

ARCANE DUELIST

(BARD)

Bard Level

SPELLS					
Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells	
		0			CHA - 4
		1			CHA - 4
		2			CHA - 4
		3			CHA - 4
		4			CHA - 4
		5			CHA - 4
		6			CHA - 4

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

rd s = 2 + (× 2) + CHA +

Rounds Today

WILL SAVE DC

Bard Level

= 10 + (÷ 2) + CHA

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

PERFORMANCES

RALLYING CRY

Rally spirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

DISTRACTION

Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw.

FASCINATE MAX AUDIENCE

Bard Level

= ÷ 3 (Round up)

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Level 3 +

BLADETHIRST

Level 6 = (÷ 3) - 1 (Round down)

Enhancement bonus to one weapon or natural weapon

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 2 × (d10 + 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

MASS BLADETHIRST

Level 18 +4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

BONUS FEATS

Level 1 Arcane Strike

DAMAGE BONUS

Caster Level

= 1 + (÷ 5)

2 Combat Casting

+4 to Concentration checks to cast a spell defensively or while grappled

6 Disruptive

+4 DC to enemies casting defensively within your threatened area

10 Spellbreaker

Enemies that fail their check to cast defensively in your treated area provoke attacks of opportunity

14 Penetrating Strike

Bypass up to 5 points of damage reduction (not including damage reduction without a type)

18 Greater Penetrating Strike

Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)

ARCANE BOND

Level 5 BONDED OBJECT

ARCANE ARMOUR

Level 10 Medium Armour Proficiency Cast spells in medium armour with no risk of spell failure

Level 16 Heavy Armour Proficiency Cast spells in heavy armour with no risk of spell failure