

SONGHEALER

(BARD)

Bard
Level

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

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

FUNERAL 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