MAGICIAN Bard			1	KNOWN SPELLS		
(BARD)			Level			
H		ELLS				
Spells	Spell	Spells _	Base + Bonus Spells		0	
Known S	Save DC	per day	Spells 4 8 2			
	0		CHA CHA CHA			
	1		777			
	2		0000			
	3				1	
	4					
	5					
	6					
Spoll Savo	DC = 10 + CHA	⊥ Spoll Lov				
Spell Save	DO - IO + CHA	T Spell Lev	Caster		2	
Concentrat	tion	= CH/	+ Level			
ARCANE S	PELL FAILURE	THRESHO	OLD			
			nour without risking			
	% spell failure.					
P. I.	BARDIC PE		ANCE *		3	
DURATION PER DAY	N Bai Lev		Misc			
rds	s = 2 + (× 2)	+ CHA+			
	`					
- T						
WILL SAV		Bard Level			4 ———	
	= 10 + (<u>.</u>	2) + CHA			
		•				
	n or switch a bardi er than as a standa		ice as a move action,			
/ ratile						
*		RMANC	ES 💌		5	
DISTRACTION Counter magical effects that depend on sight.						
Allies within	30ft use Performa	ince roll in p	lace of a saving throw			
FASCINAT						
MAX AUDI		. 0				
	=	÷ 3	(Round up)		6	
DWEOMEI	RCRAFT Bard L				_	
+	= (+1)	÷ 6			
Bonus to cas	ter level checks, Co	oncentration	and spell attacks			
	in 30ft who can se			X	MAGICAL TALENT	
Level INSP	IRE COMPETE	NCE		MAGICA	LTALENT Bard Misc	
3 +				BONUS	Level	
Level SIIGG	GESTION				= (Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device	
	est actions to one al	lready fascin	ated creature		EXTENDED PERFORMANCE	
	L SUPPRESSIO			Level	Sacrifice a spell to extend your performance by a number of rounds equal to the spell level	
	er any identified sp s of performance, a		less than the number of	2	Only once per performance Duration does not apply to Spell Suppression	
INCD	PIRE GREATNES	•		``	EXPANDED REPERTOIRE	
Level 113P		us hit dice			BONUS	
	+ 2d1	LO (including	(CON)	Level	Bard Level Bonus spells may come from any arcane	
Level	THING PERFOR			2	= (+ 2) ÷ 4 Bonus spells may come from any arcane spellcaster's list of available spells	
	Cure Serious Wour ves the fatigued, sid		shaken conditions	×	ARCANE BOND	
Level META	AMAGIC MAST	ERY		Level	BONDED OBJECT	
14 Apply instant metamagic; this ends the performance				5		
Level	IRE HEROICS			×	WAND MASTERY	
15	+ 4 to + 4 to	all saving t AC	hrows	Level		
Level MASS	S SUGGESTION			10	Use your own CHA bonus for calculating the DC of wands	
MIND	st actions to alread		creatures	Level 15	Use your own caster level for calculating the DC of wands	
	DLY PERFORMA					