

SEA SINGER

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY Bard Level Misc

$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} +$

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC Bard Level
 $= 10 + (\text{CHA} \div 2) + \text{CHA}$

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

PERFORMANCES

SEA SHANTY

Counter exhaustion, fatigue, nausea and sickness.

Allies within 30ft use Performance roll in place of a saving throw

DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

FASCINATE Bard Level
MAX AUDIENCE

$= \text{CHA} \div 3$ (Round up)

INSPIRE COURAGE

+ Bonus against charm and compulsion effects
Bonus to attack and damage rolls

STILL WATER

Level 3 Calm waters within 30ft, reducing swim DCs by your level
Perform for 10 rounds to extend the effect for an hour

WHISTLE THE WIND

Level 6 Gust Of Wind; play for 5 rounds to extend for 1 minute

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 $2 \times (\text{d}10 + \text{CON})$ temporary hit points, +2 attack, +1 fortitude save

SOOTHING PERFORMANCE

Level 12 Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level 15 + 4 to all saving throws
+ 4 to AC

CALL THE STORM

Level 18 Control Water, Control Weather, Control Winds or Storm of Vengeance; play for (spell level) rounds.

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

WORLD TRAVELLER

KNOWLEDGE BONUS

Bard Level

Misc

Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics
You can reroll one of these skill checks, but you must take the second result

$= (\text{CHA} \div 2) +$

SEA LEGS

Level 2

+4

Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone

+2

Bonus applies to CMD against grapple, overrun or trip

FAMILIAR

Level 2

LORE MASTER

Level 5

TAKE 10
Unlimited uses per day

TAKE 20 PER DAY

$= \text{CHA} \div 2$

Take 20 Today

☐ ☐ ☐ ☐

JACK OF ALL TRADES

Level 10

Use any skill as if you were trained

Level 16

All skills are considered class skills

Level 19

Able to take 10 on any skill