

ARCANE DUELIST

(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

RALLYING CRY

Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

DISTRACTION

Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw.

FASCINATE

MAX AUDIENCE

Bard
Level

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

INSPIRE COURAGE

+

Bonus against charm and compulsion effects
Bonus to attack and damage rolls

INSPIRE COMPETENCE

Level 3

+

BLADE THIRST

Level

$$\text{Level 6} \quad \text{CHA} = \text{CHA} \div 3 \text{ (Round up)}$$

Enhancement bonus to one weapon or natural weapon

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

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

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level 15

+ 4 to all saving throws
+ 4 to AC

MASS BLADETHIRST

Level 18 +4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

2

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

3

☐ ☐ ☐
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4

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☐ ☐ ☐

5

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☐ ☐ ☐

6

☐ ☐ ☐
☐ ☐ ☐

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Bard
Level

Misc

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

Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

WELL-VERSED

Level 2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

☐ Act

Use bonus in place of...

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard Instruments

Diplomacy, Intimidate

Other:

☐

☐

☐ Oratory

Use bonus in place of...

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ String

Bluff, Diplomacy

☐ Wind Instruments

Diplomacy, Handle Animal

BONUS FEATS

Level 2

☐ Combat Casting

Level 10

☐ Spellbreaker

Level 18

☐ Greater Penetrating Strike

6

☐ Disruptive

14

☐ Penetrating Strike

ARCANE BOND

Level 5

BONDED OBJECT

ARCANE ARMOR

Level 10

Medium Armor Proficiency

Cast spells in medium armor with no risk of spell failure

Level 16

Heavy Armor Proficiency

Cast spells in heavy armor with no risk of spell failure