

# ANIMAL SPEAKER

Bard  
Level

(BARD)

## 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

### INSPIRE COURAGE

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

### Level 3 SOOTHING PERFORMANCE

Use a performance roll to influence animals

### Level 5 ATTRACT RATS

Summon 5 1d6 11 2d6 17 3d6 rats

### Level 6 SUGGESTION

Suggest actions to one already fascinated creature

### Level 8 DIRGE OF DOOM

Cause enemies within 30ft to become shaken

### Level 9 INSPIRE GREATNESS MAX AFFECTED

☐ 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

### Level 12 SOOTHING PERFORMANCE

Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

### Level 14 FRIGHTENING TUNE

Enemies are frightened and flee your performance

### Level 15 INSPIRE HEROICS MAX AFFECTED

☐ + 4 to all saving throws  
+ 4 to AC

### Level 18 MASS SUGGESTION

Suggest actions to already fascinated creatures

### Level 20 DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

## KNOWN SPELLS

0

Summon Nature's Ally I

1

☐☐☐  
☐☐☐  
☐☐☐

Summon Nature's Ally II

2

☐☐☐  
☐☐☐  
☐☐☐

Summon Nature's Ally III

3

☐☐☐  
☐☐☐  
☐☐☐

Summon Nature's Ally IV

4

☐☐☐  
☐☐☐  
☐☐☐

Summon Nature's Ally V

5

☐☐☐  
☐☐☐  
☐☐☐

Summon Nature's Ally VI

6

☐☐☐  
☐☐☐  
☐☐☐

## BARDIC KNOWLEDGE

KNOWLEDGE  
BONUS

Bard  
Level

Misc

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

Apply this bonus to all knowledge skills  
Bards can use all knowledge skills untrained

## ANIMAL FRIEND

Level ANIMAL TYPE

1

5

7

11

+4 to Handle Animal of a chosen type

These animals are at worst indifferent to the bard, and never attack without provocation

Animal companions and magically controlled animals must pass an opposed Charisma check to attack

Level

5

Speak With Animals at will for a chosen type

## VERSATILE PERFORMANCE

- ☐ Act  
☐ Comedy  
☐ Dance  
☐ Keyboard Instruments

Other:

☐

☐

☐

Use bonus in place of...

Bluff, Disguise  
Bluff, Intimidate  
Acrobatics, Fly  
Diplomacy, Intimidate

- ☐ Oratory  
☐ Percussion  
☐ Sing  
☐ String  
☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive  
Handle Animal, Intimidate  
Bluff, Sense Motive  
Bluff, Diplomacy  
Diplomacy, Handle Animal

## 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