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Today County Co	DIDATION Rard	
Rounds	IVIISC	4
Rounds	$_{\text{rds}} = 2 + (\times 2) + \text{CHA} +$	-
Sard Level Segin or switch a bardic performance as a move action, 7 rather than as a standard action.	· · · · · · · · · · · · · · · · · · ·	
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Affects a number of Damage 148 + CHA largets up to the Bard's Level Level WORDSTRIKE Bard Level Damage 148 + CHA largets up to the Bard's Level Damage 2 (or half that to a living target) Damage 148 + CHA largets up to the Bard's Level Damage 2 (or half that to a living target) Damage 2 (or half that to a living target) Damage 2 (or half that to a living target) Damage 3 (or half that to a living target) Damage 2 (or half that to a living target) Damage 3 (or half that to a living target) Damage 4 (or half that to a living target) Damage 5 (or half that to a living target) Damage 6 (or half that to a living target) Damage 6 (or half that to a living target) Damage 6 (or half that to a living target) Damage 6 (or half that to a living target) Damage 6 (or half that to a living target) Damage 6 (or half that to a living target) Damage 6 (or half that to a living target) Damage 6 (or half that to a living target) Damage 7 (or half that to a living target) Damage 8 (or half that to a living target) Damage 8 (or half that to a living target) Damage 8 (or half that to a living target) Damage 9 (or half that to a living target) Damage 8 (or half that to a living target) Damage 9 (or half that to a living target) Damage 8 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target) Damage 9 (or half that to a living target	COUNTERSONG	
DISTRACTION Counter magical effects that depend on sight. Allies within 30ft to become shaken		
Act Bonus applies to saving throw against charm and compulsion effects		BARDIC KNOWLEDGE
Section Participate Part	The state of the s	WISC
WELL-VERSED		Apply this bonus to all knowledge skills
Level Soothing Performance Soothing Per		Bards can use all knowledge skills untrained
INSPIRE COURAGE House against charm and compulsion effects bonus to attack and damage rolls Level Bonus against charm and compulsion effects bonus to attack and damage rolls Level WORDSTRIKE Bard Level Or half that to a to object = 1d4 + (or half that t	= ÷3	well-versed
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Bonus to attack and damage rolls		
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Damage to object = 1d4 + (or half that to a living target) Level WEIRD WORDS 6 Damage to targets up to the to targets = 1d8 + CHA 8 Cause enemies within 30ft to become shaken Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken Level NSPIRE GREATNESS MAX AFFECTED 9	Level WORDSTRIKE Bard Level	·
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Command	to object	□ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive
Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken Level Part	Level Affects a number of	
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Level 9	DINGE OF DOOM	
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15	4.6	
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Alacta take 10 an any skill		16 All skills are considered class skills
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