

# JUGGLER

(BARD)

Bard  
Level

## KNOWN SPELLS

## SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				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 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

### FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

### INSPIRE HEROICS MAX AFFECTED

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

### MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

### DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

0

1

☐☐☐  
☐☐☐  
☐☐☐

2

☐☐☐  
☐☐☐  
☐☐☐

3

☐☐☐  
☐☐☐  
☐☐☐

4

☐☐☐  
☐☐☐

5

☐☐☐  
☐☐☐

6

☐☐☐  
☐☐☐

## FAST REACTIONS

Level 1 **Deflect Arrows.** Once per round when you would normally be hit by an attack from a ranged weapon, you can deflect it so it does no damage.

Level 5 **Snatch Arrows.** When using **Deflect Arrows** you may choose to catch the weapon instead of deflecting it.

Level 11 You can use **Deflect Arrows** or **Snatch Arrows** a second time each round (with a -5 penalty on your second attack roll)

Level 17 You can use **Deflect Arrows** or **Snatch Arrows** a third time each round (with a -10 penalty on your third attack roll)

## COMBAT JUGGLING

Level 2 Can wield up to 3 Weapons or objects

6 Can wield up to 4 Weapons or objects

10 Can wield up to 5 weapons or objects

14 Can wield up to 6 weapons or objects

18 Can wield up to 7 Weapons or objects

## EVASION

Level 2 **Evasion**, making a successful Reflex saving throw against an attack that normally deals half damage on a successful save does no damage.

Level 12 **Improved Evasion**, take half damage on a failed Reflex save.

## 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