BARD Bard Level	KNOWN SPELLS
SPELLS	
Spells Spell Spells = Base + Bonus Spells	0
O HAY SALE DC PEL GAY SPEIIS 4 PA	
1	
2	1
3	
4 0,00	
5	
6	2
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Caster Level	
ARCANE SPELL FAILURE THRESHOLD	3
Bards can wear light armor without risking spell failure.	
BARDIC PERFORMANCE	
DURATION Bard Misc PER DAY Level	
rds = 2 + ( × 2) + CHA +	4
7	
Rounds	
WILL SAVE DC Bard Level	
= 10 + ( ÷ 2 ) + CHA	5
Level Begin or switch a bardic performance as a move action,	
7 rather than as a standard action. PERFORMANCES	
COUNTERSONG	6
Counter magical effects that depend on sound.  Allies within 30ft use Performance roll in place of a saving throw	
DISTRACTION	BARDIC KNOWLEDGE
Counter magical effects that depend on sight.  Allies within 30ft use Performance roll in place of a saving throw	KNOWLEDGE Bard Misc BONUS Level
FASCINATE Bard	= ( Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained
MAX AUDIENCE Level	WELL-VERSED
= ÷ 3 (Round up)	Level Bonus applies to saving throws against Bardic Performance, sonic
INSPIRE COURAGE	2 and language-dependent effects.
Bonus against charm and compulsion effects Bonus to attack and damage rolls	VERSATILE PERFORMANCE
Level INSPIRE COMPETENCE	Use bonus in place of  □ Act Bluff, Disquise □ Oratory Diplomacy, Sense Motive
3 +	□ Comedy Bluff, Intimidate □ Percussion Handle Animal, Intimidate
Level SUGGESTION	□ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive
6 Suggest actions to one already fascinated creature	Keyboard Diplomacy, Intimidate String Bluff, Diplomacy Diplomacy, Handle Animal
<b>8</b> Cause enemies within 30ft to become shaken	Other:
Level INSPIRE GREATNESS MAX AFFECTED	
9 2 Bonus hit dice + 2d10 (including CON)	
Level SOOTHING PERFORMANCE	LORE MASTER
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	LORE MASTER  Level TAKE 10 TAKE 20 PER DAY Take 20 Today
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	5 Unlimited uses per day
Level INSPIRE HEROICS MAX AFFECTED	JACK OF ALL TRADES
+ 4 to all saving throws + 4 to AC	Level 10 Use any skill as if you were trained
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	Level 16 All skills are considered class skills
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	Level  19 Able to take 10 on any skill