

DAREDEVIL

(BARD)

Bard
Level

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"/>
		2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6			<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 DAY

Bard
Level

Misc

$$\text{rds} = 2 + \left(\frac{\text{CHA}}{2} \right) + \text{CHA} +$$

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC

Bard Level

$$= 10 + \left(\frac{\text{CHA}}{2} \right) + \text{CHA}$$

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

$$= \frac{\text{CHA}}{3} \quad (\text{Round up})$$

DERRING-DO

Bard Level

$$+ \text{CHA} = \left(\frac{\text{CHA}}{6} + 1 \right) \div 6$$

Bonus to allies' reflex saves, and double to Dexterity-based skills
Allies who move at least 10ft gain a dodge bonus to their AC

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 $2 \times (d10 + \text{CON})$ 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

KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

AGILE

AGILE
BONUS

Bard
Level

Misc

$$+ = \left(\frac{\text{CHA}}{2} \right) +$$

Apply this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks

CANNY FOE

COMBAT MANOEUVRES

Level 2

6

10

14

18

+2

Bonus applies to CMB to attempt, and CMD to resist, any of your chosen manoeuvres.

DAUNTLESS

MORALE
BONUS

Bard
Level

Level 2

$$+ = \left(\frac{\text{CHA}}{4} + 2 \right) \div 4$$

Apply this bonus to saving throws against mind-affecting effects, including fear effects

SCOUNDREL'S FORTUNE

FORTUNE
PER DAY

Bard
Level

Fortune
Today

Level 5

$$+ = \frac{\text{CHA}}{5}$$

☐ ☐

Roll the d20 twice for a skill check and take the better result

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