SEA SINGER		R Bard Level	KNOWN SPELLS						
((BARD) SPELLS Spells Spell Spells _								
							0		
Spells Spell Known Save DC	Spe per (
	0	CHA -							
	1								
	2						1		
	3								
	4								
	6						2		
Chall Cove DC = 10									
Spell Save DC = 10 + CHA + Spell Level Caster									
Concentration = CHA + Level									
ARCANE SPELL FAILURE THRESHOLD							3		
Bards can wear light armour without risking spell failure.									
BARDIC PERFORMANCE									
DURATION	Bard	Misc							
PER DAY	Level)					4		
rds = 2 +	٠(،	(2)+CHA+							
Rounds OOO OOO									
Today WILL SAVE DC									
	Bard L	\					5		
= 10) + (÷ 2) + CHA							
Level Begin or switch a bardic performance as a move action,									
7 rather than as a standard action.									
	PERFORM	ANCES					6		
SEA SHANTY Counter exhaustion, fatigue, nausea and sickness.									
Allies within 30ft use Performance roll in place of a saving throw									
DISTRACTION Counter magical effects that depend on sight.			KNOW	L EDGE Bar	rd			WLEDGE	
		Il in place of a saving throw	KNOWI BONUS			Mis	С	Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics	
FASCINATE	Bard			= (2)+		You can reroll one of these skill checks, but you	
MAX AUDIENCE	Level			`				must take the second result	
= ÷ 3 (Round up)			•	WELL-VERSED					
INSPIRE COURAGE				Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone					
		harm and compulsion effects and damage rolls	2	+2		us applies to CME			
		and damage rolls		- 2	grap	ple, overrun or tr	·		
	thin 30ft, reduc	ing swim DCs by your level	*			F.A	AMILI <i>!</i>	AR	
- Perform for 10	rounds to exter	nd the effect for an hour	Level						
Level WHISTLE TI 6 Gust Of Wind;		ls to extend for 1 minute	2						
Level DIRGE OF DOOM						LOR	E MAS	STER	
8 Cause enemies		pecome shaken	Level	TAKE 10		TAKE 20 PER	DAY	Take 20 Today	
Level INSPIRE GR	EATNESS M	AX AFFECTED	5	Unlimited uses per day					
9		CON) temporary hit points, 1 fortitude save				IACK O	- F ALL 1	ΓRADES	
COOTHING DEDECOMANGE			Level	Ul:II :	·				
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds				Use any skill as i	ii you w	ere trameu			
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions				All skills are con	sidered	class skills			
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance			Level	Level					
Level INSPIRE HEROICS MAX AFFECTED				Able to take 10 c	n any s	skill			
15	+ 4 to all sa								
	+ 4 to AC								
Level CALL THE ST		r, Control Winds or							
Storm of Vengeance; play for (spell level) rounds.									

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