

MAGICIAN

(BARD)

Bard
Level

KNOWN SPELLS

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"/>

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

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

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐

WILL SAVE DC

Bard Level

$$= 10 + (\text{CHA} \div 2) + \text{CHA}$$

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

PERFORMANCES

DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

FASCINATE

Bard

MAX AUDIENCE

Level

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

DWEOMERCRAFT

Bard Level

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

Bonus to caster level checks, Concentration, and spell attacks to allies within 30ft who can see and hear you.

INSPIRE COMPETENCE

Level

$$3 + \text{CHA}$$

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

SPELL SUPPRESSION

Level 8 Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic.

INSPIRE GREATNESS MAX AFFECTED

Level

$$9 \text{ rounds} \quad 2 \times (\text{d}10 + \text{CON}) \text{ temporary hit points, } +2 \text{ attack, } +1 \text{ fortitude save}$$

SOOTHING PERFORMANCE

Level 12 Mass Cure Serious Wounds
Removes the fatigued, sickened, and shaken conditions

METAMAGIC MASTERY

Level 14 Apply instant metamagic; this ends the performance

INSPIRE HEROICS MAX AFFECTED

Level

$$15 \text{ rounds} \quad +4 \text{ to all saving throws, } +4 \text{ to AC}$$

MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

0

1

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MAGICAL TALENT

MAGICAL TALENT

Bard

Misc

BONUS

$$\text{CHA} = (\text{CHA} \div 2) +$$

Apply this bonus to Knowledge (arcana), Spellcraft, and Use Magical Device.

EXTENDED PERFORMANCE

Level

2

Sacrifice a spell to extend your performance by a number of rounds equal to the spell level
Only once per performance Duration does not apply to Spell Suppression

EXPANDED REPERTOIRE

BONUS SPELLS

Level

2

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

Bonus spells may come from any arcane spellcaster's list of available spells.

ARCANE BOND

BONDED OBJECT

Level

5

WAND MASTERY

Level

10

Use your own CHA bonus for calculating the DC of wands

Level

15

Use your own caster level for calculating the DC of wands