

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		<div><div></div><div></div><div></div></div>
		2		<div><div></div><div></div><div></div></div>
		3		<div><div></div><div></div><div></div></div>
		4		<div><div></div><div></div><div></div></div>
		5		<div><div></div><div></div><div></div></div>
		6		<div><div></div><div></div><div></div></div>

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 DAYBard  
Level

Misc

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

WILL SAVE DC

Bard Level

$$= 10 + (\text{CHA} \div 2) + \text{CHA}$$

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 sight.

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

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

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  
BONUSBard  
Level

Misc

$$= (\text{CHA} \div 2) +$$
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...

☐ Act

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard Instruments

Diplomacy, Intimidate

☐

Use bonus in place of...

☐ Oratory

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ 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