

ARCANE DUELIST

(BARD)

Bard
Level

SPELLS

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

RALLYING CRY

Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

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

$$= \div 3$$

(Round up)

INSPIRE COURAGE

+

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

INSPIRE COMPETENCE

Level

3

+

BLADETHIRST

Level

Level

6

$$= (\div 3) - 1 \text{ (Round down)}$$

Enhancement bonus to one weapon or natural weapon

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

FRIGHTENING TUNE

Level

14

Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level

15

+ 4 to all saving throws
+ 4 to AC

MASS BLADETHIRST

Level

18

+4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

DEADLY PERFORMANCE

Level

20

Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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2

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BONUS FEATS

Level

1

☐ Arcane Strike

DAMAGE BONUS

Caster
Level

+

$$= 1 + (\div 5)$$

2

☐ Combat Casting

+4 to Concentration checks to cast a spell defensively or while grappled.

6

☐ Disruptive

+4 DC to enemies casting defensively within your threatened area

10

☐ Spellbreaker

Enemies that fail their check to cast defensively in your treated area provoke attacks of opportunity.

14

☐ Penetrating Strike

Bypass up to 5 points of damage reduction (not including damage reduction without a type).

18

☐ Greater Penetrating Strike

Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type).

ARCANE BOND

Level

5

BONDED OBJECT

ARCANE ARMOR

Level

10

Medium Armor Proficiency

Cast spells in medium armor with no risk of spell failure

Level

16

Heavy Armor Proficiency

Cast spells in heavy armor with no risk of spell failure