JUGGLER Bard Level	KNOWN SPELLS
(BARD) SPELLS	
Spells Spell Spells Base Bonus Spell	<u> </u>
Known Save DC per day Spells + Spells + Spells	
0 CHA	
1	1
2	
3 0000	
4	
5	
Spell Save DC = 10 + CHA + Spell Level	
ARCANE SPELL FAILURE THRESHOLD Bards can wear light armor without risking	
% spell failure.	
BARDIC PERFORMANCE	
DURATION Bard Misco	
	4
Rounds	
WILL SAVE DC Bard Level	
$= 10 + (\div 2) + CHA$	5
Level Regin or switch a hardic performance as a move action	
Level Begin or switch a bardic performance as a move action, rather than as a standard action.	
PERFORMANCES	6
COUNTERSONG	
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	DACE DE ACTIVONO
DISTRACTION	FAST REACTIONS Level Deflect Arrows. Once per round when you would normally be hit by an attack from a ranged
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	weapon, you can deflect it so it does no damage.
FASCINATE Bard MAX AUDIENCE Level	Level Snatch Arrows. When using Deflect Arrows you may choose to catch the weapon instead of deflecting it.
= ÷ 3 (Pound up)	Level You can use Deflect Arrows or Snatch Arrows a second time each round
(Round up)	11 (with a -5 penalty on your second attack roll)
INSPIRE COURAGE	Level You can use Deflect Arrows or Snatch Arrows a third time each round (with a -10 penalty on your third attack roll)
+ Bonus against charm and compulsion effects Bonus to attack and damage rolls	COMBAT JUGGLING
Level INSPIRE COMPETENCE	Level
3 +	2 Can wield up to 3 Weapons or objects
Level organization	6 Can wield up to 4 Weapons or objects
6 Suggest actions to one already fascinated creature	10 Can wield up to 5 weapons or objects
Level DIRGE OF DOOM	14 Can wield up to 6 weapons or objects
8 Cause enemies within 30ft to become shaken	18 Can wield up to 7 Weapons or objects
Level INSPIRE GREATNESS MAX AFFECTED	EVASION
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	Level Evasion, making a successful Reflex saving throw against an attack that normally deals half damage on a successful save does no damage.
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	Level 12 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 10 Use any skill as if you were trained
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	Level 16 All skills are considered class skills
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	Level 19 Able to take 10 on any skill