	JUGGL (BARD)		Bard Level	×	KNOWN SPELLS
7	, ,	PELLS			0
Spells	Spell		= Base + Bonus Spells		
Known	Save DC	per day	Spells 4 8 2		
	0		CHA CHA CHA		
	1		7777		I
	2		777		
	3				
	4				
	5				
	6				
Spell Save DC = 10 + CHA + Spell Level					
ARCAN	E SPELL FAILURE		IOLD mor without risking		3
	spell failure.		mor without risking		
×	BARDIC PE	ERFORI	MANCE		
DURAT PER DA			Misc		
	- () + CHA +		4
	rds = 2 + () + CIIA +		
Round Toda					
WILL S		Bard Level			
	= 10 + (÷ 2) + CHA		5
Lovol -	·				
	Begin or switch a bardi ather than as a standa		nce as a move action,		
×	PERFO	RMANO	CES		6
COUNTERSONG					
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw					
DISTRA	ACTION			<u> </u>	FAST REACTIONS
	magical effects that de		ght. 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.
FASCIN			and the desired state of the st	Level	Snatch Arrows. When using Deflect Arrows you may choose to catch the weapon instead of
	UDIENCE Level			5	deflecting it.
	=	÷ 3	(Round up)	Level	You can use Deflect Arrows or Snatch Arrows a second time each round (with a -5 penalty on your second attack roll)
INSPIR +	E COURAGE Bonus agains Bonus to atta		d 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)
			nage rolls	X	COMBAT JUGGLING
Level	ISPIRE COMPETE	NCE		Level	Can wield up to 3 Weapons or objects
3 +	F			6	Can wield up to 4 Weapons or objects
	UGGESTION			10	Can wield up to 5 weapons or objects
	iggest actions to one a	illeady last	inated creature	14	Can wield up to 6 weapons or objects
	IRGE OF DOOM nuse enemies within 30	Oft to becor	ne shaken	18	Can wield up to 7 Weapons or objects
. 17	NSPIRE GREATNE	SS MAX	AFFECTED	10	EVASION
9	2 × (d	10 + CON)	temporary hit points, titude save	Level 2	Evasion, making a successful Reflex saving throw against an attack that normally deals half damage on a successful save does no damage.
	RIGHTENING TUN		ır performance	Level	Improved Evasion, take half damage on a failed Reflex save.
l avol IN	SPIRE HEROICS	MAX AFI	FECTED		JACK OF ALL TRADES
15	+ 4 to	all saving todge bonus	throws	Level	Use any skill as if you were trained
	ASS SUGGESTION		ed creatures	Level	All skills are considered class skills
	EADLY PERFORMA		row	Level	Able to take 10 on any skill
~				\sim	