

DAREDEVIL

(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 Bard Level
MAX AUDIENCE

= ÷ 3 (Round up)

DERRING-DO Bard Level

+ = (+ 1) ÷ 6

Bonus to allies' reflex saves, and double to Dexterity-based skills
Allies who move at least 10ft gain a dodge bonus to their AC

Level **INSPIRE COMPETENCE**

3 +

Level **SUGGESTION**

6 Suggest actions to one already fascinated creature

Level **DIRGE OF DOOM**

8 Cause enemies within 30ft to become shaken

Level **INSPIRE GREATNESS** **MAX AFFECTED**

9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

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 **MASS SUGGESTION**

18 Suggest actions to already fascinated creatures

Level **DEADLY PERFORMANCE**

20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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2

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AGILE

AGILE BONUS Bard Level Misc

+ = (÷ 2) +

Apply this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks

CANNY FOE

COMBAT MANOEUVRES

Level

2

6

10

14

18

+2

Bonus applies to CMB to attempt, and CMD to resist, any of your chosen manoeuvres.

DAUNTLESS

MORALE BONUS

Level

2

+ = (+ 2) ÷ 4

Apply this bonus to saving throws against mind-affecting effects, including fear effects

SCOUNDREL'S FORTUNE

FORTUNE PER DAY

Level

5

+ = ÷ 5

Fortune Today
☐☐
☐☐

Roll the d20 twice for a skill check and take the better result

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