

# DERVISH DANCER

(BARD)

Bard  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		CHA - 4 CHA - 8 CHA - 12
		2		CHA - 4 CHA - 8 CHA - 12
		3		CHA - 4 CHA - 8 CHA - 12
		4		CHA - 4 CHA - 8 CHA - 12
		5		CHA - 4 CHA - 8 CHA - 12
		6		CHA - 4 CHA - 8 CHA - 12

Spell Save DC = 10 + CHA + Spell Level

## ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour without risking spell failure.

## BARDIC PERFORMANCE & BATTLE DANCE

### DURATION PER DAY

Bard  
Level

Misc

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

Rounds Today

### WILL SAVE DC

Bard Level

$$= 10 + \left( \frac{\text{CHA}}{2} \right) + \text{CHA}$$

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

Level 10 Begin or switch a battle dance as a swift action, rather than as a move 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

MAX AUDIENCE

Bard  
Level

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

### INSPIRE COMPETENCE

$$3 +$$

## BATTLE DANCES

Battle dances only affect the dancer, not their allies or enemies

### INSPIRE COURAGE

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

### RAIN OF BLOWS

When making a full round attack, make one extra attack at your highest attack bonus

Level 6 BONUS Bard Level

$$= \left( \frac{\text{CHA}}{3} \right) - 1$$

Bonus to attack rolls and dodge bonus to AC

### RAZOR'S KISS

Level 8 Attacks are treated as if with the Improved Critical feat

### INSPIRE GREATNESS

Level 9  $2 \times (d10 + \text{CON})$  temporary hit points, +2 attack, +1 fortitude save

### LEAF ON THE WIND

Level 14 +6 dodge bonus to AC and reflex saves

### INSPIRE HEROICS

Level 15 +4 to all saving throws and +4 dodge bonus to AC

## KNOWN SPELLS

0

1

2

3

4

5

6

## FLEET

Level SPEED BONUS

1 10 ft 2 sq

5 15 ft 3 sq

9 20 ft 4 sq

13 25 ft 5 sq

17 30 ft 6 sq

While performing a battle dance

## WELL-VERSED

+4

Level 2

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

## VERSATILE DANCE

### DANCE BONUS

Level 2

Bard  
Level

$$= \frac{\text{CHA}}{2}$$

You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus

## 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

## DANCE OF FURY

Level 12 Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack

## BATTLE FURY

Level 20 As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemies you encounter during your movement, up to a maximum of 20 attacks. This provokes attacks of opportunity as normal.