SPELES Spells Spell Spel	ARCANE DUELIST Bard	KNOWN SPELLS
Spell Spell Spell		<u> </u>
Spell Spell Comments of the per day Spell and Spell Sp		
Spell Save DC - 10 - CHA - Spell Level ARCANE SPELL ENLURE THRESHOLD Spell Save DC - 10 - CHA - Spell Level ARCANE SPELL ENLURE THRESHOLD Spell Save DC - 10 - CHA - Spell Level ARCANE SPELL ENLURE THRESHOLD Spell Save DC - 10 - CHA - Spell Level ARCANE SPELL ENLURE THRESHOLD Spell Save DC - 10 - CHA - Spell Level Level BORNACE ARCANE SPELL ENLURE THRESHOLD Spell Save DC - 10 - CHA - Spell Level Level BORNACE Trides = 2 +	1 - 0 H T	
Spell save DC - 10 - CHA - Spell Level 3		
Spell Save DC - 10 + OHA + Spell Level		
Spell Save DC - 10 + ChA + Spell Level Spell Save DC - 10 + ChA + Spell Level ACRAIN R. SPELL FAILURE FIRENSIOLD Bad dc can wee sight amer without risking spell failure. BARDIC PERFORMANCES PER DOW Level Bright or sell-th a bandle performance as a move action, 7 or rather than as a tachead eation. PER FORMAN CES RALLYING CEVE But devel Bright or sell-th a bandle performance as a move action, 7 or rather than as a tachead eation. PERFORMANCES RALLYING CEVE But devel Bright or sell-th a bandle performance as a move action, 7 or rather than as a tachead eation. PERFORMANCES RALLYING CEVE But devel Bright or sell-th a bandle performance as a move action, 7 or rather than as a tachead eation. 1		_
Spell save DC - 10 + GMA + Spell Level ARCANE SPELL FAILURE THRESHOLD Bandlo C PERFORMANCE DURATION Band Level Miss Level Tds = 2 + (× 2) + CHA + Nounds		
Spell Save DC = 10 + CH4 + Spell Level ARCANE SPELL FAILURE THRESHOLD Spell failure BARDIC PERFORMANCE BARDIC PERFORMANCE BARDIC PERFORMANCE ITS = 2 + (× 2) + CHA + Rounds		
Spell Save DC - 10 + Clif4 significant level ARCANS SPEIL ALDURE THERSHOLD Bards can were light amore without risking BARDIC PERFORMANCE DURATION Bard		
Spot Save DC + 19 + CHA + Spell Level ARCANE SPELL PAILURE THRESHOLD *** and can ware light amount without risking *** spell failure *** BARDIC PERFORMANCE DURATION Bard PER DAY Level Begin or switch a bandle performance as a move action, Today = 2 + (× 2) + CHA + ** Counties and the standard action. ** PER DAY Cather than as a stindard action. ** PERFORMANCES RALLYING CEX Rally disparted allies. Allies within 361 use your intimidate roll in place of a saving throw ** Band Disparted allies. Allies within 361 use your intimidate roll in place of a saving throw ** Bonnes against charm and compulsion effects and the spend on sight. Allies within 361 use Performance roll in place of a saving throw ** Bonnes against charm and compulsion effects and the spend on sight. ** Bonnes against charm and compulsion effects and the spend on a sight. ** Bonnes against charm and compulsion effects and the spend on a sight. ** Bonnes against charm and compulsion effects are spending of the spending of		2
Spell says UE: 10 14 FAILURE THRESHOLD ARANNA SPELL ATALURE THRESHOLD Bards: can ware light amore without risking Bards: can ware light amore without a type). Bards: can ware light amore within or risk of spell failure Bards: can ware light amore with no risk of spell failure Bards: can ware light amore with no risk of spell failure Bards: can ware light amore within or risking Bards: can ware light amo		000
BARDIC PERFORMANCE DRATTON Bud FREDAN Bard Level Comparison Bard Level Begin or switch a bardic performance as a move action, the switch and such as a standard action. PERFORMANCES RALLYING CIV RALLEWING CIV RALLEWING CIV RALLEWING CIV BANK AND Level Begin or switch a bardic performance as a move action, the switch and true your intimidate roll in place of a saving throw against feat, every turn. BANK AND LEVEL Begin or switch a bardic performance as a move action, the switch and true your intimidate roll in place of a saving throw against feat, every turn. BANK AND LEVEL Begin or switch a bardic performance of in place of a saving throw against feat, every turn. BONUS FEATS BANK AND LEVEL Bonus against charm and computation effects begin to substitute the switch and damage rolls REACHATE Bonus against charm and computation effects begin to substitute the switch and damage rolls REACHATE Bonus against charm and computation effects begin to substitute the switch and damage rolls REACHATE Bonus against charm and computation effects begin to substitute the switch and damage rolls REACHATE Bonus against charm and computation effects begin to substitute the switch and damage rolls REACHATE AND RE	- <u> </u>	
BARDIC PERFORMANCE DURATION Bard IdS = 2 + (x 2) + CHA + Rounds		
DURATION Band Nisc Level Segion to switch a bardic performance as a move action, 7 rather than as a standard action. PERFORMANCE RALLYING CRY		3
PRETATION Comparison Compa	BARDIC PERFORMANCE	
rds = 2 + (× 2) + CHA + Rounds Garder Gar	- UNISC	
Rounds		
WILL SAVE DC Bad Level = 10 + (
WILL SAVE DC and the wast as a family despired alies. Alies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn. DISTRACTION Counter magale affects that depend on sight. Alies within 30ft use Performance of in place of a saving throw. FASCINATE Bard MAX AUDIENCE TASCINATE Band MAX AUDIENCE TASCINATE Bonus against charm and compulsion effects Bonus to attack and damage rolls Arcane Strike TO Combat Casting 4 to Concentration checks to cast a spell defensively within your threatened area Cevel TO Spellbreaker BendETHIRST Level TO Spellbreaker Spellbreaker The mine strike BendETHIRST Level TO Spellbreaker The mine strike To combat Casting 4 to Concentration checks to cast a spell defensively within your threatened area 10 Spellbreaker The mine strike the spell failure ARCANE BOND ARCANE BOND ARCANE BOND ARCANE BOND Level INSPIRE GREATNESS MAX AFFECTED To make the failuged, sickened, and shaken conditions Level INSPIRE GREATNESS MAX AFFECTED To make the failuged, sickened, and shaken conditions Level INSPIRE HEROICS MAX AFFECTED To make the failuged, sickened, and shaken conditions Level INSPIRE HEROICS MAX AFFECTED To make the failuged, sickened, and shaken conditions Level INSPIRE HEROICS MAX AFFECTED To make the failuged, sickened, and shaken conditions Level INSPIRE HEROICS MAX AFFECTED To make the failuged and the your performance ARCANE BOND ARCANE BOND ARCANE BOND Level INSPIRE HEROICS MAX AFFECTED To make the failuged and the your performance Level INSPIRE HEROICS MAX AFFECTED To make the failuged and the your performance Level INSPIRE HEROICS MAX AFFECTED To make the failuged and the your performance To make the failuged and the your performance ARCANE BOND ARCANE BOND ARCANE BOND Level Medium Armor Proficiency Cast spells in heavy armor with no risk of spell failure Heavy Armor Proficiency Cast spells in heavy armor with no risk of spell failure To make the failuged and the your performance To make	Rounds OOO OOO OOO	
Level Begin or switch a bardic performance as a move action, 7 rather than as a standard action. PERFORMANCES RAILVING CRY Rally disprited allies. Allies within 30ft us your Intimidate roll in place of a saving throw against fear, every turn. DISTRACTION Counter magical effects that depend on sight. Allies within 30ft us be Performance roll in place of a saving throw. FASCINATE Bard MAX AUDIENCE # Bonus against charm and compulsion effects Bonus against charm and compulsion effects # Bonus against chard damage rolls Level INSPIRE COURAGE # Bonus against chard damage rolls Level INSPIRE COMPETENCE # Combat Casting # 10 Concentration checks to cast a spell defensively or while grappled. 6 Disruptive # 10 Inspire course or computation of the computatio	Today LLL LLLL	
Level Begin or switch a bardic performance as a move action, 7 rather than as a standard action. PERFORMANCES	/ 54.4 2515.	
PERFORMANCES RALLYING CRY Rally disprirted allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn. 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 Bonus against charm and compulsion effects Bonus to attack and damage rolls Level Bonus against charm and compulsion effects Bonus to attack and damage rolls Level Should be a compared to the concentration checks to cast a spell defensively or while grappled. Combat Casting +4 to Concentration checks to cast a spell defensively or while grappled. DISPIRE COURAGE 4 DAMAGE BONUS Caster Level DAMAGE BONUS Caster Level 1 Disruptive 4 to Concentration checks to cast a spell defensively or while grappled. 4 to Concentration checks to cast a spell defensively or while grappled. 4 to Concentration checks to cast a spell defensively or while grappled. 4 to Concentration checks to cast a spell defensively or while grappled. 4 to Concentration checks to cast a spell defensively or while grappled. 4 to Concentration checks to cast a spell defensively or while grappled. 5 Disruptive 4 to Concentration checks to cast a spell defensively in your treatened area provoke attacks of opportunity. 4 Defensively mithin your threatened area 4 to Concentration checks to cast a spell defensively in your treatened area provoke attacks of opportunity. 4 Defensively mithin your	= 10 + (- 2) + CHA	
PERFORMANCES RALLYING CRY Bally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn. DISTRACTION Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw. FASCINATE Bard MAX AUDIENCE ### Bonus against charm and compulsion effects Bonus task and damage rolls Level Bonus FEATIS DAMAGE BONUS Caster Level Disruptive + 1 to Concentration checks to cast a spell defensively or while grappled. 6 Disruptive + 4 to Concentration checks to cast applied effensively within your threatened area 10 Spellbreaker Enemies that fail their check to cast defensively in your treatened area provoke attacks of opportunity. 14 Penetrating Strike Bypass up to 5 points of damage reduction (not including damage reduction without a type). 18 Greater Penetrating Strike Bypass up to 5 points of damage reduction without a type). 18 Greater Penetrating Strike Bypass up to 10 points of damage reduction without a type). 18 Development 19 Arcane Bonu ARCANE BOND ARCANE ARMOR Level Distraction ARCANE ARMOR Level Distr	g,	5
RALLYING CRY Rally disprited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn. DISTRACTION Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw. FASCINATE BARY BASCINATE BONUS FEATS INSPIRE COURAGE Bonus against charm and compulsion effects bonus to attack and damage rolls Caster Level Arcane Strike + = 1 + (÷ 5) Combat Casting		
Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn. DISTRACTION		
INSPIRE COURAGE Sonus tatack and damage rolls Level Shahamage reduction without a type).	Rally dispirited allies. Allies within 30ft use your Intimidate roll	6
DISTRACTION Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw.		
Accase Strike Band Bonus reaction Bonus reaction Bonus reaction Bonus reaction Bonus reaction Bonus against charm and compulsion effects Bonus against charm and compulsion effects Bonus so attack and damage rolls Combat Casting + 10 Concentration checks to cast a spell defensively or while grappled.		
Level Soothing Performance	Allies within 30ft use Performance roll in place of a saving throw.	BONUS FEATS
TINSPIRE COURAGE		DAMACE DONIES
INSPIRE COURAGE # Bonus against charm and compulsion effects Bonus to attack and damage rolls INSPIRE COMPETENCE With the provided in the		
+ 4 to Concentration checks to cast a spell defensively or while grappled. + 4 to Concentration checks to cast a spell defensively or while grappled. + 4 to Concentration checks to cast a spell defensively or while grappled. + 4 to Concentration checks to cast a spell defensively or while grappled. + 4 to Concentration checks to cast a spell defensively or while grappled. + 4 to Concentration checks to cast a spell defensively or while grappled. + 4 to Concentration checks to cast a spell defensively or while grappled. + 4 to Concentration checks to cast a spell defensively or while grappled. - 4 to Concentration checks to cast a spell defensively or while grappled. - 4 to Concentration checks to cast a spell defensively within your treatened area - 4 to Concentration checks to cast a spell defensively within your threatened area - 4 to Concentration checks to cast a spell defensively within your threatened area - 4 to Concentration checks to cast a spell defensively within your threatened area - 5 to Concentration checks to cast a spell defensively within your threatened area - 6 to Concentration checks to cast a spell defensively within your threatened area - 6 to Concentration checks to cast a spell defensively within your threatened area - 6 to Concentration checks to cast a spell defensively within your threatened area - 6 to Concentration checks to cast a spell defensively within your threatened area - 6 to Concentration checks to cast defensively within your threatened area - 6 to Concentration checks to cast defensively within your threatened area - 7 to Concentration checks to cast defensively within your threatened area - 7 to Concentration checks to cast defensively within your treatened area provoke attacks of opportunity. - 6 to Concentration checks to cast defensively within your treatened area provoke attacks of opportunity. - 7 to Concentration checks to cast defensively within your treatened area provoke attacks of opportunity. -	= ÷ 3 (Round up)
Heavy Armor Proficiency Cast spells in heavy armor with no risk of spell failure	INSPIRE COURAGE	
Spellbreaker Enemies that fail their check to cast defensively within your treatened area		□ Disruptiva
## BLADETHIRST Level		
BLADETHIRST Level County	Level	
Level Enhancement bonus to one weapon or natural weapon Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken Level POTHING PERFORMANCE 4 attack, +1 fortitude save Level Mass Cure Serious Wounds Removes the fatigued, sickened, and shaken conditions Level FRIGHTENING TUNE Level FRIGHTENING TUNE Level INSPIRE HEROICS MAX AFFECTED Level FRIGHTENING TUNE Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Level Heavy Armor Proficiency Level TINSPIRE HEROICS MAX AFFECTED Leve	3 +	Enemies that fail their check to cast defensively in your treatened area provoke attacks of opportunity.
18 Greater Penetrating Strike Bypass up to 10 points of damage reduction without a type).		
Enhancement bonus to one weapon or natural weapon Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken Level 9	= \ \ \div 2 \] = 1	
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened, and shaken conditions Level FRIGHTENING TUNE Enemies are frightened and flee your performance INSPIRE HEROICS MAX AFFECTED 15 ARCANE BOND Level BONDED OBJECT 5 ARCANE ARMOR Level 10 Medium Armor Proficiency Cast spells in medium armor with no risk of spell failure Level 16 Heavy Armor Proficiency Cast spells in heavy armor with no risk of spell failure Cast spells in heavy armor with no risk of spell failure Level 16	(Notifie down	10 Greater renetrating Strike
Soothing Performance Level Frightening Tune Level Frightening Tune Level Enemies are frightened and flee your performance Level Inspire Greatness Max Affected 12 Soothing Performance Level Frightening Tune Level Frightened and flee your performance Level Inspire Heroics Max Affected Level Heavy Armor Proficiency Level Heavy Armor Proficiency Level Inspire Heroics Max Affected Level Heavy Armor Proficiency	Level DIRGE OF DOOM	
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened, and shaken conditions Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws + 4 to AC ARCANE ARMOR Cast spells in medium armor with no risk of spell failure Medium Armor Proficiency Cast spells in heavy armor with no risk of spell failure Cast spells in heavy armor with no risk of spell failure	8 Cause enemies within 30ft to become shaken	DONDED OBJECTS
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened, and shaken conditions Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws + 4 to AC ARCANE ARMOR Cast spells in medium armor with no risk of spell failure Cast spells in heavy armor with no risk of spell failure Cast spells in heavy armor with no risk of spell failure	I evel	
Level Mass Cure Serious Wounds Removes the fatigued, sickened, and shaken conditions Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws + 4 to AC Level Medium Armor Proficiency Cast spells in medium armor with no risk of spell failure Cast spells in heavy armor with no risk of spell failure Level 10 Level 10	$2 \times (d10 + CON)$ temporary hit points,	ARCANE ARMOR
Mass Cure Serious Wounds Removes the fatigued, sickened, and shaken conditions Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws + 4 to AC	COORTING DEDEODMANCE	Medium Armor Proficiency Cast spells in medium armor with no risk of spell failure
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws + 4 to AC Heavy Armor Proficiency Cast spells in heavy armor with no risk of spell failure Level 16 Heavy Armor Proficiency	Mass Cure Serious Wounds	10
14 Enemies are frightened and flee your performance Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws + 4 to AC	Removes the langued, sickened, and shaken conditions	11 A De-fision O4 II- in become amount with me vials of small failure
Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws + 4 to AC		
15 + 4 to all saving throws + 4 to AC	INSPIRE HEROICS MAX AFFECTED	
+ 4 to AC	Level L 4 to all against through	
Level MASS BLADETHIRST 18 +4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4	Level MASS BLADETHIRST 18 +4 to 2 allies. +3 to 3. +2 to 4 or +1 to more than 4	

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