

ARCANE DUELIST

(BARD)

Bard Level

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

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

rdss=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

RALLYING CRY

Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

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)

INSPIRE COURAGE

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

Level 3

INSPIRE COMPETENCE

+

Level 6

BLADE THIRST

Level

= ÷ 3 (Round up)

Enhancement bonus to one weapon or natural weapon

Level 8

DIRGE OF DOOM

Cause enemies within 30ft to become shaken

Level 9

INSPIRE GREATNESS

MAX AFFECTED

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

Level 12

SOOTHING PERFORMANCE

Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions

Level 14

FRIGHTENING TUNE

Enemies are frightened and flee your performance

Level 15

INSPIRE HEROICS

MAX AFFECTED

+ 4 to all saving throws + 4 to AC

Level 18

MASS BLADETHIRST

+4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

Level 20

DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

BONUS FEATS

Level 1

ARCANE STRIKE

DAMAGE BONUS

+ = 1 + (÷ 5)

Level 2

COMBAT CASTING

+4 to Concentration checks to cast a spell defensively or while grappled

Level 6

DISRUPTIVE

+4 DC to enemies casting defensively within your threatened area

Level 10

SPELLBREAKER

Enemies that fail their check to cast defensively in your treated area provoke attacks of opportunity

Level 14

PENETRATING STIKE

Bypass up to 5 points of damage reduction (not including damage reduction without a type)

Level 18

GREATER PENETRATING STRIKE

Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)

ARCANE BOND

Level 5

BONDED OBJECT

Level 10

MEDIUM ARMOUR PROFICIENCY

Cast spells in medium armour with no risk of spell failure

Level 16

HEAVY ARMOUR PROFICIENCY

Cast spells in heavy armour with no risk of spell failure

ARCANE ARMOUR