GEISHA 芸者

Bard Level

SPELLS

Spells Known	Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (CHA, 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

[ ] rds = 2 + (_____ Bard Level × 2) + CHA + _____ Misc

Rounds Today

WILL SAVE DC

[ ] = 10 + (_____ Bard Level ÷ 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 throw

FASCINATE MAX AUDIENCE

[ ] = _____ Bard Level ÷ 3 (Round up)

INSPIRE COURAGE

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

Level 3 **INSPIRE COMPETENCE** [+]

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

Level 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

Level 9 **INSPIRE GREATNESS MAX AFFECTED** [ ]
2 Bonus hit dice
+ 2d10 (including CON)

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

Level 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your 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

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 ÷ 2) + _____ Misc

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...
☐ **Act**	Bluff, Disguise	☐ **Oratory**	Diplomacy, Sense Motive
☐ **Comedy**	Bluff, Intimidate	☐ **Percussion**	Handle Animal, Intimidate
☐ **Dance**	Acrobatics, Fly	☐ **Sing**	Bluff, Sense Motive
☐ **Keyboard Instruments**	Diplomacy, Intimidate	☐ **String**	Bluff, Diplomacy
		☐ **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