

# COURT BARD

Bard  
Level

## 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

rds = 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 throw

### FASCINATE MAX AUDIENCE

Bard  
Level

=  ÷ 3 (Round up)

SATIRE Bard Level  
+  = (  + 1 ) ÷ 6

Penalty to enemies' attack, damage, saves against charm and fear

### MOCKERY

Bard Level

Level 3  = (  + 5 ) ÷ 4

Penalty to one enemy's Charisma-based checks and skills

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### GLORIOUS EPIC

Level 8 Cause enemies within 30ft to become flat-footed

### 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

### SCANDAL

Level 14 Enemies are affected as if by Song Of Discord

### 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

## KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## HERALDIC EXPERTISE

EXPERTISE  
BONUS

Bard  
Level

Misc

= (  ÷ 2 ) +

Apply this bonus to Diplomacy, Knowledge (history), Knowledge (local) and Knowledge (nobility) checks

REROLL  
PER DAY

Bard  
Level

= (  ÷ 5 ) + 1

Allows you to reroll one of these checks, but you must take the second result if you do

## WELL-VERSED

Level 2

+4

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

## VERSATILE PERFORMANCE

- ☐ Act
- ☐ Comedy
- ☐ Dance
- ☐ Keyboard Instruments
- Other:

### Use bonus in place of...

Bluff, Disguise  
Bluff, Intimidate  
Acrobatics, Fly  
Diplomacy, Intimidate

- ☐ Oratory
- ☐ Percussion
- ☐ Sing
- ☐ String
- ☐ Wind Instruments

### Use bonus in place of...

Diplomacy, Sense Motive  
Handle Animal, Intimidate  
Bluff, Sense Motive  
Bluff, Diplomacy  
Diplomacy, Handle Animal

## WIDE AUDIENCE

	Level 1	Level 5	Level 10	Level 15	Level 20
Performance radius	30 ft	40 ft	50 ft	60 ft	60 ft
Performance cone		60 ft	80 ft	100 ft	120 ft