

BARD

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		CHA - 4 CHA - 8 CHA - 12
		2		CHA - 4 CHA - 8 CHA - 12
		3		CHA - 4 CHA - 8 CHA - 12
		4		CHA - 4 CHA - 8 CHA - 12
		5		CHA - 4 CHA - 8 CHA - 12
		6		CHA - 4 CHA - 8 CHA - 12

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armor without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY Bard Level Misc

rds = 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

COUNTERSONG

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

DISTRACTION

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

FASCINATE MAX AUDIENCE

Bard Level
 = ÷ 3 (Round up)

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Level 3 +

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 2 Bonus hit dice
+ 2d10 (including CON)

DANCE OF THE DEAD

Level 10 Create zombies or skeletons as Animate Dead

SOOTHING PERFORMANCE

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

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

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

MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

BARDIC KNOWLEDGE

KNOWLEDGE BONUS Bard Level Misc

= (÷ 2) +

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

HAUNTED EYES

Level 2 +4 Bonus applies to saving throws against fear, energy drain, death effects and necromancy

SECRETS OF THE GRAVE

KNOWLEDGE BONUS

Level 2 = ÷ 2

Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities

A dirge bard may use mind-affecting spells to affect even mindless undead

At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list

HAUNTING REFRAIN

Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralize and opponent

Level 5 PERFORMANCE BONUS Bard Level

= ÷ 2

SAVING THROW DC BONUS

Bard Level
 = ÷ 5