ANIM	AL SP (BARD)	ŁAK]	ER Bard Level				-KNUWI	N SPELLS	
γ.		PELLS						0	
	oell	Spells	= Base + Bonus Sp						
Known Sav	e DC	per day	Spells 4 4	1					
	0		CHA		on Natur	e's Ally I		1	
	1							<u> </u>	
	2								
	3								
	4			Summ	on Natur	e's Ally II		2	
	5							<b>_</b>	
	6								
Spell Save DC	: = 10 + CHA +	Spell Level							
ARCANE SPELL FAILURE THRESHOLD					on Natur	e's Ally III		3	
Bards can wear light armor without risking spell failure.								<b>)</b> 	
BARDIC PERFORMANCE									
DURATION		ard	M	20					
PER DAY	Le	evel		Summ	on Natur	e's Ally IV			
$rds = 2 + ( \times 2) + CHA +$								4	
Rounds 000 000 000									
loday □□									
WILL SAVE I	/	Bard Level	\	Summ	on Natur	e's Ally V			
= 10 + ( ÷ 2 ) + CHA								5	
Level Begin or switch a bardic performance as a move action,									
7 rather the	nan as a stand	ard action.							
X.	PERFO	RMAN	CES	Summ	on Natur	e's Ally VI		6	
COUNTERSONG									
Counter magical effects that depend on sound.  Allies within 30ft use Performance roll in place of a saving throw									
DISTRACTIO	N						ARDIC K	NOWLEDGE	
Counter magical effects that depend on sight.  Allies within 30ft use Performance roll in place of a saving throw					LEDGE	Bard Level	Misc		
· · · · · · · · · · · · · · · · · · ·					= (	( ; 2)	+	Apply this bonus to a	
INSPIRE COURAGE  Bonus against charm and compulsion effects					Datus can use an knowledge skins dittianted				
+ Bonus to attack and damage rolls							ANIMAI	L FRIEND	
Level SOOTHING PERFORMANCE  3 Use a performance roll to influence animals				Level	ANIMAI	L TYPE		_	mal of a chosen type worst indifferent to the bard,
					and never attack without provocation				out provocation
Level ATTRACT RATS 5 Summon 5 1d6 11 2d6 17 3d6 rats			7				Animal companions at must pass an opposed	nd magically controlled animals I Charisma check to attack	
						Level Speak With Animals at will far a shocan type			
Level SUGGESTION  6 Suggest actions to one already fascinated creature									
					VERSATILE PERFORMANCE  Use bonus in place of  Use bonus in place of				
	<b>OF DOOM</b> emies within 3	Oft to beco	ne shaken	□ Act		Bluff, Disguise	DT	☐ Oratory	Use bonus in place of Diplomacy, Sense Motive
INSPIR			AFFECTED	□ Com	edy	Bluff, Intimidate		☐ Percussion	Handle Animal, Intimidate
evel 1	2 × (	d10 + <b>CON</b> )	temporary hit points	□ Dane	e	Acrobatics, Fly		□ Sing	Bluff, Sense Motive
	+2 at	ttack, +1 for	titude save		oard ruments	Diplomacy, Intimida	ate	☐ String	Bluff, Diplomacy
	ING PERFO			Othe				☐ Wind Instruments	Diplomacy, Handle Animal
			d shaken conditions						
	TENING TU		ır performance						
ovol INSPIR	E HEROICS	MAX AF	FECTED						
15 + 4 to all saving throws + 4 to AC						J	ACK OF A	LL TRADES	
					Use anv	skill as if you were trai	ned		
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures				10 Level 16		are considered class s			
Level <b>DEADL</b> <b>20</b> Cause an			row	Level	Level				