

Bard  
Level

## SPELLS

Spell Save DC = 10 + CHA + Spell Level

Concentration  = CHA + Caster Level

	Bards can wear light armour without risking spell failure.
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## LEARNING OBJECTIVES

$$\boxed{\text{rds}} = 2 + (\text{ } \times 2) + \text{CHA} +$$

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

Counter magical effects that depend on sound.  
Allies within 30ft use Performance roll in place of a saving throw

Counter magical effects that depend on sight.  
Allies within 30ft use Performance roll in place of a saving throw

$$\frac{\text{FASCINATE MAX AUDIENCE}}{\text{Bard Level}} = \frac{\quad}{3} \quad (\text{Round up})$$

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

Level	-----
3	+

Level	<b>SUGGESTION</b>
6	Suggest actions to one already fascinated creature

Level	<b>DIRGE OF DOOM</b>
8	Cause enemies within 30ft to become shaken

Level	INSPIRE GREATNESS	MAX AFFECTED
9		2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

Level **DANCE OF THE DEAD**  
**10** Create zombies or skeletons as Animate Dead

Level	<b>SOOTHING PERFORMANCE</b>
<b>12</b>	<p>Mass Cure Serious Wounds</p> <p>Removes the fatigued, sickened and shaken conditions</p>

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

Level	INSPIRE HEROICS	MAX AFFECTED
15		+ 4 to all saving throws + 4 to AC

Level	<b>MASS SUGGESTION</b>
<b>18</b>	Suggest actions to already fascinated creatures

Level	<b>DEADLY PERFORMANCE</b>
<b>20</b>	Cause an enemy to die of joy or sorrow

## KNOWN SPELLS

O

1

2

3

4

5

6

## BARDIC KNOWLEDGE

$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \phantom{00}$  Apply this bonus to all knowledge skills  
 Bards can use all knowledge skills untrained

## HAUNTED EYES

Level		
2	+4	Bonus applies to saving throws against fear, energy drain, death effects and necromancy

## SECRETS OF THE GRAVE

**KNOWLEDGE**  
**BONUS** Bard Level

Level 2   = ÷ 2 Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities

A dirge bard may use mind-affecting spells to affect even mindless undead

At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list

## HAUNTING REFRAIN

Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralise and opponent

**PERFORMANCE BONUS**

Level 5 Bard Level

= ÷ 2

**SAVING THROW DC BONUS**

Bard Level

= ÷ 5