

DERVISH DANCER

(BARD)

Bard
Level

SPELLS

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

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 & BATTLE DANCE

DURATION

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.

Level 7 Begin or switch a battle dance as a swift action, rather than as a move 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)

INSPIRE COMPETENCE

Level

3 +

BATTLE DANCES

Battle dances only affect the dancer, not the allies or enemies

INSPIRE COURAGE

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

RAIN OF BLOWS

When making a full round attack, make one extra attack at your highest attack bonus

BONUS

Bard Level

Level 6 $\text{BONUS} = (\text{CHA} \div 3) - 1$

Bonus to attack rolls and dodge bonus to AC

RAZOR'S KISS

Level 8 Attacks are treated as if with the Improved Critical feat

INSPIRE GREATNESS

Level 9 2 Bonus hit dice (including CON)

LEAF ON THE WIND

Level 14 +6 dodge bonus to AC and reflex saves

INSPIRE HEROICS

Level 15 +4 to all saving throws and +4 dodge bonus to AC

KNOWN SPELLS

0

1

2

3

4

5

6

FLEET

Level

SPEED BONUS

1 10 ft 2 sq

5 15 ft 3 sq

9 20 ft 4 sq

13 25 ft 5 sq

17 30 ft 6 sq

While performing a battle dance

WELL-VERSED

+4

Level 2

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

VERSATILE DANCE

DANCE BONUS

Bard
Level

Level

2 $\text{DANCE BONUS} = \text{CHA} \div 2$

You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus

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

DANCE OF FURY

Level

12 Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack

BATTLE FURY

Level

20 As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemies you encounter during your movement, up to a maximum of 20 attacks.

This provokes attacks of opportunity as normal.