SONGHEALER

(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 armour without risking spell failure.

BARDIC PERFORMANCE

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.

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)

INSPIRE COURAGE

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

Level 3 **INSPIRE COMPETENCE** +

Level 6 **SUGGESTION**
Suggest actions to one already fascinated creature

Level 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

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

Level 12 **SOOTHING PERFORMANCE**
Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

Level 14 **HEALING PERFORMANCE**
Perform for 5 rounds to effect Heal on one target (or Harm on an undead target)

Level 15 **INSPIRE HEROICS** MAX AFFECTED
+ 4 to all saving throws
+ 4 to AC

Level 18 **MASS SUGGESTION**
Suggest actions to already fascinated creatures

Level 20 **FUNEREAL BALLAD**
Perform for 20 rounds to effect Resurrection

KNOWN SPELLS

0

1

2

3

4

5

6

ENHANCE HEALING

ENHANCE HEALING PER DAY

= CHA

Cause the healing effect from a wand, potion or similar item to use your Bard level as its caster level

Bard Level

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

= (Bard Level ÷ 2) + Misc

Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

WELL-VERSED

Level 2 +4 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

LORE MASTER

Level 5 **TAKE 10** Unlimited uses per day

TAKE 20 PER DAY

Take 20 Today

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