

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 armour 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

Level 3 MOCKERY Bard Level
- = (+ 5) ÷ 4

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

Level 6 SUGGESTION
Suggest actions to one already fascinated creature

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

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 SCANDAL
Enemies are affected as if by Song Of Discord

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

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2

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3

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4

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5

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6

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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

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
Other:		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

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