

# MAGICIAN

(BARD)

Bard  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 4 CHA - 8 CHA - 12
		1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

= CHA +

Caster  
Level

## ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armor without risking spell failure.

## BARDIC PERFORMANCE

DURATION  
PER DAY

Bard  
Level

Misc

$$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} +$$

Rounds  
Today

WILL SAVE DC

Bard Level

$$= 10 + (\text{CHA} \div 2) + \text{CHA}$$

Level  
7

Begin or switch a bardic performance as a move action, rather than as a standard action.

## PERFORMANCES

### DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

### FASCINATE

Bard  
Level

MAX AUDIENCE

$$= \text{CHA} \div 3 \quad (\text{Round up})$$

### DWEOMERCRAFT

Bard Level

$$+ \text{CHA} = (\text{CHA} + 1) \div 6$$

Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you

### INSPIRE COMPETENCE

Level 3 +

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### SPELL SUPPRESSION

Level 8 Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic

### INSPIRE GREATNESS MAX AFFECTED

Level 9 2 Bonus hit dice + 2d10 (including CON)

### SOOTHING PERFORMANCE

Level 12 Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions

### METAMAGIC MASTERY

Level 14 Apply instant metamagic; this ends the performance

### INSPIRE HEROICS MAX AFFECTED

Level 15 + 4 to all saving throws + 4 to AC

### MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

### DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

## KNOWN SPELLS

0

1

2

3

4

5

6

## MAGICAL TALENT

MAGICAL TALENT  
BONUS

Bard  
Level

Misc

$$= (\text{CHA} \div 2) + \text{CHA}$$

Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device

## EXTENDED PERFORMANCE

Level  
2

Sacrifice a spell to extend your performance by a number of rounds equal to the spell level  
Only once per performance Duration does not apply to Spell Suppression

## EXPANDED REPERTOIRE

Level  
2

$$\text{BONUS SPELLS} = (\text{CHA} + 2) \div 4$$

Bonus spells may come from any arcane spellcaster's list of available spells

## ARCANE BOND

Level  
5

BONDED OBJECT

## WAND MASTERY

Level  
10

Use your own CHA bonus for calculating the DC of wands

Level  
15

Use your own caster level for calculating the DC of wands