

# SONGHEALER

(BARD)

Bard  
Level

## SPELLS

| Spells Known | Spell Save DC | Spells per day | = Base Spells | + Bonus Spells                                                                                      |
|--------------|---------------|----------------|---------------|-----------------------------------------------------------------------------------------------------|
|              |               | 0              |               | CHA - 4<br>CHA - 8<br>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

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

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 MAX AUDIENCE** Bard Level

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

### INSPIRE COURAGE

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

### INSPIRE COMPETENCE

Level 3 +

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

### INSPIRE GREATNESS MAX AFFECTED

Level 9 ☐ 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

### SOOTHING PERFORMANCE

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

### HEALING PERFORMANCE

Level 14 Perform for 5 rounds to effect Heal on one target (or Harm on an undead target)

### INSPIRE HEROICS MAX AFFECTED

Level 15 ☐ + 4 to all saving throws  
+ 4 to AC

### MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

### FUNERAL BALLAD

Level 20 Perform for 20 rounds to effect Resurrection

## KNOWN SPELLS

0

1

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5

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6

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## ENHANCE HEALING

**ENHANCE HEALING PER DAY**

$$= \text{CHA}$$

Cause the healing effect from a wand, potion, or similar item to use your Bard level as its caster level.

Bard  
Level

## BARDIC KNOWLEDGE

**KNOWLEDGE BONUS** Bard Level Misc

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

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.

## 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