JUGGLER Bard Level				*	KNOWN SPELLS
(BARD)					
Ĭ.		SPELLS	ž.		0
Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells		
		0	CHA CHA - 2 CHA - 3		
		1	777		1
		2			
		3			
		4			_
		5			2
		6			
Spell Sa	ave DC = 10 + C	HA + Spell Level		_	
ARCANE SPELL FAILURE THRESHOLD					
Bards can wear light armour without risking spell failure.			rmour without risking		3
X		C PERFORI	MANCE		
DURATI		Bard	Misc		
PER DAY		Level	`		
r	rds = 2 + (× 2) + CHA +		
Rounds Today]		886
WILL SA		□□ □□□ Bard Level			
	= 10 +		÷ 2) + CHA		5
<u> </u>					
Level Begin or switch a bardic performance as a move action, rather than as a standard action.					000
PERFORMANCES					
COUNTERSONG					
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw					888
DISTRACTION				•	FAST REACTIONS
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw				Level 1	Deflect Arrows. Once per round when you would normally be hit by an attack from a ranged weapon, you can deflect it so it does no damage.
FASCINA		ard evel		Level	Snatch Arrows. When using Deflect Arrows you may choose to catch the weapon instead of deflecting it.
WAXAU	=	÷ 3		Level	You can use Deflect Arrows or Snatch Arrows a second time each round
		······ 7 3	(Round up)	11	(with a -5 penalty on your second attack roll)
INSPIRE COURAGE Bonus against charm and compulsion effects				Level 17	You can use Deflect Arrows or Snatch Arrows a third time each round (with a -10 penalty on your third attack roll)
+	Bonus t	o attack and dar	mage rolls	*	COMBAT JUGGLING
Level	SPIRE COMP	PETENCE		Level	Can wield up to 3 Weapons or objects
3 +				6	Can wield up to 4 Weapons or objects
	GGESTION				<u> </u>
6 Sug	ggest actions to	one already fas	cinated creature	10	Can wield up to 5 weapons or objects
	RGE OF DOO	M hin 30ft to beco	me shaken	14	Can wield up to 6 weapons or objects
				18	Can wield up to 7 Weapons or objects
Level 2 × (d10 + CON) temporary hit points,				Level	EVASION Evasion, making a successful Reflex saving throw against an attack that normally deals half
9		+2 attack, +1 for	titude save	2	damage on a successful save does no damage.
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance				Level	Improved Evasion, take half damage on a failed Reflex save.
Level INSPIRE HEROICS MAX AFFECTED				``	JACK OF ALL TRADES
+ 4 to all saving throws + 4 dodge bonus to AC				Level	Use any skill as if you were trained
	ASS SUGGES' ggest actions to	TION already fascina	ted creatures	Level	All skills are considered class skills
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow			rrow	Level	Able to take 10 on any skill
~	,	,,, 30.		-7	