

Bard
Level

KNOWN SPELLS

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 DAYBard
Level

Misc

rd

s

= 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

Bard

MAX AUDIENCE

Level

= ÷ 3

(Round up)

INSPIRE COURAGE

+

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

INSPIRE COMPETENCE

Level 3 +

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 2 × (d10 + CON) temporary hit points,
+2 attack, +1 fortitude save

SOOTHING PERFORMANCE

Level 12 Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your 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

0

1

2

3

4

5

6

TEA CEREMONY

Spend 10 minutes preparing an elaborate tea ceremony, and 4 rounds per person performing the ceremony, to grant your allies Inspire Courage, Inspire Competence, Inspire Greatness or Inspire Heroics for 10 minutes.

BARDIC KNOWLEDGE

KNOWLEDGE
BONUSBard
Level

Misc

= (÷ 2) +

Apply this bonus to Craft (calligraphy), Diplomacy, Knowledge (nobility) and one type of Performance
Bards can use all knowledge skills untrained

WELL-VERSED

Level 2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

| | Use bonus in place of... | | Use bonus in place of... |
|---|--------------------------|---|---------------------------|
| <input type="checkbox"/> Act | Bluff, Disguise | <input type="checkbox"/> Oratory | Diplomacy, Sense Motive |
| <input type="checkbox"/> Comedy | Bluff, Intimidate | <input type="checkbox"/> Percussion | Handle Animal, Intimidate |
| <input type="checkbox"/> Dance | Acrobatics, Fly | <input type="checkbox"/> Sing | Bluff, Sense Motive |
| <input type="checkbox"/> Keyboard Instruments | Diplomacy, Intimidate | <input type="checkbox"/> String | Bluff, Diplomacy |
| <input type="checkbox"/> | | <input type="checkbox"/> Wind Instruments | Diplomacy, Handle Animal |

LORE MASTER

| Level | TAKE 10 | TAKE 20 PER DAY | Take 20 Today |
|-------|------------------------|------------------------|--|
| 5 | Unlimited uses per day | <div><div></div></div> | <div><div></div><div></div><div></div></div> |

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 |