

# MAGICIAN

(BARD)

Bard  
Level

## SPELLS

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

### DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

### FASCINATE

Bard

MAX AUDIENCE

Level

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

### DWEOMERCRAFT

Bard Level

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

Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you

### INSPIRE COMPETENCE

Level

3

+

### SUGGESTION

Level

6

Suggest actions to one already fascinated creature

### SPELL SUPPRESSION

Level

8

Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic

### 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

### METAMAGIC MASTERY

Level

14

Apply instant metamagic; this ends the 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

☐ ☐ ☐ ☐

## MAGICAL TALENT

### MAGICAL TALENT

BONUS

Bard

Misc

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

Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device

## EXTENDED PERFORMANCE

Level

2

Sacrifice a spell to extend your performance by a number of rounds equal to the spell level  
Only once per performance Duration does not apply to Spell Suppression

## EXPANDED REPERTOIRE

### BONUS SPELLS

Level

2

$$= (\text{CHA} + 2) \div 4$$

Bonus spells may come from any arcane spellcaster's list of available spells

## ARCANE BOND

### BONDED OBJECT

Level

5

## WAND MASTERY

Level

10

Use your own CHA bonus for calculating the DC of wands

Level

15

Use your own caster level for calculating the DC of wands