

# DAREDEVIL

## (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"/>
		3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

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

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.

### 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

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

#### DERRING-DO

Bard Level

$$+ \frac{\text{CHA}}{6} + 1$$

Bonus to allies' reflex saves, and double to Dexterity-based skills  
Allies who move at least 10ft gain a dodge bonus to their AC

#### 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  $2 \times (d10 + \text{CON})$  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 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

☐ ☐ ☐

### AGILE

AGILE  
BONUS

Bard  
Level

Misc

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

Apply this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks

### CANNY FOE

#### COMBAT MANOEUVRES

Level 2

6

10

14

18

+2

Bonus applies to CMB to attempt, and CMD to resist, any of your chosen manoeuvres.

### DAUNTLESS

MORALE  
BONUS

Bard  
Level

Level 2

$$+ \frac{\text{CHA}}{4} + 2$$

Apply this bonus to saving throws against mind-affecting effects, including fear effects

### SCOUNDREL'S FORTUNE

FORTUNE  
PER DAY

Bard  
Level

Fortune  
Today

Level 5

$$+ \frac{\text{CHA}}{5}$$

☐ ☐

Roll the d20 twice for a skill check and take the better result

### 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