SEA SINGER Bard Level	KNOWN SPELLS
(BARD)	
SPELLS	
Spells Spell Spells = Base + Bonus Spell Known Save DC per day Spells	ls Comments
1	1
2	
3 000	
4 0 000	
5 000	
6	
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Caste	er
Level	<u>'</u>
ARCANE SPELL FAILURE THRESHOLD Bards can wear light armour without risking	3
spell failure.	
BARDIC PERFORMANCE	
DURATION Bard Miss	
PER DAY Level	
rds = 2 + (× 2) + CHA +	4
Rounds DDD DDD DDD	
Today	
WILL SAVE DC Bard Level	
$=10+(\div 2)+CHA$	5
Level Regin or switch a hardic performance as a move action	
Level Begin or switch a bardic performance as a move action, rather than as a standard action.	
SEA SHANTY	6
Counter exhaustion, fatigue, nausea and sickness.	
Allies within 30ft use Performance roll in place of a saving throw	BARDIC KNOWLEDGE
DISTRACTION Counter magical effects that depend on sight.	WYOUN EDGE Bard
Allies within 30ft use Performance roll in place of a saving throw	
FASCINATE Bard MAX AUDIENCE Level	You can reroll one of these skill checks, but you
	must take the second result
= ÷ 3 (Round up)	WELL-VERSED
INSPIRE COURAGE	Level +4 Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone
Bonus against charm and compulsion effect	S 2 Ponus applies to CMD against
Bonus to attack and damage rolls	grapple, overrun or trip
Level STILL WATER Calm waters within 30ft, reducing swim DCs by your level	FAMILIAR
Perform for 10 rounds to extend the effect for an hour	Level
Level WHISTLE THE WIND	2
6 Gust Of Wind; play for 5 rounds to extend for 1 minute	LORE MASTER
8 Cause enemies within 30ft to become shaken	TAKE 10 TAKE 20 PER DAY Take 20 Today
	Level
Level INSPIRE GREATNESS MAX AFFECTED 2 Bonus hit dice	5 Unlimited uses per day
9 ± 2 Bolids Int dice + 2d10 (including CON)	JACK OF ALL TRADES
Level SOOTHING PERFORMANCE	Level Use any skill as if you were trained
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	10
	Level 16 All skills are considered class skills
14 Enemies are frightened and flee your performance	Level
INSPIRE HEROICS MAX AFFECTED	Able to take 10 on any skill
+ 4 to all saving throws	
+ 4 to AC	
Level CALL THE STORM Control Water, Control Weather, Control Winds or	
Storm of Vengeance; play for (spell level) rounds.	

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