Bard Level 0 **SPELLS** Spells Spell Spells Base + Bonus Spells Known Save DC per day Spells 0 1 1 2. $\phi \phi \phi \phi$ 3 4 2 5 6 Spell Save DC = 10 + CHA + Spell Level ARCANE SPELL FAILURE THRESHOLD 3 Bards can wear light armour without risking spell failure. **BARDIC PERFORMANCE** Bard **DURATION** Misc Level PER DAY 4 = 2 + rds Rounds Today WILL SAVE DC Bard Level = 10 + ÷ 2. 5 Begin or switch a bardic performance as a move action, rather than as a standard action. 7 PERFORMANCES 6 COUNTERSONG Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw DISTRACTION **TEA CEREMONY** Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw Spend 10 minutes preparing an elaborate tea ceremony, and 4 rounds per person performing the ceremony, to grant your allies Inspire Courage, Inspire Competence, Inspire Greatness or Inspire Heroics for 10 minutes. **FASCINATE** Bard MAX AUDIENCE Level **BARDIC KNOWLEDGE** ÷ 3 KNOWLEDGE Bard (Round up) Misc BONUS Level Apply this bonus to Craft (calligraphy), Diplomacy, **INSPIRE COURAGE** Knowledge (nobility) and one type of Performance Bonus against charm and compulsion effects Bards can use all knowledge skills untrained + Bonus to attack and damage rolls WELL-VERSED INSPIRE COMPETENCE Level Level Bonus applies to saving throws against Bardic Performance, sonic +4 3 2 and language-dependent effects. VERSATILE PERFORMANCE Level SUGGESTION 6 Suggest actions to one already fascinated creature Use bonus in place of... Use bonus in place of... □ Act Bluff, Disguise □ Oratory Diplomacy, Sense Motive Level DIRGE OF DOOM □ Comedy Bluff, Intimidate □ Percussion Handle Animal, Intimidate 8 Cause enemies within 30ft to become shaken Acrobatics, Fly Bluff, Sense Motive Dance □ Sing INSPIRE GREATNESS MAX AFFECTED Level Keyboard ☐ String Bluff, Diplomacy 2 × (d10 + CON) temporary hit points, Diplomacy, Intimidate 9 Instruments ☐ Wind Instruments Diplomacy, Handle Animal +2 attack, +1 fortitude save SOOTHING PERFORMANCE Level Mass Cure Serious Wounds 12 LORE MASTER Removes the fatigued, sickened and shaken conditions TAKE 10 TAKE 20 PER DAY Take 20 Today Level Level FRIGHTENING TUNE Unlimited uses 5 Enemies are frightened and flee your performance per day INSPIRE HEROICS MAX AFFECTED Level **JACK OF ALL TRADES** + 4 to all saving throws 15 Level + 4 to AC Use any skill as if you were trained 10 Level MASS SUGGESTION Level Suggest actions to already fascinated creatures

All skills are considered class skills

Able to take 10 on any skill

16

Level

19

18

DEADLY PERFORMANCE

20 Cause an enemy to die of joy or sorrow