DIRGE BARD Bard Level	KNOWN SPELLS
SPELLS	
Spells Spell Spells Base Bonus Spells Spells Spells Spells	
Rhown Save DC per day Spells	
1 000	
2	1
3	000
4	
5	
6	
Spell Save DC = 10 + CHA + Spell Level	
ARCANE SPELL FAILURE THRESHOLD	
% Bards can wear light armour without risking spell failure.	
BARDIC PERFORMANCE	3
DIDATION Bard	Aisc On
rds = 2 + (× 2) + CHA +	
Rounds OOO OOO OOO OOO OOOO	4
WILL SAVE DC Bard Level	
= 10 + (÷ 2) + CHA	
Level Begin or switch a bardic performance as a move action 7 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 thro	6
DISTRACTION Counter magical effects that depend on sight.	
Allies within 30ft use Performance roll in place of a saving thro	BARDIC KNOWLEDGE
FASCINATE Bard MAX AUDIENCE Level	KNOWLEDGE Bard Misc
- ÷ 2	BONUS Level Apply this bonus to all knowledge skills
(Round up)	= (÷ 2) + Bards can use all knowledge skills untrained
INSPIRE COURAGE Bonus against charm and compulsion effect	HAUNTED EYES
+ Bonus to attack and damage rolls	Level Bonus applies to saving throws against fear, energy drain, death effects and necromancy
Level INSPIRE COMPETENCE	SECRETS OF THE GRAVE
3 +	KNOWLEDGE
Level SUGGESTION 6 Suggest actions to one already fascinated creature	Level BONUS Bard Level 2 Bonus applies to Knowledge (religion) checks made
Level DIRGE OF DOOM	to identify undead creatures and their abilities
8 Cause enemies within 30ft to become shaken	A dirge bard may use mind-affecting spells to affect even mindless undead
Level 2 × (d10 + CON) temporary hit points	At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
9 +2 attack, +1 fortitude save	HAUNTING REFRAIN Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralise and opponent
Level DANCE OF THE DEAD 10 Create zombies or skeletons as Animate Dead	Level PERFORMANCE SAVING THROW
Level SOOTHING PERFORMANCE	5 BONUS Bard Level DC BONUS Bard Level
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	= ÷ 5
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	
INSPIRE HEROICS MAX AFFECTED	
+ 4 to all saving throws + 4 to AC	
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	

Level **DEADLY PERFORMANCE 20** Cause an enemy to die of joy or sorrow