| SEA SINGER (BARD) | | | Bard Level | KNOWN SPELLS | | | | | | | |
|---|--|------------------------|-----------------------------|----------------|------------------|-----------|-----------------|---------------------------------|--|---|--|
| Spells Spell Spells = Base + Bonus Spells | | | | | | | | 0 | | | |
| Known | Save DC | per day | = Spells + Bound Spells | | | | | | | _ | |
| | 0 | | CHA CHA- CHA- CHA- | | | | | | | | |
| | 1 | | 777 | | | | | _ 1 | | | |
| | 2 | | | | | | | | | | |
| | 3 | | | | | | | | | | |
| | 4 | | | | | | | | | | |
| | 5 | | | | | | | | | | |
| | 6 | | | | | | | 2 | | | |
| Snell S | ave DC = 10 + CH/ | Λ _ Snell I | □ □ □ | | | | | | | | |
| | | | Caster | | | | | | | | |
| Concent | | _ = CH | Level | | | | | | | | |
| ARCAN | E SPELL FAILUR | | | | | | | 3 | | | |
| | % spell failur | | armour without risking | | | | | | | | |
| × | BARDIC P | ERFOR | MANCE | | | | | — 555 | | | |
| DURAT | | ard | Misc | | | | | | | | |
| PER DA | Y L6 | evel |) | | | | | 4 | | _ | |
| | rds = 2 + (| ×2 |) + CHA + | | | | | | | _ | |
| | | | 1 | | | | | === | | _ | |
| Today | / | | 1 | | | | | | | | |
| WILL SA | | Bard Level | \ | | | | | 5 | | | |
| | = 10 + (| | ÷ 2) + CHA | | | | | | | | |
| | egin or switch a bard other than as a stand | | ance as a move action, | | | | | | | | |
| | | ORMAN(| CES | | | | | | | Ī | |
| SEA SH | | | C 20 | | | | | — 6 | | _ | |
| Counter e | xhaustion, fatigue, n | | | | | | | | | - | |
| Allies within 30ft use Performance roll in place of a saving throw | | | | | BARDIC KNOWLEDGE | | | | | | |
| DISTRACTION Counter magical effects that depend on sight. | | | | | EDGE | Bard | DAK | | | | |
| Allies wit | hin 30ft use Perform | nance roll in | place of a saving throw | BONUS | | Level | \ | Misc | Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics | | |
| FASCIN MAX AU | ATE Bard Level | | | | = (| | ÷ 2) + | | You can reroll one of these skill checks, but you must take the second result | | |
| | = | ÷ 3 | (Round up) | `` | | | 7 | VELL-VEF | RSED | 1 | |
| INSPIRE COURAGE | | | | | +4 | | | | against air and water effects, and any | | |
| Bonus against charm and compulsion effects | | | | | | _ | - | rip, slip or kno CMD against | ck prone | | |
| + | _ | | damage rolls | | +2 | | apple, overrur | | | | |
| Level STILL WATER Calm waters within 30ft, reducing swim DCs by your level | | | | | | | | FAMILI | AR | 1 | |
| | m waters within 301 form for 10 rounds | | | Level | | | | | | | |
| Level W | HISTLE THE WIN | ND | | 2 | | | | | | | |
| | | | extend for 1 minute | | _ | _ | | ORE MAS | antin | | |
| _ | RGE OF DOOM | 06 | | | TAKE 10 | | TAKE 20 | | | × | |
| | use enemies within 3 | | | Level 5 | Unlimited use | es | TARE 20 | FERDAI | Take 20 Today □□□ | | |
| Level | SPIRE GREATNE | ESS MAX onus hit dice | | 3 | per day | | | | | | |
| 9 | | d10 (includi | |) x | | | JAC | K OF ALL | TRADES | 1 | |
| Level SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions | | | | | Use any skill | as if you | ı were trained | | | | |
| | | | | | - | | | | | _ | |
| Level FRIGHTENING TUNE | | | | | All skills are | consider | ed class skills | | | _ | |
| 14 Enemies are frightened and flee your performance | | | | | Able to take : | 10 on an | ıy skill | | | | |
| Level | SPIRE HEROICS | | | 19 | | | | | | - | |
| 15 | | to all saving to AC | j trirows | | | | | | | | |
| Level CA | LL THE STORM | | | | | | | | | | |
| 18 Co | ntrol Water, Control orm of Vengeance; p | | | | | | | | | | |

Level **DEADLY PERFORMANCE**20 Cause an enemy to die of joy or sorrow