ANIMAL (BA	SPEAKI	ER Bard Level			OWN SPE			
	SPELLS	, (_ 0			
Spells Spell	Spells	= Base + Bonus Spells						
Known Save DC	per day	Spells 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Cummon Notu	ro'o Ally I				
	1	CHA CHA CHA	Summon Natu	re s ally i	- ₁			
	2							
	3				- 555 -			
	4		Summon Natu	re's Ally II				
	5			-	2			
	6							
Spell Save DC = 10 +	+ CHA + Spell Level							
Concentration = CHA + Caster Level			Summon Natu	re's Ally III				
ARCANE SPELL FA	LILURE THRESH	HOLD			_ 3 			
Bards can wear light armour without risking spell failure.					_			
	DIC PERFORI	MANCE	Summon Natu	rala Allu IV				
DURATION Bard Misc			Summon Natu	TE S Ally IV				
PER DAY Level								
rds = 2 + (× 2) + CHA +					_ 000 .			
Rounds OOO OOO OOOO			Summon Natu	re's Ally V				
WILL SAVE DC Bard Level					5			
= 10 + (÷ 2) + CHA								
Level Begin or switch a bardic performance as a move action, rather than as a standard action.			Summon Natu	re's Ally VI	_ 6			
PERFORMANCES								
COUNTERSONG	e that dapand on e	ound	×	DADD		TEDCE		
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw			BARDIC KNOWLEDGE KNOWLEDGE Bard Miss					
DISTRACTION Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw			BONUS	Level	Ann Ann	ly this honus to al	l knowledge skills	
			= (÷ 2) + Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained					
INSPIRE COURAGE			ANIMAL FRIEND					
Bonus against charm and compulsion effects Bonus to attack and damage rolls			Level ANIMAL TYPE 1			+4 to Handle Animal of a chosen type		
Level SOOTHING PERFORMANCE			5		These animals are at worst indifferent to the bard, and never attack without provocation			
3 Use a performance roll to influence animals					Animal companions and magically controlled animals must pass an opposed Charisma check to attack			
Level ATTRACT RATS 5 Summon 5 1d6 11 2d6 17 3d6 rats			7		Leve	el	nimals at will for a chosen type	
			VERSATILE PERFORMANCE					
6 Suggest actions to one already fascinated creature				Use bonus in place of	LE PERF	JRMANGE	Use bonus in place of	
Level DIRGE OF DO			☐ Act	Bluff, Disguise	□ Ora	atory	Diplomacy, Sense Motive	
	within 30ft to beco		□ Comedy	Bluff, Intimidate		rcussion	Handle Animal, Intimidate	
Level	EATNESS MAX 2 2 × (d10 + CON	AFFECTED) temporary hit points,	□ Dance□ Keyboard	Acrobatics, Fly	□ Sir □ Str	-	Bluff, Sense Motive Bluff, Diplomacy	
9	+2 attack, +1 for		Instruments	Diplomacy, Intimidate		nd Instruments	Diplomacy, Handle Animal	
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds			Other:					
		d shaken conditions						
Level FRIGHTENIN	IG TUNE htened and flee yo	ur norformana						
INICDIDE HED		·						
Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws			JACK OF ALL TRADES					
+ 4 to AC			Level 10 Use an	y skill as if you were trained				
Level MASS SUGGE Suggest actions	ESTION to already fascina	ted creatures	Level 16 All skil	s are considered class skills				
Level DEADLY PERFORMANCE			Level					
	to die of joy or sor	row	19 Able to	take 10 on any skill				