

REACH SPELL ♦

BARD

CONCENTRATE

METAMAGIC

You can extend your spell’s range. If the next action you use is to Cast a Spell that has a range, increase that spell’s range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

MELODIOUS SPELL ♦

BARD

CONCENTRATE

MANIPULATE

METAMAGIC

You subtly weave your spellcasting into your performance. If the next action you take is Cast a Spell, attempt a Performance check against the observer’s Perception DCs. If your performance check is successful against an observer’s Perception DC, that observer doesn’t notice that you are Casting a Spell, even though normally spells have sensory manifestations that would make spellcasting obvious to those around you, and verbal, somatic, and material components are extremely overt. You hide all of these as part of an ordinary performance.

This hides only the spell’s spellcasting actions and manifestations, not it’s effects, so an observer might still see a ray streak out from you or see you vanish.

HARMONIZE ♦

BARD

CONCENTRATE

MANIPULATE

METAMAGIC

Prerequisite: Maestro Muse

You can perform multiple compositions simultaneously. If your next action is to cast a composition, it becomes harmonized composition. Unlike a normal composition, a harmonized composition doesn’t end if you cast another composition, and you can cast another composition on the same turn as the harmonized one. Casting another harmonized composition ends any harmonized composition you have in effect.

QUICKENED CASTING ♦

BARD

CONCENTRATE

METAMAGIC

Frequency: Once per day.

If your next action is to cast a bard cantrip or bard spell that is at least 2 levels lower than the highest level bard spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

UNUSUAL COMPOSITION ♦

BARD

CONCENTRATE

MANIPULATE

METAMAGIC

Prerequisites: Polymath Muse

You can translate the motion and power of a composition to other mediums. If your next action is to cast a composition spell, you can use a different performance than the usual for the composition to change any of its somatic components to verbal components and vice versa. As usual for composition spells, this changes whether your composition is auditory or visual.

TRUE HYPERCOGNITION ♦

BARD

Prerequisites: Enigma Muse

Your mind works at an incredible pace. You instantly use up to five Recall Knowledge actions. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can’t use them for these actions.

EFFORTLESS CONCENTRATION ♦

BARD

Requirements: You haven’t acted yet in your turn.

You can maintain a spell with hardly a thought. You immediately gain the effects of a Sustain Spell action, allowing you to extend the duration of one of your active bard spells.

CAST A SPELL ♦, ♦♦, ♦♦♦, ♦, ↷

BARD

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ◆ Material (Manipulate)
- ◆ Somatic (Manipulate)
- ◆ Verbal (Concentrate)
- ◆ Focus (Manipulate)

SUSTAIN A SPELL ♦

BARD

CONCENTRATE

Requirements: You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as “sustained up to 1 minute” or sustained up to 1 hour”).

If your Sustain a Spell action is disrupted, the spell immediately ends.

DISMISS ♦

BARD

MANIPULATE

You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

REFOCUS

BARD

CONCENTRATE

EXPLORATION

Frequency: Once per day.

If your next action is to cast a bard cantrip or bard spell that is at least 2 levels lower than the highest level bard spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).