

## Juggler

*Jugglers are masters of manipulating objects, most famously by keeping multiple objects in the air simultaneously. They often incorporate this talent into acting, comedy, or dance. Adventuring jugglers find their abilities translate well into the use of thrown weapons.*

The juggler is an archetype of the bard class.

**Weapon Proficiencies:** A juggler is proficient with all simple weapons, plus martial thrown weapons.

This ability replaces his normal weapon proficiencies.

**Fast Reactions (Ex):** At 1st level, a juggler gains Deflect Arrows as a bonus feat. At 3rd level, he gains Snatch Arrows as a bonus feat. The juggler doesn't need to meet the prerequisites for these feats. The juggler can use the ability granted by these feats an additional time each round at 11th level (with a –5 penalty on his second attack roll) and at 17th level (with a –10 penalty on his third attack roll). If the juggler already has these feats, he may take another Combat feat that he must meet the prerequisites for.

This ability replaces countersong and inspiration.

**Combat Juggling (Ex):** At 2nd level, a juggler can hold and wield (in other words, “juggle”) up to three items or weapons in his hands. The juggler must be able to hold and wield an object in one hand in order to juggle it. This ability doesn't grant the juggler additional attacks, though it does allow him to use different weapons as part of a full attack. As long as he is juggling fewer than three objects, the juggler is considered to have a free hand (for the purposes of drawing a weapon, using somatic components, using Deflect Arrows, and so on).

At 6th level and every four levels thereafter, the maximum number of objects the juggler can juggle increases by one, to a maximum of seven objects at 18th level. If the juggler is affected by any action or condition that would require a concentration check while he is juggling, he must attempt a Sleight of Hand check to continue juggling and avoid losing concentration. The check's DC is the same as a concentration check, treating the spell level as twice the number of objects being juggled. If the juggler fails his Sleight of Hand check, he drops all juggled objects but one, determined randomly.

This ability replaces versatile performance.

**Evasion (Ex):** At 2nd level, a juggler gains evasion, as the thief class feature of the same name. At 12th level, he gains improved evasion, as the thief advanced talent.

This ability replaces well-versed and soothing performance.