

Bard  
Level

## KNOWN SPELLS

0

1

2

3

4

5

6

## SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA - 4 CHA - 8 CHA - 12
		1				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration  = CHA + Caster Level

## ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armor without risking spell failure.

## BARDIC PERFORMANCE

DURATION PER DAY Bard Level Misc

nds

 = 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

## 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 throwFASCINATE Bard Level  
MAX AUDIENCE = 

÷ 3

 (Round up)

## INSPIRE COURAGE

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

## INSPIRE COMPETENCE

Level 3 + 

## SUGGESTION

Level 6 Suggest actions to one already fascinated creature

## DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

## INSPIRE GREATNESS MAX AFFECTED

Level 9  2 Bonus hit dice  
+ 2d10 (including CON)

## SOOTHING PERFORMANCE

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

## FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

## INSPIRE HEROICS MAX AFFECTED

Level 15  + 4 to all saving throws  
+ 4 to AC

## MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

## DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

## TEA CEREMONY

Spend 10 minutes preparing an elaborate tea ceremony, and 4 rounds per person performing the ceremony, to grant your allies Inspire Courage, Inspire Competence, Inspire Greatness or Inspire Heroics for 10 minutes.

## BARDIC KNOWLEDGE

KNOWLEDGE BONUS Bard Level Misc

 = ( 

÷ 2

 ) + Apply this bonus to Craft (calligraphy), Diplomacy, Knowledge (nobility) and one type of Performance  
Bards can use all knowledge skills untrained

## WELL-VERSED

Level 2 +4 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

## VERSATILE PERFORMANCE

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
<input type="checkbox"/>		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

## LORE MASTER

Level 5 TAKE 10 Unlimited uses per day TAKE 20 PER DAY  Take 20 Today 

## 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