

COURT BARD

Bard
Level

SPELLS

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

COUNTERSONG

Counter magical effects that depend on sound.

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

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

SATIRE

Bard Level

$$+ \text{CHA} = 1 + (\text{CHA} + 1) \div 6$$

Penalty to enemies' attack, damage, saves against charm and fear

MOCKERY

Bard Level

$$\text{Level } 3 - \text{CHA} = (\text{CHA} + 5) \div 4$$

Penalty to one enemy's Charisma-based checks and skills

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

GLORIOUS EPIC

Level 8 Cause enemies within 30ft to become flat-footed.

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

SCANDAL

Level 14 Enemies are affected as if by Song Of Discord

INSPIRE HEROICS MAX AFFECTED

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

MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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2

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HERALDIC EXPERTISE

EXPERTISE
BONUS

Bard
Level

Misc

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

Apply this bonus to Diplomacy, Knowledge (history), Knowledge (local) and Knowledge (nobility) checks.

REROLL
PER DAY

Bard
Level

$$\text{CHA} = (\text{CHA} \div 5) + 1$$

Allows you to reroll one of these checks, but you must take the second result if you do

WELL-VERSED

Level
2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

☐ Act

Use bonus in place of...

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard
Instruments
Other:

Diplomacy, Intimidate

☐ Oratory

Use bonus in place of...

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ String

Bluff, Diplomacy

☐ Wind Instruments

Diplomacy, Handle Animal

☐

☐

☐

WIDE AUDIENCE

Level
1

Level
5

Level
10

Level
15

Level
20

Performance radius

30 ft

40 ft

50 ft

60 ft

Performance cone

60 ft

80 ft

100 ft

120 ft