

# MAGICIAN

(BARD)

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 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

#### 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

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

#### DWEOMERCRAFT

Bard Level

$$+ \text{CHA} = (\text{CHA} + 1) \div 6$$

Bonus to caster level checks, Concentration, and spell attacks to allies within 30ft who can see and hear you.

Level

#### INSPIRE COMPETENCE

3

+

Level

#### SUGGESTION

6

Suggest actions to one already fascinated creature

Level

#### SPELL SUPPRESSION

8

Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic.

Level

#### INSPIRE GREATNESS MAX AFFECTED

9

$2 \times (\text{d}10 + \text{CON})$  temporary hit points, +2 attack, +1 fortitude save

Level

#### SOOTHING PERFORMANCE

12

Mass Cure Serious Wounds  
Removes the fatigued, sickened, and shaken conditions

Level

#### METAMAGIC MASTERY

14

Apply instant metamagic; this ends the performance

Level

#### INSPIRE HEROICS MAX AFFECTED

15

+ 4 to all saving throws  
+ 4 to AC

Level

#### MASS SUGGESTION

18

Suggest actions to already fascinated creatures

Level

#### DEADLY PERFORMANCE

20

Cause an enemy to die of joy or sorrow

0

1

2

3

4

5

6

## MAGICAL TALENT

### MAGICAL TALENT

Bard

BONUS

Level

Misc

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

Apply this bonus to Knowledge (arcana), Spellcraft, and Use Magical Device.

### EXTENDED PERFORMANCE

Level

2

Sacrifice a spell to extend your performance by a number of rounds equal to the spell level  
Only once per performance Duration does not apply to Spell Suppression

### EXPANDED REPERTOIRE

Level

2

BONUS  
SPELLS

$$= (\text{CHA} + 2) \div 4$$

Bonus spells may come from any arcane spellcaster's list of available spells.

### ARCANE BOND

Level

5

BONDED OBJECT

### WAND MASTERY

Level

10

Use your own CHA bonus for calculating the DC of wands

Level

15

Use your own caster level for calculating the DC of wands