

Bard
Level

KNOWN SPELLS

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA - 4 CHA - 4 CHA - 8 CHA - 12
		1				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6				<input type="checkbox"/> <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 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

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

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
92 Bonus hit dice
+ 2d10 (including CON)

SOOTHING PERFORMANCE

Level
12Mass 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

0

1

2

3

4

5

6

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
-
- ☐
- Comedy
-
- ☐
- Dance
-
- ☐
- Keyboard Instruments

Bluff, Disguise
Bluff, Intimidate
Acrobatics, Fly

Diplomacy, Intimidate

Use bonus in place of...

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

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

LORE MASTER

Level
5TAKE 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