S	ONGHEALE	R Bard Level	•				KN	IOWN	SPELLS	,	
	(BARD)	11									
SPELLS ,								<b>—</b> 0	)		
Spells Known	Spell Spells Save DC per day	= Base + Bonus Spells Spells									
KIIOWII	O per day	CHA - 4 CHA - 8 CHA - 8									
	1	5555						_ 1			
	2								· 		
								_ ==			
	3										
	4							_ 2			
	5	l — 777									
	6							_			
	DC = 10 + CHA + Spell Leve										
ARCANE SPELL FAILURE THRESHOLD  Bards can wear light armor without risking											
spell failure.								_ 3			
<b>x</b>	BARDIC PERFOR	MANCE							1 🗆		
DURATIO	N Bard Level	Misc									
PER DAY		) (777.4									
rds = 2 + ( × 2) + CHA +								_ 4	·		
Rounds OOO OOO OOO OOO OOOOOOOOOOOOOOOOOOOO											
WILL SAV	7	\									
	= 10 + (	÷ 2 ) + CHA						5			
Level Begin or switch a bardic performance as a move action, 7 rather than as a standard action.											
×	PERFORMAN	CES									
COUNTERSONG								_ 6			
	jical effects that depend on s 30ft use Performance roll in										
DISTRACTION											
Counter magical effects that depend on sight.  Allies within 30ft use Performance roll in place of a saving throw							ENH	ANCE	HEALING	,	
FASCINATE Bard			PER DA	CE HEALING Y	3						
	IENCE Level			= CH	Δ				t from a wand, potion, or	Bard	
	= ÷ 3	(Round up)							Bard level as its caster level.	Level	
INSPIRE COURAGE					D. I	F	BARD	DIC KN	OWLEDGE	,	
Bonus against charm and compulsion effects			KNOWL BONUS		Bard Level			Misc			
+	Bonus to attack and da	amage rolls		= (		÷ 2 )	+		Apply this bonus to all knowled	-	
Level INSP	PIRE COMPETENCE			`		. ′	_		Bards can use all knowledge sk		
3 +			Level		1 .				ERSED		
Level SUGO	GESTION		2	+4		Bonus appl and langua			ows against Bardic Performance, fects.	, sonic	
	est actions to one already fas	cinated creature	``				LO	ORE M	ASTER	,	
	GE OF DOOM		Level	TAKE 10		TAK	E 20 P	ER DAY	Take 20 Today		
	enemies within 30ft to beco		5	Unlimited use	es						
Level	PIRE GREATNESS MAX	X AFFECTED  I) temporary hit points,	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	per day			ACIZ	OF AT			
9	+2 attack, +1 fo		Level					OF AL	L TRADES	,	
	THING PERFORMANCE		10	Use any skill as if you were trained							
	Cure Serious Wounds ves the fatigued, sickened, a	nd shaken conditions	Level 16	All skills are o	conside	ered class	skills				
Perfor	LING PERFORMANCE rm for 5 rounds to effect Hea Irm on an undead target)	I on one target	Level 19	Able to take 1	IO on a	ny skill					
Lovel INSP	PIRE HEROICS MAX AF	FECTED									
15 INST	+ 4 to all saving	throws									
	+ 4 to AC										
	S SUGGESTION est actions to already fascina	ited creatures									
	ERAL BALLAD rm for 20 rounds to effect Re	surrection									