

STREET PERFORMER

(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 armour without risking spell failure.

BARDIC PERFORMANCE

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.

PERFORMANCES

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

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

DISAPPEARING ACT

HIDDEN ALLIES

Bard Level

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

Allies are treated as invisible; cannot include yourself

HARMLESS PERFORMER

Level 3 Enemies that fail a will save cannot attack the Bard
Concentration allows a spell to affect a different target

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

MADCAP PRANK

Level 9 ☐ Blinded ☐ Dazzled ☐ Deafened
☐ Entangled ☐ Fall prone ☐ Nauseated

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

SLIP THROUGH THE CROWD

Level 15 Allies affected by Disappearing Act gain Greater Invisibility

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

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STREETWISE

STREETWISE
BONUS

Bard Level

Misc

Applies to • Bluff, Disguise and Knowledge (local)
• Sleight of Hand, Diplomacy, and Intimidate checks made to influence a crowd
• Diplomacy checks to gather information

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

GLADHANDLING

Earn double money from a public performance

Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens

WELL-VERSED

Level 2

+4

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

VERSATILE PERFORMANCE

- ☐ Act
☐ Comedy
☐ Dance
☐ Keyboard Instruments

Use bonus in place of...

Bluff, Disguise
Bluff, Intimidate
Acrobatics, Fly
Diplomacy, Intimidate

- ☐ Oratory
☐ Percussion
☐ Sing
☐ String
☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive
Handle Animal, Intimidate
Bluff, Sense Motive
Bluff, Diplomacy
Diplomacy, Handle Animal

QUICK CHANGE

Level 5

TAKE 20
PER DAY

Bard Level

Don as disguise as a standard action, with a -5 penalty
Take 10 on Bluff and Disguise checks
Take 20 on Bluff and Disguise checks (limited uses)
Use Bluff to create a diversion to hide as a swift action

$$= \left(\frac{\text{CHA}}{2} + 1 \right) \div 6$$

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