

# SEA SINGER

(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"/> <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

### SEA SHANTY

Counter exhaustion, fatigue, nausea, and sickness.  
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  
 $= \text{CHA} \div 3$  (Round up)

### INSPIRE COURAGE

+ Bonus against charm and compulsion effects  
Bonus to attack and damage rolls

Level 3 **STILL WATER**  
Calm waters within 30ft, reducing swim DCs by your level.  
Perform for 10 rounds to extend the effect for an hour.

Level 6 **WHISTLE THE WIND**  
Gust Of Wind; play for 5 rounds to extend for 1 minute

Level 8 **DIRGE OF DOOM**  
Cause enemies within 30ft to become shaken

Level 9 **INSPIRE GREATNESS MAX AFFECTED**  
 $2 \times (\text{d}10 + \text{CON})$  temporary hit points, +2 attack, +1 fortitude save

Level 12 **SOOTHING PERFORMANCE**  
Mass Cure Serious Wounds  
Removes the fatigued, sickened, and shaken conditions

Level 14 **FRIGHTENING TUNE**  
Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS MAX AFFECTED**  
+ 4 to all saving throws  
+ 4 to AC

Level 18 **CALL THE STORM**  
Control Water, Control Weather, Control Winds, or Storm of Vengeance; play for (spell level) rounds.

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

## KNOWN SPELLS

0

1

2

3

4

5

6

## WORLD TRAVELLER

**KNOWLEDGE BONUS** Bard Level Misc  
 $= (\text{CHA} \div 2) +$   
Apply this bonus to all Knowledge (geography), (nature), (local), and Linguistics  
You can reroll one of these skill checks, but you must take the second result.

## SEA LEGS

Level 2 +4 Bonus applies to saving throws against air and water effects, and any effect that may trip, slip, or knock prone.  
+2 Bonus applies to CMD against grapple, overrun, or trip

## FAMILIAR

## 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