SONGHEALER Bard Level	KNOWN SPELLS
(BARD)	
SPELLS	0
Spells Spell Spells = Base + Bonus Spells Known Save DC per day Spells	
, , , 48	
O CHA A CHA	
1 0000	1
2	
3 000	
4   000	
5 000	2
6	
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Caster	
Level	3
ARCANE SPELL FAILURE THRESHOLD  Bards can wear light armour without risking	
spell failure.	
BARDIC PERFORMANCE	
DURATION Bard Misc	
PER DAY Level	<b>4</b>
rds = 2 + ( × 2) + CHA +	
Rounds	
Today	
/	5
= 10 + ( ÷ 2 ) + CHA	
Level Begin or switch a bardic performance as a move action, 7 rather than as a standard action.	
PERFORMANCES	6
COUNTERSONG	
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	ENHANCE HEALING
DISTRACTION	ENHANCE HEALING
Counter magical effects that depend on sight.	PER DAY
Allies within 30ft use Performance roll in place of a saving throw  FASCINATE Bard	= CHA Cause the healing effect from a wand, potion or similar item to use your Bard level as its caster level Level
FASCINATE Bard MAX AUDIENCE Level	BARDIC KNOWLEDGE
= ÷3 (Pound up)	KNOWLEDGE Bard Misc
(noulld up)	BONUS Level
INSPIRE COURAGE  Bonus against charm and compulsion effects	= ( Apply this bonus to all knowledge skills  Bards can use all knowledge skills untrained
Bonus to attack and damage rolls	WELL-VERSED
Level INSPIRE COMPETENCE	Level Danier and Line to a view through Danier Danier Danier Danier
3 +	2 +4 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.
Level SUGGESTION	LORE MASTER
6 Suggest actions to one already fascinated creature	Level TAKE 10 TAKE 20 PER DAY Take 20 Today
Level DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken	5 Unlimited uses per day
INCDIDE CDEATNESS MAY AFFECTED	JACK OF ALL TRADES
2 Bonus hit dice	Level
+ 2d10 (including CON)	10 Use any skill as if you were trained
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds	Level All skills are considered class skills
Removes the fatigued, sickened and shaken conditions	16 All Skills are considered class skills
Level HEALING PERFORMANCE	Level  19 Able to take 10 on any skill
Perform for 5 rounds to effect Heal on one target (or Harm on an undead target)	
INCDIDE HEDOICS MAY AFFECTED	
+ 4 to all saving throws	
+ 4 TO AC	
Level MASS SUGGESTION  18 Suggest actions to already fascinated creatures	

Level FUNEREAL BALLAD

20 Perform for 20 rounds to effect Resurrection