

Table 5.?: Custom Performances – Range, Type, and Factor Pieces

Custom Performances

The base DC of a custom performance is 5. This is increased by which pieces are chosen by the creator during the creation process, to a minimum of 10, and there is no upper limit to the DC. A performance's base price is equal to its DC squared \times 50, and takes one day to craft for each 1,000 rp in its base price, and during the creation process the creator must successfully play the performance with a Perform check. When the performance is finished, the creator teaches himself the performance, gaining it as a bonus feat.

GMs are encouraged to make their own custom performance pieces, or performance feats using these rules as guidelines, but existing pieces and performances should be used as guidelines to ensure balance.

Using a custom performance works just like any other performance. The performer must spend a full-round action, make a Perform check with the appropriate type, and expend either latent focus or focus for a specific aspect, if necessary.

Range Pieces

Each performance's area of effect is determined by its range piece. A performance may only have one range piece. A performer cannot use a performance on himself if it doesn't have the Personal piece.

Allies: The performance affects all allies within 30' of the performer, regardless of type. +10 DC.

Ally: The performance affects one ally within 30' of the performer, regardless of type. +5 DC

Close: The performance's area of effect is a 30' radius area, centered on the performer. For every increment of 3 by which the performer beats the DC, this range increases by 5'. +5 DC.

Cone: The performance affects all targets within a 30' cone of the performer. For every increment of 5 by which the performer beats the DC, the range of the cone increases by 5'. +5 DC.

Enemies: The performance affects all enemies within 30' of the performer, regardless of type. +10 DC.

Enemy: The performance affects one enemy within 30' of the performer, regardless of type. +5 DC.

Personal: The performance only affects the performer. A performance with this piece does not need to have a Type piece. Performances that involve the performer and another person, place, or thing should use a different piece to determine the distance between the performer and that target. +1 DC.

Spread: The performance may affect an additional target, for whom all rolls are made separately, but all effects still apply normally. For every increment of 5 by which the performer

Performance	DC
Range	
Personal	+1
Close	+5
Ally	+5
Cone	+5
Enemy	+5
Spread	+6
Allies	+10
Enemies	+10

Type	
Animal	+1
Humanoid	+1
Plant	+2
Monstrous Humanoid	+3
Vermin	+3
Aberration	+4
Giant	+4
Elemental	+5
Dragon	+6
Magical Beast	+6
Tiny	+6
Fey	+7
Outsider	+7
Small	+9
Undead	+9
Construct	+10
Ooze	+10
Medium	+12
Large	+15
Huge	+18
Gargantuan	+21
Colossal	+25

Factor	
Cost	-1
Harm	-1
Drain	-2
Exhaustion	-2
Paralyzation	-2
Reflect	-3
Sacrifice	-3
Concentration	-7

beats the DC, the performance affects an additional target. +6 DC.

Type Pieces

All custom performances are limited in the type of creature or object they can affect. Unless a performance's range piece is personal, it must have a type piece. A performance may have as many type pieces as the creator desires, each one raising the DC by the indicated amount.

Aberration: The performance affects aberrations. +4 DC.

Animal: The performance affects animals. +1 DC.

Colossal: The performance affects all creatures and objects of Colossal size or smaller, and does not need another Type piece unless it is intended

to affect creatures of a specific type regardless of size. +28 DC.

Construct: The performance affects constructs. This includes animated constructs, and inanimate, nonliving objects. +10 DC.

Dragon: The performance affects dragons. +6 DC.

Elemental: The performance affects elementals. This includes elemental creatures, and homogenous quantities of substance. +5 DC.

Fey: The performance affects fey. +7 DC.

Gargantuan: The performance affects all creatures and objects of Gargantuan size or smaller, and does not need another Type piece unless it is intended to affect creatures of a specific type regardless of size. +24 DC.

Giant: The performance affects giants. +4 DC.

Huge: The performance affects all creatures and objects of Huge size or smaller, and does not need another Type piece unless it is intended to affect creatures of a specific type regardless of size. +21 DC.

Humanoid: The performance affects humanoids. +1 DC.

Large: The performance affects all creatures and objects of Large size or smaller, and does not need another Type piece unless it is intended to affect creatures of a specific type regardless of size. +18 DC.

Magical Beast: The performance affects magical beasts. +6 DC.

Medium: The performance affects all creatures and objects of Medium size or smaller, and does not need another Type piece unless it is intended to affect creatures of a specific type regardless of size. +15 DC.

Monstrous Humanoid: The performance affects monstrous humanoids. +3 DC.

Ooze: The performance affects oozes. This includes ooze creatures and dangerous quasi-living substances, such as green slime. +10 DC.

Outsider: The performance affects outsiders. +7 DC.

Plant: The performance affects plants. This includes creatures of the plant type and vegetation. +2 DC.

Small: The performance affects all creatures and objects of Small size or smaller, and does not need another Type piece unless it is intended to affect creatures of a specific type regardless of size. +12 DC.

Tiny: The performance affects all creatures and objects of Tiny size or smaller, and does not need another Type piece unless it is intended to affect creatures of a specific type regardless of size. +9 DC.

Undead: The performance affects undead. This includes animated undead and dead creatures that were once living creatures. If a spell is intended to target a dead creature, this piece must be used in addition to the intended type of creature. +9 DC

Vermin: The performance affects vermin. +3 DC.

Factor Pieces

Optionally, a performance may have mitigating factors that lower the DC of the performance. This cannot lower the total DC below 10, no matter how many factors are applied. Factors are not instrument- or aspect-specific. Factors may be used multiple times and their effects stack, unless noted otherwise.

Concentration: The performer must maintain concentration for the duration of the performance, and is unable to take any actions. This only applies to performances with pieces whose effects have variable duration. -7 DC.

Cost: The performance requires an rp material component equal to the final total DC × 25. -1 DC.

Drain: The performer takes 1 point of ability burn for a specific ability score. -2 DC.

Exhaustion: The performer becomes fatigued until he rests for 8 hours. If the performer is already fatigued, he becomes exhausted until he rests for 8 hours. This piece may not be used multiple times. -2 DC.

Harm: The performer takes 1d4 points of damage. This damage can only be restored by rest. -1 DC.

Paralyzation: The performer becomes stunned for the duration of the performance. If the performance has an instantaneous effect, the performer becomes stunned for 8 hours. -2 DC.

Reflect: The performer suffers all negative effects that the performance's targets do, and is not allowed saves against them. This can only be applied to a performance with negative effects. -3 DC.

Sacrifice: The performance requires an xp component equal to the final total DC × 10. -3 DC.

Effect Pieces

All effect pieces have two descriptors: the instrument used and the aspect focus that can be used (besides latent) to make the effect. A character may use a custom performance with a type of focus that does not match all of its effects, but only the matching effects work and the DC remains unchanged.

Performances that have alternate effects when the performer beats the DC by a certain amount do not all benefit. The performer must distribute the amount by which she beat the DC among the performance's effects as she sees fit.

All effects that list saves are DC 10 + Cha mod + 1/2 performer level, but some effects may note that the target receives a bonus or penalty to the saving throw.

Performances always require line of effect unless specifically stated.

Augment (any): All of the performance's unaugmentable numerical effects, such as

Table 5.?: Custom Performances – Effect Pieces

Effect	DC	Instrument	Aspect
Dazzle	+2	String	Light/Latent
Fleet	+2	Dance	-
Deafen	+3	Percussion	-
Deflect	+3	Oratory	-
Embolden	+3	Percussion	-
Expound	+3	Oratory	-
Open/Close	+3	Keyboard	Shadow
Resist	+3	Oratory	-
Ward	+3	Oratory	-
Fire Resonance	+4	Keyboard	Fire
Forest Resonance	+4	Keyboard	Forest
Inspire	+4	Oratory	-
Light	+4	Keyboard	Light/Latent
Light Resonance	+4	Keyboard	Light
Lull	+4	Sing	Spirit
Mend	+4	Acting	-
Shadow Resonance	+4	Keyboard	Shadow
Spirit Resonance	+4	Keyboard	Spirit
Water Resonance	+4	Keyboard	Water
Augment	+5	Any	-
Charm	+5	String	-
Distract	+5	String	Shadow/Latent
Encourage	+5	Oratory	-
Hold	+5	Wind	Forest/Latent
Shake	+5	Wind	-
Sleep	+5	Sing	-
Awaken	+6	Percussion	Water/Latent
Constitution	+6	Acting	Forest/Latent
Dexterity	+6	Dance	Water/Latent
Exorcise	+6	Acting	Water/Latent
Fatigue	+6	Sing	-
Mental Drain	+6	Comedy	-
Physical Drain	+6	Dance	-
Sicken	+6	Dance	-
Strength	+6	Percussion	Fire/Latent
Blind	+7	Comedy	-
Whisper	+7	Sing	-
Entangle	+8	Keyboard	Shadow/Latent
Nauseate	+8	Dance	-
Call	+9	Keyboard	Shadow/Latent
Daze	+9	Comedy	-
Fascinate	+9	String	-
Sloth	+9	Sing	-
Speed	+9	Dance	-
Confusion	+10	Comedy	-
Bind	+12	Keyboard	Shadow/Latent
Invulnerability	+12	Acting	Water/Latent
Warp	+12	Wind	Shadow/Latent
Stun	+13	Percussion	-
Frighten	+15	Wind	-
Panic	+18	Wind	Spirit/Latent
Heal	+25	Acting	Forest/Latent
Resurrect	+25	Acting	Spirit

bonuses, are all doubled. +5 DC. This piece may be used multiple times, each time all the unaugmentable numerical effects are increased by a further 100%, and increasing the DC by an additional +5.

Awaken (Percussion, Water/Latent): If the target of the performance is under the influence of a magical fatigue or exhaustion effect, or a sleep effect, it may make a new save at the DC of the original effect to reduce the severity of its fatigue by one step (exhausted to fatigued to normal) or to negate the sleep effect. For every increment of 6 by which the performer beats the DC, the severity of the target's fatigue is reduced by an additional step if it succeeds on the save. +6 DC

Bind (Keyboard, Shadow/Latent): The target of the performance, an object, grabs hold of the nearest creature of up to one size category larger than it, who must make a Reflex save with a +4 racial bonus or be knocked prone (-4 penalty to melee attack rolls, cannot use ranged weapons except for crossbows, +4 defense against ranged attacks, -4 penalty to melee attacks) and become incapable of standing for 1d4+1 rounds, or until it destroys the target. For every increment of 5 by which the performer beats the DC, the target holds the creature prone for an additional round. +12 DC.

Blind (Comedy): The target of the performance must make a Fortitude save or be blinded (-2 penalty to defense, become flat-footed, -4 penalty to Search checks and most Strength- and Dexterity-based checks, cannot make checks relying on vision, all opponents have concealment) for 1d4+1 rounds. For every increment of 5 by which the performer beats the DC, the target is blinded for an additional round. +7 DC.

Call (Keyboard, Shadow/Latent): A specific unattended object that the performer is intimately familiar with (or an object in the performer's possession) of up to ten pounds in weight teleports into the hand of the target of the performance. The performance automatically fails if the object is attended or magically warded in some way. For every increment of 3 by which you beat the DC, the object may weigh one pound more. +9 DC.

Charm (String): The target of the performance must make a Will save or believe that the performer is a trusted friend and ally, effectively making its attitude friendly, for 1d4+1 rounds.

This is otherwise identical to the *charm person* spell. +5 DC.

Confusion (Comedy): The target of the performance must make a Will save with a +2 racial bonus or become confused, as the spell, for 1d4+1 rounds. For every increment of 5 by which

the performer beats the DC, the effect lasts for an additional round. +10 DC.

Constitution (Acting, Forest): The target of the performance gains a +2 morale bonus to his Constitution score for 1d4+1 rounds. For every increment of 3 by which the performer beats the DC, the Constitution bonus lasts an additional round. This piece may be used multiple times, and its effects stack. +6 DC.

Daze (Comedy): The target of the performance must make a Fortitude save with a +2 racial bonus or be dazed (cannot take any actions) for 1d4+1 rounds. For every increment of 5 by which the performer beats the DC, the target is dazed for an additional round. +9 DC.

Dazzle (String, Light/Latent): The target of the performance must make a Fortitude save with a -2 racial penalty or be dazzled (-1 penalty to attack rolls, Search checks, and Spot checks) for 1d4+1 rounds. For every increment of 3 by which the performer beats the DC, the target is dazzled for an additional round. +2 DC.

Deafen (Percussion): The target of the performance must make a Fortitude save or be deafened (-4 penalty to initiative checks, automatic failure for Listen checks, 20% spell failure chance for spells with verbal components) for 1d4+1 rounds. For every increment of 2 by which the performer beats the DC, the target is deafened for an additional round. +3 DC.

Deflect (Oratory): The target of the performance gains DR 1/- against the next attack against him. The target must take damage within one minute for this effect to take effect. For every increment of 2 by which the performer beats the DC, the DR increases by +1. +3 DC.

Dexterity (Dance, Water): The target of the performance gains a +2 morale bonus to his Dexterity score for 1d4+1 rounds. For every increment of 3 by which the performer beats the DC, the Dexterity bonus lasts an additional round. This piece may be used multiple times, and its effects stack. +6 DC.

Distract (String, Shadow/Latent): The target of the performance, an object, grabs hold of the nearest creature of up to two size categories larger than it, who must make a Reflex save with a +2 racial bonus or become flat-footed (lose Dexterity, class, and racial bonus to defense, cannot make attacks of opportunity) for 1d4+1 rounds, or until it destroys the target. For every increment of 5 by which the performer beats the DC, the target holds the creature flat-footed for an additional round. +5 DC.

Embolden (Percussion): The target of the performance gains a +1 morale bonus to his next damage roll. The target must deal damage within one minute for this bonus to take effect. For every increment of 2 by which the performer beats the DC, the bonus increases by +1. +3 DC.

Encourage (Oratory): If the target of the performance is under the influence of a fear

effect, it may make a new save at the DC of the original effect to reduce the severity of its fear by one step (panicked to frightened to shaken to normal). For every increment of 5 by which the performer beats the DC, the severity of the target's fear is reduced by an additional step if it succeeds on the save. +5 DC

Entangle (Keyboard, Shadow/Latent): The target of the performance, an object, grabs hold of the nearest creature of up to three size categories larger than it, who must make a Reflex save or be entangled (moves at half speed, cannot run or charge, -2 penalty to all attack rolls, -4 penalty to Dexterity, must make a DC 15 + spell level Concentration check to cast spells) for 1d4+1 rounds, or until it destroys the target. For every increment of 5 by which the performer beats the DC, the target entangles the creature for an additional round. +8 DC.

Exorcise (Acting, Water/Latent): The target of the performance is allowed a new save against any possession (including charm and compulsion effects) it is currently suffering from. If the target is a summoned creature, it must make a Will save or be banished. +6 DC.

Expound (Oratory): The target of the performance gains a +1 morale bonus to his next skill check. The target must make the check within one minute for this bonus to take effect. For every increment of 2 by which the performer beats the DC, the bonus increases by +1. +3 DC.

Fascinate (String): The target of the performance must make a Will save or be fascinated (takes no actions, -4 penalty to all reactive skill checks such as Listen and Spot, may make a new saving throw if a potential threat is detected, automatically returns to normal if an obvious threat is detected) for 1d4+1 rounds. For every increment of 4 by which the performer beats the DC, the target remains fascinated for an additional round. +9 DC.

Fatigue (Sing): The target of the performance must make a Fortitude save or become fatigued (cannot run nor charge, -2 penalty to Strength and Dexterity, becomes exhausted if anything happens that would cause fatigue, no longer fatigued after 8 hours of rest). If the performer beats the DC by 5, the target of the performance becomes exhausted (cannot run nor charge, moves at half speed, -6 penalty to Strength and Dexterity, becomes fatigued after 1 hour of rest) if it fails its save. +6 DC.

Fire Resonance (Keyboard, Fire): The target of the performance emits a magical tone that causes all magical fire and latent auras within 30' of it to hum audibly for 1d4+1 rounds. Magic items, most characters, and spells all have magical auras. The Listen DC for all such auras are equal to 20 - caster level. Dim auras, as described in the *detect magic* spell, have a Listen DC of 25. Characters may make a Spellcraft check as though using the *detect magic* spell to

identify the aspect and strength of each aura. For every increment of 3 by which the performer beats the DC, the effect lasts an additional round. +4 DC.

Fleet (Dance): The target of the performance gains a +5' morale bonus to his base land speed for 1d4+1 rounds. For every increment of 2 by which the performer beats the DC, the effect lasts an additional round. +2 DC.

Forest Resonance (Keyboard, Forest): The target of the performance emits a magical tone that causes all magical forest and latent auras within 30' of it to hum audibly for 1d4+1 rounds. Magic items, most creatures, and spells all have magical auras. The Listen DC for all such auras are equal to 20 - caster level. Dim auras, as described in the *detect magic* spell, have a Listen DC of 25. Characters may make a Spellcraft check as though using the *detect magic* spell to identify the aspect and strength of each aura. For every increment of 3 by which the performer beats the DC, the effect lasts an additional round. +4 DC.

Frighten (Wind): The target of the performance must make a Will save with a +2 racial bonus or be frightened (flee from the performer as best it can, using special abilities to escape if necessary, if the target cannot flee it cowers, making it unable to take any actions, flat-footed, and it takes a -2 penalty to defense) for 1d4+1 rounds. This is a mind-affecting fear effect. For every increment of 5 by which the performer beats the DC, the target is frightened for an additional round. +15 DC.

Heal (Acting, Forest/Latent): The target of the performance gains the benefit of a *heal* spell (curing conditions such as ability damage, blind, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poison), but does not heal damage. +25 DC.

Hold (Wind, Forest/Latent): The target of the performance must make a Reflex save or become checked (incapable of making any movement that would make it move closer to the performer) for 1d4+1 rounds. Flying creatures are also pushed back 10' from the performer each round. The target may make a new Reflex save each round as a standard action to end the effect. For every increment of 5 by which the performer beats the DC, the target remains checked for an additional round. +5 DC.

Inspire (Oratory): The target of the performance gains a +1 morale bonus to his next attack roll. The target must attack within one minute for this bonus to take effect. For every increment of 4 by which the performer beats the DC, the bonus increases by +1. +4 DC.

Invulnerability (Acting, Water/Latent): The target of the performance gains spell resistance 20 for 1d4+1 rounds. For every increment of 5 by which

the performer beats the DC, this effect lasts an additional round. +12 DC.

Light (Keyboard, Light/Latent): The target of the performance emits light as a torch for as long as the performer maintains concentration, even if he leaves the performance's effect, and for 1d4+1 rounds thereafter. If unwilling, the target may make a Will save to partially negate the effect, in which case the space of the square the target occupied when the performance was used emits light as a torch for only 1d4 rounds. For every increment of 2 by which the performer beats the DC, the effect lasts one round longer. +4 DC.

Light Resonance (Keyboard, Light): The target of the performance emits a magical tone that causes all magical light and latent auras within 30' of it to hum audibly for 1d4+1 rounds. Magic items, most characters, and spells all have magical auras. The Listen DC for all such auras are equal to 20 - caster level. Dim auras, as described in the *detect magic* spell, have a Listen DC of 25. Characters may make a Spellcraft check as though using the *detect magic* spell to identify the aspect and strength of each aura. For every increment of 3 by which the performer beats the DC, the effect lasts an additional round. +4 DC.

Lull (Sing): The target of the performance must make a Will save or become inattentive, taking a -5 penalty to Listen and Spot checks and a -2 penalty to saves against sleep effects for 1d4+1 rounds. The performer does not need line of effect to the target, but the target must be able to hear him clearly. For every increment of 5 by which the performer beats the DC, the target remains inattentive for an additional round. +4 DC.

Mend (Acting): The target of the performance heals one point of subdual damage. If the target is an object, it instead heals one point of damage. For every increment of 3 by which the performer beats the DC, the target heals an additional point of damage. +4 DC

Mental Drain (Comedy): The target of the performance must make a Will save or take 1d6 points of mental ability score damage, chosen at the performance's creation. For every increment of 4 by which the performer beats the DC, the target takes an additional point of ability score damage. +6 DC.

This piece may be used multiple times, each time for a different ability score.

Nauseate (Dance): The target of the performance must make a Fortitude save with a +2 racial bonus or be nauseated (limited to a single move action) for 1d4+1 rounds. For every increment of 5 by which the performer beats the DC, the target remains nauseated for an additional round. +8 DC.

Open/Close (Keyboard, Shadow): The target of the performance, an object weighing one pound

or less, opens or closes as appropriate for an object of its type. Only a single object may be affected by this, so a chest with two latches would need three usages of this effect to be affected (one for each latch and one for the chest's lid). The object does not open if it is locked, but anyone making an Open Lock check to open it gains a +4 bonus to the check. For every increment of 2 by which the performer beats the DC, the object may weigh an additional pound and the bonus to unlock it increases by 1. +3 DC.

Panic (Wind, Spirit/Latent): The target of the performance must make a Will save with a +4 racial bonus or be panicked (drop everything held, flee from the performer and anything it encounters at top speed along a random path, take a -2 penalty on all saving throws, skill checks, and ability checks, it may use special abilities to escape if necessary, if it becomes cornered it cowers, making it unable to take any actions, flat-footed, and it takes a -2 penalty to defense) for 1d4+1 rounds. This is a mind-affecting fear effect. For every increment of 5 by which the performer beats the DC, the target is panicked for an additional round. +18 DC.

Physical Drain (Dance): The target of the performance must make a Fortitude save or take 1d6 points of physical ability score damage, chosen at the performance's creation. For every increment of 3 by which the performer beats the DC, the target takes an additional point of ability score damage. +6 DC. This piece may be used multiple times, each time for a different ability score.

Resist (Oratory): The target of the performance gains a +1 morale bonus to his next saving throw. The target must make the save within one minute for this bonus to take effect. For every increment of 2 by which the performer beats the DC, the bonus increases by +1. +3 DC.

Resurrect (Acting, Spirit): The target of the performance is returned to life as though by a *true resurrection* spell. +25 DC.

Shadow Resonance (Keyboard, Shadow): The target of the performance emits a magical tone that causes all magical shadow and latent auras within 30' of it to hum audibly for 1d4+1 rounds. Magic items, most creatures, and spells all have magical auras. The Listen DC for all such auras are equal to 20 - caster level. Dim auras, as described in the *detect magic* spell, have a Listen DC of 25. Characters may make a Spellcraft check as though using the *detect magic* spell to identify the aspect and strength of each aura. For every increment of 3 by which the performer beats the DC, the effect lasts an additional round. +4 DC.

Shake (Wind): The target of the performance must make a Will save or be shaken (-2 penalty to attack rolls, saving throws, skill checks, and ability checks) for 1d4+1 rounds. This is a mind-

affecting fear effect. For every increment of 4 by which the performer beats the DC, the target is shaken for an additional round. +5 DC.

Sicken (Dance): The target of the performance must make a Fortitude save or be sickened (-2 penalty to attack rolls, damage rolls, saving throws, skill checks, and ability checks) for 1d4+1 rounds. For every increment of 4 by which the performer beats the DC, the target is shaken for an additional round. +6 DC.

Sleep (Sing): The target of the performance must make a Will save or become helpless (does nothing, flat-footed, Dexterity score is 0, treated as prone for melee attack) for 1d4+1 rounds, or until he is woken or harmed. A creature with more Hit Dice than the performer is not affected, and neither are constructs, undead creatures, and creatures who are already sleeping. The performer does not need line of effect to the target, but the target must be able to hear him clearly. For every increment of 5 by which the performer beats the DC, the target remains sleeping for an additional round. +5 DC.

Sloth (Sing): The target of the performance must make a saving throw or be limited to making only a standard action or a move action each round for 1d4+1 rounds. Alternately, the target must make a saving throw or lose an existing haste effect. This is a slow effect. For every increment of 5 by which the performer beats the DC, the target is slowed for an additional round. +9 DC.

Speed (Dance): The target of the performance may make either an extra attack at its highest base attack bonus or an extra move action each round for 1d4+1 rounds. Alternately, the target is allowed a new save against a slow effect. This is a haste effect. For every increment of 5 by which the performer beats the DC, the target is hastened for an additional round. +9 DC.

Spirit Resonance (Keyboard, Spirit): The target of the performance emits a magical tone that causes all magical spirit and latent auras within 30' of it to hum audibly for 1d4+1 rounds. Magic items, most creatures, and spells all have magical auras. The Listen DC for all such auras are equal to 20 - caster level. Dim auras, as described in the *detect magic* spell, have a Listen DC of 25. Characters may make a Spellcraft check as though using the *detect magic* spell to identify the aspect and strength of each aura. For every increment of 3 by which the performer beats the DC, the effect lasts an additional round. +4 DC.

Strength (Percussion, Fire/Latent): The target of the performance gains a +2 morale bonus to his Strength score for 1d4+1 rounds. For every increment of 3 by which the performer beats the DC, the Strength bonus lasts an additional round. This piece may be used multiple times, and its effects stack. +6 DC.

Stun (Percussion): The target of the performance must make a Fortitude save or be stunned (drop

all held items, become flat-footed, take a -2 penalty to defense) for 1d4+1 rounds. For every increment of 5 by which the performer beats the DC, the target remains stunned for an additional round. +13 DC.

Ward (Oratory, Water): The target of the performance gains a +1 morale bonus to defense against the next attack directed against it. The target must be attacked within one minute for this bonus to take effect. For every increment of 2 by which the performer beats the DC, the bonus increases by +1. +3 DC.

Warp (Wind, Shadow/Latent): The target of the performance must make a Will save with a +4 racial bonus or be teleported to a location within 50 miles that the performer is intimately familiar with. If the location has been drastically altered or if it has been magically warded, the performance automatically fails. For every increment of 5 by which the performer beats the DC, the location can be 5 miles farther. +12 DC.

Water Resonance (Keyboard, Water): The target of the performance emits a magical tone that causes all magical water and latent auras within 30' of it to hum audibly for 1d4+1 rounds. Magic items, most creatures, and spells all have magical auras. The Listen DC for all such auras are equal to 20 - caster level. Dim auras, as described in the *detect magic* spell, have a Listen DC of 25. Characters may make a Spellcraft check as though using the *detect magic* spell to identify the aspect and strength of each aura. For every increment of 3 by which the performer beats the DC, the effect lasts an additional round. +4 DC.

Whisper (Sing): The target of the performance, an inanimate object, an animal or vermin with one Hit Die or less, or a natural force (such as wind) takes a message no longer than ten words. The target of this performance may also be the recipient of the message, in which case the message is received mentally. The nature of the message cannot be determined by those listening to the performance. If it is not possible for the target to get the message to the recipient within one day, the spell automatically fails. For every increment of 1 by which the performer beats the DC, the message may have an additional word. +7 DC.

