

# 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 armour without risking spell failure.

### BARDIC PERFORMANCE

DURATION  
PER DAY

Bard  
Level

Misc

rds = 2 + ( × 2 ) + CHA +

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC

Bard Level

= 10 + ( ÷ 2 ) + 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

= ÷ 3 (Round up)

#### INSPIRE COURAGE

+

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

#### INSPIRE COMPETENCE

Level 3

+

#### BLADE THIRST

Level

Level 6 = ÷ 3 (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

☐ ☐ ☐  
☐ ☐ ☐  
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3

☐ ☐ ☐  
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4

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☐ ☐ ☐

5

☐ ☐ ☐  
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6

☐ ☐ ☐  
☐ ☐ ☐

### BARDIC KNOWLEDGE

KNOWLEDGE  
BONUS

Bard  
Level

Misc

= ( ÷ 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 ARMOUR

Level 10

Medium Armour Proficiency

Cast spells in medium armour with no risk of spell failure

Level 16

Heavy Armour Proficiency

Cast spells in heavy armour with no risk of spell failure