

ANIMAL SPEAKER

Bard Level

(BARD)

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 8 CHA - 12
		1			<input type="checkbox"/> CHA - 4 <input type="checkbox"/> CHA - 8 <input type="checkbox"/> CHA - 12
		2			<input type="checkbox"/> CHA - 4 <input type="checkbox"/> CHA - 8 <input type="checkbox"/> CHA - 12
		3			<input type="checkbox"/> CHA - 4 <input type="checkbox"/> CHA - 8 <input type="checkbox"/> CHA - 12
		4			<input type="checkbox"/> CHA - 4 <input type="checkbox"/> CHA - 8 <input type="checkbox"/> CHA - 12
		5			<input type="checkbox"/> CHA - 4 <input type="checkbox"/> CHA - 8 <input type="checkbox"/> CHA - 12
		6			<input type="checkbox"/> CHA - 4 <input type="checkbox"/> CHA - 8 <input type="checkbox"/> CHA - 12

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD
% Bards can wear light armour without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY Bard Level Misc

rds = 2 + (× 2) + CHA +

Rounds Today

WILL SAVE DC Bard Level
 = 10 + (÷ 2) + 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

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

Level 3 SOOTHING PERFORMANCE
Use a performance roll to influence animals

Level 5 ATTRACT RATS
Summon 5 1d6 11 2d6 17 3d6 rats

Level 6 SUGGESTION
Suggest actions to one already fascinated creature

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

Level 9 INSPIRE GREATNESS MAX AFFECTED
 2 Bonus hit dice + 2d10 (including CON)

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 MASS SUGGESTION
Suggest actions to already fascinated creatures

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

KNOWN SPELLS

0

Summon Nature's Ally I
1
☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally II
2
☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally III
3
☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally IV
4
☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally V
5
☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally VI
6
☐☐☐
☐☐☐
☐☐☐

BARDIC KNOWLEDGE

KNOWLEDGE BONUS Bard Level Misc
 = (÷ 2) + Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

ANIMAL FRIEND

Level 1 ANIMAL TYPE +4 to Handle Animal of a chosen type
5 These animals are at worst indifferent to the bard, and never attack without provocation
7 Animal companions and magically controlled animals must pass an opposed Charisma check to attack
11 Level 5 Speak With Animals at will for a chosen type

VERSATILE PERFORMANCE

Use bonus in place of...
☐ Act Bluff, Disguise
☐ Comedy Bluff, Intimidate
☐ Dance Acrobatics, Fly
☐ Keyboard Instruments Diplomacy, Intimidate
Other:
☐
☐
☐

Use bonus in place of...
☐ Oratory Diplomacy, Sense Motive
☐ Percussion Handle Animal, Intimidate
☐ Sing Bluff, Sense Motive
☐ String Bluff, Diplomacy
☐ Wind Instruments Diplomacy, Handle Animal

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