

# DIRGE BARD

Bard  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells
		0	CHA - 4 CHA - 8 CHA - 12
		1	
		2	
		3	
		4	
		5	
		6	

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

### COUNTERSONG

Counter magical effects that depend on sound.

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

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

### INSPIRE COURAGE

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

### INSPIRE COMPETENCE

Level 3 +

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

### INSPIRE GREATNESS MAX AFFECTED

Level 9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

### DANCE OF THE DEAD

Level 10 Create zombies or skeletons as Animate Dead

### 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

### INSPIRE HEROICS MAX AFFECTED

Level 15 + 4 to all saving throws  
+ 4 to AC

### 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

## BARDIC KNOWLEDGE

KNOWLEDGE  
BONUS

Bard  
Level

Misc

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

Apply this bonus to all knowledge skills  
Bards can use all knowledge skills untrained

## HAUNTED EYES

Level 2

+4

Bonus applies to saving throws against fear, energy drain, death effects, and necromancy.

## SECRETS OF THE GRAVE

KNOWLEDGE  
BONUS

Bard Level

Level 2

$$= \text{CHA} \div 2$$

Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities.

A dirge bard may use mind-affecting spells to affect even mindless undead.

At 2nd, 6th, 10th, 14th, and 18th level, learn an extra necromancy spell from any arcane spell list.

## HAUNTING REFRAIN

Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralise and opponent

Level 5 PERFORMANCE  
BONUS

Bard Level

Level 5

$$= \text{CHA} \div 2$$

SAVING THROW  
DC BONUS

Bard Level

Level 5

$$= \text{CHA} \div 5$$