

CELEBRITY

Bard
Level

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 armor 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

Bard Level

MAX AUDIENCE

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

INSPIRE COMPETENCE

Level 3 + ☐

GATHER CROWD

Bard Level

$$\text{Size of audience} = \text{Performance result} \times$$

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

SHINING STAR

Level 8 Fascinated creatures take -4 to break free of the effect, and make a will save to break free even when being attacked

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

KNOWN SPELLS

0

1

☐ ☐ ☐ ☐

2

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5

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6

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FAMOUS

| Bard Level | Area of fame | | | |
|------------|---------------------------------------|----------------|----|---|
| 1 | Village or small town | 1,000 people | +1 | Bonus to Diplomacy and Intimidate made within the area of your fame |
| 5 | Large town or small group of towns | 5,000 people | +2 | |
| 9 | City or group of towns | 25,000 people | +3 | |
| 13 | Large city state and surrounding area | 100,000 people | +4 | |
| 17 | The whole civilized world | | +5 | |

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Bard Level

Misc

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

Apply this bonus to all knowledge skills
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 |

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