

DEMAGOGUE

(BARD)

Bard
Level

SPELLS

| Spells Known | Spell Save DC | Spells per day | = Base Spells + Bonus Spells |
|--------------|---------------|----------------|--------------------------------|
| | | 0 | CHA - 4 CHA - 8 CHA - 12 |
| | | 1 | CHA - 4 CHA - 8 CHA - 12 |
| | | 2 | CHA - 4 CHA - 8 CHA - 12 |
| | | 3 | CHA - 4 CHA - 8 CHA - 12 |
| | | 4 | CHA - 4 CHA - 8 CHA - 12 |
| | | 5 | CHA - 4 CHA - 8 CHA - 12 |
| | | 6 | CHA - 4 CHA - 8 CHA - 12 |

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

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

Rounds Today

WILL SAVE DC

Bard Level

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

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

PERFORMANCES

COUNTERSONG

Counter magical effects that depend on sound.

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

MAX AUDIENCE

Level

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

INSPIRE COMPETENCE

Level

$$3 + \text{CHA}$$

GATHER CROWD

Bard Level

$$5 \text{ Size of audience} = \text{Performance result} \times \text{CHA}$$

INCITE VIOLENCE

Inflame a crowd who are already fascinated

DIRGE OF DOOM

Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level

$$9 \text{ } 2 \times (\text{d}10 + \text{CON}) \text{ temporary hit points, } +2 \text{ attack, } +1 \text{ fortitude save}$$

SOOTHING PERFORMANCE

Mass Cure Serious Wounds
Removes the fatigued, sickened, and shaken conditions

FRIGHTENING TUNE

Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level

$$15 \text{ } +4 \text{ to all saving throws } +4 \text{ to AC}$$

RIGHTEOUS CAUSE

Turn a crowd towards a common purpose

DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

9
9
9

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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9
9

FAMOUS

| Bard Level | Area of fame | | | |
|------------|---------------------------------------|----------------|----|--|
| 1 | Village or small town | 1,000 people | +1 | |
| 5 | Large town or small group of towns | 5,000 people | +2 | |
| 9 | City or group of towns | 25,000 people | +3 | |
| 13 | Large city state and surrounding area | 100,000 people | +4 | |
| 17 | The whole civilized world | | +5 | |

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Bard
Level

Misc

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

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

WELL-VERSED

Level
2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

| | Use bonus in place of... | | Use bonus in place of... |
|---|--------------------------|---|---------------------------|
| <input type="checkbox"/> Act | Bluff, Disguise | <input type="checkbox"/> Oratory | Diplomacy, Sense Motive |
| <input type="checkbox"/> Comedy | Bluff, Intimidate | <input type="checkbox"/> Percussion | Handle Animal, Intimidate |
| <input type="checkbox"/> Dance | Acrobatics, Fly | <input type="checkbox"/> Sing | Bluff, Sense Motive |
| <input type="checkbox"/> Keyboard Instruments | Diplomacy, Intimidate | <input type="checkbox"/> String | Bluff, Diplomacy |
| <input type="checkbox"/> | | <input type="checkbox"/> Wind Instruments | Diplomacy, Handle Animal |

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