ARCANE DUELIST Bard Level						KNOWN SPELLS					
(BARD)											
Cnoll	SPELLS FOR PARTY COURSE							0			
Spell Know			Spells per day	= Base + Bonus Spells Spells + & C							
		0		CHA CHA - CHA -							
		1									
		2						1			
		3									
		4									
		5						2			
		6									
Spe	Il Save DC = 10	+ CHA + S	Spell Level								
ARCA	NE SPELL F										
Bards can wear light armour without risking spell failure.						3					
),	BARDIC PERFORMANCE										
DUR	ATION	Baı		Misc							
PER	DAY	Lev		`							
	rds = 2	+ (	× 2	) + CHA +							
Rounds						4					
Today OO OO											
WILL SAVE DC Bard Level											
$= 10 + ( \div 2 ) + CHA$											
Level Begin or switch a bardic performance as a move action,								5			
7 rather than as a standard action.											
PERFORMANCES											
RALLYING CRY Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.											
								6			
<b>DISTRACTION</b> Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw.									<u> </u>		
						BONUS FEATS					
FASCINATE Bard						Caster					
	AUDIENCE	Level			Level			DAMAGE BO	] . Level		
	=		÷ 3	(Round up)	1	□A	rcane Strike	+	= 1 + ( ÷ 5 )		
INCD	IDE COUDAC	 PE		(noullu up)		C	ombat Casting				
INSPIRE COURAGE  Bonus against charm and compulsion effects						+4 to Concentration checks to cast a spell defensively or while grappled					
+	+ Bonus to attack and damage rolls  INSPIRE COMPETENCE					6 Disruptive					
I evel						+4 DC to enemies casting defensively within your threatened area					
3 +						10 Spellbreaker Enemies that fail their check to cast defensively in your treatened area provoke attacks of opportunity					
BLADETHIRST Level						Penetrating Stike					
Level (							Bypass up to 5 points of damage reduction (not including damage reduction without a type)				
6 ÷ 3 ) - 1 <sub>(Round down)</sub>					18	18 Greater Penetrating Strike					
Enhancement bonus to one weapon or natural weapon						Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)					
Level DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken					*			ARCANE	BOND	ji l	
0					Level	В	ONDED OBJECT				
Level	INSPIRE GI	NSPIRE GREATNESS MAX AFFECTED  2 × (d10 + CON) temporary hit points,									
9	+2 attack, +1 fortitude save						A	ARCANE A	RMOUR	ji l	
Level		GOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions					edium Armour Proficiency	Cast spell	s in medium armour with no risk of spell failure		
12											
Level FRIGHTENING TUNE					16	Level  Heavy Armour Proficiency  Cast spells in heavy armour with no risk of spell failure					
				ur performance							
Level	INSPIRE HE	ROICS	MAX AF	FECTED							
15		+ 4 to + 4 to	all saving AC	throws							
Level	MASSRIAD										
Level MASS BLADETHIRST  18 +4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4											

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