CFIFRRITY Bard Level	KNOWN SPELLS
OLLLDIIII	·
Spells Spell Spells Base Bonus Spells Spells	o
Known Save DC per day Spells	
O CEAT O	
1	1
2	
3	
4	
5	2
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Caster	
ARCANE SPELL FAILURE THRESHOLD	
Bards can wear light armour without risking	3
% spell failure.	
BARDIC PERFORMANCE DURATION Bard Misso	
PER DAY Level Misc	
$rds = 2 + (\times 2) + CHA +$	4
Rounds OOO OOO OOO	
Today	
= 10 + (÷ 2) + CHA	5
Level Begin or switch a bardic performance as a move action, 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	
DISTRACTION Counter magical effects that depend on sight.	FAMOUS Area of fame
Allies within 30ft use Performance roll in place of a saving throw	Bard Level
FASCINATE Bard MAX AUDIENCE Level	1 Village or small town 1,000 people 5 the part of towns 5,000 people 9 the part of towns 5,000 people 9 the part of towns 25,000 people 9 the part of towns 100,000 people 11 the part of towns 100,000 people 12 the part of towns 100,000 people 11 the part of towns 100,000 people 11 the part of towns 100,000 people 12
= ÷3 (Bound up)	5 Large town or small group of towns 5,000 people of the small group of towns 25,000 people of the small group of towns 42,000 people of the small group of towns 43,000 people of the small group of towns 43,000 people of the small group of towns 5,000 people of the small group
(Round up)	13 Large city state and surrounding area 100,000 people 14 9 9 9
3 +	17 The whole civilized world BARDIC KNOWLEDGE
	- KNOWLEDGE Bard Misc
Level GATHER CROWD Bard Level 5 Size of = Performance ×	BONUS Level
5 Size of audience result ×	= (÷ 2) + Bards can use all knowledge skills untrained
Level SUGGESTION 6 Suggest actions to one already fascinated creature	WELL-VERSED
Level SHINING STAR	Level 2 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.
8 Fascinated creates take -4 to break free of the effect, and make a will save to break free even when being attacked	VERSATILE PERFORMANCE
Level INSPIRE GREATNESS MAX AFFECTED	Use bonus in place of Use bonus in place of
2 Bonus hit dice + 2d10 (including CON)	☐ Act Bluff, Disguise ☐ Oratory Diplomacy, Sense Motive
COOMITING PERFORMANCE	□ Comedy Bluff, Intimidate □ Percussion Handle Animal, Intimidate □ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive
12 Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	Keyboard Diplomacy Intimidate String Bluff, Diplomacy
Level FRIGHTENING TUNE	Instruments Wind Instruments Diplomancy, Handle Animal
14 Enemies are frightened and flee your performance	
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
18 Suggest actions to already fascinated creatures Level DEADLY PERFORMANCE	Level
20 Cause an enemy to die of joy or sorrow	Able to take 10 on any skill