SONGHEALER Bard		Bard Level	KNOWN SPELLS
	(BARD)	Level ;	
	SPELLS		0
Spell		Base + Bonus Spells	
Know		Spells 4 8 2	
	0	СНАСНАС	
	1		1
	2	4444	
	3		
	4		
	5		
	6		
Sne	Il Save DC = 10 + CHA + Spell Level		
		IOI D	
ARCANE SPELL FAILURE THRESHOLD Bards can wear light armor without risking			
% spell failure.			_
*	BARDIC PERFORI	MANCE	
	ATION Bard	Misc	
PER	/)	
	rds = 2 + (× 2) + CHA +	4
	ınds		
	oday DDD DDD DDD		
WILI	/)	
	= 10 + (÷ 2) + CHA	
Level Begin or switch a bardic performance as a move action,			
7 rather than as a standard action.			
PERFORMANCES			
COUNTERSONG Counter magical effects that depend on sound.			6
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			ENHANCE HEALING
FASCINATE Bard			ENHANCE HEALING PER DAY
	AUDIENCE Level		= CHA Cause the healing effect from a wand, potion, or Bard
	= ÷3	(5)	similar item to use your Bard level as its caster level.
		(Round up)	BARDIC KNOWLEDGE
INSP	IRE COURAGE	- d	KNOWLEDGE Bard Misc
+	Bonus against charm an Bonus to attack and da		Annly this honus to all knowledge skills
	INSPIRE COMPETENCE	-	= (÷ 2) + Bards can use all knowledge skills untrained
Level	+		WELL-VERSED
			Level Bonus applies to saving throws against Bardic Performance, sonic
Level	SUGGESTION	singted execture	2 and language-dependent effects.
6	Suggest actions to one already faso	mated creature	LORE MASTER
Level	DIRGE OF DOOM Cause enemies within 30ft to become	ne shaken	Level TAKE 10 TAKE 20 PER DAY Take 20 Today
			5 Unlimited uses per day
Level	2 × (d10 + CON) temporary hit points,	JACK OF ALL TRADES
9	+2 attack, +1 for		Level
Level	SOOTHING PERFORMANCE		10 Use any skill as if you were trained
Mass Cure Serious Wounds Removes the fatiqued, sickened, and shaken conditions		d shaken conditions	Level All skills are considered class skills
THE AT THE DEDECTMANCE			10
Perform for 5 rounds to effect Heal on one target		on one target	Level 19 Able to take 10 on any skill
(or marin on an anacaa target)			
Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws			
15	+ 4 to all saving to the total to the total to the total total to the total to	unows	
Level	MASS SUGGESTION		
	Suggest actions to already fascinat	ed creatures	
Level	FUNERAL BALLAD		
	Perform for 20 rounds to effect Res	urrection	