AIN1	MAL SP (BARD)	LAN	LA Level			KNOWN		
``	S	PELLS	*)	
Spells Known	Spell Save DC		= Base + Bonus Spells Spells					
	0		CHA CHA - 4 CHA - 1	Summon Na	ture's Ally I			
	1		7777		,	1		
	2							
	3							
	4			Summon Na	ture's Ally II			
	5					2	2	
	6							
Spell Sa	ave DC = 10 + CHA +	F Spell Level						
ARCANE	E SPELL FAILUR	E THRESE	HOLD	Summon Na	ture's Ally III			
Bards can wear light armor without risking spell failure.					3			
`	BARDIC P		MANCE *					
DURATI		Bard	Misc					
PER DAY	Y L	evel	\	Summon Na	ture's Ally IV			
r	rds = 2 + (× 2) + CHA +					
Rounds OOO OOO OOO								
Today WILL S A		Bard Level		0 N				
WILL DZ	= 10 + (÷ 2) + CHA	Summon Na	ture's Ally V			
-10 (5		
	egin or switch a bard ther than as a stand		nce as a move action,				iä	
``	PERF	ORMAN	CES	Summon Na	ture's Ally VI			
COUNTERSONG Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw]	
DISTRACTION				BARDIC KNOWLEDGE				
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw			KNOWLEDGE BONUS	E Bard Level	Misc			
INSPIRE COURAGE			= (Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained					
Bonus against charm and compulsion effects				/ Baids can use an knowledge skins untrained				
Bonus to attack and damage rolls				Level ANIA	ЛАL TYPE	ANIMAL		mal of a chapen type
Level SOOTHING PERFORMANCE			1			+4 to Handle Animal of a chosen type These animals are at worst indifferent to the bard,		
3 Use a performance roll to influence animals			E			and never attack witho	out provocation ad magically controlled animals	
	vel ATTRACT RATS 5 Summon 5 1d6 11 2d6 17 3d6 rats			7			must pass an opposed	Charisma check to attack
Level SUGGESTION			11			Level Speak With Ar	nimals at will for a chosen type	
_	GGESTION ggest actions to one	already faso	cinated creature	VERSATILE PERFORMANCE				
Level DI I	RGE OF DOOM				Use bonus in plac			Use bonus in place of
	use enemies within	30ft to beco	ne shaken	□ Act	Bluff, Disguise		□ Oratory	Diplomacy, Sense Motive
Level IN	SPIRE GREATN			□ Comedy□ Dance	Bluff, Intimidate Acrobatics, Fly		□ Percussion□ Sing	Handle Animal, Intimidate Bluff, Sense Motive
9		ttack, +1 for	temporary hit points, titude save	_ Keyboard	. ,		□ String	Bluff, Diplomacy
Level SO	OTHING PERFO	RMANCE		Instruments	Diplomacy, Intimi	idate	☐ Wind Instruments	Diplomacy, Handle Animal
Mas	ss Cure Serious Woo noves the fatiqued.		d shaken conditions	Other:				
	IGHTENING TU emies are frightened		ır performance					
Level IN	SPIRE HEROICS	MAX AFI	FECTED					
+ 4 to all saving throws + 4 to AC			JACK OF ALL TRADES					
Level MASS SUGGESTION				Level 10 Use	any skill as if you were tr	rained		
18 Suggest actions to already fascinated creatures			Level	kills are considered class	s skills			
Level DEADLY PERFORMANCE				Level				
20 Cau	use an enemy to die	of joy or sor	row	19 Able	to take 10 on any skill			