SEA SINGER  Bard Level	KNOWN SPELLS	*
(BARD)	<u> </u>	
SPELLS		
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$		
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1 777	1	
2		
3 0000		
4   000		
5 000		
6		
Spell Save DC = 10 + CHA + Spell Level		
Concentration = CHA + Caster		
Level	_	
ARCANE SPELL FAILURE THRESHOLD  Bards can wear light armour without risking	3	
spell failure.		
BARDIC PERFORMANCE		
DURATION Bard Misc		
PER DAY Level		
$rds = 2 + ( \times 2) + CHA +$	4	
Rounds DDD DDD DDD		
Today		_
WILL SAVE DC Bard Level		
$=$ 10 + $\left(\div 2\right)$ + CHA	5	
Loud		
Level Begin or switch a bardic performance as a move action, rather than as a standard action.		
PERFORMANCES		
SEA SHANTY	6 —	
Counter exhaustion, fatigue, nausea and sickness.		_
Allies within 30ft use Performance roll in place of a saving throw	BARDIC KNOWLEDGE	
<b>DISTRACTION</b> Counter magical effects that depend on sight.	WNOWN EDGE Park	#
Allies within 30ft use Performance roll in place of a saving throw	BONUS  Level  Misc Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics	
FASCINATE Bard	= ( ÷ 2 ) + You can reroll one of these skill checks, but you	
MAX AUDIENCE Level	must take the second result	
= ÷3 (Round up)	WELL-VERSED	#
INSPIRE COURAGE	Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone	
+ Bonus against charm and compulsion effects	2 Panua annias to CMD against	
Bonus to attack and damage rolls	#2 grapple, overrun or trip	
Level STILL WATER	FAMILIAR	*
3 Calm waters within 30ft, reducing swim DCs by your level Perform for 10 rounds to extend the effect for an hour	Level	Т
Level WHISTLE THE WIND	2	
6 Gust Of Wind; play for 5 rounds to extend for 1 minute	TODE MACMED	
Level DIRGE OF DOOM	LORE MASTER	#
8 Cause enemies within 30ft to become shaken	Level TAKE 10 TAKE 20 PER DAY Take 20 Today  Unlimited uses	
Level INSPIRE GREATNESS MAX AFFECTED	5 Unlimited uses per day	
9 2 Bonus hit dice + 2d10 (including CON)	JACK OF ALL TRADES	-
l evel SOOTHING PERFORMANCE	Level	
Mass Cure Serious Wounds	10 Use any skill as if you were trained	
Removes the fatigued, sickened and shaken conditions	Level  All skills are considered class skills	
Level FRIGHTENING TUNE  14 Enemies are frightened and flee your performance	Level	
, , ,	Able to take 10 on any skill	
Level INSPIRE HEROICS MAX AFFECTED  + 4 to all saving throws		
+ 4 to all saving throws + 4 to AC		
Level CALL THE STORM		
Control Water, Control Weather, Control Winds or Storm of Vengeance; play for (spell level) rounds.		

Level DEADLY PERFORMANCE
20 Cause an enemy to die of joy or sorrow