

DAREDEVIL

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		CHA - 4 CHA - 8 CHA - 12
		2		CHA - 4 CHA - 8 CHA - 12
		3		CHA - 4 CHA - 8 CHA - 12
		4		CHA - 4 CHA - 8 CHA - 12
		5		CHA - 4 CHA - 8 CHA - 12
		6		CHA - 4 CHA - 8 CHA - 12

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

$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} +$

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐

WILL SAVE DC Bard Level
 $\text{Will Save DC} = 10 + (\text{CHA} \div 2) + \text{CHA}$

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

PERFORMANCES

COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

FASCINATE Bard Level
MAX AUDIENCE

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

DERRING-DO Bard Level

$\text{DERRING-DO} = (\text{CHA} + 1) \div 6$

Bonus to allies' reflex saves, and double to Dexterity-based skills
Allies who move at least 10ft gain a dodge bonus to their AC

Level 3 **INSPIRE COMPETENCE**

$\text{INSPIRE COMPETENCE} = \text{CHA} +$

Level 6 **SUGGESTION**
Suggest actions to one already fascinated creature

Level 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

Level 9 **INSPIRE GREATNESS** MAX AFFECTED

$\text{INSPIRE GREATNESS} = 2 \text{ Bonus hit dice} + 2d10 \text{ (including CON)}$

Level 12 **SOOTHING PERFORMANCE**

Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

Level 14 **FRIGHTENING TUNE**

Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS** MAX AFFECTED

$\text{INSPIRE HEROICS} = +4 \text{ to all saving throws} + 4 \text{ to AC}$

Level 18 **MASS SUGGESTION**

Suggest actions to already fascinated creatures

Level 20 **DEADLY PERFORMANCE**

Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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2

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AGILE

AGILE BONUS Bard Level Misc

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

Apply this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks

CANNY FOE

COMBAT MANOEUVRES

Level

2

6

10

14

18

+2

Bonus applies to **CMB** to attempt, and **CMD** to resist, any of your chosen manoeuvres.

DAUNTLESS

MORALE BONUS Bard Level

$\text{MORALE BONUS} = (\text{CHA} + 2) \div 4$

Apply this bonus to saving throws against mind-affecting effects, including fear effects

SCOUNDREL'S FORTUNE

FORTUNE PER DAY Bard Level

Level

5

$\text{FORTUNE PER DAY} = \text{CHA} \div 5$

Fortune Today

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☐☐

Roll the d20 twice for a skill check and take the better result

JACK OF ALL TRADES

Level

10

Use any skill as if you were trained

Level

16

All skills are considered class skills

Level

19

Able to take 10 on any skill