

# SANDMAN

## (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"/>
		2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level +  Sneakspell Bonus

### 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

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

#### STEALSPELL

Steal a spell from one target, and cast it while still performing

#### INSPIRE COMPETENCE

Level 3 +

#### SLUMBER SONG

Level 6 Put one already fascinated creature to asleep

#### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

#### DRAMATIC SUBTEXT

Level 9 Cast a spell without obvious visible or audible components  
Use for two rounds before casting the spell

#### 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

#### GREATER STEALSPELL

Level 15 When a target fails its save against Stealspell, you learn their spell resistance and all their prepared spells.  
Instead of taking a spell you may steal spell resistance equal to half your bard level.

#### MASS SLUMBER SONG

Level 18 Put already fascinated creatures to sleep

#### SPELL CATCHING

Level 20 Absorb a spell targeting you, and immediately recast it or any spell you know of that level or lower

### KNOWN SPELLS

0

1

☐ ☐ ☐  
☐ ☐ ☐

2

☐ ☐ ☐  
☐ ☐ ☐

3

☐ ☐ ☐  
☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

### STEAL SPELL

#### STOLEN SPELL

Level

If the target fails their will save, you may steal:  
• Named spell (fails if they don't have the spell)  
• Random spell up to the highest level you can cast  
You must cast the spell while still performing

You can only hold one stolen spell at once

### MASTER OF DECEPTION

#### DECEPTION BONUS

Bard  
Level

Misc

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

Apply this bonus to Bluff, Sleight of Hand and Stealth

### SNEAKSPELL

Level

2 +1 Spell DC against a flat-footed target

10 +2

18 +3

Level

6 +2 To overcome spell resistance

14 +4

### WELL-VERSED

Level

2 +4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

### TRAP SENSE

Level

3

TRAP SENSE BONUS

Bard  
Level

Misc

$$= (\text{CHA} \div 3) +$$

Apply this bonus to reflex saves against traps and dodge AC to avoid traps

### SNEAK ATTACK

Level

5

SNEAK ATTACK BONUS

Bard  
Level

Misc

$$= (\text{CHA} \div 5) +$$

Damage bonus when flanking or opponent is denied his DEX bonus to AC.

### 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