	BAR	D	Bard Level	×			KNO	OWN SPE	LLS			, i
×	S	PELLS										
Spells	Spell	Spells	= Base + Bonus Spells					- 0 -				
Known	Save DC	per day	Spells 4 4 4 7 7 7 7 7 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1									
	1		CHA CHA CHA CHA									
	2							- ₁ -				
	3											
	4							- 555 -				
	5											
	6							2				
Spell Save DC = 10 + CHA + Spell Level												
Concentration = CHA + Caster Level								- 000 -				
ARCANE	SPELL FAILUR	E THRESI										
Bards can wear light armour without risking								- 3 -				
	open randi		MANGE					_				
DURATIO	BARDIC P	ERFORI ard										
PER DAY		vel	Misc									
rd	s = 2 + (× 2) + CHA +					- <mark>4</mark> -				
Rounds 000 000 000 000 Today 000 000 000								_ 555 _				
WILL SAV		Bard Level	`									
	= 10 + (÷ 2) + CHA					_ 5 _				
Level Begin or switch a bardic performance as a move action, rather than as a standard action.								_ 555 _				
	PERFO	RMAN	CES					- 6 -				
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.				1			BARDI	C KNOWI	LEDGE			#
			place of a saving throw	KNOW BONUS	LEDGE S	Bard Level	M	lisc				
FASCINA'					= (÷ 2) +			s to all knowle II knowledge :	edge skills skills untrained	
	=	÷ 3	(Round up)	``			HA	UNTED EY	/ES			*
INSPIRE (COURAGE		, ,,	Level	+4	Bonus app death effe	olies to savi	ing throws aga	inst fear, ener	gy drain,		
Bonus against charm and compulsion effects Bonus to attack and damage rolls						-			GRAVE	_		
INSPIRE COMPETENCE					SECRETS OF THE GRAVE KNOWLEDGE							
Level +				Level	BONUS	Bard Level	I	D	4- 1/	l (l:-:) -		
Level SUG	GESTION			2		=	÷ 2			lge (religion) or res and their a		
6 Suggest actions to one already fascinated creature					A dirge bard n	nay use mind-af	fecting spe	lls to affect ev	en mindless u	ndead		
Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken					At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list							
	INCDIDE CDEATNESS MAY AFFECTED						HAUN	TING REI	RAIN			#
9		nus hit dice IO (includin	g CON)		Use Perform (keyboard) or Pei	rform (perc	cussion) in plac	e of Intimidat	e to demoralis	se and opponent	
	ICE OF THE DE	AD	,	Level 5	PERFORMA BONUS	ANCE Bard Level	I		SAVING TO DC BONUS		evel	
	THING PERFO		mate Beau			=	÷ 2			=	÷ 5	
13 Mass	Cure Serious Wou		d shaken conditions	~		J						
Level FRIC	GHTENING TUI	VE										
INICI	ies are frightened											
Level INSI	+ 4 to	all saving										
	+ 4 to	AC .										
	SS SUGGESTION est actions to alrea		ed creatures									

Level **DEADLY PERFORMANCE 20** Cause an enemy to die of joy or sorrow