

JUGGLER

(BARD)

Bard
Level

KNOWN SPELLS

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"/> <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 armor 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

Level 3 **INSPIRE COMPETENCE**

+

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 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS MAX AFFECTED**

+ 4 to all saving throws
+ 4 dodge bonus 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

0

1

2

3

4

5

6

FAST REACTIONS

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.

Level 5 **Snatch Arrows.** When using **Deflect Arrows** you may choose to catch the weapon instead of deflecting it.

Level 11 You can use **Deflect Arrows** or **Snatch Arrows** a second time each round (with a -5 penalty on your second attack roll)

Level 17 You can use **Deflect Arrows** or **Snatch Arrows** a third time each round (with a -10 penalty on your third attack roll)

COMBAT JUGGLING

Level 2 Can wield up to 3 Weapons or objects

6 Can wield up to 4 Weapons or objects

10 Can wield up to 5 weapons or objects

14 Can wield up to 6 weapons or objects

18 Can wield up to 7 Weapons or objects

EVASION

Level 2 **Evasion**, making a successful Reflex saving throw against an attack that normally deals half damage on a successful save does no damage.

Level 12 **Improved Evasion**, take half damage on a failed Reflex save.

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