

# STREET PERFORMER

(BARD)

Bard  
Level

## 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"/>
		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

## ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armour without risking spell failure.

## BARDIC PERFORMANCE

DURATION  
PER DAY

Bard  
Level

Misc

$$\text{rds} = 2 + \left( \frac{\text{CHA}}{2} \times 2 \right) + \text{CHA} +$$

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC

Bard Level

$$= 10 + \left( \frac{\text{CHA}}{2} \right) + \text{CHA}$$

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

MAX AUDIENCE

Bard  
Level

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

### DISAPPEARING ACT

HIDDEN ALLIES

Bard Level

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

Allies are treated as invisible; cannot include yourself

### HARMLESS PERFORMER

Level 3 Enemies that fail a will save cannot attack the Bard  
Concentration allows a spell to affect a different target

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

### MADCAP PRANK

Level 9 ☐ Blinded ☐ Dazzled ☐ Deafened  
☐ Entangled ☐ Fall prone ☐ Nauseated

### 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

### SLIP THROUGH THE CROWD

Level 15 Allies affected by Disappearing Act gain Greater Invisibility

### MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

### DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

## KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## STREETWISE

STREETWISE  
BONUS

Bard  
Level

Misc

Applies to • Bluff, Disguise and Knowledge (local)  
• Sleight of Hand, Diplomacy, and Intimidate checks made to influence a crowd  
• Diplomacy checks to gather information

$$= \left( \frac{\text{CHA}}{2} \right) +$$

## GLADHANDLING

Earn double money from a public performance

Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens

## WELL-VERSED

Level 2

+4

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

## VERSATILE PERFORMANCE

- ☐ Act  
☐ Comedy  
☐ Dance  
☐ Keyboard Instruments

Use bonus in place of...

Bluff, Disguise  
Bluff, Intimidate  
Acrobatics, Fly  
Diplomacy, Intimidate

- ☐ Oratory  
☐ Percussion  
☐ Sing  
☐ String  
☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive  
Handle Animal, Intimidate  
Bluff, Sense Motive  
Bluff, Diplomacy  
Diplomacy, Handle Animal

## QUICK CHANGE

Level 5

TAKE 20  
PER DAY

Bard  
Level

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

Don as disguise as a standard action, with a -5 penalty  
Take 10 on Bluff and Disguise checks  
Take 20 on Bluff and Disguise checks (limited uses)  
Use Bluff to create a diversion to hide as a swift action

## 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