DEMAGOGUE Bard Level (BARD)				KNOWN SPELLS												
		SP	ELLS	Ĭ.						0 —						
Spell			Spells	= Base + Bonus Spells												
Know	n Save DC	-	per day	Spells 4 8 H										_		
		0		CHA CHA						1 —						
		1														
		2														
		3														
		4								2 —						
		5								<b>2</b>						
		6														
Spe	II Save DC = 10	+ CHA + S	pell Level													
Conc	entration	:	= CH	Caster Level						3						
ARCA	ANE SPELL FA	AILURE	THRESE	HOLD						<b>)</b>						
			ear light a	rmour without risking												
	spr	ell failure.	DEAD	MANCE												
DUR	ATION	Bar														
PERI		Leve		Misc						_4						
	rds = 2 +	+ (	× 2	) + CHA +												
Rou	ınds 🔲 🖳				_											
	oday 🗆 🗆 🗆															
WILI	SAVE DC	/	Bard Level	. )						5						
	= 10	)+(		÷ 2 ) + CHA												
Level Begin or switch a bardic performance as a move action,																
7 rather than as a standard action.										6 —						
PERFORMANCES *																
COUNTERSONG Counter magical effects that depend on sound.																
Allies within 30ft use Performance roll in place of a saving throw						Area of fa	me		FA	MOUS					<b>#</b> (	
<b>DISTRACTION</b> Counter magical effects that depend on sight.																
Allies	within 30ft use		nce roll in	place of a saving throw	1	Village or					1,000 pe		ff te	+1	he	
	INATE AUDIENCE	Bard Level			5	Large tow		all group of to	wns		5,000 pe		us to Bluff Intimidate	+2	made within the area of your fame	
	=		÷3		9 13	, ,		nd surrounding	g area		100,000 pc		Bonus to and Intim	+4	de wi	
				(Round up)	17	The whol	e civilize	ed world	-				a B	+5	ma	
Level	INSPIRE COI	MPETEN ]	ICE		*				BARDIC 1	KNOWLED	GE				<b>#</b> 1	
3	+				KNOW BONU	/LEDGE S		ard evel	Misc							
Level	GATHER CR			Bard Level		=	(	÷ 2	) +	117	bonus to all kr		_			
5 Size of audience Performance result							`			Bards can L-VERSED	use all knowle	age ski	ilis untra	nea		
Level INCITE VIOLENCE								D			D!:- D		:-		<b>#</b> (	
6 Inflame a crowd who are already fascinated						+	4		piles to saving age-dependei	g throws against nt effects.	Bardic Perfori	nance,	SONIC			
Level DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken								VE	RSATILE	PERFORM	ANCE				<b>#</b> (	
Lovel	INSPIRE GR	EATNES	S MAX	AFFECTED			Use	bonus in place	e of		ι	Jse bor	nus in pla	ce of		
2 × (d10 + CON) temporary hit points,					□ Act			ff, Disguise		□ Oratory			acy, Sen			
Level Mass Cure Serious Wounds						nedy ice		ff, Intimidate obatics, Fly		☐ Percussi			Animal, Sense Mo		date	
						board		lomacy, Intimi	data	□ String			)iplomac			
Removes the fatigued, sickened and shaken conditions						truments	υlb	топтасу, іптіті	udle	☐ Wind Ins	truments	Diplom	acy, Han	dle Ani	imal	
	FRIGHTENII Enemies are frig			ur performance												
Level INSPIRE HEROICS MAX AFFECTED									JACK OF	ALL TRAD	ES				<b>#</b> 1	
+ 4 to all saving throws + 4 to AC						Use an	y skill as	s if you were tr	ained							
Level	RIGHTEOUS		AC		10 Level											
	Turn a crowd to		ommon p	ırpose	<b>16</b>	All skill	s are co	nsidered class	s skills							
	DEADLY PER				Level	Able to	take 10	on any skill								
20	Cause an enem	y to die of	Joy or so	row	19			,								