ANIMAI	L SPE BARD)	AKER L	ard evel		— KN		SPELLS	
,		ELLS				_ 0		
Spells Spell		Spells _ Base	+ Bonus Spells			_		
Known Save Do		per day Spells	4 8 -					
	0		CHA	Summon Natur	e's Ally I	- 1		
	1						п ———	
	2							
	3							
	4		_	Summon Natur	e's Ally II	_ 2		
	5		_ 777					
	6							
Spell Save DC = 1	0 + CHA + Sp	ell Level		0 11 1				
ARCANE SPELL FAILURE THRESHOLD				Summon Natur	e's Ally III	_ 3		
Bards can wear light armour without risking spell failure.								
BARDIC PERFORMANCE								
DURATION	Bard		Misc	. N	I All DZ			
PER DAY	Leve	,		Summon Natur	e's Ally IV	_ ,		
rds = 2 + (× 2) + CHA +				4				
Rounds 000 000 000								
Today ::: WILL SAVE DC		ard Lovel		O N .	I All M			
/				Summon Natur	e's Ally V			
= 10 + (÷ 2) + CHA				5				
Level Begin or sw 7 rather than	itch a bardic as a standard	performance as a l action.	move action,					
*		MANCES	*	Summon Natur	e's Ally VI	6		
COUNTERSONG								
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw								
DISTRACTION			-	X	BARD	IC KNO	OWLEDGE	
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw				KNOWLEDGE BONUS	Bard Level	Misc		
					(Apply this bonus to al	
INSPIRE COURAGE Bonus against charm and compulsion effects				Datus can use an knowledge skins ditti anied				
+ Bonus against charm and compulsion effects Bonus to attack and damage rolls				×		IMAL I	FRIEND	
Level SOOTHING PERFORMANCE 3 Use a performance roll to influence animals			Level ANIMAL TYPE +4 to Handle Animal of a chosen type 1 These animals are at worst indifferent to the b					
				and never attack without provocation			ut provocation	
Level ATTRACT RATS 5 Summon 5 1d6 11 2d6 17 3d6 rats				7		<u>'</u>	Animal companions an must pass an opposed	d magically controlled animals Charisma check to attack
			ats		Level Speak With Animals at will far a shapen two			
Level SUGGESTION 6 Suggest actions to one already fascinated creature				5 Speak With Animals at will for a chosen type				
Suggest actions to one already fascinated creature				VERSATILE PERFORMANCE Use horse in place of				
Level DIRGE OF 8 Cause enemi		t to become shake	n	□ Act	Use bonus in place of Bluff, Disguise		Oratory	Use bonus in place of Diplomacy, Sense Motive
. INSPIRE (S MAX AFFEC		□ Comedy	Bluff, Intimidate		Percussion	Handle Animal, Intimidate
evel 11112 (2 × (d10	0 + CON) tempora	ry hit points,	□ Dance	Acrobatics, Fly		Sing	Bluff, Sense Motive
		ck, +1 fortitude sa	ve	☐ Keyboard Instruments	Diplomacy, Intimidate		String	Bluff, Diplomacy
Level Mass Cure Se				Other:		L] Wind Instruments	Diplomacy, Handle Animal
		kened and shaken	conditions					
Level FRIGHTEN 14 Enemies are		E d flee your perforr	nance					
Level INSPIRE H	IEROICS N	IAX AFFECTED)					
+ 4 to all saving throws + 4 to AC				JACK OF ALL TRADES				
+ 4 to AC				Level Use any	skill as if you were trained			
evel MASS SUGGESTION 18 Suggest actions to already fascinated creatures			Level	are considered class skills				
Level DEADLY P 20 Cause an ene				Level 19 Able to take 10 on any skill				