| STREET Bard level | | KNOWN SPELLS |
|---|-------------------|---|
| PERFORMER Level | | |
| (BARD) | - | 0 |
| (BARD) SPELLS | | |
| Spells Spell Spells Base Bon | us Spells | |
| Known Save DC per day Spells | - 8 - 12 | 1 |
| | CHA | |
| | | |
| | | |
| | | 2 |
| | | |
| 6 | - | |
| Spell Save DC = 10 + CHA + Spell Level | | 3 |
| Concentration = CHA + | Caster _ Level | |
| ARCANE SPELL FAILURE THRESHOLD | | |
| Bards can wear light armour without ri % spell failure. | sking | |
| BARDIC PERFORMANCE | | 4 |
| DURATION Bard PER DAY Level | Misc _ | |
| rds = 2 + (× 2) + CHA + | | |
| Rounds DDD DDD DDD Today DDD DDD DDD | _ | 5 |
| WILL SAVE DC Bard Level | | 000 |
| = 10 + (÷ 2) + C | HA | 6 |
| Level Begin or switch a bardic performance as a move a rather than as a standard action. | ction, _ | |
| PERFORMANCES | | STREETWISE |
| DISTRACTION Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving |] | STREETWISE Bard Misc Applies to • Bluff, Disguise and Knowledge (local) • Sleight of Hand, Diplomacy, and Intimidate |
| FASCINATE Bard MAX AUDIENCE Level | | checks made to influence a crowd Diplomacy checks to gather information |
| = ÷3 (Round u | \ | Earn double money from a public performance |
| DISAPPEARING ACT | P) | Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens |
| HIDDEN ALLIES Bard Level | 1 | WELL-VERSED * |
| = (+1) ÷ 6 | | Level 2 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects. |
| Allies are treated as invisible; cannot include yourself |) | VERSATILE PERFORMANCE |
| Level HARMLESS PERFORMER 3 Enemies that fail a will save cannot attack the Bard | | Use bonus in place of Use bonus in place of |
| Concentration allows a spell to affect a different ta | get | ☐ Act Bluff, Disguise ☐ Oratory Diplomacy, Sense Motive ☐ Comedy Bluff, Intimidate ☐ Percussion Handle Animal, Intimidate |
| 6 Suggest actions to one already fascinated creature | | □ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive |
| Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken | | Keyboard Diplomacy, Intimidate String Bluff, Diplomacy Diplomacy Wind Instruments Diplomacy, Handle Animal |
| Level 9 Blinded Dazzled Deafened Blinded Fall prone Si Naus | | QUICK CHANGE |
| Level SOOTHING PERFORMANCE 12 Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions | ons | TAKE 20 Level PER DAY Bard Level Take 10 on Bluff and Disguise checks Take 20 on Bluff and Disguise checks (limited uses) Use Bluff to create a diversion to hide as a swift action |
| Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance | | JACK OF ALL TRADES |
| Level SLIP THROUGH THE CROWD 15 Allies affected by Disappearing Act gain Greater Inv | isibility | Level 10 Use any skill as if you were trained |
| Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures | | Level 16 All skills are considered class skills |
| Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow | | Level 19 Able to take 10 on any skill |