

ARCANE DUELIST

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

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

Rounds Today ☐

WILL SAVE DC Bard Level

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

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

PERFORMANCES

RALLYING CRY

Rally 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 MAX AUDIENCE Bard Level

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

INSPIRE COURAGE

+ Bonus against charm and compulsion effects
Bonus to attack and damage rolls

INSPIRE COMPETENCE

Level 3 +

BLADETHIRST Level

Level 6 $\text{Bladethirst} = (\text{CHA} \div 3) - 1$ (Round down)
Enhancement bonus to one weapon or natural weapon

Level 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

Level 9 **INSPIRE GREATNESS** MAX AFFECTED
 $2 \times (\text{d10} + \text{CON})$ temporary hit points, +2 attack, +1 fortitude save

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

Level 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS** MAX AFFECTED
+4 to all saving throws
+4 to AC

Level 18 **MASS BLADETHIRST**
+4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

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

KNOWN SPELLS

0

1

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2

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3

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4

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5

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6

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BONUS FEATS

Level		DAMAGE BONUS	Caster Level
1	<input type="checkbox"/> Arcane Strike	$+ \text{CHA} = 1 + (\text{CHA} \div 5)$	
2	<input type="checkbox"/> Combat Casting	+4 to Concentration checks to cast a spell defensively or while grappled	
6	<input type="checkbox"/> Disruptive	+4 DC to enemies casting defensively within your threatened area	
10	<input type="checkbox"/> Spellbreaker	Enemies that fail their check to cast defensively in your threatened area provoke attacks of opportunity	
14	<input type="checkbox"/> Penetrating Strike	Bypass up to 5 points of damage reduction (not including damage reduction without a type)	
18	<input type="checkbox"/> Greater Penetrating Strike	Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)	

ARCANE BOND

Level 5 **BONDED OBJECT**

ARCANE ARMOUR

Level		
10	Medium Armour Proficiency	Cast spells in medium armour with no risk of spell failure
16	Heavy Armour Proficiency	Cast spells in heavy armour with no risk of spell failure