

DERVISH DANCER

Bard Level

(BARD)

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 8 CHA +
		1			CHA - 4 CHA - 8 CHA +
		2			CHA - 4 CHA - 8 CHA +
		3			CHA - 4 CHA - 8 CHA +
		4			CHA - 4 CHA - 8 CHA +
		5			CHA - 4 CHA - 8 CHA +
		6			CHA - 4 CHA - 8 CHA +

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 & BATTLE DANCE

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.

Begin or switch a battle dance as a swift action, rather than as a move 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

Bard Level

MAX AUDIENCE

= ÷ 3 (Round up)

Level

INSPIRE COMPETENCE

3 +

BATTLE DANCES

Battle dances only affect the dancer, not their allies or enemies

INSPIRE COURAGE

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

RAIN OF BLOWS

When making a full round attack, make one extra attack at your highest attack bonus

Level

6

BONUS

Bard Level

= ( ÷ 3 ) - 1

Bonus to attack rolls and dodge bonus to AC

Level

RAZOR'S KISS

8 Attacks are treated as if with the Improved Critical feat

Level

INSPIRE GREATNESS

9 2 Bonus hit dice (including CON)

Level

LEAF ON THE WIND

14 +6 dodge bonus to AC and reflex saves

Level

INSPIRE HEROICS

15 +4 to all saving throws and +4 dodge bonus to AC

KNOWN SPELLS

0

1

2

3

4

5

6

FLEET

Level

SPEED BONUS

1 10 ft 2 sq

5 15 ft 3 sq

9 20 ft 4 sq

13 25 ft 5 sq

17 30 ft 6 sq

While performing a battle dance

WELL-VERSED

Level

+4

Level

2

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

VERSATILE DANCE

DANCE BONUS

Bard Level

Level

2

= ÷ 2

You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus

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

DANCE OF FURY

Level

12

Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack

BATTLE FURY

Level

20

As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemies you encounter during your movement, up to a maximum of 20 attacks.  
This provokes attacks of opportunity as normal.