

Bard
Level

SPELLS

Spell Save DC = 10 + CHA + Spell Level

Caster
Level

%	Bards can wear light armor without risking spell failure.
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DURATION	Bard	Misc
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$$\boxed{\text{rds}} = 2 + (\quad \times 2) + \text{CHA} +$$

WILL SAVE DC Bard Level

Level	Begin or switch a bardic performance as a move action, rather than as a standard action.
7	

SEA SHANTY

Counter exhaustion, fatigue, nausea and sickness.
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

$$\boxed{} = \div 3 \quad (\text{Round up})$$

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

Level 3 STILL WATER
Calm waters within 30ft, reducing swim DCs by your level
Perform for 10 rounds to extend the effect for an hour

Level 6 WHISTLE THE WIND
Gust Of Wind; play for 5 rounds to extend for 1 minute

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

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

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

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 18	CALL THE STORM Control Water, Control Weather, Control Winds or Storm of Vengeance; play for (spell level) rounds.
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Level	DEADLY PERFORMANCE
20	Cause an enemy to die of joy or sorrow

KNOWN SPELLS

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BARDIC KNOWLEDGE

Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics
You can reroll one of these skill checks, but you must take the second result

WELL-VERSED

Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone

Bonus applies to CMD against grapple, overrun or trip

FAMILIAR

LORE MASTER

Take 20 Today

JACK OF ALL TRADES

Use any skill as if you were trained

All skills are considered class skills

Able to take 10 on any skill