JUGGLER (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

Concentration [ ] = CHA + _____ Caster 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 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS** **MAX AFFECTED** [ ]
+ 4 to all saving throws
+ 4 dodge bonus to **AC**

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

Level 20 **DEADLY PERFORMANCE**
Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

FAST REACTIONS

Level 1	Gains Deflect Arrows as a bonus feat.
Level 5	Gains Snatch Arrows as a bonus feat.
Level 11	Can use Deflect Arrows and Snatch Arrows once more per round for a total of 2 times (with a -5 penalty on his second attack roll)
Level 17	Can use Deflect Arrows and Snatch Arrows once more per round for a total of 3 times (with a -10 penalty on his third attack roll)

EVASION

Level 2	Gains Evaision, as the Rogue class feature of the same name
Level 12	Gains Improved Evaision, as the Rogue advanced talent

COMBAT JUGGLING

Level 2	Can hold and wield up to three items or weapons
Level 6	Can hold and wield up to four items or weapons
Level 10	Can hold and wield up to five items or weapons
Level 14	Can hold and wield up to six items or weapons
Level 18	Can hold and wield up to seven items or weapons

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