

# 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				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

## ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour 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

☐ ☐ ☐

2

☐ ☐ ☐

3

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4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## 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