

# SONGHEALER

(BARD)

Bard  
Level

## SPELLS

| Spells Known | Spell Save DC | Spells per day | = Base Spells | + Bonus Spells  |
|--------------|---------------|----------------|---------------|---|
|              |               | 0              |               | CHA - 4<br>CHA - 8<br>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 armour 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

### 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

$$= \text{CHA} \div 3 \quad (\text{Round up})$$

### INSPIRE COURAGE

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

### INSPIRE COMPETENCE

Level 3 +

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### 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

### HEALING PERFORMANCE

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

### INSPIRE HEROICS MAX AFFECTED

Level 15 ☐ + 4 to all saving throws  
+ 4 to AC

### MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

### FUNERIAL BALLAD

Level 20 Perform for 20 rounds to effect Resurrection

## KNOWN SPELLS

0

1

☐ ☐ ☐ ☐ ☐ ☐

2

☐ ☐ ☐ ☐ ☐ ☐

3

☐ ☐ ☐ ☐ ☐ ☐

4

☐ ☐ ☐ ☐

5

☐ ☐ ☐ ☐

6

☐ ☐ ☐ ☐

## ENHANCE HEALING

ENHANCE HEALING  
PER DAY

$$= \text{CHA}$$

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

Misc

$$= (\text{CHA} \div 2) +$$

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