DERVISH DANCER (BARD)

Bard Level

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armor without risking spell failure.

BARDIC PERFORMANCE & BATTLE DANCE

DURATION PER DAY

rds = 2 + (Bard Level × 2) + CHA + Misc

Rounds Today

WILL SAVE DC

= 10 + (Bard Level ÷ 2) + CHA

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

Level 10 Begin or switch a battle dance as a swift action, rather than as a move 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 ÷ 3 (Round up)

Level 3 **INSPIRE COMPETENCE** +

BATTLE DANCES

Battle dances only affect the dancer, not their allies or enemies.

INSPIRE COURAGE

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

Level 6 **RAIN OF BLOWS**
When making a full round attack, make one extra attack at your highest attack bonus

BONUS = (Bard Level ÷ 3) - 1

Bonus to attack rolls and dodge bonus to AC.

Level 8 **RAZOR'S KISS**
Attacks are treated as if with the Improved Critical feat

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

Level 14 **LEAF ON THE WIND**
+6 dodge bonus to AC and Reflex saves

Level 15 **INSPIRE HEROICS**
+4 to all saving throws and +4 dodge bonus to AC

KNOWN SPELLS

0

1

2

3

4

5

6

FLEET

Level	SPEED	BONUS
1	10 ft	2 sq
5	15 ft	3 sq
9	20 ft	4 sq
13	25 ft	5 sq
17	30 ft	6 sq

While performing a battle dance

WELL-VERSED

Level 2 +4

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

VERSATILE DANCE

Level 2 **DANCE BONUS** = Bard Level ÷ 2

You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus.

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

DANCE OF FURY

Level 12 Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack.

BATTLE FURY

Level 20 As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemy you encounter during your movement, up to a maximum of 20 attacks.

This provokes attacks of opportunity as normal.