BARD Bard Level	KNOWN SPELLS
SPELLS	
Spells Spell Spells = Base + Bonus Spells	· 0
Known Save DC per day Spells	
0 5552	
1	1
3	
	2
Spell Save DC = 10 + CHA + Spell Level	
Concentration — CHA L	
Level	-
ARCANE SPELL FAILURE THRESHOLD Or Bards can wear light armour without risking	3
% spell failure.	
BARDIC PERFORMANCE	
DURATIONBardMiscPER DAYLevel	
$rds = 2 + (\times 2) + CHA +$	4
Rounds DDD DDD	000
Today	
WILL SAVE DC Bard Level	
= 10 + (÷ 2) + CHA	
Level Begin or switch a bardic performance as a move action,	
7 rather than as a standard action. PERFORMANCES	1
PERFORMANCES COUNTERSONG	6
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	
DISTRACTION	BARDIC KNOWLEDGE
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	KNOWLEDGE Bard Misc Level
FASCINATE Bard MAX AUDIENCE Level	= (
- ÷ 3	HAUNTED EYES
(Round up)	Level Bonus applies to saving throws against fear, energy drain,
Bonus against charm and compulsion effects	death effects and necromancy
Bonus to attack and damage rons	SECRETS OF THE GRAVE
Level INSPIRE COMPETENCE	KNOWLEDGE Level BONUS Bard Level
•	Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities
6 Suggest actions to one already fascinated creature	
Level DIRGE OF DOOM	A dirge bard may use mind-affecting spells to affect even mindless undead
8 Cause enemies within 30ft to become shaken	At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list HAUNTING REFRAIN
Level INSPIRE GREATNESS MAX AFFECTED 2 Bonus hit dice	Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralise and opponent
+ 2d10 (including CON) Level DANCE OF THE DEAD	Level PERFORMANCE SAVING THROW
10 Create zombies or skeletons as Animate Dead	5 BONUS Bard Level DC BONUS Bard Level
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds	= ÷ 2 = ÷ 5
Removes the fatigued, sickened and shaken conditions	
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	
Level INSPIRE HEROICS MAX AFFECTED	
+ 4 to all saving throws + 4 to AC	
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	

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