SONGHEALER Bard Level					KNOWN SPELLS							
	(H	BARD)	1									
×	SPELLS			(					<b>—</b> 0	)		
Spell Know		Spells	- O III T									
KIIOW	III Save DC	per day	. 481									
		0	CHA CHA CHA						- 1			
		1							_			
		2										
		3	<u> </u>									
		4										
		5							_ 2			
		6										
Spe	II Save DC = 10 +	- CHA + Spell Lev	rel									
ARC	ANE SPELL FA	AILURE THRE	SHOLD									
Bards can wear light armour without risking spell failure.									_ 3			
BARDIC PERFORMANCE												
DUR	ATION	Bard		,					— <u> </u>			
PER		Level	Misc									
	rds = 2 +	- ( × :	2) + CHA +						_ /.			
					<b>4</b>							
Today ODD ODD ODD												
WILI	SAVE DC	Bard Lev	el									
	= 10	) + (	÷ 2 ) + CHA									
Level	Begin or switch	n a bardic perforn	-					5				
7		a standard action										
•	<b>P</b> :	ERFORMAI										
	NTERSONG							_ 6				
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw												
<b>DISTRACTION</b> Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw												
					ENHANCE HEALING							
FASCINATE Bard					CE HEALI Y	NG						
	AUDIENCE				= C	HA				t from a wand, potion or	Bard	
	=	÷ 3	(Round up)							Bard level as its caster level	Level	
INCD	IDE COLIDACI	F	(Houlid up)				1	BARD	IC KN	OWLEDGE	*	
INSPIRE COURAGE  Bonus against charm and compulsion effects					LEDGE	Bard Level			Misc			
+		us to attack and o		BONUS	= (		÷ 2 )	٠.		Apply this bonus to all knowled		
Level	INSPIRE CON	<b>APETENCE</b>								Bards can use all knowledge sk	ills untrained	
3	+			*				W	ELL-V	ERSED	*	
Level	SUGGESTION	T		Level 2	+4		Bonus app			ows against Bardic Performance, fects	sonic	
6			ascinated creature				ana langu			ASTER		
Level	DIRGE OF DO	OOM		Level	TAKE 10		TAK		ER DAY		<u> </u>	
8	Cause enemies	within 30ft to bed	come shaken	5	Unlimited							
Level	INSPIRE GR	EATNESS MA			per day							
9	2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save			Level			J	JACK	OF AL	L TRADES	, i	
Laval	SOOTHING PERFORMANCE				Use any sk	ill as if y	ou were tra	ained				
Mass Cure Serious Wounds				10 Level								
HEALING PERSONNANCE				16	All skills a	re consid	ered class	skills				
Level HEALING PERFORMANCE Perform for 5 rounds to effect Heal on one target (or Harm on an undead target)					Able to tak	e 10 on a	any skill					
Level 1.5 + 4 to all saving throws												
15		+ 4 to all savin + 4 to AC	g allows									
Level	MASS SUGGE	ESTION										
18	Suggest actions	to already fascir	nated creatures									
Level	FUNEREAL B	ALLAD ounds to effect R	Pacurraction									
20	remorm for 20 r	ounus to effect R	resurrection									