

SEA SINGER

(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 armor without risking spell failure.

BARDIC PERFORMANCE

DURATION
PER DAY

Bard
Level

Misc

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

Rounds ☐☐☐ ☐☐☐ ☐☐☐
Today ☐☐☐ ☐☐☐ ☐☐☐

WILL SAVE DC

Bard Level

$= 10 + (\quad \div 2) + \text{CHA}$

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

PERFORMANCES

SEA SHANTY

Counter exhaustion, fatigue, nausea, and sickness.
Allies within 30ft use Performance roll in place of a saving throw.

DISTRACTION

Counter magical effects that depend on sight.
Allies within 30ft use Performance roll in place of a saving throw

FASCINATE

Bard
Level

MAX AUDIENCE

$= \quad \div 3$ (Round up)

INSPIRE COURAGE

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

Level 3 **STILL WATER**
Calm waters within 30ft, reducing swim DCs by your level.
Perform for 10 rounds to extend the effect for an hour.

Level 6 **WHISTLE THE WIND**
Gust Of Wind; play for 5 rounds to extend for 1 minute

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

Level 9 **INSPIRE GREATNESS** MAX AFFECTED
☐ $2 \times (d10 + \text{CON})$ 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 **CALL THE STORM**
Control Water, Control Weather, Control Winds, or
Storm of Vengeance; play for (spell level) rounds.

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

KNOWN SPELLS

0

1

☐☐☐
☐☐☐
☐☐☐

2

☐☐☐
☐☐☐
☐☐☐

3

☐☐☐
☐☐☐
☐☐☐

4

☐☐☐
☐☐☐

5

☐☐☐
☐☐☐

6

☐☐☐
☐☐☐

WORLD TRAVELLER

KNOWLEDGE
BONUS

Bard
Level

Misc

Apply this bonus to all Knowledge (geography), (nature), (local), and Linguistics
You can reroll one of these skill checks, but you must take the second result.

$= (\quad \div 2) +$

SEA LEGS

Level 2

+4

Bonus applies to saving throws against air and water effects, and any effect that may trip, slip, or knock prone.

+2

Bonus applies to CMD against grapple, overrun, or trip

FAMILIAR

Level 2

LORE MASTER

Level 5

TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

Take 20 Today

☐☐
☐☐

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