

Bard  
Level

## KNOWN SPELLS

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 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 armor without risking spell failure.

## BARDIC PERFORMANCE

DURATION  
PER DAYBard  
Level

Misc

rd

s

= 2 + (  × 2 ) + CHA +

Rounds Today

WILL SAVE DC

Bard Level

= 10 + (  ÷ 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

Bard

## MAX AUDIENCE

Level

=  ÷ 3

(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

## FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

## INSPIRE HEROICS MAX AFFECTED

Level 15  + 4 to all saving throws  
+ 4 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

## TEA CEREMONY

Spend 10 minutes preparing an elaborate tea ceremony, and 4 rounds per person performing the ceremony, to grant your allies Inspire Courage, Inspire Competence, Inspire Greatness or Inspire Heroics for 10 minutes.

## BARDIC KNOWLEDGE

KNOWLEDGE  
BONUSBard  
Level

Misc

= (  ÷ 2 ) +

Apply this bonus to Craft (calligraphy), Diplomacy, Knowledge (nobility), and one type of Performance.  
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.

## VERSATILE PERFORMANCE

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
<input type="checkbox"/>		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

## LORE MASTER

Level	TAKE 10	TAKE 20 PER DAY	Take 20 Today
5	Unlimited uses per day	<div><div></div></div>	<div><div></div><div></div><div></div></div>

## 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