only one performance round. You may want to start a round with Fascinate as a quick action to put the target in place. Cantrips: Cantrips are always amazing. Versatile Performance (Ex): All-round performance allows the Bard to pick up additional skills when using their perform modifier instead of their potentially lower modifier to the original skills. When choosing versatile performance skills, be sure to avoid duplicates. The Bard gets his second all-round performance at level 6, but there is very little need for more than two, so no one would mistake you with just two performance skills. Law (Bluff, disguise): Disguise is very situational, and you can completely replace it with disguise Me. Comedy (Bluff, Intimidate): Includes two basic social skills. It is well combined with oratory. Dancing (acrobatic, fly): Acrobaticism is very situational if you plan to do a lot of falling, and it is almost impossible to justify more than one rank in the fly. Keyboard tools (diplomacy, intimidation): Includes two basic social skills. Well combined with Ing. Oratory (Diplomacy, Meaning Motive): Covers two basic social skills, and Sense Theme is based on relatively low wisdom. It combines well with comedy. Drums (Handle animals, intimidate): Animals aren't really important to the Bard. Ing (Bluff, Sense Motive): Includes two basic social skills, and The Sense Motif is based on the relatively low wisdom of the Bard. Well combined with keyboard tools. String (Bluff, Diplomacy): Includes two basic social skills, but does not have a secondary option that covers other social skills. Wind (diplomacy, handle animals): Animals are not really important to the Bard. Well-known (Ex): Very situational. Lore Master (Ex): Makes the Bard perfectly reliable as a librarian. With one rank in each knowledge skill and Bardic knowledge you can expect to consistently pass most knowledge checks. Jack-of-All-Trades (ex): Be good at literally every skill. Abilities Charisma is the Bard's most important skill for both. Str: Good for melee or bow damage, but the Bard needs agility to fix his bad AC, and they can't be good for every ability. Dex: With light armor Dexterity is necessary. Take the Gun Vanity if you plan to be in the melee. Con: Fortitude's Bard is just a bad save and only d8 hit points the Bard really needs a constitution. Int: More skill ranks are great for the Bard's huge list of skills. Wis: Just needed for will be saves, and the Bard gets good will saves. Cha: Necessary for the Spell of the Bard, social skills, and exercise. 25 Point Buy 20 Point Buy 15 Point Buy Elite Array Str: 12 Dex: 14 Con: 14 Int: 12 Wis: 11 Cha: 16 Str: 12 Dex: 14 Con: 14 Int: 11 Wis: 11 Cha: 15 Str: 11 Dex: 14 Con: 12 Int: 10 Wis: 10 Cha: 15 Str: 13 Dex: 14 Con: 12 Int: 10 Wis: 8 Cha: 15 Race Bonuses Charisma are fantastic , and a discounted class bonus that offers additional performance rounds can go a long way to improving the Bard's supporting skills. Dwarf: Charisma punishment hurts, and the dwarf doesn't really offer anything useful for the Bard. Elf: Despite lacking bonus charisma, Elf bonuses on agility and intelligence can be very useful for the Bard. Gnome: Bonuses to the Constitution and Charisma are great for the Bard, and Gnome's bonus to the illusion of magic is nice for the Bard's magic list. Gnome favored class bonus grants some much-needed performance rounds, and you can take a human favored class bonus to learn more spells. Half-Orc: a very different feel from Half-Elf, but many of the same advantages. Half-Orc favored class bonus grants some much-needed performance rounds, and you can take a human favored class bonus to learn more spells. Halfling: Halfling's agility and charisma bonuses are great for the Bard, and Halfling's other skills help the Bard serve as Unfortunately Halfling's favoured class bonus is pretty awful. Human: Bonus feat and flexible skills bonus are great for the Bard, and human bonus skills ranks help fill the Bard's skills list. The human favored class bonus allows you to expand the Bard's very limited number of spells known. This extra versatility can make the Bard a very strong spellcaster. Acrobatic Skills (Dex): Useful only if you plan to tumble. Rating (Int): Too situational. Bluff (Cha): Essential for the side's face, but it's easier to cover this versatile performance. Climb (Str): Too situational. Diplomacy (Cha): Essential for the party's face, but it's easier to cover this versatile performance. Disguise (Cha): Too situational, and the Bard can cast disguises separately. Escape the Artist (Dex): Too situational. Intimidate (Cha): Essential for the side's face, but it's easier to cover this versatile performance. Knowledge (all) (Int): Bardic Knowledge adds a nice bonus but can't compete with the real skill ranks. Even one position in each knowledge skill will be the Bard's formidable librarian. Linguistics (Int): The Bard can cast languages. Perception (Wis): The most rolled skills in the game. Perform (Cha): Choose two from a list of versatile performances that cover all four social skills. Comedy and oratory or keyboard and ing. Sense Motif (Wis): Essential for the side face, but it's easier to cover this versatile performance, and all-round performance won't make you use the Bard's relatively low wisdom. Sleight of Hand (Dex): Too situational. Spellcraft (Int): Good for identifying spells and magical objects. Stealth (Dex): Basic if you plan to be scout. Use Magic Device (Cha): The Bard already has impressive magical abilities, but UMD allows you to use many interesting items, including scrolls and wands of spells that are not on the Bard's magic list. Performances Arcane Strike: A good way to spend your quick action to get a small attack bonus and scaling the damage to increase, but it's not good enough that you need to make an effort to fit into your build. Dissenting voice: This is true whenever you use bard performance to create a supernatural or spelling-like effect. This is literally every Bardic Performance capability. 1d6 damage is not a tone, but almost nothing can without sonic damage. Dodge: Bard ac is generally bad, and the +1 dodge bonus helps a little. Killer Circle: Useful only if you use the rules of enforcement of the fight. Extra Performance: You get a better return by choosing a race that offers extra wheel performance than favored class capabilities. Harmonious sage: lingering performance is better. Intimidating performance: Completely useless with versatile performance. Leaf Singer: Situational, and not very helpful. Continued performance: With a little planning, it can effectively triple your performance rounds per day. Unfortunately does not allow you to run multiple tracks at once: The Bard cannot have more than one bardic performance in force at a time. Master Combat Performer: Useful only if you use performance fighting rules. A dazzling dance: useful only if you're using performance rules. Spellsong: The ability to focus on magic as a movement event offers some interesting options, but very few Bard spells require concentration. Stone Singer: Situational, and not very helpful. War Singer: Situational, and not very useful. Dazzling display: Useful only if you're using performance rules. Dramatic display: Useful only if you're using performance rules. Hero display: Useful only if you use performance rules. Master display: Useful only if you use performance rules. Execution combatant: Useful only if you use performance rules. Savage Display: Useful only if you use performance rules. Gun Light Crossbow: A good option moved for the Bards with bad power, but you need another performance to compete with Longbow. Longbow: Probably your best option if you plan to fight within reach. Longsword: The easiest option, but requires more power than the Bard usually has to be actually effective. You can use Chopping Grace with a long word to make it a little more effective. Rapier: Gun Finesse makes rapier viable at level 1, even if your damage will be bad. Even if you're force-based it's probably your best bet on critical threat scale. Whip: Whip is a very interesting choice, but it's completely useless without Whip Mastery, and you'll probably want to pick up a weapon of vanity and chopping Grace to get some decent damage. Armor Heavenly Armor (22,400 gp): If you have heavy armor proficiency and Dexterity modifier at no more than +5, Heavenly Armor is the best armor in the game if all you need from armor is AC. For more, check out my practical guide to Heavenly Armor. Studded Skin: Starting with Armor Heavy Shield: More AC than a buckler, but you may have to go without a gun while you cast spells, and you may need to drop it to use a musical instrument. Chain T-shirt: The mithon shirt will last his entire career. Buckler: Cheap and easy bonus ac, and it won't hinder your hand on tool weapons. Sponsored link Spell Tracker Report the characters' incantables, special abilities and magical items all from the comfort of your phone. Watch prepared spells and spells, cast spells, and track ongoing spells and effects with built-in integration of each pathfinder class and magic, including the entire text of each spell. Installing spelling tracking now spells This section will not deal with every spell in the magic list, but will apply to some extremely remarkable options. For a complete list of spells, see the SRD spelling index. 1-Level spells to induce hostility: with a handful bards are not tanks, so this is not a fantastic choice. However, you can use it every round and force new saves, which could be a useful way to take some attention from a party member who runs low on hit points. Even at higher levels, when your DC save lags, you may still be able to succeed several times against big voluminous creatures such as giants that tend to have bad will save you. Cure Easy Wounds: A great way to spend magic slots at the end of the day, and a great way to replenish any other healing resources available for your party. Ear-piercing Scream: Most spells the Bard's goal saves, so the save-or-suck that goals Fortitude saves can be a huge asset against enemy spellcasters. The damage isn't great, but you're here because of the stun effect, not the damage. Fat: Amazingly good area control at any level. DC 10 Acrobatics control doesn't seem much, but very few monsters have ranked in acrobatics, so straight Dexterity control has a high chance of failure even for high-CR monsters. Sleep: At 1. You'll be able to keep up with the full wheels at this level, too, which is really helpful because you'll probably be too weak to be the main threat with your weapon. Early inspiration: The bonus isn't huge, even at a high level, but it's enough that at a high level you can turn a narrow miss into a hit at the cost of a 1st-level spell. I wouldn't rush to catch it at a low level, but at higher levels you could retrain another 1st-level spell (like sleep) to get it instead. 2-Level spells blistering invective: turn intimidate into AOE debuff, and can set enemies on fire. Cure Moderate Wounds: Use Cure Light in an emergency, and use the Path of Fame to recover hit points during the down time. Gallant Inspiration: Early inspiration with a 2d4 bonus instead of a fixed, scaling bonus. Until 15 March 2009, the Commission shall, in accordance with the provisions of Article 104(2) of the However, it is deeply frustrating to add 2d4, roll poorly, and still fail after burning a magic slot. Glitterdust: Great on any level, this is one of the most effective ways to face an invisible creature. Heroism: A little redundant with Inspire Courage, but at 10 minutes/duration level it can still be useful. If your party doesn't have many fighting characters, use this buff whoever wants it and use Bardic Music to do anything other than Inspire Courage. This provides a morale bonus so bold weapons can improve the bonus. Invisibility: Too useful to give up. Mirror image: One of the best and most reliable ways to use magic instead of decent AC. Journey of Fame: A great way to heal the party, but not both use it in combat. Even if you have more than four party members, remember that you can all press into four squares at the beginning of the spell so that everyone gets as much healing as possible. This is dramatically more effective than curing moderate wounds. Silence: Cast it on a fighter stomping around in full plate, and suddenly you have a sneaky party. Sound burst: AOE stun, but it's rare that you face clustered enemies with poor Fortitude saves so ear-piercing Scream fills the same function. Languages: You almost certainly have a face in your side, and it can almost completely replace linguistics skill. 3rd-Level Spells Dispel Magic: Each side needs someone who can cast Distraction Magic, and since it's not the DC-dependent Bard he's as good as everyone else. Gaseous form: a great way to sneak in or out safely from somewhere and look around without alerting you. Good hope: +2 morale bonus basically every D20 roll and damage rolls. Inspire Courage will usually do your job fine, but you can combine the two (with some minor overlap) for more bonuses. Haste: One of the best enthusiasts in the game for fighting characters. Invisibility Balls: Combined with silence, you can get the whole page basically undetectable. Jester's trip: Teleporting an ally over a short distance is a great way to get them out of a match or a bad place, but this spell isn't mentioned Harmless, so RAW your allies still need to make savings even if you're using it to help them. This spell is written to be used offensively, rather than directly affecting allies, but your GM may be generous enough to allow your allies to voluntarily fail to save them. Mad Monkeys: Comic and fun but situational. Phantom Steed: A solid choice for long distance travel if teleportation isn't available, and once your mount can fly it becomes a useful asset in combat, too. Purging Finale: Removing many of these conditions usually requires a much higher level of spells. Once you can activate Bardic Music as a quick action, you can start to immediately end the song to help the Allies recover from problematic conditions of the condition. You could even use it to help mount a march indefinitely. I'm not entirely sure, but removing conditions of a condition like cowering and exhausted should also remove a smaller version of these conditions, such as being shaken and fatigued. Check with your GM. Remove the Curse: Situational. Save it for clerics and NPC spellcasters. Revival Finale: 2d6 hit points isn't enough for a 3rd-level magic slot. Cast the Path of Fame or something instead. See Invisibility: Fantastic, but Glitterdust is usually sufficient. Tiny Hut: Primarily intended as a safe place to rest, but tiny hut can also serve as a fox hole for a number of allies like archers and spellcasters who operate best within reach and don't want to be easy to attack. 4-Level Spells Break Enchantment: An essential way to eliminate debuffs and permanent condition conditions. Dance Cuts: Fantastic fan for melee bards, bards. If you skip an attack in a given move, you must keep in mind the move or spell ends. Door size: No somatic components mean you can easily use it to get out of the match. Echolocation: Blindsense is great, and the 10 minute/duration level will last a long time. Freedom of Movement: Situational but necessary if you are facing many enemies that like to wrestle. Heroic Finale: Give up your own standard action to take one on someone else. The action economy isn't great, but sometimes you need an ally to do something you can't do yourself. Invisibility, greater: a great way to help rogue and other disaffection allies who don't want to be attacked. Path of Glory, Greater: 5 hit points per ally per round is pretty good, even at rounds/duration level you can easily get the whole side to full hit points with one spell. Phantom Steed, Communal: Just cast Phantom Steed multiple times. Initial scream: situational. Safe shelter: A more pleasant place to relax than the Tiny Hut, but lacks the ability to serve as a fox hole during combat. Shadow Conjunction: Fantastic and versatile. Shadow step: Dimension Door has a longer range and does not require somatic components. Virtuoso performance: This is too costly to use often, but it could work in big fights where it plans to rest afterwards. 5-Level Spells Bard Escape: This is less escape, and more quick relocation. It's not a bad spell, but it's poorly described and it's very situational. Cloak of Dreams: Save-or-suck on each enemy within 5 feet of you each round for round/level. If you're in a melee against multiple enemies it's an absolutely devastating spell. Distract Magic, Greater: Just as important as dissipating magic, and the maximum bonus is higher. Frozen Note: Hit the dice are difficult metrics to predict because they don't map or on a one-to-one basis. Creatures have an average number of hit cubes 1-2 higher than their Czech Republic in a given Czech Republic, so if you are facing a large number of significantly weak creatures, you should expect the enemies still to get rescued. Yet I can't think of many ways the bard can easily lock down an entire encounter with one charm/Shadow Evocation: Fantastic and versatile. Shadow Walk: Clean, but teleportation is faster and other spellcasters can cast teleport at this level. Shadowdark: Much Better Than Virtuoso Performance. It allows you to stack two tracks (or three if you use both spells) without eating any of your Bardic Music rounds. Stunning Finale: The stunning enemy is great, but at this level your save DC lags far enough behind the full wheels that you may have trouble getting enemies to fail their savings throws. 6-Level Spells Brilliant Inspiration: 5e-Style Advantage on every attack roll, ability to control, and control skills (no savings throws, unfortunately). In fact, you want to avoid the natural 20s, which is strange, but until it its ally a dramatic increase in efficiency. Dancing a thousand cuts: combines the effects of two of the best melee bard enthusiasts could have hoped for. Escape: This is what a Bard escape should do. You have to pre-cast it, but you can easily do it before you go on an adventure or at the entrance to the dungeon to make sure that you have somewhere safe to go when your party needs bail. Heroes' Feast: A solid all day enthusiast, and starting the day with some temporary hit points can do a lot to keep you alive. Magnifying chimes: Decent AOE damage magic, but it takes time to ramp up. It is best to pass the magic, have an ally throw the stricken object into the room, close the door, then start scaling the damage and hope that whatever is on the other side of the door dies before the door vibrates apart. Overwhelming Presence: Frozen Note is better and DC will only be 1 lower, although the overwhelming presence range is much larger. Sonic Form: The novel, and the sonic damage of the touch attack is passable, but the defensive advantages won't matter much at this level because so many enemies will have magical attacks. Magic Objects Weapon Alying (+1): Even if you are built for gun combat, you are still going to spend many turns in combat casting spells or using other special abilities. In these cases, pass the gun enhancement bonus off to a friend. I'd pick it up if you're planning to get at least a +2 increase bonus because the effect won't be big enough to justify the cost. Daring (+1): The Bards have a lot of great options to get morale bonuses, so +1 Bold Gun can do a lot for the bard. Armor/Shields Heavenly Armor (22,400 gp): If you have heavy armor proficiency and Dexterity modifier at most +5, Heavenly Armor is the best armor in the game if all you need from armor is AC. For more, check out my practical guide to Heavenly Armor. Claw Shield (8158 gp): This is a weird point. It's a little more expensive than your typical +2 shield, so it may not be worth the cost compared to a mitral buckler. However, it allows you to perform somatic components with your hand holding the shield, which means that you can hold the weapon in the other hand without problems, and because it does not have the armor to check the penalty or the mysterious magic of failure anyone can use without a problem. The ability to automatically harm enemies while in a match is a useful deterrent for small or physical weak characters, but isn't looking for excuses to use. Staffs It is difficult to recommend specific staffs without knowing your individual character, so instead I want to make a general confirmation of the concept of magical staffs in Pathfinder. If you're 3.5 native, go read Pathfinder's rules for staffs because they have improved dramatically. Staffs are a reliable, rechargeable source of extra spellcasting that can give spellcasters a simple and Access spells from a list of spells that you may not want to learn or that you would like to use so often that they can't prepare magic enough times on any given day. On days when you are not adventurous (travel, rest, etc.), you can easily recharge any staff, although you can only cast one of the spells that the staff contain. Stun items cloak of resistance: too important to give up. Circlet Persuasion: The +3 bonus for all Charisma-based skills at 4500gp is awesome. For a conventional Face character it's a fantastic item, but because bards use versatile performance for most of their skills you can easily use this bonus for all your skills control. Headband Seductive Charisma: Basic. Basic.

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