MAGICIAN
(BARD)

Bard Level [ ]

SPELLS

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

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

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)

DWEOMERCRAFT Bard Level

+ [ ] = (____ + 1) ÷ 6

Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you

Level 3 **INSPIRE COMPETENCE** + [ ]

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

Level 8 **SPELL SUPPRESSION**
Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic

Level 9 **INSPIRE GREATNESS** MAX AFFECTED [ ]
2 × (d10 + **CON**) temporary hit points, +2 attack, +1 fortitude save

Level 12 **SOOTHING PERFORMANCE**
Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

Level 14 **METAMAGIC MASTERY**
Apply instant metamagic; this ends the performance

Level 15 **INSPIRE HEROICS** MAX AFFECTED [ ]
+ 4 to all saving throws
+ 4 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
☐☐☐
☐☐☐

2
☐☐☐
☐☐☐

3
☐☐☐
☐☐☐

4
☐☐☐

5
☐☐☐

6
☐☐☐

MAGICAL TALENT

MAGICAL TALENT BONUS Bard Level Misc

[ ] = (____ ÷ 2) + ____

Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device

EXTENDED PERFORMANCE

Level 2 Sacrifice a spell to extend your performance by a number of rounds equal to the spell level
Only once per performance   Duration does not apply to Spell Suppression

EXPANDED REPERTOIRE

Level 2 **BONUS SPELLS** Bard Level

[ ] = (____ + 2) ÷ 4

Bonus spells may come from any arcane spellcaster's list of available spells

ARCANE BOND

Level 5 **BONDED OBJECT**

WAND MASTERY

Level 10 Use your own CHA bonus for calculating the DC of wands

Level 15 Use your own caster level for calculating the DC of wands