STREET Bard Level	KNOWN SPELLS
PERFORMER	: 
(BARD)	0
SPELLS	
Spells Spell Spells = Base + Bonus Spells	
Known Save DC per day Spells	1
O CHA	
1 7777	
2	
3 0000	2
4 0000	
5	
6	
Spell Save DC = 10 + CHA + Spell Level	3
ARCANE SPELL FAILURE THRESHOLD  Bards can wear light armour without risking	
% spell failure.	
BARDIC PERFORMANCE	
DURATION Bard Misc PER DAY Level	4
( wa) LCHA+	
/ / / / / / / / / / / / / / / / / / / /	-
Rounds	
WILL SAVE DC Bard Level	5
$=$ 10 + $\left( \div 2 \right)$ + CHA	
Level Begin or switch a bardic performance as a move action,	
7 rather than as a standard action.	6
PERFORMANCES	
DISTRACTION	
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	STREETWISE
FASCINATE Bard	STREETWISE Bard Misc Applies to • Bluff, Disguise and Knowledge (local)  BONUS Level Sleight of Hand Dislamacy and Intimidate
MAX AUDIENCE Level	- ( - ) + checks made to influence a crowd
= ÷ 3 (Round up)	• Diplomacy checks to gather information
DISAPPEARING ACT HIDDEN ALLIES Bard Level	GLADHANDLING  Earn double money from a public performance
HIDDEN ALLIES Bard Level = ( +1) ÷ 6	Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens
	WELL-VERSED
Allies are treated as invisible; cannot include yourself	Level Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.
evel HARMLESS PERFORMER  Enemies that fail a will save cannot attack the Bard  Concentration allows a spell to affect a different target	and language-dependent effects.
	VERSATILE PERFORMANCE  Use bonus in place of  Use bonus in place of
6 SUGGESTION Suggest actions to one already fascinated creature	□ Act Bluff, Disguise □ Oratory Diplomacy, Sense Motive
evel DIRGE OF DOOM	☐ Comedy Bluff, Intimidate ☐ Percussion Handle Animal, Intimidate
8 Cause enemies within 30ft to become shaken	□ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive □ Keyboard □ String Bluff, Diplomacy
MADCAP PRANK	Keyboard Diplomacy, Intimidate String Bluff, Diplomacy Instruments Diplomacy, Handle Animal
9 Blinded Dazzled Deafened  Fall prone Nauseated	
COORDINA DEPENDANTANCE	QUICK CHANGE
Mass Cure Serious Wounds	TAKE 20 Bard Don as disguise as a standard action, with a -5 penalty
Removes the fatigued, sickened and shaken conditions	Level PER DAY Level Take 10 on Bluff and Disguise checks
evel FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	5 Take 20 on Bluff and Disguise checks (limited uses) Use Bluff to create a diversion to hide as a swift action
evel SLIP THROUGH THE CROWD	JACK OF ALL TRADES
	Level Use any skill as if you were trained
	•

Level

19

Able to take 10 on any skill

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