ANIM	(BARD)	EAKE	LR Level		— KN	- WN	SPELLS		
``		PELLS		1		_ _ 0			
	Spell ve DC	Spells	Base + Bonus Spell	3		_			
Known Sa	<b>0</b>	per day	CHA - 4 CHA - 8 CHA - 8 CHA - 12	Summon Nat	ro's Ally I				
	1		5555	Summon Nati	ile S Ally I	- <sub>1</sub>			
	2								
	3					— 551	ä ———		
	4			Summon Nat	ure's Ally II				
	5					_ 2			
	6								
Spell Save D	C = 10 + CHA +	Spell Level							
ARCANE SP	ELL FAILUR	E THRESH	OLD	Summon Nat	ure's Ally III				
Bards can wear light armour without risking spell failure.						3	_		
·	BARDIC P		JANCE.	1					
DURATION		ard	Misc				_		
PER DAY	Le	evel		Summon Nat	ure's Ally IV				
rds = 2 + ( × 2) + CHA +					4				
Rounds 🗆			·						
Today ::  WILL SAVE		Bard Level		0 11 1	, All 37				
WILL SILVE	= 10 + (		+ 2 ) + CHA	Summon Nat	ure's Ally V				
	-10 . (		2) · GIIA						
Level Begin o	or switch a bard than as a stand	lic performar	nce as a move action,			==	<u> </u>		
/ latilel		ORMANO	ES	Summon Nati	ıre's Ally VI				
COUNTERSO		JKMANC	,ES		6				
Counter magical effects that depend on sound.  Allies within 30ft use Performance roll in place of a saving throw									
		ance fon in p	nace of a saving throw	X	BARD	IC KNO	OWLEDGE		
Counter magical effects that depend on sight.				KNOWLEDGE BONUS	Bard Level	Misc			
Allies within 30ft use Performance roll in place of a saving throw					(		Apply this bonus to al	-	
INSPIRE COURAGE  Bonus against charm and compulsion effects					Bards can use an knowledge skins untrained				
+		tack and dam		A ANTINE		IMALI	FRIEND		
Level SOOTHING PERFORMANCE  3 Use a performance roll to influence animals				1 Level ANIMA	Level ANIMAL TYPE  1 to Handle Animal of a chosen type These animals are at worst indifferent to the leading to				
				5	and never attack without provocation			out provocation	
Level ATTRACT RATS 5 Summon 5 1d6 11 2d6 17 3d6 rats			7				nd magically controlled animals I Charisma check to attack		
				11			Level 5 Speak With Animals at will for a chosen type		
Level <b>SUGGE</b> <b>6</b> Suggest	ESTION actions to one	already fasc	inated creature	X	- )				
Level <b>DIRGE</b>	OF DOOM				Use bonus in place of		0	Use bonus in place of	
	nemies within 3	Oft to becon	ne shaken	□ Act	Bluff, Disguise		Oratory	Diplomacy, Sense Motive	
Level [INSPI]	RE GREATNE		TERRETED temporary hit points,	□ Comedy □ Dance	Bluff, Intimidate Acrobatics, Fly		Percussion Sing	Handle Animal, Intimidate Bluff, Sense Motive	
9		ttack, +1 fort		Kevboard	Diplomacy, Intimidate		String	Bluff, Diplomacy	
	HING PERFO			Instruments Other:	Dipioinacy, intillidate		Wind Instruments	Diplomacy, Handle Animal	
	ire Serious Wou s the fatigued, :		shaken conditions						
Level <b>FRIGH</b>	TENING TU	NE		]					
14 Enemies	are frightened	and flee you	r performance						
Level INSPIR	RE HEROICS								
+ 4 to all saving throws + 4 to AC				Level	JACK OF ALL TRADES				
Level MASS SUGGESTION				10 Use at	ny skill as if you were trained				
	actions to alre		ed creatures	Level All ski	lls are considered class skills				
	LY PERFORM			Level	Level 19 Able to take 10 on any skill				
20 Cause an	n enemy to die	of joy or sorr	ow	Ahla t					