

JUGGLER (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

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armour without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY

Bard
Level

Misc

rds = 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

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

= ÷ 3 (Round up)

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Level 3 +

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

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

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

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

2

3

4

5

6

FAST REACTIONS

At 1st level, a juggler gains Deflect Arrows as a bonus feat. At 5th level, he gains Snatch Arrows as a bonus feat. The juggler doesn't need to meet the prerequisites for these feats. The juggler can use the ability granted by these feats an additional time each round at 11th level (with a -5 penalty on his second attack roll) and at 17th level (with a -10 penalty on his third attack roll).

EVASION

At 2nd level, a juggler gains evasion, as the rogue class feature of the same name.
At 12th level, he gains improved evasion, as the rogue advanced talent.

COMBAT JUGGLING

At 2nd level, a juggler can hold and wield (in other words, "juggle") up to three items or weapons in his hands. The juggler must be able to hold and wield an object in one hand in order to juggle it. This ability doesn't grant the juggler additional attacks, though it does allow him to use different weapons as part of a full attack. As long as he is juggling fewer than three objects, the juggler is considered to have a free hand (for the purposes of drawing a weapon, using somatic components, using Deflect Arrows, and so on). At 6th level and every 4 levels thereafter, the maximum number of objects the juggler can juggle increases by one, to a maximum of seven objects at 18th level. If the juggler is affected by any action or condition that would require a concentration check while he is juggling, he must attempt a Sleight of Hand check to continue juggling and avoid losing concentration. The check's DC is the same as a concentration check, treating the spell level as twice the number of objects being juggled. If the juggler fails his Sleight of Hand check, he drops all juggled objects but one, determined randomly.

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