

DERVISH DANCER

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		CHA - 4 CHA - 8 CHA - 12
		2		CHA - 4 CHA - 8 CHA - 12
		3		CHA - 4 CHA - 8 CHA - 12
		4		CHA - 4 CHA - 8 CHA - 12
		5		CHA - 4 CHA - 8 CHA - 12
		6		CHA - 4 CHA - 8 CHA - 12

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armor without risking spell failure.

BARDIC PERFORMANCE & BATTLE DANCE

DURATION PER DAY

Bard
Level

Misc

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

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.

Level 10 Begin or switch a battle dance as a swift action, rather than as a move 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

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

INSPIRE COMPETENCE

$$3 +$$

BATTLE DANCES

Battle dances only affect the dancer, not their allies or enemies.

INSPIRE COURAGE

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

RAIN OF BLOWS

When making a full round attack, make one extra attack at your highest attack bonus

Level 6 BONUS Bard Level

$$= \left(\frac{\text{CHA}}{3} \right) - 1$$

Bonus to attack rolls and dodge bonus to AC.

RAZOR'S KISS

Level 8 Attacks are treated as if with the Improved Critical feat

INSPIRE GREATNESS

Level 9 $2 \times (d10 + \text{CON})$ temporary hit points, +2 attack, +1 fortitude save

LEAF ON THE WIND

Level 14 +6 dodge bonus to AC and Reflex saves

INSPIRE HEROICS

Level 15 +4 to all saving throws and +4 dodge bonus to AC

KNOWN SPELLS

0

1

2

3

4

5

6

FLEET

Level SPEED BONUS

1 10 ft 2 sq

5 15 ft 3 sq

9 20 ft 4 sq

13 25 ft 5 sq

17 30 ft 6 sq

While performing a battle dance

WELL-VERSED

Level 2

+4

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

VERSATILE DANCE

DANCE
BONUS

Bard
Level

$$\text{Level 2} \quad = \frac{\text{CHA}}{2}$$

You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus.

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

DANCE OF FURY

Level 12 Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack.

BATTLE FURY

Level 20 As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemy you encounter during your movement, up to a maximum of 20 attacks. This provokes attacks of opportunity as normal.