

(BARD)

Bard
Level

SPELLS

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

%	Bards can wear light armour without risking spell failure.
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BARDIC PERFORMANCE

Misc

Rounds Today

Bard Level


Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

PERFORMANCES

Counter magical effects that depend on sound.
Allies within 30ft use Performance roll in place of a saving throw

Counter magical effects that depend on sight.
Allies within 30ft use Performance roll in place of a saving throw

Bard
Level

INSPIRE COURAGE	
	Bonus against charm and compulsion effects Bonus to attack and damage rolls

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

3 Damage to object = **1d4 +** (or half that to a living target)

6 Damage to targets = **1d8 +** **CHA** Affects a number of targets up to the Bard's Level

8 Cause enemies within 30ft to become shaken

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

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

14 Enemies are frightened and flee your performance

Level		
15		+ 4 to all saving throws + 4 to AC

18 Suggest actions to already fascinated creatures

20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

[illegible]

BARDIC KNOWLEDGE

Misc

Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

WELL-VERSED

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

Bluff, Disguise
Bluff, Intimidate
Acrobatics, Fly
Diplomacy, Intimidate

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

Other:

LORE MASTER

Take 20 Today

JACK OF ALL TRADES

Use any skill as if you were trained

All skills are considered class skills

Able to take 10 on any skill