DETECTIVE (BARD)		Bard Level	KNOWN SPELLS					
(BAI	SPELLS							
Spells Spell	Spells	Base + Bonus Spells				_		
Known Save DC	per day	Spells 4 8 2				0		
	0	CHA CHA - CHA -						
	1	9990						
	2		□ Dete	ct Good / Evil / L	aw / Chaos			
	3					1		
	4							
	5							
	6							
Spell Save DC = 10 + CHA + Spell Level			□ Zone	of Truth				
Concentration	= CH	Caster Level				2		
ARCANE SPELL FAILURE THRESHOLD								
Bards can wear light armor without risking spell failure.								
		MANAGE -						
BARDIC PERFORMANCE DURATION Bard Misc				ne Eye		3		
PER DAY		k With Dead						
$_{rds}$ = 2 + $(\times 2)$ + CHA +			☐ Speak With Plants					
Pounds ППП ПГ		·						
Today DD D	□ Disce	ern Lies						
WILL SAVE DC Bard Level						4 —————————————————————————————————————		
= 10 + ( ÷ 2 ) + CHA								
Level Begin or switch a bardic performance as a move action,								
7 rather than as a s	tandard action.							
PERFORMANCES			□ Pryin					
COUNTERSONG Counter magical effects that depend on sound.			□ Stone Tell			5		
Allies within 30ft use Performance roll in place of a saving throw								
<b>DISTRACTION</b> Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw								
	ard evel			ern Location				
		☐ Find The Path			6			
= <u>•</u> 3 (Round up)			☐ Greater Prying Eyes					
CAREFUL TEAMWORK Ba	ard Level		□ Mom	ent of Prescienc	e			
+ = (		÷ 6						
	·′		<b>X</b>		EYE I	FOR DE	ETAIL	
Bonus to Initiative, Percel 30ft, for up to an hour. All	lies must see an	d hear you for 3 rounds.	KNOWL BONUS	EDGE Bard Level	Mis	C	Apply this bonus to Knowledge (local), Perception,	
Level INSPIRE COMP	ETENCE			= (	÷ 2 ) +		Sense Motive and Diplomacy checks to gather	
3 +					··		information	
Level SUGGESTION			Level	Locate and disable		NE IN	SIGHT	
6 Suggest actions to one already fascinated creature				2 Danus annice to equips throws against illusions				
Level DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken				+4 and caster level checks and saving throws to see through disguises				
. TRUE CONFESS		ine snaken	```		LOR	E MAS	TER	
On a successful Sense Motive, reveal			Level	TAKE 10	TAKE 20 PER	DAY	Take 20 Today	
Perform for: 9	3 rounds <b>15</b>	2 rounds <b>20</b> 1 rounds	5	Unlimited uses per day				
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds			×		JACK O	F ALL T	TRADES .	
Removes the fatigued, sickened and shaken conditions			Level	Level				
Level FRIGHTENING TUNE			10	ose uny skill as il yi	ou were trained			
Level SHOW YOURSELVES			Level <b>16</b>	All skills are consid	ered class skills			
15 Enemies within 30ft are compelled to reveal themselves			Level	Level				
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures			Able to take 10 on any skill					
		ted creatures						
20 Cause an enemy to		rrow						