

# COURT BARD

Bard  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				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

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

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

Bard  
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MAX AUDIENCE

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

### SATIRE

Bard Level

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

Penalty to enemies' attack, damage, saves against charm and fear

### MOCKERY

Bard Level

$$\text{CHA} - \text{CHA} = (\text{CHA} + 5) \div 4$$

Penalty to one enemy's Charisma-based checks and skills

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### GLORIOUS EPIC

Level 8 Cause enemies within 30ft to become flat-footed

### INSPIRE GREATNESS MAX AFFECTED

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

### SOOTHING PERFORMANCE

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

### SCANDAL

Level 14 Enemies are affected as if by Song Of Discord

### 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

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5

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6

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☐ ☐ ☐

## HERALDIC EXPERTISE

EXPERTISE  
BONUS

Bard  
Level

Misc

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

Apply this bonus to Diplomacy, Knowledge (history), Knowledge (local) and Knowledge (nobility) checks

REROLL  
PER DAY

Bard  
Level

$$\text{CHA} = (\text{CHA} \div 5) + 1$$

Allows you to reroll one of these checks, but you must take the second result if you do

## 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  
Other:

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

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## WIDE AUDIENCE

	Level 1	Level 5	Level 10	Level 15	Level 20
Performance radius	30 ft	40 ft	50 ft	60 ft	60 ft
Performance cone		60 ft	80 ft	100 ft	120 ft